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PLAYER SUPPLEMENT

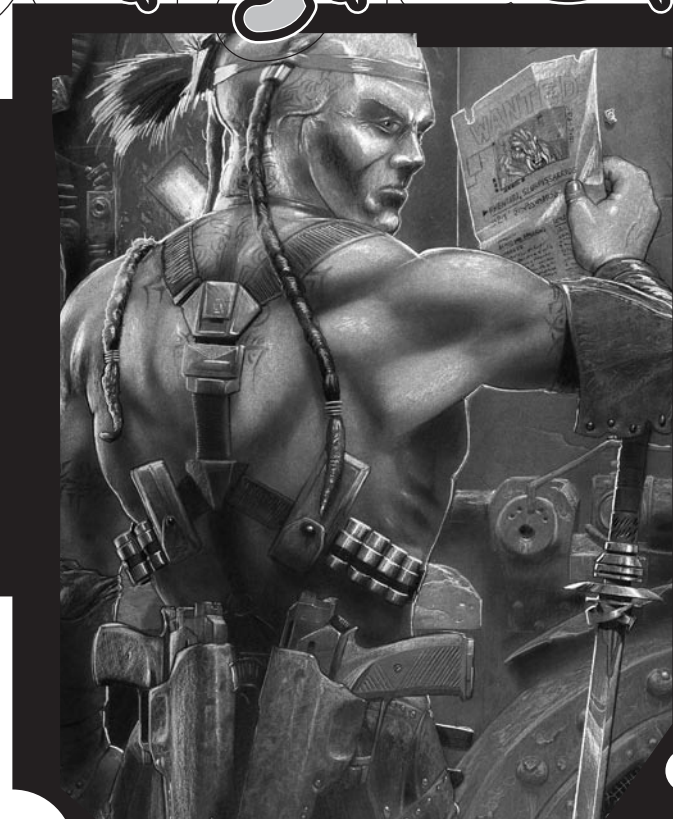
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BATTLELORDS
OF THE TWENTY-THIRD CENTURY

The BATTLELORDS' Player Companion

The Battlelords' Player Companion

galactic underground™



BATTLELORDS™
OF THE TWENTY-THIRD CENTURY



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Special thanks to all of the gamers in Ohio, Michigan, Wisconsin, and New York with whom we have been fortunate enough to game at some of the finest conventions in the country. Your enthusiasm and encouragement have inspired us to continue with the sometimes daunting task of detailing the Battlelords of the Twenty-Third Century universe.

As Benevolent Dictator of the Universe, I hereby decree that all persons who own this book are entitled to one free resurrection for their favorite player character should he/she/it fall victim to the evil nemesis called Death. This official rule must be honored by Battle Masters everywhere!!!

We are all equals in the eyes of the Lord.

This book is designed to support the Battlelords of the Twenty-Third Century rule book. It is designed to support a game. That's all. Its contents should not be taken literally. Battlelords is an abstraction of what life will be like in the future if we don't learn to live with each other. It is a reflection of how violent we are and how much more violent we will become, should we never learn to love one another as God would want us to. We are all responsible for our brothers. We are indeed their keepers. Enough said. LET'S ROLEPLAY.

1. Race Expansion	3
Goola-Goola	5
Kizanti	9
I-Bot	13
Archetypes	16
Long Live The Swordsaint	19
Meet Phelinssarious Phentari	24
2. Character Background & Features	29
Character Traits	29
I Was Just Growing Up Tables	34
Fickle Finger of Fate Table	36
Fortune Tables	39
3. Skills Expansion	43
Skill Tables	45
Physical Skill Descriptions	48
Occupational Skill Descriptions	50
4. Matrix Expansion	67
Searching For A Mentor	67
Empath Matrices	68
Energy Controller Matrices	74
Healer Matrices	82
5. Standard of Living	93
Credit	93
Credit Cards	95
Standard of Living	98
Neighbors	98
Cheaters Should Be Shot	105
Advanced Grenade Rules	106
Humor	107
Index	112
Appendix	113

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The Galactic Underground contains mature themes and it is suggested reading for Ages 14 and above.

CHAPTER 1

Race Expansion • 1



IN THIS CHAPTER...

Goola-Goola

Kizanti

I-Bot

Archetypes

Long Live the Swordsaint

Meet Phelinssarious Phentari

Greetings from the Land of Beatings. We, The Boys from SSDC, just wanted to say that we appreciate your support. We are gamers just like you, and it is very gratifying to find out that you guys like the stuff we are putting out. We're not any smarter, or any cooler, we're just a bunch of guys who enjoy writing and designing roleplaying games. The best job in the world is being game designers, and we realize that without you, the Battl Lords system would be nothing!

reetings fellow space travellers. Malachi Armageddon here, introducing you to the Galactic Underground! The GU, as we fondly call it, contains a wealth of information for the Battl Lords player (we even threw in some Battle Master stuff, so they don't feel left out and take it out on your PCs). The Galactic Underground series contains a variety

of articles, stories, races, background material, and other goodies to help you flesh out and understand your Battl Lords character and his environment better.

My travels have brought me tons of new information about the universe at large. I've met the Goola-Goola, Kizanti, and even an I-Bot or two, and detailed them here for you. I've learned more about the Eridani than I care to admit, but as a service to those who seem to find them interesting, I've included it here, despite my reservations. I even dug up info on some of those crazy artifacts you here about on the documentaries on Tri-V. Their owners we're generally reticent to give them up, so many of my "investigations" ended up with me hiding from the cops in a sewer or skimmer trunk. The things I go through for you, my humble reader!

In this book I've detailed loads of new matrices created by the best and brightest MCs around. So if you've got a big head, look like an asparagus, or just want to, check this list out. By the way, when researching these matrices I ran into that curious combat Mutzachan, Bluerazor, I've heard so many weird stories about. What a freak! His friends are even weirder. I kept trying to talk to him but most conversations ended with him smacking one hand with his other and yelling "You're opinion has been noted... <slap> and IGNORED!" Insane people always bug me. Read the matrices he came up with and you'll know why I'm afraid of him.

Gotta run, the local authorities don't seem to appreciate me using their secure terminal to upload this report to you. Enjoy!... OW! Leggo! I got a Press Pass... That computer's expensive... HEY!

PLAYER CHARACTER RACES

Below, we present the Kizanti and the Goola-Goola Space Dwarves. The peoples of both nations are currently awaiting entrance into the Alliance. The Assembly of Worlds will vote on these races' eligibility for seats on the Council of Timar later this year. Both the new races are approved for use as Battl Lords player characters.

In addition, we present one "quasi-race" which may also be used for Battl Lords player characters, the I-Bot.



goo-lah-goo-lah

Goola-Goola

GOOLA GOOLA STATISTICS

VITAL STATISTICS	
+20 Strength	+10 Manual Dexterity
+10 I.Q.	-15 Agility
+15 Constitution	-10 Aggression
-10 Intuition	-10 Charisma
SECONDARY STATISTICS	
+20 Terrestrial Knowledge	-10 Military Leadership
+00 Persuasion	+20 Bargaining
GENERAL INFORMATION	
Body Points: 4 + d6	Movement: 05/07/60
Height: 48 + d12	Weight: 100 + (2d6 x 10)
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: +05	Hearing Modifier: -15
Smell Modifier: +15	Starting Money: 5d6 x 100
Home Planet: Gnoosie, Heinock Cluster	
SPECIAL ABILITIES	
Level 1 in eight Weapon Repair skills (PC's choice)	
Level 2 Repair Armor	Level 3 Electronics
Level 1 Electrician	Level 3 Welding
Level 1 Mechanic (auto)	
LIABILITIES	
30 Proficiency Points	
SURVIVAL MATRIX ROLLS	
Chemical: 35	Radiation: 20
Biological: 71	Mental: 12
Poison: 85	Sonic: 75
Electricity: 20	Fire: 20
Acid: 25	Cold: 25
PRIMARY OCCUPATION	
Repair Specialist	
PROFICIENCY POINTS: 30	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: 51/130	I.Q.: 11/120
Agility: 23/110	Constitution: 41/130

OW! @\$*#! I thought for sure that would hold... In Zippy's Name, this thing needs more work.

What a wonder it was when we finally hooked up with the Alliance. So much technology, and so little of it working up to our standards. We could see the universe needed our help. Happy was the day when I first set foot on an Orion liner. Oh, the improvements I made! I was very put off by their ungrateful attitude though. I mean I got them an extra .03% output from their hyperdrive. How was I to know it would make their pulse cannon output coils melt. Sheesh, a few burns and minor trauma, and they throw you off the ship.

We know the Alliance needs us, they just don't know how badly yet. We'll show 'em though. They'll dump that expensive Shuestron crap for some high quality and affordable goods from us chaps on Gnoosie. We'll show 'em...

Gotta get back at it. Now if I could only find my nano-actuated, hydro-pneumatic, quintcoiled Guzzinta, I could fix this thing...

GOOLA-GOOLA

GENERAL KNOWLEDGE

Goola-Goola bear a strong resemblance to dwarves, the mythological Earth creature renowned for having few manners but great courage. The Space Dwarves are indigenous to the planet Gnoosie in the Heinock star cluster of Ursa Major. The main physiological difference between the myth and the real thing is that most Goola-Goola are a deep shade of purple, bordering on violet. They grow deep red beards that constantly drag along the ground.

These hyper-cranky beings are always serious, seeing life as if through the eyes of someone who is perpetually constipated. They are forever miserable, and whine incessantly.

The Goola-Goola is a tinkerer extraordinaire, believing that anything can be fixed, even if it is working fine. If there are a few extra screws when repairs are done, so what? What's the problem? As long as it works. Space dwarves have been known to get so excited when they are working on unfamiliar projects that they occasionally pass out from hyperventilation (05%). When covered with grease and surrounded by a million parts, strewn all over the place, the dwarves' nasty temperament changes and they become almost happy.

Most Goola-Goola spend their lives developing tinkering skills. For this reason, they begin the game with all kinds of skills that are related

to fixing things. This also explains why the space dwarves start the game with fewer skill points than other races.

The dwarves travel around the galaxy, looking for things to fix. They quest for some rare tool that somehow might enable them to repair things faster. They always have widgets and doohickeys galore, carrying around tools that most people have never seen before. There is a 05% base chance that a space dwarf can improvise and build some ridiculous looking contraption that will fix a level 12 or lower problem. This increases by 01% for every 5,000 experience points. Of course, the dwarf must have the appropriate materials available.

Space Dwarves will try to fix anything. That's the problem. Goola-Goolas don't believe that they are ever doing it wrong. Letting one tinker with any type of equipment can be a bad mistake. If the equipment is important to the survival of the party, such tinkering can be fatal. There is a 05% chance that anything the dwarf fixes will never work again, no matter what you do to it! 08% of the time that a Space Dwarf fixes a weapon, its malfunction number is reduced by 2-12 points permanently. Furthermore, there is a 02% chance that it will explode the first time it is fired. But if something is broken, the space dwarf will insist that he alone fixes it, and there is a reasonable probability that he will.

Whatever you do, keep the Space Dwarf away from anyone who has cybernetic implants. The Goola-Goola become crazed at the mention of the word bionic! Their intense curiosity drives them to discover the exact wonders of cybernetics. Thus, one of the party may very well wake up with the space dwarf disassembling him.

History

Goola-Goola history has no defining moment. The wars and social upheavals that have occurred generally revolve around technological development, or mistakes.

The Goola had a rough time with space travel. Many an unlucky astronaut blew up on the launch pad when Goola technology failed. The great joke among Space Dwarves is that you can tell when your time is up because you receive a draft slip from the Astronaut Corp. Space Dwarves don't trust ships, and will always try to convince the captain to let them tweak things on line a little better.

If there is one hero in Space Dwarf history, it is the Great Zippy, Goola-Goola Mechanic Supreme. Legend has it that the Great Zippy once built a neutron bomb out of a lighter, pencil shavings, and a brassiere. Conclusive evidence has been documented of the Great Zippy's existence, and corroborates the stories of his achievements. In reality, Space Dwarves honor Zippy for building the first spaceship that reached orbit without exploding.

Government

Space Dwarves are strong believers in anarchy. They don't deal with taking orders very well, which is why many companies won't even consider hiring a dwarf. This fact also accounts for them having low military leadership scores.

Culture

The beard is revered. Space Dwarves wear their beards long, usually dragging along the ground. The more twigs, leaves, and other assorted natural things that one has in one's beard, the more respect one garners.

Problem: 02% of all Goola are bald and these dwarves are outwardly discriminated against.

Although dwarves love mechanical and other devices, they are in awe of nature. Probably because they are so incompetent within the biological realm, they consider nature magical. Thus, they love the forest and the wilderness.

Physiology

Space Dwarves are short, stout beings, carrying massive, wide muscular frames. Their squat stature is a result of evolution on a high gravity planet. Thus, they are incredibly strong and generally possess high constitution scores. On the other hand, they are not very agile.

The dwarves are herbivores, preferring a diet of Buldas Berries (cranberry-equivalents) and other root foods. The Goola-Goola obtain nourishment through vegetables and complex carbohydrates. Space Dwarves rave about Earth pasta which is considered a Goola-Goola delicacy. They are unable to digest meat products: eating such food makes them blow chunks!

Space Dwarves have short life spans, normally between 60-80 years. They mate constantly, finding great pleasure in this pastime. The females carry their young for 6 months before giving birth.

Weaknesses

Just tell one that you found a funky new wrench and watch them hyperventilate until they pass out.

Quirks

If you don't consider individuals strange when they pass out because someone handed them a weird screwdriver, then you've got a problem. Real quirks: The Goola-Goola drink more than Orions and love Nectar of the Ram. The problem is that they can't handle alcohol very well and tend to get "blasted."

Favorite Item

Any strange looking device that looks like it might serve some purpose or another.

Fashion

Goola-Goola hate confining clothing and wear comfortable smocks. They consider skin suits disgusting.

Hangout

Space Dwarves are big on junk yards and love to dig through them looking for treasure.

Abode

The whole house is one big repair station. It is quite ordinary to find a warp drive converter module or something else utterly ridiculous sitting on the dinner table. There is oil everywhere, the kids look like ragamuffins, the parents are always bitching and everyone is happily working on their current project.

Combat Tactics

As they generally have little inclination toward fighting, most Goola-Goola employ the combat tactic of duck and cover. This does not prevent the odd dwarf from relishing the opportunity to try his or her latest Omega Cannon (modified to extend the range of course) from a relatively safe distance.

General Occupation

The dwarves typically attach themselves to a party as repair mercenaries, requiring a certain percentage gross of any mission, usually 10-20% of the take. The only reason that they want money at all is to further their quest for the ultimate tool.

The Goola-Goola View

ON LIFE: For the most part, life sucks—all these big sentient stomping around, giving orders, getting in the way, destroying perfectly good stuff, and paying their repair bills late.

ON WAR: How stupid can you get! A bunch of fools blow up perfectly good machines and leave the rest of us to pick up the pieces. It is a waste of good metal.

ON THE ALLIANCE: I hate it. I hate it. It is controlling, manipulating, strangulating, constipating, etc.

ON THE UNIVERSE: It is the ultimate junk pile. I'll fix it so it works right.

ON THE FAMILY: If I catch the little runt who took my nutdriver, I'll kill 'em. It is so aggravating, infuriating, exasperating. How could anyone take what doesn't belong to him. I swear, if I catch that *&\$%, I'm gonna . . . !

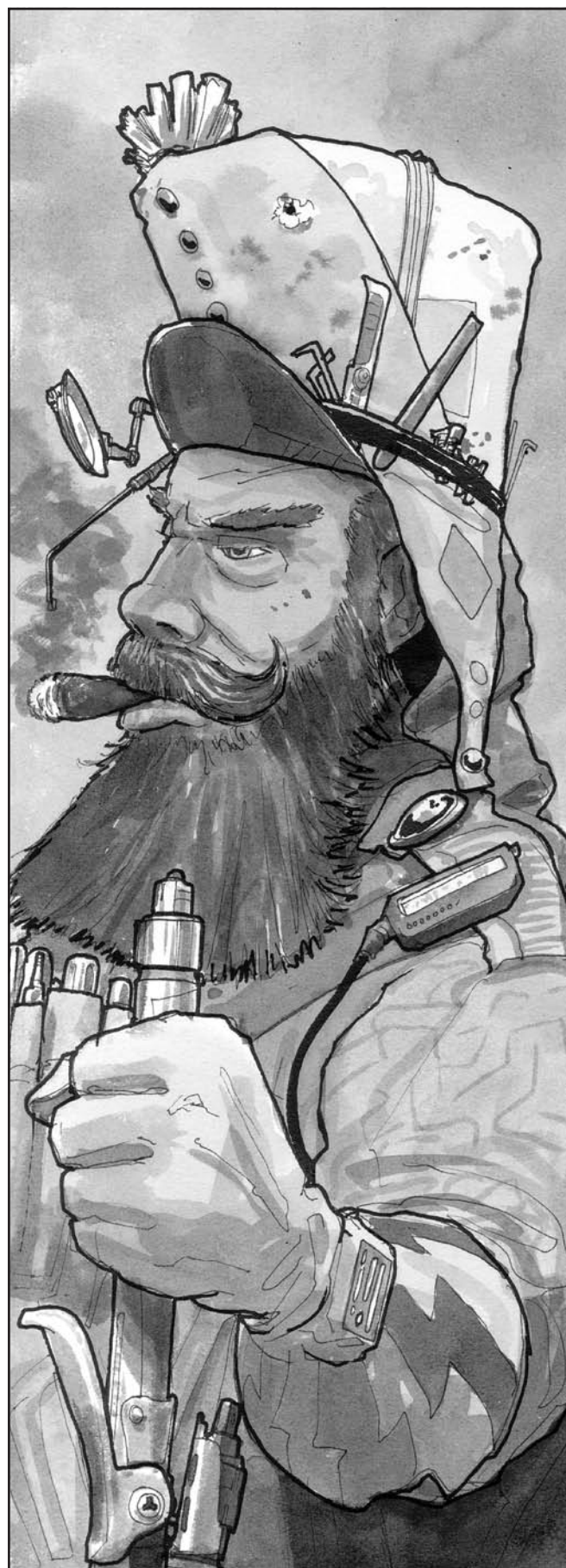
ON SELF: I've got the Goola Touch.

Notable Goola-Goola Statements

"Don't worry. It will work just fine without those seven pieces. See try it..." Boom!

"With my expert modifications, this equipment is much easier to operate. If you just turn this..." Boom!

"Give me some more Nectar of the Ram while I sit here and fix this..." Boom!





Kizanti

KIZANTI STATISTICS

VITAL STATISTICS	
+10 Strength	-10 Manual Dexterity
+00 I.Q.	+00 Agility
+10 Constitution	+10 Aggression
+10 Intuition	+00 Charisma
SECONDARY STATISTICS	
-10 Terrestrial Knowledge	+30 Military Leadership
+00 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 2 + d6	Movement: 08/08/64
Height: 60 + d12	Weight: 100 + (2d6 x 10)
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: +00	Hearing Modifier: +00
Smell Modifier: +00	Starting Money: 2000 + (d4x1000)
Home Planet: Ferron, Karanies System	
SPECIAL ABILITIES	
Displacement	Level 2 Poisons
Speak Fluent Eridani (Level 3)	Level 3 Survival
Weapon Skills cost 1 point less	Level 3 Beam
Physical Skills cost 1 point less	Level 1 Demolitions
Level 5 Spelunking	Level 3 Concealment
Level 1 Archaic Hand Weapon (Sword)	
LIABILITIES	
30 Proficiency Points	
All skills other than Physical, Military, or Weapons cost +1 SC or 50% chance cost will be +2 SC	
Impetuous: -20 Intuition in combat	
SURVIVAL MATRIX ROLLS	
Chemical: 17	Radiation: 15
Biological: 12	Mental: 60
Poison: 20	Sonic: 36
Electricity: 40	Fire: 20
Acid: 20	Cold: 40
PRIMARY OCCUPATION	
Assassin	
PROFICIENCY POINTS: 30	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: 51/130	I.Q.: 11/110
Agility: 39/118	Constitution: 31/110



Cower before me vermin, for you have met your end!

The Phentari genocide against our people is now over; the time for revenge has come. Our world and Family has been lifted out of the darkness by our blood brethren, the Eridani; long live their Empire! They have shown us the ways of the blade, and shown us the Alliance where our natural abilities will make us leaders and conquerors.

Ferron has cleansed and purified our people, allowing only the best to survive. Our beloved homeworld has also given us our greatest natural asset—displacement. With this power and the teachings of the Buddon Priests, we can protect our world and reach out and grasp the soft, yielding races of the Alliance. Woe unto those who would deny us, for we are ready to grease our scabbards with their blood.

General Knowledge

The Kizanti are a secluded race of humanoids, indigenous to the planet Ferron in the distant Karanies star system in the Fornax Galaxy. The race is composed of extremely arrogant, war-like individuals who view the universe as an arena to hunt Phentari and other inferior lifeforms. Most Kizanti are bent on the destruction of the squids, who almost succeeded in eradicating the Kizanti in 2078. Consequently, Phentari senators have successfully blocked their acceptance into the Council of Timar.

The Kizanti homeworld, Ferron, is a Shade World. It exhibits anomalies consistent with Motaran Rift phenomena. A Shade World is a planet that exists in a quasi-dimensional state where, from time to time, the planet is visible to the naked eye, but cannot be reached or affected by any normal means. The occurrence of Shading, as it is called, is completely random. The percentage chance that the planet is in its shaded status is 60%. A Shade World is not affected by the realities of this universe nor can it affect this universe. Shading lasts for 1-4 weeks at a time. At all other times, the world is completely accessible. A spaceship could enter orbit and land on the planet's surface during non-Shading times.

Kizanti physiological makeup is rather similar to that of Humans from the Sol system. Unlike Humans, however, they all have extreme musculature, red oval-shaped eyes, and no external ears. Most Kizanti undergo plastic surgery to have false ears affixed, and wear contact lenses. This allows them to pass as Humans, unless scrutinized.

All Kizanti have the natural ability to displace themselves to a semi-predictable location up to 40m away, twice per day. This ability can not be explained but may be related to the Motaran Rift-like phenomena

present in and around Ferron. Displacement is only 20% accurate for starting characters. On a percentile roll of 21-100, the player must roll randomly to determine range (2d20m) and direction (d12) of displacement. Random displacement will never result in the Kizanti being displaced into a solid object. Kizanti may learn the displacement skill. This skill costs 7 skill points per level, and increases the chance of accurately displacing by 04% per level, up to the maximum level of 18. The ability to displace may never surpass 90%. Moreover, displacement requires three seconds to complete. During this time, the Kizanti appears frozen to the eye and can not carry out any action whatsoever.

Kizanti learn weapon and physical skills at one point less than the normal cost. The down side is that they must pay 1 point more for all other skills (except displacement skill).

History

Ferron is an extremely inhospitable iceworld where survival is difficult and only the fittest survive. The Kizanti hunted animals and each other for food and had only evolved to the Stone Age when the Phentari discovered them during a period of non-Shading in 2078. The squids invaded the planet and employed their superior technology to exploit and enslave the race. Soon, the Phentari began exporting the Kizanti to mining colonies on the frontier. Millions were taken from their home world to die in the mines. The Phentari gleefully slaughtered the remaining Kizanti, to keep them from retaliating in the future. This event became known by the Kizanti as The Great Carnage.

Unfortunately for the squids, a large number of Kizanti escaped captivity and found safety in labyrinthine caverns below Ferron's ice covered surface. Once the Phentari left what they thought was a desolate planet, the survivors emerged and set out to repopulate the world and avenge their lost race.

The surviving Kizanti were rediscovered in 2101 by an Eridani exploration ship whose fleet commander listened with utter disgust to the tales of the Phentari crimes against the Kizanti, and offered assistance to the survivors on the planet. He then transported a delegation of refugees to Eridine, where diplomatic relations were opened between the two races. The Eridani offered the Vengeance Protocol—to train any Kizanti in the arts of war and to fund any clandestine operation which would result in the extermination of Phentari. In exchange, the Kizanti agreed to work on other specialized missions for the Eridani. Of course, this matter never became public; such a clandestine agreement would greatly disgrace the Eridani nation. As a result of the Protocol, all Kizanti are thoroughly trained before they begin travelling across the galaxy. They also speak fluent Eridani.

Government

The Kizanti Assassins conduct their public affairs through a military dictatorship very similar to the Eridani's. The government decrees that all Kizanti who wish to travel the galaxy must attend the Military Candidate School at Swintash for their entire adolescence. Due to the government's strict training requirements, the displacers actually receive more military training than the Eridani. The Kizanti Government has a strong civil rights policy, and adamantly defends the precepts of Kizanti freedom, as long as they follow orders. The government follows no such policy toward other races, especially the Phentari.

Culture

Kizanti culture stresses the importance of the family unit. Most Kizanti lost someone in the Great Carnage, and the further expansion and propagation of the Kizanti is central to the race. Many Kizanti wear an amulet called the Star of Anguish as a reminder of the brutality inflicted upon them by the Phentari. Although most Kizanti are bent on the destruction of the Phentari, some view this attitude as extremely hypocritical.

Physiology

The Kizanti warriors are physiologically superior to normal humans. The race isn't prolific; females reproduce just once every 10 years. The Kizanti do have incredible longevity, and often live to 250 years or more.

Weaknesses

Kizanti possess the same sort of weaknesses as normal Humans and other sentients. If they have any other weakness, it is their zealous desire to kill things. Assassins tend to be impetuous when it comes to killing things that they consider inferior. Thus, Kizanti suffer a -20 to intuition in combat situations.

Another liability is the lack of diversity in the development of the brain during childhood. Survival on the Ferron ice world led to the development of a Darwinistic "survival of the fittest" nature, so much so that Kizanti often have problems learning non-military, non-physical, or non-weapons skills. All Kizanti must roll percentile dice when attempting to learn skills from all other fields. There is a 50% chance that the field of knowledge will be extremely difficult for the assassin to comprehend. In that case, the Kizanti must pay 2 points above the normal cost (instead of 1 above) to learn any skills from that general field.

Quirks

Kizanti appear to many as the biggest hypocrites in the universe. They claim to love and cherish life and freedom, but many kill with open zeal and hold others in contempt.

Favorite Item

As with Eridani, nothing is more precious to an assassin than his sword. Kizanti are quick to pay up to 10 times the value of a sword to have it enhanced with gold inlay and ceremonial engravings. The number of kills is etched into the pommel of each Kizanti's blade.

Fashion

Kizanti wear studded leather products, preferably Phentari hide. They wear their hair in the customary Eridani mohawk fashion, short and cropped. There are maverick assassins who wear their hair long. This is looked upon with extreme disdain.

Hangout

Assassins hang out in the same types of places that Phentari do, mostly battlefields. They are also quite fond of weapons and often lurk in gun shops, quietly scrutinizing the merchandise.

Abode

Kizanti are big on dark, peaceful homes. They are nocturnal beings, preferring to sleep during the day and hunt at night. Kizanti particularly love to kill when the moon is full.

Combat Tactics

The assassins are so ruthless that one wonders what tactic they wouldn't use. They are direct, to say the least – not necessarily dishonorable, but a far cry from above reproach. This has caused some strain between the Eridani and Kizanti governments.

General Occupation

Most Kizanti work for Eridi-Corp as Phentari eliminators. Other Kizanti obtain positions as military advisors for governments and corporations.

The Kizanti View

ON LIFE: It is a treasure that can never be replaced. Never forget that it can be taken at a moment's notice.

ON WAR: It is evil, yet necessary. Wiping Phentari slime out of the universe is a holy war. The only good Phentari is one that hangs on the wall above the fireplace!

ON THE ALLIANCE: This pretentious mockery is filled with contradictions. It should be replaced by a form of government like ours. Of course, any such government without Kizanti in all major positions of power would also be a mockery.

ON THE UNIVERSE: It is a sewer full of various kinds of vermin that need to be eliminated. Any of them could turn on our race at any time.

ON THE FAMILY: There is nothing more important than one's family. Its survival is paramount.

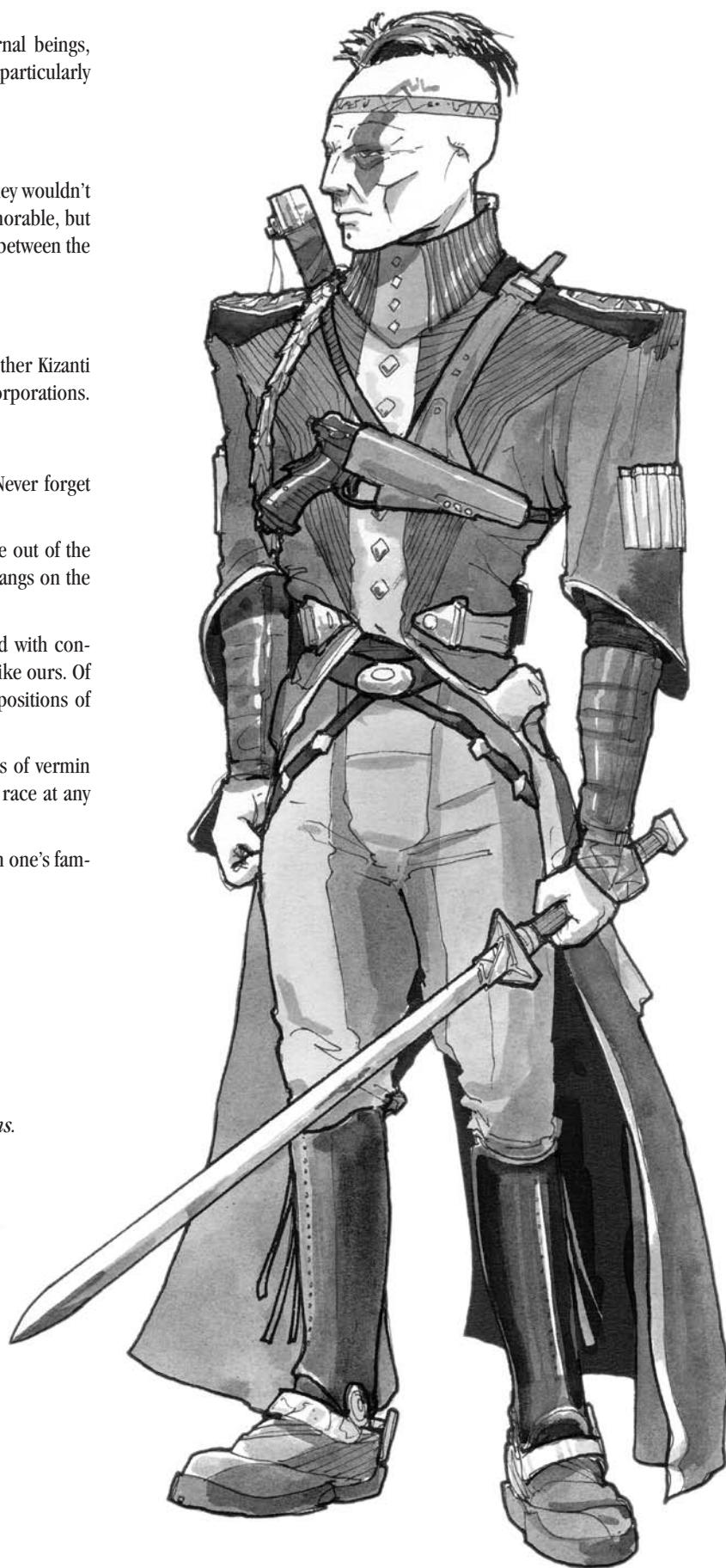
ON SELF: I am the truest of survivors.

Notable Kizanti Statements

I kill by need. I live by reason.

We're having chopped squid for dinner.

I have a permit to carry some 2,000 different weapons.





I-Bot

I-BOT STATISTICS

VITAL STATISTICS	
100 Strength	90 Manual Dexterity
100 I.Q.	90 Agility
120 Constitution	50 Aggression
20 Intuition	50 Charisma
SECONDARY STATISTICS	
35 Terrestrial Knowledge	45 Military Leadership
50 Persuasion	35 Bargaining
GENERAL INFORMATION	
Body Points: As racial max +5 (+CON bonus)	Movement: As apparent race, but Sprint +2, Hour +5, Day = Hour x 30
Height: As apparent race	Weight: As apparent race +10
Attacks: As apparent race	Dam/Attack: As apparent race
Vision Modifier: +75	Hearing Modifier: +150
Smell Modifier: +100	Starting Money: BM's choice
Home Planet: None	
SPECIAL ABILITIES	
Variable software packages	1 point body threshold
Able to purchase upgraded ability scores	
LIABILITIES	
Experience is divided by 2	No legal rights
No normal healing	Low Intuition
SURVIVAL MATRIX ROLLS	
Chemical: 90	Radiation: 80
Biological: 100	Mental: 90
Poison: 100	Sonic: 85
Electricity: 20	Fire: 40
Acid: 35	Cold: 85
PRIMARY OCCUPATION	
Based on Programming	
PROFICIENCY POINTS: N/A	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: N/A	I.Q.: N/A
Agility: N/A	Constitution: N/A

This is a most interesting experience talking about myself and my place in the universe. It is difficult. I will access my philosophy data wafer...

I am a representative of the height of Alliance biomechanical development. True, I am the property of my parent company SSDC, but the word property as defined in my dictionary does not apply here. I am a part of that company, an external "band" if you will, doing its work. This is agreeable. To have a purpose is to exist, and to exist is all that I could ask. As my learning subroutines grow and expand, I will learn more about my place in the universe and my purpose. Perhaps in several hundred years I will begin to understand the passions and ideals that drive those who constructed me. Would that be evolution then? An interesting hypothesis. I will have to devote one of my subcomputers to that idea and determine its effect on my existence. I shall notify you of my results.

General Knowledge

With the discovery of the Genet process in 2093 (which allows production of simulated living tissues from inorganic materials) and the advances made in artificial intelligence in the past 40 years, the construction of androids has become possible for the first time. These "artificial men" are used in areas where normal robots would be too conspicuous, and where ordinary human (or whatever) operatives might fall short of the mark. The most advanced of these androids is the I-Bot, which is almost impossible to tell apart from a living being. The I-Bot is programmed to simulate reasoning, deduction, and even emotion (although it cannot actually feel emotions). In short, it is a fully functional artificially intelligent being.

Androids have many advantages over their living counterparts. They are extremely strong and fast, and have the lightning-quick processing abilities of a computer. They enjoy the best of both worlds where skills are concerned. I-bots can be programmed with necessary skills as well as learn new skills as they are exposed to them in the outside world (a first among artificial intelligences). Their synthetic skin is slightly tougher than a human's, and the android can take much more damage

I-BOT ATTRIBUTES

ATTRIBUTE	CREDITS/POINT	MAXIMUM
Strength	3,000	150
I.Q.	5,000	150
Manual Dexterity	6,500	150
Agility	5,000	150
Constitution	4,000	150
Aggression	5,000	100
Intuition	15,000	45
Charisma	8,000	90
Terrestrial Knowledge	1,000	100
Military Leadership	500	100
Persuasion	10,000	80
Bargaining	8,000	70

I-BOT PACKAGES

COMBAT (LEVEL)	DSO (LEVEL)	ESPIONAGE (LEVEL)	LAW (LEVELS)	MEDICAL (LEVEL)	SCIENCE (LEVEL)
Basic Medical (3)	Astrocartography (2)	Base Radio (1)	Alertness (2)	Basic Medical (6)	Anthropology (2)
Beam Gunnery (1)	Beam Gunnery (2)	Basic/Coding Programming (5)	Beam Weapons (3)	Decontaminate (2)	Archaeology (2)
Beam Weapons (4)	Decontaminate (2)	Beam weapons (2)	Detect Concealment (3)	Disease Control (3)	Basic/Coding Programming (4)
Camouflage (3)	Emergency Damage Control (2)	Computer Operation (5)	Energy Weapons (2)	Disease Diagnosis (4)	Biology (4)
Detect Concealment (3)	Identify Vessels (4)	Concealment (4)	Forensics (4)	Infections (4)	Chemistry (4)
Direct Fire Weapons (1)	Ionization Engineering (3)	Defeat Computer Security (3)	Hand Radio (2)	Paramedic (4)	Computer Operation (4)
Energy Weapons (1)	Missile Gunnery (2)	Defeat Security (4)	Hand to Hand (3)	Poisons (2)	Electrical Engineering (3)
Hand Radio (2)	Navigation (4)	Detect Security (4)	Interrogation (3)	Radiation (2)	Function Alteration (2)
Hand To Hand (3)	Physics (2)	Disguise (2)	Law (6)	Surgery (2)	Hydraulic Engineering (2)
Infiltration (2)	Pilot Spacecraft (5)	Hand Radio (1)	Pilot Skimmer (or automobile) (3)	STATISTICS	ID Robots (4)
Land Navigation (2)	Pilot Transcruiser (3)	Hand to Hand (2)	Street Smarts (3)	+20 IQ	Mechanical Engineering (3)
Missile Gunnery (1)	Pulse Gunnery (2)	Impersonation (2)	Tracking (3)	+20 Intuition	Nuclear Engineering (1)
Pilot Tank (1)	Remote Piloting (2)	Infiltration (4)	STATISTICS	+10 MD	Physics (4)
Pulse Weapons (3)	STATISTICS	Pick Locks (3)	+10 Intuition		Robotic Engineering (2)
Scouting (2)	+15 IQ	3 Languages (3)	+20 Charisma		STATISTICS
Tracking (2)	+10 MD	STATISTICS	+15 Aggression		+20 IQ
STATISTICS		+10 Intuition	+10 Military Leadership		+20 Intuition
+30 Aggression		+30 Charisma	+10 Persuasion		+30 Terrestrial Knowledge
+40 Military Leadership		+15 Persuasion			
		+5 Bargaining			
		+15 Terrestrial Knowledge			

and still remain functional. I-Bots do not need to eat or sleep, but can to maintain the illusion of a real being.

Android ability scores are not determined randomly, as normal character vital statistic scores are. Being manufactured instead of born, there is no randomness to their abilities. All androids start with the base scores listed above; these scores can be modified upwards for a cost (see table on previous page).

Android mental abilities are also determined differently than for a normal human. Instead of randomly rolling mental abilities and getting a set number of skill points, starting androids are programmed with certain mental abilities and skills. Some of the most common skill packages are shown above.

The Battle Master is encouraged to design new skill packages using these as a model. Always keep stats within the maximum ratings. Note that each of these packages contains more skill points than starting characters normally have. This is because I-bots are programmed to be competent at a certain job. Also, these are the only skills the I-bot has; no discretionary skill points, no "I Was Just Growing Up" skills, nothing else. A Medical I-Bot will not have a couple of levels of beam weapons skill "just in case." In addition, I-Bots, while extremely advanced as far as artificial intelligence goes, are nowhere near as good at learning as humans. As a result, all experience gained by an I-Bot is halved. While the I-Bot will start out more skilled than other party members, they will eventually be passed by the faster-learning "normals."

History

The first I-Bot came off the manufacturing line in 2261 AD. Since then, they have gained widespread acceptance among law enforcement agencies, and are now being used in other hazardous, high-performance fields. There has been some resistance to the advent of androids, though. Many philosophers and sentient rights organizations question whether owning an artificially intelligent being isn't just another form of slavery. Some Humans fear a repeat of the Gen Wars, with the faster, smarter, and stronger I-Bots going rogue in force and attempting to take over. BioCyberdyne, the primary manufacturer of I-Bots, denies that such an event is possible. However, certain organized movements are protesting I-Bot employment in many high-risk, otherwise high-paying, jobs (on starships, for example). The results of this unrest remain to be seen.

Government

I-Bots are generally completely loyal to the Alliance and to the corporation which built them. Occasionally one hears rumors of a rogue I-Bot, but these have not been confirmed.

Culture

I-Bots have no culture of their own, but are generally intrigued by the cultural interactions of other creatures. They see these interactions as instructional. It isn't unusual to see the party I-Bot staring intently as you attempt to romance your Significant Other, and chances are he won't even realize he's doing anything wrong!

Physiology

I-Bots are manufactured using Bipolyrene, a highly advanced plastic-like material which is used to create artificial organs, tissues, and so on. Outwardly, they all appear to be a member of whatever species they have been built to resemble, and only a detailed bio-scan will show them to be artificial. Matrix use cannot be built into an I-Bot.

Weaknesses

For all their advantages, I-Bots have some very big disadvantages which will keep them from dominating the game, or the universe. First is the fact that I-Bots do not heal naturally. This includes BRIs! If the I-Bot gets his arm blown off in the field, it's going to take a week in the shop and thousands of credits to replace. In general, each body point of damage to an I-Bot will cost 4,000 credits to repair. Critical hits represent systems damage, and are much more costly. Critical hits cost 8,000 credits per point to repair. An average party can quickly go broke trying to keep their I-Bot in good shape!

Second, I-Bots have low intuitions. I-Bots aren't nearly as good as normal humans are at "thinking on the fly." The Battle Master should enforce this—it is out of character for an I-Bot to "play a hunch," or do similar intuitive things.

Third, and possibly the most severe limitation, is the fact that I-Bots are property, not citizens. Cyborgs may think they have it bad, with their debts to the corporation, but the I-Bot is owned by the corporation, pure and simple. If they want to send it to the Arachnid Homeworld, they can do it. If they want to strip it down for spare parts, they can do that too. The I-Bot has NO legal rights whatsoever! They don't even get paid. There are only two ways for an I-Bot to gain its freedom: (1) it can go rogue, in which case it will probably be hunted down and destroyed, or (2) the party can buy the I-Bot, if they can scrounge up about 50 million credits! (And that's after the "used equipment" discount!)

Quirks

I-Bots have no real emotions, and will find almost any situation, from a steamy romance to an attacking Star Troll, to be "interesting."

Favorite Item

"I don't understand. Why is special significance attached to this item? Please explain."

Fashion

I-Bots typically dress in appropriate clothing for the species they resemble.

Hangout

When not on assignment, I-Bots can typically be found in the office of the corporation they are owned by, doing some sort of work or another (I-Bots don't get a vacation, other than recharge time!)

Abode

Also in the offices of the corporation, usually in a tube which resembles the sleep tubes found in starports. Most observers wonder why I-Bots don't go mad living in their heartlessly plain "coffins."

Combat Tactics

I-Bot actions during combat vary widely based on the programming available. Military I-Bots make superb tacticians, since they can be programmed with the tactical knowledge of the best generals in history. However, they can be confused by unorthodox, illogical combat tactics (like that Ram Python charging an entire battalion of heavily armed infantrymen).

General Occupation

I-Bots are usually assigned to dangerous jobs which require a high degree of skill to perform well. They don't usually get put out in the field as grunts; an I-Bot is much too valuable to waste that way. That's what mercenary Battlelords are for!

The I-Bot View

ON LIFE: Interesting. There are many aspects of it which I don't understand, and wish to learn about. Sometimes I wonder whether I myself am alive.

ON WAR: I fail to comprehend the significance of this activity. Nevertheless, if I am assigned to win a war, I will carry out my programming to the best of my ability.

ON THE ALLIANCE: My programming includes directives requiring me to be loyal to the Alliance. Removing these directives is highly illegal, as I might then go rogue and need to be destroyed. Nevertheless, I have heard accounts of such illegally modified I-Bots...

ON THE UNIVERSE: An unparalleled opportunity for learning and new information.

ON THE FAMILY: Another curious concept. Is there some significance to biological relationships of which I am unaware?

ON SELF: I am programmed to serve and learn. If I have a destiny, it is this.

Notable I-Bot Statements

Fascinating. My databanks identify it as an "Arachnid Mauler," a heavily armed vessel. It is probable that they mean us harm...

(Angrily) You can't win! Surrender at once! (Turning to supervisor) Did I do that correctly?

It would appear that the plasma pulse has destroyed a large portion of my lower body. Repairs will be necessary.

ZIPPY MANCOON

Goola-Goola



Vital Statistics

89	Strength
102	Manual Dexterity
85	I.Q.
46	Agility
110	Constitution
20	Aggression
61	Intuition
55	Charisma

Secondary Statistics

41	Terrestrial Knowledge
32	Military Leadership
47	Persuasion
52	Bargaining

SMRS

Chemical: 47
Radiation: 32
Biological: 83
Mental: 17
Poison: 97
Sonic: 87
Electrical: 32
Fire: 32
Acid: 37
Cold: 37

Characteristics

Height: 4'7"	Smell Mod. +15
Weight: 150lbs	Hearing Mod: -15
Size Class: 3	Social Class: Wealthy
Total Body Points: 12	Sponsor: SSDC
Movement: 5/7/60	Hair Color: Red
# Attacks: 2 punches	Eye Color: Hazel
Damage/Attack: 1(temp)	Age: 31
Vision Mod: +05	Sex: Male

Special Abilities, Quirks, Phobias

Bad Breath, Gourmet Chef

Primary/Secondary Occupation

Journeyman/Weapon Repair • *Fixer*

Total Experience: 20,000

Skills

Name	Level	Modifier
Archaic Powder Weapon	5	+6
Auto Mechanic	1	+20
Carpentry	2	+20
Cooking	7	+5
Disguise	3	+15
Electrician	2	+20
Electronics	6	+15
Infiltration	1	+15
Pick Pockets	2	+20
Remote Piloting	2	+15
Repair APW	2	+20
Repair Archaic Hand	1	+20
Repair Armor	2	+20
Repair Beam	2	+20
Repair Chemical	1	+20
Repair Direct Fire	1	+20
Repair Indirect Fire	1	+20
Repair Omega	1	+20
Repair Pulse	1	+20
Set Traps	4	+20
Spelunking	1	-15
Throwing	8	+9
Welding	5	+15

Armor/Helmet (Threshold)

Bear/Shalkon (5/10)

Options: Environmental Containment, Corrosive Protection, Camo Unit, Skalers, Search Light, Altimeter

INTEGRITY	ABSORPTION	ABLATIVE
8	8	-
7 16 7	13 26 13	- 4 -
15	26	4
15 15	26 26	- -

Weapons (Ammo)

AUG 56 80/60/45/25/12/-02/-/-/+26/98/82/4/30/4-16
(6 clips)

Grenades, Mines, Missiles, etc.

1 T-3 Blinder, 5 M-95, 2 M-80 Smoke

Equipment/Cash

Blow Torch	Master's/Elec. Toolkit
Bug Finder	Pneumatic Saw
Bug Killer	Reflex Tablets (3)
Cloisson's Pneumo-Span	Satchel
Attachment	Shrink Net
Contact Microphone	Sonic Amplifier
Ear Transceiver	Sonic Discriminator
Helmet Cam	Web Gear
Large, Ornate Stein	785cr

General

Zippy Mancoon has been hired by SSDC as a field mechanic, accompanying a mercenary team and maintaining their equipment. The mercenary team has greeted this decision by questioning the sanity of management. Many Battlelords refuse to let a Goola-Goola come anywhere near their equipment. Zippy is always offended whenever someone refuses to let him work on their weapon, because the Space Dwarf has a greatly inflated opinion of his own abilities.

History

Zippy Mancoon is much like other Space Dwarves; loud, annoying, and overconfident. He joined SSDC because he longs for a chance to work on cyborgs. Much to his dismay, Zippy was assigned to a field team where he is supposed to fix people's guns. Even worse, the ungrateful mercenaries refuse to let him improve their weapons. The rest of the mercenary squad tries to avoid Zippy, except when he is going to cook up dinner, which is one thing that the Dwarf is very good at. Zippy is also useful to the team due to his knowledge of some odd alien languages such as Xarian, Hemarean, and Shuestron. However, these skills barely make up for the problems caused when the Dwarf tinkers with weapons. During his third assignment, Zippy almost blew up the entire team when he caused a pulse cannon to overload. However, management has assured the dubious squadron that with a little more experience, Zippy will become a skilled mechanic and weapon-smith.

KWORILOR-EST

Kizanti



Vital Statistics

95 Strength
44 Manual Dexterity
62 I.Q.
62 Agility
110 Constitution
94 Aggression
57 Intuition
36 Charisma

Secondary Statistics

21 Terrestrial Knowledge
84 Military Leadership
33 Persuasion
18 Bargaining

Characteristics

Height: 5' 3"
Weight: 160lbs
Size Class: 4
Total Body Points: 21
Movement: 8/8/64
Attacks: 2 punches
Damage/Attack: 1(temp)
Vision Mod: +00
Smell Mod: +00
Hearing Mod: +00
Social Class: Upper Middle
Sponsor: SSDC
Hair Color: Black
Eye Color: Red
Age: 27
Sex: Male

Special Abilities, Quirks, Phobias

Itchy Trigger Finger, Extensive training with pulse cannons

Primary/Secondary Occupation

Military/Weapons • Enforcer

Total Experience: 20,000

Skills

Name	Level	Modifier
AHW (Sword)	8	+00
Beam Weapon	5	-02
Body Points	6	-
Concealment	3	+00
Demolitions	3	+00
Displacement	1	-
Eridani Language	3	+05
Hand-to-Hand Combat	5	+00
Poisons	2	+05
Pulse Weapon	5	-02
Spelunking	5	+00
Stealth	5	+00
Survival (methane)	3	+05

Armor/Helmet (Threshold)

Bear/DH-2 (5/12)

Options: Environmental Containment, Corrosive Protection, Camo Unit

INTEGRITY	ABSORPTION	ABLATIVE
12	13	5
10 20 10	13 26 13	5 5 5
20	26	5
20 20	26 26	5 5

Weapons (Ammo)

M-20 77/55/20/00/-30/-/-/+23/97/85/1/25/4-24

Long Sword 75/1-8+2

Grenades, Mines, Missiles, etc.

1 Claymore

Equipment/Cash

Body Bag
BRIs (3)
Ear Transceiver
MBRI (1)
Satchel
Stun Deflector
Urban Layout Computer
3,350cr

General

Kworilor-Est is an SSDC hitman. He has been used both as a lone assassin and as part of an assault team. The Kizanti's skills are very well suited for purely military missions. Kworilor-Est has no problem with killing any being who crosses his path. However, his aggressive nature and lack of non-military skills make the Kizanti ill-suited to missions which require any subtlety.

History

Kworilor-Est was extensively trained by the Eridani in the military arts. He learned to fight effectively with sword or pulse cannon. Kworilor-Est also learned stealth, concealment, and the use of poisons. When he was deemed sufficiently deadly, he was unleashed on the universe to slay as many Phentari as possible. In order to maximize his killing potential, Kworilor-Est has joined SSDC as a mercenary. This has a significant disadvantage, because the Kizanti is sometimes forced to work with loathsome Phentari. However, Kworilor views this as a temporary inconvenience. When he is more powerful, he will go independent and hunt Phentari wherever he may find them. So far, Kworilor-Est has operated with deadly efficiency, achieving 29 confirmed kills including 3 Phentari. SSDC views Kworilor-Est as an effective warrior, but maintains a close watch on him lest he go on a killing rampage when confronted by Phentari. There has already been one incident in which the Kizanti was reprimanded for inflicting excessive casualties. While hunting a Phentari renegade, Kworilor opened up on a crowd of civilians hoping to hit the Phentari who was on the other side. He brought down the renegade, but also seriously injured four innocent bystanders. Although he received a severe reprimand, Kworilor-Est feels that it was a small price to pay for the extermination of a Phentari.

M.A.R.S.

I-Bot



Vital Statistics

101	Strength
90	Manual Dexterity
100	I.Q.
90	Agility
120	Constitution
80	Aggression
20	Intuition
50	Charisma

Secondary Statistics

35	Terrestrial Knowledge
95	Military Leadership
50	Persuasion
35	Bargaining

Characteristics

Height: 6'	Smell Mod. +100
Weight: 235lbs	Hearing Mod: +150
Size Class: 6	Social Class: Property
Total Body Points: 18	Owner: Rebels
Movement: 8/10/69	Hair Color: Blonde
# Attacks: 2 punches	Eye Color: Blue
Damage/Attack: 1(temp)	Age: 25
Vision Mod: +75	Sex: Male

Special Abilities, Quirks, Phobias

Primary/Secondary Occupation

Combat Package • Rebel Hitman

Total Experience: 20,000 + Training

Skills

Name	Level	Modifier
Basic Medical	3	+20
Beam Gunnery	1	+02
Beam Weapon	7	+02
Camouflage	3	+20
Detect Concealment	4	+20
Direct Fire Weapon	1	+02
Energy Weapon	1	+02
Hand Radio	2	+20
Hand-to-Hand Combat	8	+08
Infiltration	8	+20
Land Navigation	2	+20
Missile Gunnery	1	+02
Pulse Weapon	3	+02
Set Traps	2	+15
Tank	6	+15
Throwing	2	+15

Armor/Helmet (Threshold)

Bear/Shalkon (5/10)

Options: Corrosive Protection, QSU, Rad Liner, Camo Unit, Grappling Hoist, Gyro Stabilizers, Jump Pads

INTEGRITY	ABSORPTION	ABLATIVE
10	8	5
15 30 15	13 26 13	5 5 5
30	26	5
30 30	26 26	5 5

Weapons (Ammo)

BC-Violator (1 energy pack)

90/90/80/50/25/00/-10/-/+30/99/88/1/25/4-16

M-20 (1 energy pack)

77/55/20/00/-30/-/-/+14/97/85/1/25/4-24

Wrist Pulse Unit (Cybernetic option)

90/70/20/05/-/-/-/+10/100/95/1/2/10/4-16

Grenades, Mines, Missiles, etc.

5 M-95

Equipment/Cash

5 Glowbars	Mega Glue
Acidizer	Motion Detector
Backpack	P-38
Digital Compass	Power Shunt
Flashlight	Web Gear
Flex Rope (50m)	5cr
Hand Cuffs	

General

M.A.R.S. is a new version of Rebel hit man. As an I-Bot, he can pass as a Gen-Human and does not make mistakes regarding his false identity. Each mission, he is assigned a new identity and his fingerprints and retinal signature are altered. He has been extremely efficient so far. However, employing I-Bots is extremely expensive, so the Rebels only use M.A.R.S. in situations where the I-Bot will have a good chance of effecting an escape.

History

M.A.R.S. became operational in 2275. His "age" of 25 is merely his apparent age as a Gen-Human. The rebels have employed M.A.R.S. against a variety of low-level Alliance officials and businessmen. However, after each mission, the Rebels have eliminated his memories of the assassination. M.A.R.S. has no choice but to comply with all orders given to him by the Rebel commanders. Currently, M.A.R.S. is operating as an SSDC employee. The I-Bot was able to pass through the routine bio-scans with the assistance of another Rebel agent, who was the SSDC employee taking the scans. While M.A.R.S. does not currently have a target, the Rebels can transmit him a mission at any time. Until he is given an assassination order, M.A.R.S. has been instructed to obey all SSDC orders normally. However, should any of those orders conflict with Rebel goals, M.A.R.S. will attempt to covertly sabotage the mission. If ordered to directly engage Rebel forces, M.A.R.S. will turn against SSDC immediately. M.A.R.S. will attempt to conceal any damage he takes, so as not to be discovered as an I-bot. Should anyone discover his true nature, M.A.R.S. will eliminate those person(s), and attempt to escape if necessary.

Cybernetics

Electrical Insulation 100%
EMP Shielding 100%
Increased Reflexes 2
Language Analyzer
Night Vision
Talons (L/R hands)
Target Acquisition
Wrist Pulse Unit

RACIAL EXPANSIONS

The following articles provide some background on the Eridani and Phentari. We hope this information will increase players' understanding of these two racial mindsets and philosophies.

LONG LIVE THE SWORDSAINT

Appearance

Mokaba Datu are tall, sleek, muscular beings. They walk in a slow but measured gait, as if they were continuously marching to some hidden beat. Swordsaints have ash-white, scaly skin striped with red cracks, an evolutionary response to the cold and harsh clime of Eridine. Their eyes are flat black and irisless; the nose small and pug-like, almost flat against the face; the teeth razor sharp, with no molars. Eridani wear their hair in a dyed and precisely groomed mohawk to reflect their position in the highly stratified Vax.

The Path To Truth

The Path To Truth represents the Mokaba Datu's standards, goals, achievements and way of life. It is a code crafted and tempered by generations of pride, conflict, triumph, and death. A basic precept of The Path To Truth is that the divine can only be experienced in the throes of combat. As a warrior moves closer to death, the more truth is revealed. The Path To Truth counts the many steps and choices that face a warrior in his or her endless quest for perfection. The Path To Truth is only available to the Vax. The Tolude have their own code of conduct, goals to be attained and positions in Eridani society. The Mudig have no goals and no rights; they are expected to obey until they die.

Kimikasous (Young Warrior): Eridani children with the proper lineage, status or blessing from the Buddon priests and Knysis are taken from the Nog at birth and begin the arduous Path To Truth. From the time they can stand, Kimikasous are drilled in basic combat tactics and archaic hand weapons. The Young Warriors are given the best care and

medical attention the Eridani nation has to offer. The priests also provide elementary and secondary teaching and indoctrinate the youths until the tenets of The Path To Truth are instinctual. Under the supervision of the priests, Kimikasous spend long hours meditating upon the Path and the demands of honor. With time, the youths harness the elusive power of the inner self and achieve a level of inner peace.

As they are not yet full warriors, Kimikasous are prohibited from wearing the traditional mohawk. Kimikasous must wear their hair undyed, a mottled gray color, streaked with white and black. The hair is closely cropped.

The Young Warriors live and train in a Buddon Temple. After two dozen years, the Kimikasous attempt the Right of the Initiate. The Young Warriors must demonstrate fundamental competency with a chosen weapon. The prospective warriors must also endure a three-week regimen of oral exams, fasting, and verbal and physical abuse to test inner resolve and purpose. If any Kimikasous fails any test, the youth is ritually killed.

Budaish (Warrior): Once Kimikasous pass the Right of the Initiate, they become Budaish (Warriors). The Warriors are deeply respected by the Eridani masses, for the Tolude are taught that the Budaish carry the Swordsaint nation into the future.

This honor is signified by the traditional mohawk haircut. It is standard practice for an Eridani Swordsaint to wear his hair in a dyed red mohawk. The warrior's mane signifies that one is competent in the art of waging warfare. The mane is usually kept neat, trimmed every couple of weeks to prevent it becoming unkempt. The maximum length of the mane is regulated by status.

The Budaish begins a voyage across galaxies and decades of time, a quest for answers to the questions "Who am I" and "Why am I," a journey along The Path To Truth. A Budaish seeks battle, for only in battle can one understand the self and the divine. The Warrior learns to conquer fear and emotion, replacing these weaknesses with cunning, detachment, and skill. A warrior who fights honorably and remains alive challenges death by passing a test of faith. Budaish engage in battle, each wound strengthening their resolve to learn, to know, and to advance along The Path To Truth.

Budaish are barred from Buddon Temples. They have proven themselves worthy enough for life, but not prayer. A Budaish who wishes more structure in searching for truth may choose to serve in the formidable Eridani armed forces.

Budaish Thralek (Skilled Warrior): The second tier of The Path To Truth is Budaish Thralek, or Skilled Warrior. Budaish Thralek is attained at 7th level in a chosen archaic hand weapon, with 3rd level proficiency in any other weapon. The Skilled Warrior must possess no less than 5 levels of Hand-to-Hand combat skill and 4th level in Body Equilibrium, 2nd level in Body Point development and 5th level Military Leadership. An Eridani must also have 25 confirmed kills to become a Budaish Thralek. A confirmed kill must be recorded or witnessed by an honorable sentient. Whether a sentient is honorable is determined by a panel of Eridani ranked Buddon Dis Ishmiak or higher.

A Budaish Thralek wears a red sash as a belt; confirmed kills are recorded as black marks on the sash. Eridani who attain this level of mastery are still considered novices, but they have advanced along The Path To Truth and are truly worthy. Skilled Warriors may enter a Buddon



Temple of their own free will to pray, study, or teach under the supervision of a Koordine or Buddon Knysis. They also make up the junior non-commissioned officers of the armed forces.

Budaish Temptal (Formidable Warrior): A Budaish Temptal is one who achieves 10th level in a chosen weapon, 5th level in 2 other weapons, 8th level in Hand-to-Hand combat, 6th level in Body Equilibrium, 3rd level in Body Point development, and 40 points of other military skills. Furthermore, he must have amassed no fewer than 50 confirmed kills.

Eridani who survive to reach this level are entitled to some recognition. A ruby gem is embedded into the Swordsaint's blade, centered halfway between the pommel and the tip. Others are centered on any haft of all other weapons. In recognition of their valor and focus, each Budaish Temptal receives a grant from the government of 150,000cr. This money furthers the Swordsaint's wandering education. The government also supplies a modest 200,000cr home. Many Budaish Temptal serve as the senior non-commissioned officers in the Armed Forces.

Buddon Dis Ishmiak (Warrior With Vision): A Mokaba Datu reaches the First Branch on The Path To Truth upon attaining 15th level in a chosen weapon, 8th level in 3 other weapons, 10th level in Hand-to-Hand combat, 7th level in Body Equilibrium, 5th level in Body Point development, and 75 points of other military skills. In addition, the First Branch is only open to those who have expended 25 development points in Deep Space Operations. At this point, a Swordsaint may become an officer in the most skilled military power in the known universe, the vaunted Eridani Imperial Naval Echelon.

This is not an easy decision, for it requires the warrior to abandon the solitary wandering way to perfection. The Buddon Dis Ishmiak is honored for subsuming individual goals to become an integral member of the force carrying the Eridani nation to its destiny. Buddon Dis Ishmiak sign on for a 20-year hitch with the Imperial Naval Echelon in order to display the commitment necessary to become an officer in the Fleet.

A Buddon Dis Ishmiak may also become an officer in the Imperial Ground Elite, the superb Eridani ground forces. All officers receive a yearly salary of 500,000cr that does not change with rank. The Buddon Dis Ishmiak enroll at Kamur, the Eridani Naval Academy on Jbar, where they are taught the fundamentals of Eridani naval doctrine and leadership.

Koordine (Adversary): If a Mokaba Datu maintains the solitary quest for truth and forgoes the Navy or other armed services, the warrior approaches the Second Branch on The Path To Truth. This is the way of the teacher. The Second Branch begins with the esteemed Koordine. These notables are true weapon masters and must possess 20th level in their chosen weapon, 15 levels in no less than 5 other weapons, 12 levels of Hand-to-Hand combat, 7th level in Body Equilibrium, 6th level in Body Point development, and 100 points in other military skills. Also, the warrior must have no fewer than 100 kills to his credit. Only Koordine may wear their mohawks in braided dreadlocks.

The Koordine is a polished warrior, one capable of waging masterful combat and one able to lead others into the chaos of war. A Koordine has survived long near death's domain and has learned enough secrets of the divine. He can now begin translating The Truth to younger war-



riors. The Koordine attracts 4-16 Kimikasou, 2-8 Budaish, 1-4 Budaish Thralek, and 1-3 Budaish Temptal as pupils. These students automatically pledge 25% of their earnings to the Koordine as payment for teaching. A Koordine is given 10,000,000cr to build his temple on some sacred ground.

Buddon Knysis (Teacher): The Swordsaint becomes a true teacher when Buddon Knysis is achieved. Knysis have mastered all levels of skill in a chosen weapon, Body Equilibrium, Body Point development, and Hand-to-Hand combat. Teachers also possess no less than 100 points in some other occupational field and are well versed in terrestrial knowledge (a score of 70 or higher). Knysis are distinguished by gems and jewelry interwoven into their mohawks.

An Eridani who chooses to become a teacher is offered a File – a plot of land, usually 200 to 400 acres of sprawling tundra, complete with a private school, temple and other amenities. Knysis draw 16-52 Kimikasou, 8-32 Budaish, 4-16 Thralek, 4-12 Temptal, and 1-4 Koordine to study at the teacher's feet. Knysis are paid a base yearly salary of 2,000,000cr, with incentives for excellence. They are entitled to special privileges afforded to only the pinnacle of the Buddon Dis Ishmiak, the Buddon Dete Alorre and the Knysis. Knysis own a private fleet, usually 1-4 ships, all paid for by the Eridani government.

Buddon Dete Alorre (Legendary Warrior): Most Eridani simply call them Alorre, or Legend! These worthies are noted for their long flowing manes. Any warrior that forgoes the First or Second Branch remains a wanderer—moving along the path which culminates in a complete understanding of truth and the divine, the path to death in the face of insurmountable odds. If these Swordsaints survive long enough to master skills as great as those of the Knysis, they achieve Dete Alorre status. The lives of these legends are recorded and studied by all Eridani. While alive, they are treated as god-like spirits and when they at last fall in combat they are enshrined in the panoply of Eridani gods.

The Allore epitomize the Eridani code of living. Through wandering, meditation, combat and honor, a Legend has found Goyoo Mabiki, the Silent Peace, the knowledge that all of his efforts have been pure, precise and honorable. Alorre understand that the true test of the warrior is to live for only battle, and to die in battle. Such is the Eridani way, the final step on The Path To Truth.

Manes of Fire

A Mokaba Datu's hair reveals the warrior's position and mind set in this repressed caste-based society. Hairstyle is symbolic of worth and purpose. This section is dedicated to those Manes of Fire. The Swordsaint wears his mane with a sense of pride and commitment to the ideals of Eridine. All Eridani warriors have their heads partially shaved and their hair formed into a mohawk after they pass the test for competency and become a Budaish. A Kimikasou must keep his mohawk short and cropped until he pleases his master. The teacher awards success and valor with a gift of hair, and will allow a student to grow his a little longer each time he proves that he is learning. The maximum hair length that can be worn by a Mokaba Datu is 10cm.

The young warriors train rigorously at their studies, working blade and steel together to forge one consciousness. The Kimikasou practices many hours a day under tortuous conditions for years, yearning to earn the right to be called Budaish and wear the Dnascicew Bmdar-asf, Mantle of the Warrior.

Death Walk: An Eridani dyes his hair blue when the warrior intends to sacrifice his life for some cause. If there is time, the blue-tinted Eridani first conducts Fod Nas Imk, The Pause of Reflection, a solitary ritual walk of death. The Swordsaint meditates upon his tenuous existence, reviews the past and evaluates his or her accomplishments. During The Pause, the Eridani unleashes pent up emotions, feelings long denied by the need for strict detachment, and usually breaks down and cries. The Warrior is purified and understands the rough, yet uncorrupt beauty of nature, the strength of the land that will soon enclose his or her remains. When the point of acceptance is reached, when death and life become one, the Eridani finds a rock to sit on and begins to chant, singing a long, soft lament to life. His blue hair signifies loss: loss of freedom, loss of battle, loss of self, loss of life. Afterward, the warrior restores the mask of traditional icy detachment and returns to the place where he will make his final stand.

On rare occasions, an Eridani who has taken a death walk will somehow survive. The Swordsaint has miscalculated the danger and the risk. In this case, the Warrior has two choices: Rosk (suicide), or amputation of the sword arm. If the latter route is taken, the Budaish is no longer competent to wage battle and cannot do so for 5 years, during which time he throws salt over the wound each day. While writhing in pain, the Eridani must reflect upon his or her errors. The Warrior is not disgraced, but imperfect. Without a fighting arm, an Eridani can never attain Silent Peace. Rather than live as non-fighting Vax for 5 years, 75% of these warriors choose Rosk.

White Disgrace: An Eridani who fails in an important appointed task or grievously violates the Eridani code for any reason is disgraced and banished from the home world for 10 years. Furthermore, all rank and status as an Eridani are lost and a sword (or other chosen weapon) may not be legally worn. This failure is signified by dying the mane with a permanent white chemical.

White Disgrace brings other problems as well. During banishment, all non-disgraced Eridani are entitled to challenge the former warrior to a duel, in order to purge the universe of a markedly unworthy and inferior specimen. Other Eridani will pay no attention, for a disgraced warrior is not alive. The White Disgrace may not commit Rosk, for a disgraced warrior is not worthy of ritual death. The Disgraced may duel to the death a superior under the superior's terms in the presence of no less than 10 other Swordsaints of equivalent or higher skill. If victorious, the Swordsaint is restored to warrior's status through a ritualized red hair-dying.

Skull Mane: An Eridani who seeks revenge on another will first shave his head bald. Revenge-minded Swordsaints cannot be deterred from this vow to slay someone who has crossed their honor. The Swordsaint usually tattoos on his right temple the name of the enemy. The tattoo can only be removed by surgery. Each morning, the Eridani will awake and shave any stubble or regrowth, reaffirming the commitment to track down and slay the perpetrator. Once the chosen enemy is confronted, the warrior commences a duel by reciting his or her name and reason for coming, then slaughtering the sentient where they stand.

Eridani do not shave their head for minor infractions against their honor. The foe must have committed some egregious act before the warrior does something as drastic as shaving. Slandering the Swordsaint's name, killing a relative or comrade, or blaspheming the Eridani nation are all crimes of honor that can never be accepted or forgiven except in a court of mortal combat.

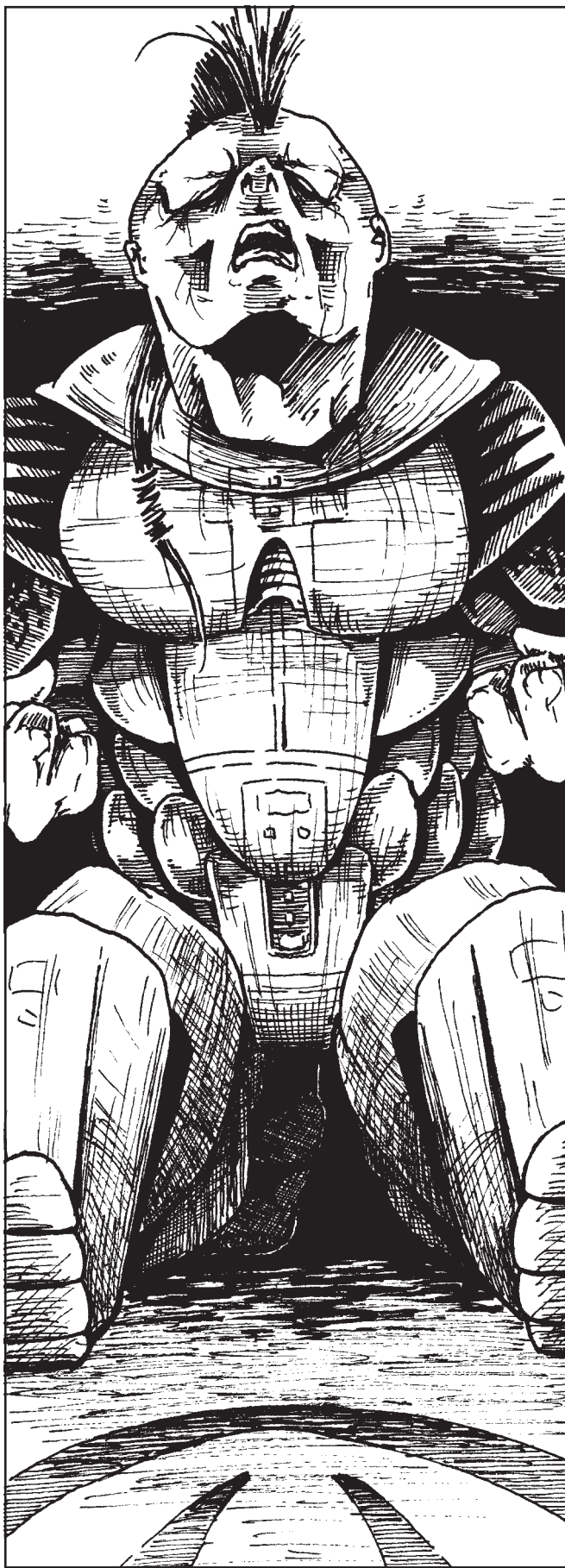
Dreadlocks Of Glory: It is said that when Bleys came down from the mountain with Harm, he carried an enormous polychromium bead in his seared left hand. Bleys said that the Daemon of the Molten Night offered him the bead in a failed attempt to suborn him. Thus, Eridani who perform incredible acts of heroism are rewarded with 50 polychromium beads that are woven into their manes. Each bead weighs exactly one gram and has a value of 5,000cr. From this point forward, the Swordsaint wears green-dyed dreadlocks.

Freedom's Mane: The most dangerous and formidable of all Eridani are those who wear their hair down and free flowing. Those Swordsaints have attained the status of Buddon Dete Alorre, and are considered Buddon Masters. These most holy individuals wear their hair long and unkempt. The longer the hair, the more respected the master. Venerable Alorre have hair so long that it drags on the ground behind them. It is a great honor to walk in the wake of such a Buddon, for a Dete Alorre is considered to be almost god-like and part of the Royal House of Eridine. It is the greatest insult to step on the hair of a full Buddon Master and if your character happens to screw up this bad, you will become renowned for your headlessness.

The Mane of Significance: Eridani males signal that they are looking for a mate by dying their hair a deep purple. Females respond by dyeing their mane yellow. Dyeing of the mane is one step in a formalized preening and courtship ritual.

Death Cards

Eridani leave behind a death card as a notice of their passing, as a reminder to others that they are the ultimate warriors of the universe, a



force to be reckoned with. Death cards are left behind only when the enemy is deemed dishonorable. The card is a small plastic hologram that activates when touched, generating a three dimensional replication of the Swordsaint. The card is traditionally laid beside the head of the victim, or placed on the chest if no head remains. The card glows when touched and usually has some pre-recorded vocal message built into the memory chip. The message speaks the Swordsaint's name, usually followed by a warning such as "I am as one forged of steel. My blade hath smote another today, one who was foolish enough to face me in battle. Perhaps it is your fate to follow his path. Long live Eridine. Long live the Swordsaint nation!"

The use of death cards has fueled much hatred towards the Eridani. Humans and Zen considered the idea barbaric and repugnant. However, the use of death cards significantly predates the Alliance. Any attempt to outlaw this practice would cause the Eridani to rethink their commitment to the Council of Timar. Phentari consider the idea absolutely foolish, for it reveals one's identity to the enemy. Cizerack applaud the idea and have taken to using death cards themselves. Pythons consider death cards to be great fun.

Death cards indeed invite retaliation. The Swordsaint's name is known to any person who might desire revenge. However, this possibility matters little to the Swordsaint. The cards mark his skill, and show his prowess as a warrior. It is a sign to others that he is a formidable adversary whose skills should not be taken lightly.

A pack of ten standard death cards costs 5,000cr. Generic death cards provide a 10 second visual hologram with a 20 second voice tape playback. Affluent Eridani prefer what are known as Story Books. A story book plays back the entire battle so that a passerby may see exactly how the battle began and the inevitable outcome. The Swordsaint records the battle on a mini-cam and the electronic information is fed directly into the chip where it is stored until the card is touched and activated. Story books cost 20,000cr for a packet of 10.

The most prestigious means of leaving behind a death card is the Grand Finale Story Book. This hologram is large, about the size and shape of an oil can. Only Knysis or Buddon Dete Alorre can legally use this type of death card. The Grand Finale projects a three dimensional holographic image across a 5 meter cubed area. A life size holographic reenactment of the battle plays back, complete with audio components. Grand Finales cost 15,000cr a piece.

The Right of the Fallen

Any adversary that falls fighting an Eridani is considered inferior by the Swordsaint for if they were superior, then they would not be lying on the ground carved up and left for worm food! It is a foe's actions that make him a worthy opponent, not his abilities to wage battle. A warrior's physical limits are imposed on him or her by nature. The desire to excel makes a warrior valiant. The need to engage in combat, hack and cut with truths, with his or her very "being" at stake, makes a warrior valiant and therefore worthy. Therefore, any honorable opponent who is felled by a Swordsaint's blade is deserving of a proper burial.

The triumphant Eridani carries out what is known as The Right of the Fallen. First, an ancient and melodic poem is recited. Then, with eyes closed and blade pointed toward the heavens, the Swordsaint dances around the corpse, singing praises to his valor. Afterward, the Swordsaint buries the fallen in a grave that is as deep as the opponent showed courage. If the opponent fought on after being severely wounded, the

Eridani will dig a deep grave. If the foe was slain quickly, the grave will be much shallower. Always, an Eridani will leave behind a personal item, a token of respect, as a closing to the Right of the Fallen. The value of the item is in direct proportion to the battle the adversary waged before being struck down. Thus, a passerby knows how much courage the fallen displayed, without having to disturb the grave.

Eridani have been known to take great risk to ensure proper burial of an honorable opponent. They often return to unsecured ground after the heat of combat has subsided somewhat to perform the Right of the Fallen. Someone whose heart burned with enough desire to die for his beliefs is deserving of a proper and honorable rest.

Revenge is A Family Matter

Revenge is taken very seriously by Eridani. It is considered a family matter. Any foe who slays an Eridani honorably is called Nrik Ismar (True Opponent). To be slain by a True Opponent is no disgrace, and no Eridani will seek revenge on a True Opponent.

One who slays a Swordsaint without honor is called a Juati Klauth (Living Dead). Often, a family who loses a son or daughter in combat with a Living Dead will send out another child to track down the assailant and kill him in a battle of Duels, thus restoring the family's honor. Should the second child be defeated, and killed, the family will often send still another to seek restoration of honor. However, if the third child loses, the family will not send another. Instead, they will sell all of their worldly possessions, then seek asylum and teaching to better their combat skills in a Buddon temple. To lose three Duels of Family Honor indicates that there may very well be a defect inherent in the family's genetic code. The Eridani government reserves the right to terminate, or worse demote to Tolude or Mudig, inferior clans in order to preserve the integrity of the Swordsaint nation. Thus, families enter the temple to improve their skills and to avoid being destroyed. Once the family has gained new teaching, it will send the most proficient warrior to hunt down and do battle with the Living Dead. If he or she fails, the rest are obliged to slay themselves as a sign of respect to the adversary. The family line ends with the passing of the last warrior.



The Mating Rituals

As with most matters, Eridani conduct elaborate courting rituals before and after mating. When Mokaba Datu mate, they show their commitment by having new swords made with the name of their spouse carved into the blade. In battle, they always shout their mate's name before taking a first swing.

Eridani mate for life. The bond between male and female is unseverable and the concept of divorce or anything like it is foreign to the Eridani creed. However, love between Eridani is somewhat different than it is with other races. Swordsaints respect mental toughness and physical prowess, but above all, Budaish seek another to share the facets of their beings that are denied by The Path To Truth. Their entire lives are spent purging themselves of emotion, doing battle against enemies and living a reality of continual struggle. Only in the privacy of their abodes can the warrior properly show any sort of weakness. Mates often become emotional and overly affectionate (pathetic is more like it) with each other. Mating provides a release denied in all other aspects of Eridani society.

The Nog

Eridani are unable to reproduce as a couple. Once married, the two go to a temple to seek a Nog (carrier) to have their child. The pair must meet specific genetic testing before the Carrier and the Buddon Priests allow a coupling to produce offspring. A married couple and a Nog are paired based on physical and mental attributes. Each Nog has already been tested for genetic purity and the most potent Nog link with the most potent parents. Nog are whimsical and emotional beings. They are excessively demanding and wield tremendous power, even though they are physically inept. Nogs often ask nearly impossible tasks as payment for carrying the child. Nonetheless, these gelatinous turtle-like sentients are held in the highest esteem; without them the Swordsaint nation would cease to exist. Any Eridani would give their life to protect a Nog, even if the Nog were not that Eridani's surrogate.

The Nog's body is a fertilizer, equipped with all the means to reproduce offspring. Their bodies are soft and fatty; the turtles are mostly a walking womb. Each Nog can carry up to five different children produced by five different parents. The children take on the physical characteristics of both the parents and the Nog. Few Nog exist, one for about every 10,000 Eridani. A prevailing genetic mutation causes the birth of another Nog. Nogs live for 500 years.

Despite having different parents, each of the five children produced by a single Nog are considered cousins. Thus, the huge and elaborate Eridani family structure is created and maintained despite constant battle and death. Once a Nog and a married couple link to produce offspring, the mates can only reproduce with the same Nog. If the Nog dies, no

more children can be born to that couple. It is against Eridani law. There is no emotional link between the two mates and the Nog, only the desire to bear the most fruitful and productive children to lead Eridine into the battles of tomorrow!

MEET PHELINSSARIOUS PHENTARI

My name is Phelinssarious The Indomitable. As you can surely guess, I am a Phentari. Hold your typical empty salutations. Suffice it to say that I will allow you to hear of Phentari greatness. I give one warning, and one only: Do not deign to interrupt me.

Do not envy my greatness. There is little reason. Accept your position among all other irrelevant things. Don't be pretentious enough to assume that you are my equal; such delusions can lead to an untimely demise. My guess is that you are a Human. You know how I love humans. You make such wonderful trophies to hang above the fireplace. In addition, I enjoy hunting for my food, and you might very well make a delicious snack. I savor the taste of human flesh. So moist and delicious! You can be served up in almost every type of dish imaginable. Consider, if you will, the dish you call hamburgers. Many Phentari consider Humans to be our hamburger-equivalent. I myself prefer lean and muscular types served as a goulash equivalent! The thought just makes my mouth water. Would you like to come over tonight? I could use a "hand" with dinner...

I am superior to all other trivial forms of life. This much should be evident. I tolerate the existence of others inasmuch as it further proves my greatness. I am an expert in Weaponry and Military skills. I specialize in lasers and usually carry four Savage-B pistols on my person. In a pinch, four Uzis will do. But I never leave home without my poisons!

I have the most prestigious job in the universe, naturally. I get paid handsome amounts of money to track down and bring to justice enemies of the Alliance. I am a Bounty Hunter. What a wonderful occupation it is! I take pride in my job, and I am the best! To date, I have brought in over 1,280 fugitives. To tell you the truth, the majority of the individuals that I bring in aren't breathing. Such is life... it only proves their natural inferiority. Nature supports the survival of the fittest, and any worthy adversary would have defeated me. Yet none have. I rest my case. Maybe you are next. I don't need a valid reason—I'll make up the charges. Your skull will join the many others hanging from my mantle.

Many a cornered fugitive has tried to buy an escape. Foolish. So foolish! I don't take pity on them. My livelihood depends on my skill at bringing in these individuals, and I am not easily bought off. Of course, there is a price for everything.

The Alliance is run by you bumbling Humans, and, of course, your equally savory cousins, the Gen-Humans. It isn't because you are superior in any way, shape or form. It is merely because your species multiply like rabbits and we Phentari do not. It is only a matter of time before we bring you under our control, and then put you on the dinner table. I support the genocide theory: kill most of the Humans and put the rest in breeding pens. It is good pest control and supports our supermarkets.

Your reign is limited, and the time for your downfall draws near. The universe will one day be held under the steel grip of the Phentari people. It will be a bastion of Phentari might. The time for the attack is not right yet. But it will be soon.

You Humans try to validate your existence by pretending to care about the welfare of others. You parade around like little tin soldiers

with some great cause. This is absolutely ridiculous. Deep down inside you are painfully aware of your own inadequacies. Pathetic! This is the best way of describing you. The blunt truth is that Might is the natural conqueror over the Weak. Your race is weak, and in the end we Phentari will eradicate you. You Humans place a great deal of value on the concept of family. What for? It is such a nonsensical concept. Why should I care if we are spawned from the same mother? What does that have to do with anything? My twin brother was hatched only 20 minutes before me. We were as close as brothers can be. Then one day I caught him eating my Super Club Human Sandwich with Spice Dressing. So... I killed him! What did you expect me to do? If I hadn't, it would have been a sign of weakness on my part, and he would surely have done the same to me. What difference does it make if you come from the same genetic background?

Only one thing might prove the worth of family—the effects of genetics. If you have genetically superior parents, then you are likely to be born superior as well, and thus more fit for survival. My parents, of course, were extremely gifted. Consequently, I am more gifted. My mother was a Bounty Hunter; so was my father and his father before him. My mother... My mother did me wrong once. She accused me of killing my brother. I wasn't stupid enough to leave any proof, so her accusation became false for lack of evidence. She insisted that I be brought up on charges at the next civil tribunal. So I killed her. My father, on the other hand, is smart enough not to bother me.

Your ridiculous ideas about family extend to the pathetic creatures you call "spouses." We Phentari are hatched and left to our own devices as youth. Then, upon reaching adulthood, we seek out a mate. You male Humans prefer the weak, insipid, and limp female types. We Phentari do not. The only female that is worth mating with is one that is a formidable opponent, an adversary to be reckoned with, one who can be calculating and ruthless. The sensuality of this interaction is as stimulating as its potential for danger. The female Phentari always set the terms of the mating sequence. Typically, we males must pass a series of tests to prove our resilience, craftiness, and worth.

The final test is always Derash Kimor (Death Love)—we must escape from the females after hours of passionate and often violent lovemaking. Your kind lie around afterwards babbling about how wonderful and important the moment was and how much you care for one another. The thought repulses me. What pleasure can be derived from such a fraudulent event? The lust is only meaningful when accompanied by danger, the chance that you might not escape after it's over. In the passionate throes of an embrace, the fire burns hottest when you are not sure whether you will be alive shortly afterwards. I can not begin to explain to you what it feels like to see the threat twinkling hot in her eyes. I have had 150 different mates in my time. I am still alive. I am worthy.

It must be obvious at this point even to you, Human, that I am vastly superior to your kind. I knew that your feeble mind would eventually accept the facts. We Phentari live our lives with a zeal that you humans can not even envision. What we do best is wage war. It is our destiny to

► Phelinssarious Phentari considers himself quite the chef and is seen here playfully displaying his kitchen knives. Order his cookbook today and get the free eyeball stew recipe. Mmmmm good!



rule the universe. It is merely a matter of time. Unlike you, we have managed to avoid the traps of self-induced genocide. Certainly, we terminate the weak within our own ranks. This happens as a function of the natural selection process. However, we do not generally underestimate the potential of any worthy adversary. No Phentari takes another Phentari lightly. We wait for the opponent to demonstrate a weakness which can be exploited. Then we strike to terminate. Our race has not fought a major internal war in a millennia. We are not so barbaric. We respect each other. It is through our unity that we shall conquer the universe.

We are expansionists; our mighty warships sweep out across the galaxies—much like your ancient Romans, one of the few Human cultures with anything on the ball. We take what we need from the vanquished, and we generally need everything. Such is the way of the Phentari. The Alliance serves as an unwitting but useful means of promoting the Phentari existence. As I speak to you, somewhere one of our vessels fires a volley of death at some inferior ship which now vanishes in a cloud of fire. Such is the strength of the Phentari. I wish I was there.

One race among you inferior species is not altogether hopeless. Ironically, they physically resemble you Humans. They are an odd little bunch of maggots, but I cannot help but to enjoy conversing and adventuring with one of them. You know them as Orions, the galactic court jesters. Don't underestimate them, worm! They have a courage that far surpasses anything that your kind could muster. Orions do not fear death. They find it amusing. What a refreshing outlook! Since they don't fear death, they are capable of functioning even when its specter hangs above them. They are wonderful in combat situations, always capable of seeing the humor in anything. This makes them a joy to be around, and formidable allies. These resourceful Rogues are thus worthy of my company. Equals? Hardly. I have yet to meet any being which is my equal. But they are fun to have around.

I presume you to be like all your kind: an ignorant Human. So I will shed a little light on Phentari history. Once, long ago by your standards, there was a war. Phentari exploration ships were assaulted by a race of putrid scum . . . Eridani is what you call them. I will confess that we were unprepared and overestimated our own abilities somewhat—an understandable fault in a race so advanced as ours. The Eridani treacherously invaded our star systems, eradicating planet after planet. The scum attacked brazenly, showing no subtlety or cunning. The Eridani technology was more advanced than our own, yet despite this advantage, the vile monsters failed to conquer us. Had it been so, it would have been part of the natural selection process. But because the drivelling morons knew no deviousness, and because we are innately superior, we survived.

We found an ally and together launched the most supremely executed surprise attack in the annals of warfare. With Phentari performing most of the heroics, we reduced the planet Eridine to ashes. So glorious was their destruction, it will be retold down through the millennia to the end of time. The ally? It was the so-called "court jesters", the Orions. For this reason, the Phentari nation has pledged to protect the sovereignty of the Orions. Do not, I repeat DO NOT, trifle with them or your head will definitely sit above my mantel. I will not tolerate any act committed against our fellow Eridani blood-letters.

It would be a mistake to think that we find all other beings useless. Most are, but not all. Also, a formidable adversary of any race is a joy. Particular when I decapitate the warriors.

Humans, for example, aren't completely useless. You make a wonderful pot roast. Mazians are good when used as throw rugs in my living room. I also like to threaten them that I'm going to put them in my blender.

Ram Pythons are as dumb as rocks, but they have uses. Aim them at something and say kill. They also make excellent bullet catchers and are great to hide behind. Of course, exercising the renowned Phentari cunning on them is a waste. They are so stupid a recent hatchling could convince them their tails are on fire.

There is one other race that I'm fond of in a detached sort of way. The Cizerack cat is a formidable opponent. They are cunning, and capable. I am tolerant of them because they are strong. They are foolish to believe that females are an equal to any male, especially a male Phentari, but I like the fact that they don't take any garbage from others.

The matrix controller races are quite a collection. Those little worms called Chatilian Empaths have little to recommend for themselves. What ugly little creatures! I don't care for them at all. Their hollowed out skulls do make excellent lamp shades, however. What makes them even remotely dangerous is their special powers. The way I handle the Asparagus Head is simple: if he gives me any trouble, I vaporize him. Like I said, overall they are useful as lamp shades and not much else.

Then there are the Mutzachans. Have you ever seen anything with a head bigger than a Mutzachan? They had better not lay down in the melon patch or someone is sure to come by and pick them. They have powers, so I shall not pretend that they aren't dangerous. But the heads of these pretentious little weaklings make good hood ornaments.

The Zen Rigel? To put it bluntly, that which is weak should be liquidated, not bandaged. They serve a purpose only when I am wounded. Otherwise they represent the fundamental weakness of all altruistic races. I happen to have one in my house which I use as a coat rack. Interestingly, their cousins are the only matrix controllers who do have it on the ball. Tza Zens understand what life is all about. I relish a good conversation with a Tza. There is so much information to pick up on poisons, torture methods, and various ways to terminate opponents. Tza Zens are not foolish enough to suppose that all things are created equal. All things are created. Very few are created equal. The rest are in my house somewhere. The anti-healers take great pleasure in killing things. So do I. Now that I mention it, I think that next week I will get together with a couple of my Tzas and go purify the neighborhood!

The one other race which I will discuss is the lowest form of life, lower even than you Humans: the Eridani. These scum of the spaceways are cowards without peer, and have murdered millions of my people. True, we were not prepared to face them when they invaded our worlds. For that folly, we Phentari have paid dearly: millions were exterminated. I will avenge my ancestors at all costs. Let none doubt my resolve. I have already disposed of more than 500 Eridani. I will not slow down till I have killed 5,000. I fervently dream of the day no Eridani scum are left in the universe. Only then will retribution, vengeance and justice be properly exacted. I shall say no more on the matter.

Well, Human, I must say I haven't enjoyed this attempt to enlighten your pathetic little mind. My time is precious and I have little of it for worms like your self. Fortunately, the subject of my discourse was very pleasurable—the Phentari's natural superiority. Now, I must say, I'm getting a bit hungry!!!!

Phentari Weapons of Choice

The life of a bounty hunter is not easy, especially in a universe where all sentients are envious of your greatness and seek to eliminate you by force of numbers rather than through skill and cunning. A successful Phentari is a clever Phentari. A clever Phentari is one who selects his weapons with care and attention to the type of mission at hand.

When choosing your weapons, keep in mind three important factors: the weight of the weapon, its concealability, and its firepower. The ideal weapon is light enough to be carried in one tentacle, easily concealed, and capable of turning a Ram Python into bloody Plotsis (hamburger-equivalent) in one shot. Unfortunately, this is not an ideal world, so we have to make do with what is available.

Another thing to bear in mind is that certain weapons work better on certain races. It is foolish to take a sonic disruptor up against a Ram Python; he will grind you into the dust before it gets through his thick skull. However, when used against a Cizerack, the same weapon produces results which are most gratifying.

Finally, the Bounty Hunter must consider how the weapon is to be used. Some Phentari like to carry four of the same weapon, to maximize firepower and facilitate targeting. Others like to carry a mixture of weapons, to be prepared for a variety of opponents. This depends on personal taste and the dictates of the mission.

Below is a listing of Phentari favorites and their uses.

Savage-B Laser Pistol: Every Phentari's favorite, the Savage-B is a wonderful way to make swiss cheese out of the nearest Eridani. Possessing a high rate of fire and easily concealed, the Savage-B has a relatively low damage yield but ignores absorption polymers. The recently developed Savage-C or Savage-D also produce extremely gratifying results, but they are not as cost effective as the Savage B. I highly recommend picking up a pair or two today!

Sonic Disruptor: Depending on the situation, this weapon can be next to useless, or utterly devastating. Its greatest draw-back is that it usually leaves the target alive. However, it can be handy if you have a bounty you need to bring in alive. In addition, an Orion friend of mine once used a sonic disruptor to dispatch an Arachnid with one shot, so the weapon must have something going for it!

Skil: Often overlooked in favor of big guns, the Skil (or any knife, for that matter) is useful in a variety of ways. It is extremely easy to conceal, weighs next to nothing, and carries much smaller criminal penalties if discovered by the authorities (we Phentari are rarely ever caught, but then again, we are the superior life-form). The Skil can be covered with a variety of lovely poisons as well (many Skil have hollow pommels to store such surprises). The knife also has one other plus over, say, an Omega Cannon: the next time you're caught in a net, I challenge you to cut your way free with the Omega Cannon!

HS Series D Carousel Shotgun: A wonderful weapon! Light enough for the typical Phentari to carry and fire four at the same time, this shotgun is capable of doing serious damage due to its fantastic rate of fire. You can empty the gun in three seconds on automatic! Of course, the weapon does have some drawbacks. As with all powder weapons, it is

noisy, and may draw unwanted attention. The small magazine is another problem, as is the limited range. But anything nearby is going to be reduced to its component atoms!

Micron Body Weapons: These weapons are very useful in cities, where concealability and silence are a must and few people wear armor. I have a Tza Zen friend who spends his spare time dreaming up new Micron munitions. He then lets me try them out with him.

Colt Annaconda: Many Phentari dislike powder weapons because of the noise, but this one has its uses. It packs an impressive punch for a pistol, and is easy to hide. Loaded with mercuric rounds, it makes a wonderful Eridani exterminator. Also, as with any powder weapon, a silencer will curtail discharge noise.

Night Stalker: Another useful powder pistol. More costly than many powder weapons, but still fairly cheap. In addition, the Night Stalker's high rate of fire and impressive damage make this a formidable weapon. I recommend getting the 24cm barrel and a 100X power scope to increase accuracy and range.

TK-7A Automatic Rifle: The last powder weapon which I will mention, the TK-7A has a high rate of fire. It is also light enough to be fired with one tentacle, and has a longer range than most of the powder weapons mentioned here. Damage is somewhat light, but incendiary rounds can help correct this problem.

A2 Disposable Flamethrower: Cheap, lightweight, and the damage it does to armor is truly exhilarating! So are the burns it causes on unprotected flesh. Carry four of these, and you can lay down a wall of flame that gives new meaning to the term "suppression fire!"

Needler Implant: A must for any good Bounty Hunter. Almost impossible to detect or hear, and oh-so-lethal if it hits. Remember, a variety of juices may garnish this gem; Cyanide-4 is not the only poison out there! A careful choice of munitions can make the Needler implant even more deadly.

And When All Else Fails...

To hell with subtleties. Bring on the Ultra Armor!



CHAPTER 2

Character Background & Features • 2



IN THIS CHAPTER...

Character Traits
I Was Just Growing Up Tables
Fickle Finger of Fate Table
Fortune Tables

◀ **Wielding a Kamnan is a skill all Python Lizards learn at an early age. The double headed spear made of an incredibly dense coral-like material is difficult to wield, but very effective in skilled hands.**

This chapter is designed to “flesh out” the Battlelords character generation process even further. Presented below, are optional tables for character appearance, starting age, and the effects of age on various races. Also, additional I Was Just Growing Up, Fickle Finger of Fate, and Fortune Tables are presented. These tables have even more things that could have happened to your character before he or she became a Battlelord.

CHARACTER TRAITS

Starting Age

The age of a character greatly influences vital statistics. To determine the starting age of a character, consult the Starting Age Table. Then use the Racial Age Category Table to determine what age group your character is in. Finally, consult the Stat Modifier Table and adjust your vital stats appropriately. The effects of the Stat Modifier Table are cumulative, so **be sure to add (or subtract) all previous categories adjustments before applying the current category adjustment.**

Note: If your character is mature, do not bother adding any modifiers. The basic rolled stats as modified by race reflect a mature individual of that race.

STARTING AGE

RACE	STARTING AGE
Aeodronian	13 + 3d6
Andromeni	30 + 2d10 (see GU2)
Ashanti	20 + 3d4
Chatilian Empath	40 + 4d10
Cizerack	10 + 3d10
Eridani	20 + 4d10
Fott	9 + d6
Furbl	3 + d6
Gemini	12 + 6d4
Gen-Human	10 + 5d6
Goola-Goola	10 + 2d6
Human	18 + 2d6
I-Bot	N/A
Ikriini	20 + 3d12
Jezzadeic Priest	25 + 2d20
Kizanti	30 + 4d10
Mazian	3 + 3d10
Misha	10 + 3d6
Mutzachan	300 + (4d10 x 10)
Orion Rogue	14 + 2d10
Phentari	20 + 5d10
Python Lizard	3 + 3d10
Ram Python	4 + 2d10
Sye-Men	180 + (3d12 x 10)
Tanndai TechKnight	16 + 2d6
Zen Rigel (Tza Zen)	30 + 5d10

RACIAL AGE CATEGORY

RACE	CHILD	YOUNG	MATURE	MIDDLE AGE	OLD	VENERABLE
Aedronian	05-13	14-20	21-38	39-58	59-76	77-85
Andromeni	15-30	31-80	81-160	161-190	191-260	261-310
Ashanti	10-15	16-28	29-50	51-78	79-110	111-135
Chatilian Empath	25-43	44-65	66-120	121-180	181-250	251-320
Cizerack	11-15	16-30	31-55	56-70	71-90	91-120
Eridani	12-23	24-50	51-85	86-125	126-160	161-220
Fott	02-06	07-11	12-29	30-45	46-62	63-80
Furbl	01-05	06-10	11-20	21-30	31-38	39-44
Gemini	10-17	18-23	24-48	49-70	71-98	99-110
Gen Humans	09-13	14-25	26-50	51-85	86-120	121-160
Goola-Goola	06-11	12-20	21-35	36-50	51-70	71-100
Humans	11-16	17-23	24-40	41-65	66-100	101-140
I-Bot	N/A	N/A	N/A	N/A	N/A	N/A
Ikriini	12-20	21-32	33-80	81-160	161-192	193-225
Jezzadeic Priest	13-21	22-30	31-70	71-95	96-140	141-180
Kizanti	20-33	34-60	61-90	91-140	141-210	211-270
Mazian	06-11	12-22	23-35	36-50	51-65	66-80
Misha	06-11	12-17	18-36	37-59	60-85	86-100
Mutzachan	101-250	251-450	451-750	751-1100	1101-1600	1601-2100
Orion Rogue	11-16	17-23	24-40	41-65	66-90	91-120
Phentari	14-24	25-50	51-85	86-125	126-160	160-200
Python Lizard	05-18	19-35	36-70	71-120	121-160	161-210
Ram Python	05-18	19-35	36-70	71-120	121-160	161-210
Sye-Men	80-120	121-300	301-700	701-1050	1051-1400	1401-1700
Tanndai TechKnight	10-14	15-20	21-40	41-65	66-80	81-110
Zen Rigeln (Tza Zen)	16-30	31-60	61-100	101-250	251-320	321-420

Racial Age Category Modifiers

As your campaign proceeds and your character ages, note when the character passes into a higher Age Category and modify stats at that time.

They All Look Alike

“Those others. Well, they all look alike.” The reality is some don’t like those that are different so they choose not to notice differences between individuals of a different race. Humans are afraid of those things which are different from themselves. If you think racism and prejudice are bad now, things get a lot worse in the 23rd Century. Many individuals are highly bigoted against members of different races; sentients of any particular race seem to be as ignorant as ever.

Intra-racial prejudice is also rampant, barring a few races such as the Mutzachans who have long since figured out that the only thing that matters is what comes from the heart, and of course, solving the equation of the universe! Your race’s view of you is affected by certain of your features. Some of the intra-racial prejudices are given after each features table. These are just the most predominant effects of being different. There are many more. Also, just because a race is not detailed here doesn’t mean there are not intra-racial prejudices.

Note: Somehow Humans have managed to get their !@#& together. They pretty much accept everyone from their race. (Well, it’s nice to dream!!)

Note: Half Gen-Human gain half of a Gen’s Vital Statistics Bonuses.

STATISTICS MODIFIER

STAT	Child	Young	Mature	Mid. Age	Old	Ancient
Strength	-15	+10	+05	-05	-10	-10
IQ	-05	+05	-	-	-05(10%)	-10(50%)
Agility	-10	+15	-05	-05	-08	-15
Man. Dex.	-10	+10	-	-02	-08	-10
Constitution	-25	+15	+10	-05	-10	-20
Aggression	+15	-05	-10	-05	-10	-20
Intuition	-15	+05	+10	+10	+10	+10
Charisma	-10	+05	+05	+05	-05	-15

SKIN COLOR

RACE	BLACK	REDDISH	TAN	PALE	CLEAR	GREEN	PURPLE	WHITE
Aeodronian	-	01-100	-	-	-	-	-	-
Andromeni	Same as host							
Ashanti	-	-	-	01-100	-	-	-	-
Chatilian Empath	-	-	-	-	-	01-100	-	-
Cizerack	01-30	-	31-60	61-100	-	-	-	-
Eridani	-	-	01-90	91-100 (A)	-	-	-	-
Fott	01-26	-	27-48	-	-	-	-	49-100
Furbl	01-18	19-26	27-46	-	-	-	47-51	52-100
Gemini	01-38	39-68	69-100	-	-	-	-	-
Gen Humans	01-30	31-45	46-99	100 (B)	-	-	-	-
Goola-Goola	-	-	-	-	-	-	01-100	-
Humans	01-30	31-45	46-99	100	-	-	-	-
I-Bot	Set by manufacturer							
Ikrini	-	-	-	01-100	-	-	-	-
Jezzadeic Priest	01-80	-	81-100	-	-	-	-	-
Kizanti	01-35	-	36-70	71-100	-	-	-	-
Mazian	Race uses chameleon effects							
Misha	-	-	-	-	01-100	-	-	-
Mutzachan	-	-	-	01-100	-	-	-	-
Orion Rogue	01-35	-	36-70	71-100	-	-	-	-
Phentari	01-99	-	-	-	-	-	-	100 (C)
Python Lizard	01-25	-	-	-	-	26-100	-	-
Ram Python	01-20	21-35	36-40	-	-	41-100	-	-
Sye-Men	-	-	-	01-100	-	-	-	-
Tanndai TechKnight	-	-	-	01-100	-	-	-	-
Zen Rigeln (Tza Zen)	-	-	01-100	-	-	-	-	-

Skin Color

Roll on the table above to determine skin color.

Note: All skin colors that are marked with a letter denote a special characteristic. Please see the sections “They All Look Alike” after the following tables.

You may change your character’s skin color without the use of a Zen by injecting the chemical compound Di-heptabenzalhydrate into the skin. This compound acts like a dye and can last up to 3 weeks. However it is quite dangerous with a high risk of skin cancer. For every week of use make a BIO SMR roll. If failed, the character has a 25% chance to contract skin cancer. The rolls are cumulative.

(A) They All Look Alike (Eridani): Eridani with pale skin are from the royal class. Other Eridani will treat them with the utmost respect.

(B) They All Look Alike (Gen-Humans): Albino Gen-Humans are a manufacturing default that doesn’t manifest itself until adolescence when the skin melanin slowly disappears from the body. Albinos are hated and greatly misunderstood.

(C) They All Look Alike (Phentari): Phentari with white skin are seen as impure and incomplete. Very few live past birth. Most Phentari deny their existence.

Skin Texture

Roll on the table on the following page to determine skin texture.

Note: Where a letter appears in the following tables, see “They All Look Alike” following this section for detailed information.

(A) They All Look Alike (Chatilians): Chatilians are prejudiced against those of their race with bumps, claiming that they are less intelligent and therefore lessen the gene pool. Those Chatilians with bumps are called Sava (Freaks). Any Sava has his charisma and bargaining scores reduced by 30 points when dealing with other Chatilians.

2 • CHARACTER BACKGROUND & FEATURES

SKIN TEXTURE

RACE	SMOOTH	BUMP	SCALE	FUR
Aeodronian	-	-	01-100	-
Andromeni	Same as host			
Ashanti	01-100	-	-	-
Chatilian Empath	01-97	98-100 (A)	-	-
Cizerack	-	-	-	01-100
Eridani	01-95	96-100	-	-
Fott	-	-	-	01-100
Furbl	-	-	-	01-100
Gemini	-	01-100	-	-
Gen Humans	01-100	-	-	-
Goola-Goola	01-100	-	-	-
Humans	01-100	-	-	-
I-Bot	Set by manufacturer			
Ikrini	01-100	-	-	-
Jezzadeic Priest	-	-	-	01-100
Kizanti	01-100	-	-	-
Mazian	01-100	-	-	-
Misha	01-100	-	-	-
Mutzachan	01-100	-	-	-
Orion Rogue	01-100	-	-	-
Phentari	01-80	81-90	91-100	-
Python Lizard	-	-	01-100	-
Ram Python	01-100	-	-	-
Sye-Men	01-100	-	-	-
Tanndai TechKnight	01-100	-	-	-
Zen RigelN (Tza Zen)	01-100	-	-	-

Eye Features

Roll on the table at right to determine the shape of the eyes. Certain races have rare mutations such as multiple eyes or eye stalks.

(A) They All Look Alike (Chatilian): On a roll of 100 on the Eye Features Table, a second roll of 05 or less indicates a Chatilian with the extremely rare mutation of eye stalks. They are called Mussac Potarr (psychic prophets) and are looked upon with great awe.

(B) They All Look Alike (Phentari): Phentari with three eyes are called Cuyalbyth Aym (Vigilant Eye). Only 1% of Phentari with large eyes have this mutation. Three millennia ago the Vigilant Eyes were persecuted to the verge of extinction. During the Justification War, many Vigilant eyes proved themselves in battle, and thus turned the prejudice into respect. Phentari are not known to respect others. They almost invariably see themselves as superior. However, most Phentari respect the Vigilant eyes (that is, those who don't envy them to the point of seeking to destroy them). Charisma Gain/Loss: +20/-60. +20 Vision. Any Phentari with this mutation will have red eyes. The third eye is about half the size of a Phent's normal eye and is located in the front of their head, between the large brow ridges.

(C) They All Look Alike (Zen (Tza) RigelN): On a roll of 100 on the Eye Features Table, a PC will have a 20% chance to manifest eye stalks.

Their eyes aren't so much on stalks as they merely bulge out of the Zen's deep set eye sockets. Zen's with this mutation are seen as The Eyes of Assizza and are held in high religious regard. Any Zen with this mutation can add 30% to their chance of finding a mentor, regardless of locale or other problems.

EYE FEATURES

RACE	ROUND	NARROW	LARGE	HUGE
Aeodronian	01-100	-	-	-
Andromeni	Same as host			
Ashanti	-	01-100	-	-
Chatilian Empath	-	-	-	01-100 (A)
Cizerack	01-90	91-100	-	-
Eridani	-	01-100	-	-
Fott	01-100	-	-	-
Furbl	01-100	-	-	-
Gemini	-	01-100	-	-
Gen Humans	01-85	86-100	-	-
Goola-Goola	01-100	-	-	-
Humans	01-85	86-98	99-100	-
I-Bot	Set by manufacturer			
Ikrini	01-35	36-100	-	-
Jezzadeic Priest	-	01-100	-	-
Kizanti	01-100	-	-	-
Mazian	Not Applicable			
Mutzachan	-	-	01-80	81-100
Misha	-	01-100	-	-
Orion Rogue	01-85	86-98	99-100	-
Phentari	-	01-80	81-100 (B)	-
Python Lizard	01-100	-	-	-
Ram Python	-	-	01-100	-
Sye-Men	-	01-100	-	-
Tanndai TechKnight	01-100	-	-	-
Zen RigelN (Tza Zen)	01-90	91-100 (C)	-	-

EYE COLOR

RACE	BROWN	BLACK	BLUE	GREEN	GREY	SILVER	RED	GOLDEN	HAZEL
Aeodronian	-	-	-	-	-	-	-	01-100	-
Andromeni	Same as host								
Ashanti	01-50	51-65	66-70	71-78	79-94	-	-	-	95-100
Chatilian Empath	01-60	61-80	81-100 (A)	-	-	-	-	-	-
Cizerack	01-70	-	-	71-90	-	91 (B)	92-100	-	-
Eridani	-	-	01-40	-	41-90	-	91-98	99-100 (C)	-
Fott	01-24	25-38	39-44	-	-	-	45-91	-	92-100
Furbl	01-35	36-78	79-84	-	-	-	85-87	-	88-100
Gemini	-	01-60	-	-	61-70	-	71-100	-	-
Gen Humans	01-50	-	51-80	81-85	86-90	-	-	-	91-100
Goola-Goola	-	-	-	-	01-50	-	-	-	51-100
Humans	01-65	-	66-87	88-90	91	-	-	-	92-100
I-Bot	Set by manufacturer								
Ikrini	01-28	29-40	41-65	66-70	71-81	-	82-84	85-90	91-100
Jezzadeic Priest	01-65	66-100	-	-	-	-	-	-	-
Kizanti	-	-	-	-	-	-	01-100	-	-
Mazian	This race has no eyes								
Misha	-	-	-	-	01-100	-	-	-	-
Mutzachan	-	-	01-70	-	71-90	91-100	-	-	-
Orion Rogue	-	-	01-60	61-70	-	71-90	-	91-100	-
Phentari	01-95	-	-	-	-	-	96-100 (D)	-	-
Python Lizard	-	01-95	-	-	96-100	-	-	-	-
Ram Python	01-75	-	-	-	76-99	100	-	-	-
Sye-Men	-	-	-	-	-	-	01-100	-	-
Tanndai TechKnight	-	-	01-25	-	26-100	-	-	-	-
Zen Rigeln (Tza Zen)	-	-	01-100	-	-	-	-	-	-

Eye Color

Roll on the table above to determine eye color. Characters can use contacts (30-300cr) to hide the nature of their eye color, just remember that you have to take them out!

Note: All eye colors that are marked with a letter denote a special characteristic. Please see the section “They All Look Alike” below.

(A) They All Look Alike (Chatilian): Blue-eyed Chatilians are thought to be Mussac Irmiree (psychic demons) by the ignorant who detest the use of power. Intra-racial charisma is reduced by 60 points. The masses often kill Mussac Irmiree. It is rumored that Makov Chatil had blue eyes.

(B) They All Look Alike (Cizerack): Certain male Cizeracks manifest a recessive gene that produces silver eyes in the offspring. These males are the only ones not kept as slaves. Male Cizeracks with silver eyes are called Vye (king). Females do battle to have the chance to mate with such a male. Charisma increased by 50 points. Rolling the Silver Eyes mutation means your Cizerack is a male and a Vye. Prepare to be chased around a lot by the females. Oh, you poor guy!

(C) They All Look Alike (Eridani): Golden-eyed Eridani are assumed to be inferior. They are considered to be the Mudjid, and are assumed to have escaped slavery. If their identity is ever discovered, another Swordsaint will terminate them with extreme prejudice. I suggest getting contacts.

(D) They All Look Alike (Phentari): Any Phentari with the Vigilant Eyes mutation (see Eye Features) will have red eyes.



I WAS JUST GROWING UP - TABLE 1

01-02	You tend to work alone and prefer it that way. It is difficult for you to trust others around you.
03	Talk a lot (You never shut up).
04-05	Laid back. You take it in as it comes.
06	Show great poise. Increase Charisma by 10 points.
07	Chainsmoker (05% chance per year to contract cancer, even after you quit).
08-09	Overwhelming skeptic.
10	A follower. Reduce Military Leadership by 20 points.
11	Extremely close-minded and unadaptable. All new skill areas beyond those chosen in the initial character generation cost 1 point more to learn.
12	Organized (Take 1 free level of Administration).
13	Incurable romantic (Sucker!!!).
14-15	Scatter-brain tendencies cause you to forget what you were doing just five minutes ago. It also causes you to screw things up. -05 to all non-weapon skill checks.
16	Serious attitude problem. Character acts like a snob toward others. Reduce Charisma by 15 points.
17-18	Extremely adaptable to situations. Increase Intuition by 10 points.
19-20	Excel in certain areas. Choose any two nonweapon skills. Earn a 12% (not 10%) increase in proficiency per new level attained in these areas (if the increase is less than 10% normally, add +02% per level. Example: Hand-to-Hand).
21	Insecure. You always feel the need for positive reinforcement. You get on people's nerves because they're tired of bolstering your ego. Reduce Charisma by 10 points.
22-23	React well under stress. Increase Military Leadership scores by 15 points.
24	Benevolent. Increase charisma by 15 points. However, you are 60% likely to offer money or assistance to those in need.
25	Unconsciously drool all the time.
26-27	Flirtatious (You believe in the "hands on" philosophy).
28	Incredible desire to live. Increase your Death's Door rating in a negative direction by 4 points.
29-30	Sensitive. Increase Intuition by 05 points.
31	Control your own fear. Increase mental SMR against fear based attacks by 40 points.
32-33	Shy. Decrease Charisma by 05 (except with certain members of the opposite sex, who find you cute).
34	Acrophobic (fear of heights).
35	Agoraphobic (fear of open places).
36-37	Claustrophobic (fear of closed spaces).
38-39	Ignorant of the world around you. Reduce Terrestrial Knowledge score by 20 points (minimum of 1).
40	Little patience when bargaining. Subtract 15 points from the Bargaining secondary vital statistic.
41-42	Little patience with others in general. Reduce Persuasion and Bargaining by 10 points.
43-45	Good listener. Increase Charisma by 10 points and Intuition by 5 points.
46-47	Honorable by nature. Increase charisma by 15 points.
48	Aquaphobic (your mother dropped you in the water and you sunk).

49-50	Methodical. Increase all skill checks by 05.
51	Itchy trigger finger (05% chance to open fire without provocation).
52-53	Selfish nature. You have difficulty sharing with others. Reduce Charisma by 15 points.
54	Take a shower. You stink!!! (-15 to Charisma score).
55-56	Politically active. Increase charisma by 5 points.
57	Fashionable. (I've got to buy that shirt. I've just got to!)
58-59	Workaholic. Gain 12% per level of new skill in any non-weapon or vehicle oriented field (+02 bonus per level to skills that do not normally increase by 10%). Reduce charisma by 05 points and Terrestrial Knowledge by 2-8 points.
60	Pathological Liar. You constantly lie about things because you feel the need to impress others.
61-62	Unlucky at love. You get stepped on all the time.
63-64	Kleptomaniac. (You're too old for that stuff!)
65-66	Racist (They can't be trusted. They are all the same, lazy and shiftless).
67	Narcoleptic (You fall asleep for no apparent reason).
68-70	Impetuous. You show a pronounced tendency to act before thinking. Reduce Intuition by 15 points. Increase Aggression by 5 points.
71-72	Pacifistic tendencies. Reduce Aggression by 20 points.
73-75	Great courage. Increase Aggression by 20 points. Furthermore, you remain conscious up until -2 body points.
76-77	Neurotic. (Why do you always do that? It's annoying!)
78-79	Commitment to your beliefs. Increase Military Leadership by 5 points.
80-81	Psychotic (I'm an orange and the world is trying to peel me).
82-86	Greedy. There is a 50% chance to act unfairly to others around when money or wealth are at question.
87	Pathological Liar. You constantly lie about things because you feel the need to impress others. (We know this is a repeat of 60, deal with it!)
88-92	The opposite sex finds you irresistible. (You sexy thing you!)
93	Bone Head. Subtract 05 from IQ and Intuition.
94-95	Spend Thrift (-05 to Bargaining skill).
96-97	Drinking problem. (Bad hangovers and all!)
98-99	Bloodthirsty. 05% chance to kill someone "for the fun of it."
100	Your character shows a pronounced desire to be mean to helpless things in order to make himself feel adequate. You're a bastard.

I Was Just Growing Up - Table 2

01-02	Played as a studio musician on the album Dark Side of the Asteroid, by the band Purple Ice Cream Has No Bones. The album is still on the charts. Take 10 levels of Musician skill in any instrument and 5,000cr per month.	58	Able to reach deep hypnotic states while meditating. Take 2 levels of Body Equilibrium skill.
03-04	Did a sabbatical for an archeological dig. Take 3 levels of Pottery and 4 levels of Archeology.	59-61	Built your own computer. Take 2 levels of Operate, Basic/Coding Programming, and Repair.
05-06	Amateur HAM radio operator. Take 6 levels of Base Station Communications.	62	Drug user (You must spend 200cr a week to support habit).
07	Served as a cook on the Orionus Trans-galactic Liners. Take 8 levels of Cooking.	63-64	Father worked as a diplomat for the Alliance to the Xarian Confederacy. You have 2 levels of Diplomacy and are fluent in Xarian.
08-09	Showed mechanical aptitude as a kid (-2 cost for any Journeyman mechanic skill as well as mechanical Engineering skill).	65	Assistant for a prestigious counter-intelligence firm. Take 4 levels of Intelligence.
10-11	Singer in a band. Had a hit single (Collect 1,000cr royalties per month for life).	66	Worked as an interrogator. Take 5 levels of Interrogation skill. You have 2-12 random enemies who seek revenge for what you did to them and/or their families.
12-13	Worked as a mechanic aboard a deep space freighter. Take 3 levels of Mechanic (space), Computer Repair, and Welding.	67-71	Computer hacker. Take 2 levels of Operation and Encrypt/Decrypt.
14-15	Operated a freight transporter on a personal warcruiser. Take 4 levels of Operate Transporter.	72	Radiation treatment specialist aboard a Mining Away Team. Take 4 levels of Radiation Treatment, 2 levels of Basic Med, and 3 levels of EVM.
16-17	Mom works on a famous passenger liner (Tickets are 20% off).	73-75	Lived as a hick in the wilderness. Take 5 levels of Land Navigation.
18-19	Law enforcement official. Take 5 levels of Beam or Archaic Powder skill as well as 2 levels of Forensics and Street Smarts.	76-77	Had a spot of bad luck and wound up living on the streets for a while. Take 3 levels of Street Smarts and 4 levels of Survival (urban).
20	Gourmet Chef (Take 5 levels of Cooking).	78-80	Had to leave the nest early to learn a trade. Take 2 levels of any journeyman skill.
21-22	Race car driver. Take 10 levels of Automobile skill and 4 levels of Mechanic (auto) skill.	81	Historian (+10 to Terrestrial Knowledge score).
23	You were a famous Cyball player. Increase charisma by 05.	82	Worked as a traffic controller on Xensera in the Fornax Galaxy. Take 5 levels of Traffic Controller.
24-26	Worked for two years on the spacedocks. Take 10 points worth of skills from the Deep Space Operations field.	83-85	Math whiz (-1 cost to any Engineering and Science skill).
27-28	Passed your bar exam. Take 10 levels of Law.	86-88	Extremely generous (leave 20% of all future monies accumulated with charities of your choice).
29-31	Good at languages. Take fluent proficiency in any three languages of your choice.	89	Inherited grandpa's PC-6 Pulse cannon.
32	Given a chemistry set as a child. Take 2 levels of Chemistry.	90-91	Worked quarantine at the local spaceport. Take 4 levels of Disease Diagnosis.
33-34	Spent part of your adolescent years on the streets (+10 intuition and 2 levels of Street Smarts).	92	Theologian. Take 6 levels of Theology.
35	Worked as an accountant where you learned how to add one and steal two! Take 6 levels of Accounting, and 500cr.	93	Worked on a combat vessel as a gunner. Take 5 levels of Beam Gunnery skill.
36	You found 1,000cr and decided to keep it, instead of turning it over to the authorities.	94	Weapons repair specialist. Take 7 levels of Weapons Repair of your choice. However, there once was an accident and you blew off the pinky on your trigger hand. Reduce Manual Dexterity by 07 points.
37-40	Born in the mountains. Take 2 levels each of Mountaineering and Snow Skiing.	95-96	Owned your own armor repair business which eventually failed. Take 7 levels of Armor Repair. However, you still owe 35,000cr that you must pay off at a rate of 1,000cr per month.
41-44	Veteran of space combat. Take 5 levels of EDC and 4 levels of EVM.	97-100	Security guard. Take 4 levels of any one weapons skill and 2 levels of Alertness.
45	Once an aspiring actor. Take 1 level of Impersonation and 1 level of Disguise.		
46-47	Fast (Add 3 to sprint number in movement section).		
48-49	Spaceball pitcher. Take 3 levels of Throwing.		
50	Loved remote control toys as a child. Take 2 levels of Remote Piloting skill.		
51-52	Card Shark. Take 2 levels of Gambling.		
53-55	Worked on a Mining Away Team. Take 2 levels of Asteroid Mining skill and 2 of EVM.		
56-57	Worked at a crime lab. Take Forensics level 2.		

FICKLE FINGER OF FATE

- 01 Excellent credit. Begin the game with a 4.0 asset/loan rating.
- 02 Begin the game with a Legal Assistance credit card.
- 03 Begin the game with a Cash and Carry Platinum card.
- 04 Begin the game with specialization (see page 43) in the weapon of your choice.
- 05 You have a pirate contact. See No Man's Land for info on pirates.
- 06 You have a Black Market contact. BM adlib.
- 07 Character is quarantined. Must pay fees of 300cr for Zen services to be released immediately.
- 08 You have got a deep contact in the Alliance government who owes you one. Basically, you have a Get Out of the Slammer Free Card whenever you need it (as long as you are on an Alliance-influenced world).
- 09 You won a free clone of yourself in a Bio-Cyberdyne intergalactic raffle. The free clone was not a top-of-the-line model. Thus, its vital statistics are all 7 points less than your original body. It is kept in the hospital of your choice. You must have your thoughts backed up regularly (cost: 25,000cr) or lose any experience gained since the last time you had your thoughts backed up. The clone cannot be sold, under terms of the raffle agreement.
- 10 Your body reacts strangely to BRIs. All body points restored from BRIs are doubled. Regeneration time is halved. However, there is a 04% chance each time that you take a BRI that your Constitution will be permanently reduced by 1-4 points.
- 11 Individual is a Galactic fugitive. Must change identity with sponsoring Corporation.
- 12 Your father's friend is a plastic surgeon. His services are available whenever if you need it. It will, however, cost you double if time constraints are imposed and your reason for changing your appearance relates to illegal activity.
- 13 Dad left you a new M-20 Blaster pulse cannon.
- 14 You once saved the life of the warden of the McLursten Re-education and Reform Camp on Coandas in the Industrial Province of No Man's Land. You can take your ship there to have it fixed for free any one time.
- 15 Oh, it was bad! The passenger liner you were traveling on went down on reentry. You survived the crash but were burned on over 60% of your body. Reduce Charisma by 50 points, reduce Constitution by 30 points.
- 16 Blacklisted as an informant. Telydyne Syndicates has placed a contract out on your life.
- 17 Contracted a sexually transmitted disease that rots the body. Constitution is permanently lowered by 08%.
- 18 Someone is leaving death threats at your place of residence.
- 19 Dad holds stock in Averon Motors. The value of the stock recently hit the roof. Increase social class level to rich. Furthermore, you can get any non-spacecraft vehicle for 40% of list price.
- 20 The character is a victim of a serious accident. (Lose the thumb off one hand and 25 points of Manual Dexterity).
- 21 Involved in pirating. Collect 15,000cr. Beware!!! The Galactic Police have an all points bulletin out for you and have put a 100,000cr bounty on your head.

- 22 Bank error in your favor. Collect 3,000cr.
- 23 The Rebels are trying to contact you.
- 24 Winner of the Galactic Super Lotto. Collect 2,000cr per month for life.
- 25 Bad credit rating. Cannot obtain a loan of any kind.
- 26 Good investment portfolio, but principal held in trust for a charity. Collect 3,000cr a year, but never have access to all the money.
- 27 You are a famous Cyball player. Add 10 to Charisma.
- 28 Character receives inheritance of 10,000cr.
- 29 Exposed to radiation contamination when a reactor overheated and went critical at the plant where you worked. Reduce Strength and Constitution by 25 points.
- 30 The Yontacha are seeking you out for "purification" (see No Man's Land).
- 31 Competing firm is willing to pay you 40,000cr a year to spy on your company.
- 32 Accident partially blinds your character. All sighting checks incur a -50 penalty.
- 33 You have a Ram Python for a friend. He is loyal as a puppy!
- 34 Win weekly Bingo game. Collect 1,000cr.
- 35 Genetic mutation—immune to all known poisons.
- 36 Political activist. 2-8 political contacts throughout the Core Worlds.
- 37 Prison record. Can never hold a government job or obtain credit cards.
- 38 Jaquassarius Phentari is looking for you.
- 39 Estranged mate just had quadruplets. Medical fees of 1,000cr to be garnished from wages; up to 50% of each paycheck.
- 40 Business partnership yields dividends of 500cr/mo. for life.
- 41 Cryziol warts cover your face. Reduce Charisma by 35.
- 42 Somebody just dropped a wallet with 10,201cr in it. What do you do with it: keep it or turn it in to the authorities?
- 43 Promotion. Increase pay by 07% and rank by 1 level.
- 44 Contracted Magellan Malaria. Strength, I.Q., Constitution, and Manual Dexterity are permanently lowered by 20.
- 45 Relative works for Galactic Customs. All customs and weapons import taxes cost 1/2.
- 46 Mistaken identity. A bounty hunter is on your tail.
- 47 Prison escapee. There is an all points bulletin out for you.
- 48 Phentari hunted and killed your entire family.
- 49 Amazing powers. Begin the game with 1st level proficiency in any 1 matrix generation ability (Empath, Healer, etc.), regardless of race (if already an MC, take an additional ability).
- 50 The Galactic Revenue Services (GRS) claim you owe the government 5,000cr in back taxes. All efforts to correct the problem have failed and they're on the way to your domicile.
- 51 You can accept a bribe for 5,000cr.
- 52 Win brand new Rockwell Bayliner skimmer, valued at 25,000cr.
- 53 Close friend is high up in the Alliance government and owes you one.
- 54 There is a Goola-Goola standing in front of you, whining, babbling, and being an all around pain in the \$#%. You have a BS-2 laser pistol and no one is around. He has an all-purpose widget which adds 10 to any electronic or mechanical skill check.

55	Slow learner. Gain new skill proficiencies every 2,000 experience points.	77	Just had a credit card revoked for failure to pay on time. It will be suspended for 1 year.
56	Relative is the Denderon Hemisphere sector chief in the Galactic Police.	78	Lost Corporate law suit. 25,000cr to be paid over a 5-year period.
57	Your Dad gives you three new toys for your gun collection. Choose 5,000cr worth of weapons.	79	Possess a secret bank account with 3,000cr hidden in it.
58	You have won a two-week stay at the 5 star Danstel Resort on New Terra.	80	You witnessed a political assassination while at the local spaceport. Since then, there have been 2 unsuccessful attempts on your life.
59	Accident causes amnesia. Reduce starting skill points by 15.	81	Your entire family recently became a snack for an overweight Phentari named Tubby while you were vacationing. (If you are a Phentari or Orion, your entire family recently became trophies for an arrogant Eridani named Eddie.)
60	Won the opportunity to play Survival Warrior. If you survive, you win 50,000cr.	82	You lose everything betting on the ponies (i.e. you're broke).
61	Crippling muscular disease during childhood. Lower strength by 20 points.	83	You became friends with a traveling arms salesman. He promises you that he can get anything you need for 25% off the list price. He works out of Oberom in the Andromeda galaxy.
62	You have a good working relationship with the Black Market. There is a 20% chance that the Market will be able to help you obtain illegal goods wherever you go. You have a general understanding how to contact and deal with the Market on any world.	84	The dice you are rolling are too random! Roll again.
63	A terrible accident on a space station left you adrift alone for 100 days. The side effects from such an extensive trauma make you feel very insecure when you are alone.	85	You and your spouse split. In the divorce decree, you were ordered to pay 20% of your earned monies over the next 10 years for child support/alimony.
64	You once worked for Galactic X. They erased part of your mind when a deep cover operation went sour. Reduce all starting skills by 1/2. IQ and Intuition are reduced by 10 points each.	86	Accident mangles your body. Reduce Agility and Manual Dexterity by 15 points each.
65	Joined the armed forces and were injured during basic training when a fellow soldier went berserk and shot you in the forehead. Subtract 15 points of IQ. Furthermore, you suffer from partial paralysis in your left leg. Subtract 15 points of Agility. Collect 2,000cr monthly disability pension.	87	You traveled to Fedul at the edge of the universe. When you arrived and realized that you were so far from home, a cord struck somewhere deep inside of you. You're obsessed with travel.
66	You are shot while walking the pet. You don't die, rather you blow your assailant's head off. There is 1,000cr in his wallet. You hear the approach of a police car.	88	Victim of the Red Bubonic Plague. Reduce all vital statistics, except for Aggression and Intuition, by 20 points.
67	Corporate Protege. Increase starting skill points by 15.	89	The passenger liner you were traveling on was spacejacked. A gun battle ensued when a Marshall attempted to thwart the act. You were shot in the face by an M-20 Blaster at point blank range. Reduce Charisma by 60 points. You have no tongue and cannot speak. You now eat through a tube that sticks out of the side of your face!
68	You met a Sye-men and he liked you. He wants to take you on a Rift Run one day. He left you his comm-id number.	90	Genetic perfection. Increase all vital statistics by 10 points.
69	You lived a completely boring existence. You get nothing cool from this table.	91	One of your parents just passed away. You are expected to travel home for the funeral.
70	Law suit against corporation successful. Collect 5,000cr.	92	Credit error. Increase Customer Credit Index to 20.0.
71	Mugged while walking the pet. (The neighborhood is unsafe). Subtract 200cr from starting money.	93	About ten seconds ago, you were shot during a Rebel raid at the spaceport. Roll randomly to determine the 3 different places where you were hit. The weapon that struck you was a BS-2 laser pistol. The person wielding it was an Orion. You have no armor.
72	An Orion has vowed that if you ever own a spaceship he will steal it.	94	Relatives own Titritium mine. Collect 2,000cr/mo. for 10 years.
73	You met the Creator of Battlelords of the 23rd Century and received a lifetime free coupon on all Battlelords related products. NOT!!!!	95	Your parents worked for the government as liaison officers. Choose 2 language proficiencies at level 3 and 1 language at level 1. Increase starting government contacts by 2.
74	You encountered a Phentari Bounty Hunter while carrying a false Class 3 license. She wasn't impressed. She intends to liquidate you when she sees you again.	96	Your parents are Alliance diplomats. Take 4 levels of diplomacy and increase Terrestrial Knowledge by 10 points.
75	Shot in the "package" by a pulse cannon. You speak in a shrill voice, but your Strength has increased by 08 points since the accident. If female, you were shot in the head and your hair never grew back. Reduce Charisma by 10 generally. For certain individuals who like "chrome domes", increase charisma +30.	97	Your dad was in the military and traveled extensively when you were a child. Increase Terrestrial Knowledge score by 15 points.
76	All of your armor was lost in transit. The insurance will pay off in 2-12 months.	98	The Rebels have put out a contract on you and your family.
		99	You've been selected for a cybernetic research grant. Select 50,000cr worth of equipment. Free!
		100	You survived a Pirate hijacking. They killed your mate.



WARRIOR'S FORTUNE TABLE

- 01-02 Worked on a tank crew. Take 4 levels of Repair Tank, pilot Tank, or Gunnery skill of your choice.
- 03-04 You were a guinea pig in a genetic experiment that went awry. Your body became horribly disfigured. Lose 40 points of Charisma, 20 points of Agility, and 10 points of Strength. The contract you signed only guaranteed 75,000cr in the event of complications. The money was recently deposited into your account.
- 05-06 Cowardice under heavy combat conditions. You have a 10% chance to run.
- 07-08 Studied alien technologies. Take 3 levels of the appropriate skill (ignore and reroll if IQ is less than 60).
- 09-10 The "chopper" you were on went down while on maneuvers. You spent the next year in traction. Since then, you have a fear of flying.
- 11-12 You own a suit of Bear armor.
- 13-14 Obtained training in swordsmanship at the famed Swintash school, on the planet Eridine. Gain +10 to hit with all edged weapons.
- 15-16 You won a duel by killing a person wearing AKMB with your laser. It will cost 100cr to fix the hole in the chest. By law, the armor and the 250cr he was carrying belong to you.
- 17-18 Tutored by Great Garsh of Pythos. Add +10 to hit with Ioken. Increase your Aggression score by 15.
- 19-20 Found small weapons cache with 2 M-85 grenades and a Beretta 9mm pistol.
- 21-22 Guinea pig in pain tolerance experiment. Great success. You fight to -4 body points before losing consciousness.
- 23-24 Adversary is seeking you out to avenge her sibling.
- 25-26 Excellent peripheral vision. Add +1 to reaction rolls.
- 27-28 Once a victim of a sonic attack. Reduce intelligence by 07.
- 29-30 Fast draw. Add -1 to combat initiative rolls.
- 31-32 Extensive training with pulse weapons. Add +05 to hit at each range bracket when using any type of this weapon.
- 33-34 Accidentally exposed to toxic gas. Reduce Constitution by 20.
- 35-36 Frag grenade blew off 2 fingers on your right hand. Reduce Manual Dexterity score by 15.
- 37-38 Terrible aim. -15 on all attack rolls with ranged weapons.
- 39-40 Extensive training with lasers. Add +05 to hit at each range bracket when using any weapon of this type.
- 41-43 Previous combat training has made you mean. Increase Aggression score by 10 points.
- 44-45 You walk with an air of command. Increase Military Leadership score by 10 points.
- 46-47 You own a set of Street Clothes armor: baseball cap, pants, and shirt (see *Lock-N-Load: Armor, Equipment, & Cybernetics*).
- 48-49 Your Ballistex arm rocket exploded on the launcher and blew off your right arm, at the elbow. Reduce Manual Dexterity by 1/2 and agility by 15 points.

◀ As if Rams weren't dangerous enough, the leading cybernetics manufacturers have added a little more menace to their madness. This smashmaster, known as the Sheik of Splat, is tricked out with the latest hardware: talons, missiles, snap-on gatling laser, grenade launcher and long range eye.

- 50-51 Victim of a chemical attack. Constitution is reduced by 15. Sighting modifier is reduced by 25 points.
- 52-53 Lost 3 fingers from your right hand, along with your right eye while clearing a minefield. Subtract 25 points of Manual Dexterity, and 50 points from sighting modifier.
- 54-55 Found a medical kit on the body of a dead Zen Healer. The bag contained 3 MBRIs, 4 BRIs, a white count injection, a CRA, BRA, 5 slap bandages, and a Necromal injection.
- 56-57 Profited from your part in a "questionable" arms deal. You were given a Core static pistol to keep your mouth shut.
- 58-59 Extensive training with archaic powder weapons. Add +05 to hit when using any weapon of this type.
- 60-61 Trench foot. Reduce agility by 07 points.
- 62-63 Good News: you won a poker game with some mercenaries. Collect 5,000cr. Bad News: they think you cheated and are after you.
- 64-65 Your character was dishonorably discharged from Galactic Services. You may not take out any loans, obtain credit cards, or hold any government office.
- 66-67 Character was in the wrong place at the wrong time. Fallout from nuclear blast caused radiation sickness. Permanent side effects. Reduce Strength by 15 and Charisma by 35 points.
- 68-69 You once purchased a suit of Welch armor from Honest Flick's Used Armor.
- 70-72 You discovered a mangled body still clad in his armor. The suit is useless, but you were able to salvage an altimeter, auto doc, defoliation shield, and drop bag.
- 73-76 Great connections within the Services. You can purchase state of the art (TL 5+) equipment for 10% off of list cost.
- 77-78 Automatic admittance into the Galactic Service of your choice.
- 79-80 Uncovered a cache of missiles. Choose 20,000cr worth of arm rockets.
- 81-84 Graduated top of your class at Military Candidate School (MCS) on the planet Earth. Increase Military Leadership score by 20 points.
- 85-88 Your character tends to laugh in the face of danger (20% base chance to do so).
- 89-90 Someone is out to kill you. A killer satellite has been taking pot shots at you for no known reason for the last year. There have been 3 attempts on your life. Somehow, you have managed to survive, although you have been hit once in the shoulder and lost 2 points of Manual Dexterity as a result.
- 91-92 Victim of a deadly prank when a Tza Zen looking for a few laughs shot you with her Neuro-Cannon 1. You lost 5 points of Agility, Strength, and Manual Dexterity permanently.
- 93-94 You lost a kidney in battle. Reduce Constitution by 5 points.
- 95-97 The Asteroid Mining Consortium has blacklisted you as a trouble maker and you are finding it difficult to get a job. Most places are offering you only 75% of the going rate for someone with your skills.
- 98-100 Taken prisoner by the Rebels and left in solitary confinement to die before you were rescued. Reduce Constitution and Strength by 20 point each. You still have terrible nightmares and there is a 20% chance every night that you will wake up screaming.

MATRIX CONTROLLER'S FORTUNE TABLE

01-02 You possess an innate ability to control the range of your matrices. Take 2 levels of Matrix Ranging skill.

03-04 Trained in mental defense. Take 5 levels of Mental Defense skill.

05-06 Trained under the tutelage of Remic-Linux, renowned matrix specialist. Take 15 points of any mental discipline skills.

07-08 Found a Tonchar, an electronic chip for storing matrices. It contains 2 matrices from the second energy bracket and 4 from the first energy bracket (BM's choice). (see Injection campaign module for more information on Tonchar.)

09-10 Freakish power. Choose one 4th bracket energy power. You are able to generate it once per week.

11 Cyborg. Begin the game with the Matrix Ranging Coil 1 implanted in your skull.

12 Cyborg. Begin the game with a Simultaneous Output Coil.

13-15 Victim of a sonic attack. Reduce IQ score by 05 points, and hearing by 50 points.

16-17 Dysfunctional ability. There is a 25% chance that any power does double damage to the target. Regardless of damage done to the target, there is a 05% chance that the power will do base damage to you.

18-20 Your mentor considered you a promising student and taught you two additional powers from the 2nd energy bracket.

21 An important message awaits you on Tohr in Hell's Kitchen.

22-23 A stranger approached you and told you that the key to your future will be found on Nephgia.

24-25 Your Mentor believed in the power of mind at the expense of the body. Add 07 points to IQ. Subtract 10 points of Constitution.

26-28 Rest time required for power generation is doubled.

29-30 Mental strain when generating power. You have a 05% chance of passing out.

31-32 You were taught two 3rd energy bracket powers during rudimentary instruction.

33-34 Training under Oda of Katrel. You learned an extra 2nd energy bracket power.

35 Victim of Bluerazor Syndrome. Every time you generate, you let a horrific fart rip. Unprotected people feel the need to flee. There are some who want to stick around and revel in it.

36-38 Your mind is highly resistant to mental attack forms. Raise SMR vs mental attacks by 10 points.

39-40 Neural-synapse dysfunctions. All powers have a 05% chance of failing when generated.

41-42 Early dismissal by your Mentor. Subtract 1 known power from starting total.

43-44 New experimental drug raises intelligence score by 10 points. There are side effects: your teeth fall out. Reduce Charisma by 03 points.

45-46 An Output Power Coil 1 has been implanted in your brain.

47-48 Your mentor believes that you stole from her, when in actuality it was another student. She is seeking you out to "extract" retribution.

49-50 Your mentor has mastered powers from the 5th energy bracket.

51-52 Seek out your Mentor. He has another power to train you in. (The new power costs nothing, but getting there does).

53-54 You're partially blind, but have developed your powers to their fullest potential. Add 5 power points. Subtract 50 from sighting checks.

55-60 Blackballed by your mentor for being a difficult student. There is a 25% chance that you will be denied study any time you seek out a mentor to teach you new powers.

61-62 Rest time required to restore your body to full strength for generation is halved.

63-64 Lack of concentration under combat situations. 10% chance of generation failure.

65-66 Some past criminal act. Banned from generating powers. Conviction for violating the ban is punishable by Death. Moreover, all future powers to be learned cost triple normal.

67-68 You have been chosen to be your Mentor's disciple. Begin the game with a base of 4 power points, instead of only 1. Increase the amount of initial learned matrices by half.

69-70 You are able to generate power from up to 2 levels above your current energy bracket. However, it costs triple the power points to do so.

71-72 Accident caused brain damage. Reduce IQ score by 25 points.

73-74 Selected for training at the renowned Releasement Center on the Red Moon Xiarg orbiting the planet Katrel. Double all starting energy points.

75 Your mentor has given you a secret item. He says that it has special powers, but he won't tell you what they are.

76-78 Taught the Self Healing skill. You still owe 15,000cr for the training, to be paid off at 1,000cr per month. Begin the game with 4 levels of Self Healing skill.

80 Your mind possesses the ability to control the power output of your matrices. Take 2 levels of matrix Power Control.

81 Malignant brain tumor. The doctor gives you 2 months to live.

82-85 Trained to be your Mentor's primary disciple. Begin the game with a base of 5 power points, instead of only 1. Double the amount of initial learned matrices.

86-90 Excelled under your mentor's tutelage. He taught you 3 levels of Matrix Ranging skill.

91-92 Training at the Mind School on the Planet Chatil. Add 2 power points to starting total.

93-95 A fellow student was dismissed by your mentor. She blames it on you because she thinks you were the mentor's "pet." She has sworn revenge.

96-97 Victim of Harkinson's Disease. There is a 02% chance that any time you generate, you will lose 1-3 points of IQ permanently.

98-100 Victim of Binder's Syndrome. There is a 05% chance that every time you invoke a particular matrix, some other random matrix that you know will be the actual one generated.

SPY FORTUNE TABLE

01	You have in your possession an old security access code that should provide safe passage past Galactic Police when operating in deep space.	60	You successfully laundered 25,000cr worth of government bonds.
02	A Moig Dua (see No Man's Land) has befriended you. He has assured you assistance any time he can help you out.	61	Someone put a slow acting poison in your food. You have determined its type. There is no known cure. You have about 1 month to find one.
03	You have in your possession a Customs Authority access card from an official you just "offed." He was on vacation and isn't due back for another 25 days.	62-63	Worked as a weapons smuggler. Take 5 levels of Smuggling skill.
04-07	Expert training in Forgery. Begin the game at 3rd level of proficiency.	64-66	Badly wounded during a botched operation. Reduce Agility by 15 points.
08-12	Expert training in cryptography. Begin the game at 3rd level of proficiency.	67-68	The enemy tortured you for information and poked your eye out. Reduce sighting checks by 30 points.
13-15	Galactic Police are searching for you for questioning.	69-71	Many contacts throughout the Core Worlds (add four to starting total; see No Man's Land).
16-17	A contract is out on you. Two unsuccessful attempts have already been made on your life.	72	Bank error in your favor. They just wrongfully deposited 25,002cr into your account.
18-20	You were incarcerated for 5 years. Increase aggression by 15 points and take 3 levels of Bribery and 2 levels of Forgery. Three of your inmates became good friends and have since been paroled. Increase starting age by 5 years. You cannot acquire any credit cards, join the Galactic Services, or hold any government office.	73	A previous business investment just paid off. Collect 2,507cr.
21-23	Incarcerated for corporate espionage. Spent 7 years breaking big rocks into little rocks, little rocks into pebbles, and pebbles into sand. Banned from employment with any corporation or federal job. Increase starting age by 7 years. Add 5 points of Strength from breaking all those rocks.	74-75	Blackmail attempt was successful. Collect 5,000cr.
24-25	You have a contact in the Galactic Police.	76-77	A buddy taught you well in the art of sneaking aboard spaceships. Take 3 levels of Sneaking skill.
26-29	Busted for bank robbery when one of your team was caught and snitched on you to gain immunity from prosecution. You spent 5 years behind bars.	78	Wanted by the Alliance for treason.
30-31	Mental torture victim. Reduce IQ by 10 points and SMR vs Mental attacks by 15 points.	79-81	The Rebels offered you a position as a double agent. If you accept, collect 10,000cr now and wait for further instructions.
32-35	Rebel agent. Receive 800cr a month through a secret account.	82-85	Poison almost killed you. Reduce Constitution by 10 points and SMR vs poison by 05 points.
36	You received 10,000cr for a successful assassination.	86	Trained at the Mzanchia School of the Secret. Take 15 points worth of espionage skills.
37-41	Busted for trying to sneak aboard a spaceship. Spent 2 years behind bars. Your cell mate was a 300lb monster named Sweet Leroy! He named you Sugar Britches. Oh, was it bad!!! Increase starting age by 2 years.	87-88	Tortured to the brink of death before being rescued. Permanent body damage. Reduce all vital statistics by 2d10.
42-45	Blacklisted as an informant. Little chance of gaining corporate employment.	89	You stumbled upon a secret cache. There are 50,000cr worth of credit chits. You can keep them or turn them in to the local spy network. If turned in to the Network, add 5 contacts.
46-49	Busted for grand larceny. You spent 3 years behind bars, but picked up 3 levels of skill in Forgery. Cannot get credit cards or join galactic forces.	90-91	Your Orion friend died and left you his "discount kit." It includes binoculars (night vision), binoculars (long range), auto key, blow torch, and electronic stethoscope (see Lock-N-Load).
50-52	Master of disguise. Take 3 levels of Disguise.	92-93	You knocked off a cop during a botched robbery attempt. There is an all points bulletin out for someone who fits your description.
53-56	Escape artist. Take 5 levels of Escape.	94-95	You have accumulated the following equipment in your travels: suitcase with false bottom (level 9 Detect Concealment to notice), lock picks (professional), force cuffs, and a wireless remote mini-cam (see Lock-N-Load).
57	Shot while escaping. The bullet lodged in your spine. The operation to repair the damage was only partially successful. You have no sensation in your left arm.	96	A buddy in Customs hooked you up with the following equipment: a trouble maker, sensoid killer, and wrist torch (see Lock-N-Load).
58	The boss gave you a set of gold lock picks. They are professional quality.	97	You have accumulated the following equipment in your travels: gut jar, jump pads, wire tap, bug, and bug finder (see Lock-N-Load).
59	Someone has turned you in as a double agent. At least three contracts have been put out on your life.	98	Galactic wide urban adventurer. Take 4 levels of Street Smarts.
		99-100	You have the opportunity to make a short term business investment in a "gold mine." There is a excellent chance that it will pay off in 2-12 months (60% chance at 100-400% increase in the amount invested).



I

Skills Expansion • 3



IN THIS CHAPTER...

Specialization
Skills Tables
Skill Descriptions
Moron Skills

◀ A Frekk warrior. The Frekk were discovered on a drifting Phentari slaver by a Goola-Goola salvage team. Apparently the Frekk had butchered their captors with their own weapons. Frekk hail from a planet on the rim of the Fornax Galaxy. Currently, very little is known about them, and several Alliance anthropological teams are being sent to investigate.

The following sections expand the skill rules presented in the main rulebook. The first details some new skill rules. As with any rules, they can be added at the Battle Master's discretion. We have also added a number of new skills. The second section lists the skills, integrating the new and old to ease reference and comparison.

The final article details the new skills and the accompanying salaries. These articles will use the term skill points to include both proficiency points (those awarded to beginning characters) and development points (those awarded due to experience).

Training Time

The following skill lists give the basic amount of training time necessary to advance a level in that skill. Advancing in this time frame requires 4 hours of such training a day. Basic training time can be compressed in two ways: intensive training and hyper-instruction. These training methods decrease the time by increasing the cost. The skill point cost remains the same.

Characters who engage in intensive training courses pay 1.5 times the monetary cost for advancing in the skill. They enter a controlled situation where they live and study at the training facility, receiving round the clock instruction. With intensive training, a character learns a new level of skill in half the basic training time.

Characters may instead opt to receive hyper-instruction. Hyper-instruction utilizes micro-feed technology and deep sleep awareness equipment to facilitate learning. Characters learn a new level of skill in 1/4 of the basic time, but incur 3 times the normal monetary cost. Hyper-instruction sorely taxes the mind and body; characters must make a successful Intuition check at a -20 to pass the course. Failure indicates that the person is a "loser" and has been kicked out of the class. Naturally, all monies paid for the training are lost.

The General Certificate

When a character has spent 25 skill points in an occupational field, they receive a General Certificate. This document certifies that a person is competent in the fundamentals of the field. He or she may not be studied in every subskill, but an overall competency in the area of study has been attained. A character holding only a General Certificate commands the lowest pay rate for the field of study, as detailed in the skill list. Experts (40 skill points expended) receive a base 2 times the lowest pay rate. Masters (100 skill points expended) receive a base 3-4 times the lowest rate.

Specialization

Weapon Specialization: Characters may opt to specialize in any one weapon (not weapon type! You can specialize in M-18L, or in long sword, but not in lasers or swords). Specialization is not automatic. First, the character must spend 3 times the unmodified point cost, and 4 times the monetary cost, for three full levels of training in the chosen skill. Second, the character must succeed at an Intuition check, with a -10 benefit to the die roll, to determine if all the intense training was absorbed. If the character succeeds, he or she is specialized and gains a **+06% chance to hit at each level of skill**, regardless of how many levels are attained. Failure indicates that the person is not able to specialize in that

skill ever! Characters who fail at specialization still attain three levels in the skill, but the extra proficiency points and monetary costs spent on specialization are lost. Eridani and Kizanti pay 4 times the unmodified base proficiency points and monetary costs to become specialized in a weapon. These races gain a **+07% increase with each new level of skill**.

Non-weapon Specialization: Outside weapon skills, characters specialize by spending 25 or more skill points in one skill. Non-weapon specialization is limited to advanced characters. Given the limit of 3rd level for beginning characters, such characters cannot be non-weapon specialized. Sometimes being specialized has little effect on pay grade. Other times it drastically increases the amount that a sentient gets paid. See the skill field descriptions for specific amounts and skills that benefit from specialization.

Getting Rusty

If you don't practice and make sure that your skills remain honed, you lose them. It is assumed that while a PC is adventuring, he or she uses almost all skills at some time or another. Skill maintenance occurs during down time in adventures or during missions that are not played out, such as the use of a piloting skill during a routine delivery of company goods. PCs also practice at corporate training facilities. Independents make do as they can but are still assumed to keep the edge on their skills. However, there are times when PCs are prevented from maintaining some or all skills. An excellent example is when a PC winds up behind bars for an extended period of time. When this happens, skills deteriorate.

The method for determining how much skill a character loses is easy. First, the BM details what skills can be practiced. Even in jail, pickpocketing or bartering might be possible; surgery or omega cannon firing would not. In the former areas, no skill is lost. In the latter, a PC must make a vital statistics check (the vital statistic that modifies the skill) at a -20 penalty every six months. Success indicates that no skill is lost. Failure means that one level of the skill in question is lost. It requires only 1/4 of the listed time and 1/2 the point cost to regain lost skills. Refresher courses cost 1/2 the list price.

Languages

All characters start the game with 6 "free" skill points which must be spent exclusively on language skills. As 3 points are necessary to achieve fluency, most characters will spend the points on Galactic Standard (the common galactic tongue, a highly evolved cousin of ancient Earth English), and their own racial language. Remember, PCs are limited in the number of languages that they can learn, based on intelligence.

Given the inquisitiveness and tolerance of the Orions, PCs of this race may spend up to 9 "free" points on languages. Python types are so stupid that they only begin with 4 "language" points.

Salaries

As detailed in the basic rule book, a character with a primary occupation in a skill area is entitled to a certain salary range. Since a primary occupation is the same as a general certificate, the character will probably earn the lowest salary unless specialized in a specific skill. However, the BM may grant the character a salary within this range, depending on the circumstances. Characters with only a secondary occupation earn half salary.

The salary granted is annual and should be divided by 10, or 25, to get the monthly or biweekly check. The salary already factors in Alliance taxes; a particularly vicious Battle Master might impose further local taxes.

Cost of living increases are assumed to be equal to inflation. Thus, there is no need to adjust beginning salaries, or prices, from year to year. A government or corporation which pays a beginning character with a Cybernetics primary 42,000cr one year will pay the same to a beginning character five or ten years later.

With the exception of special bonuses and raises or special company policies, characters receive a 2% (above inflation) increase in salary a year. Thus, if the above Cybernetics primary character works for five years without doing anything special, he or she will make roughly 46,370cr. Of course, these rules are subject to amendment by the BM who wants to deal with economic factors such as inflation, real growth in salaries, local supply and demand, etc.

Note: All racial skill modifiers apply to crossover skills. For instance, Engineering skills cost 1 point less per level for Mutzachans. That bonus still applies if the Mutzachan learns Ionization Engineering from the Deep Space Operations skill set.

Note: All skill descriptions from the *Battlelords* rulebook are repeated here to make referencing easier.



ACADEMIC 20,000-40,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Galactic Standard	2	25	2wk	1	IQ	10	13	6	01
General Knowledge ††	1	25	2wk	-	IQ	-	-	-	-
General Science	3	25	2mo	5	IQ	07	10	5	02
Linguistics †	4	25	3mo	2	IQ	07	9	6	07

ALIEN TECHNOLOGIES 60,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Alien Technologies †	10	25	6mo	50	IQ	25	6	10	15

ANIMAL HANDLING 20,000-40,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Guard	2	25	2wk	3	IQ	10	15	4	02
Herd	3	25	1mo	8	IN	8	13	4	03
Mount	3	25	1mo	10	IN	06	12	5	03

ARTS AND CRAFTS 15,000-25,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Bard α	1	25	2wk	1	CH	02	10	1	03
Calligrapher α	1	25	1mo	1.5	MD	04	8	2	01
Graphics	3	25	2mo	3.5	IQ	07	7	3	01
Musician	2	25	1mo	1.5	MD	04	10	3	03
Painter	2	25	2mo	2	MD	05	10	2	02
Poet α	1	25	1mo	1	IQ	02	10	1	01
Potter	2	25	1mo	2	MD	03	20	4	01
Singer α	1	25	2wk	.5	-	04	10	2	05

BUSINESS 12,000-70,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Accounting †	4	25	3mo	2	IQ	10	10	8	05
Administration	5	25	4mo	5	IQ	10	10	9	10
Business Management	4	25	3mo	3	IQ	10	10	6	12
Clerical	2	25	1mo	2	IQ	07	10	7	05
Investment	3	25	1mo	8	IQ	07	10	6	10
Law †	4	25	3mo	2.5	IQ	10	10	6	07
Life Module Management	2	25	1mo	1	IQ	05	10	7	10
Merchant	2	25	1mo	10	IQ	07	9	5	12
Slave Commerce	3	25	2mo	12	IQ	08	9	7	09

COMMUNICATIONS 15,000-45,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Base Station †	2	25	1mo	2	IQ	01	5	2	01
ECM (atmospheric)	3	25	2mo	5	IQ	03	12	5	03
ECM (space)	4	25	3mo	25	IQ	05	15	7	04
Hand Radio †	1	25	1wk	.5	IQ	-	5	-	-
Interplanetary Comm. †	4	25	6wk	4	IQ	03	5	8	02
Interstellar Comlink	5	25	2mo	6	IQ	07	5	8	02
Repair, Basic Comm. †	3	25	3mo	6	IQ	14	7	8	02
Repair, Space Comm. †	6	25	4mo	8	MD	20	5	8	03

Key to Occupational Skills Table

α: One can obtain a primary occupational skill in these areas by expending only 15 points.

†: The Skill may not be performed without training.

‡: This Skill does not give the standard +10% per level modifier. Read the Skill description to find out how this Skill may be used.

SC: The cost in proficiency points to gain a new level of the skill.

L: The maximum level of proficiency attainable in this field.

T: Time needed to learn another level in the given field.

\$: The amount of money (in hundreds of credits) that an individual must pay to learn a level of the skill.

PS: The primary statistic represents the most important vital statistic to perform that skill. Skill bonuses are added to or subtracted from the chance to perform the task (see vital statistics tables for the skill bonuses). Some skills don't have primary statistics.

JA: The job availability is the percentage chance to find a job per level of experience. The percentages are cumulative.

M: Management Level. The number of levels required before the character can manage or train others.

JS: This denotes the relative job security on a scale of 1 to 10 (higher = better).

BC: Represents the chance to pick up business contacts, per level of proficiency.

The number at the top of each field represents the amount of money that a character may ask for when seeking employment. This assumes that the character has a primary occupation in the given field. Those individuals with secondary occupational skills may ask for 1/2 to 2/3 of the listed amount (see Salaries)

COMPUTERS 25,000-50,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
COMPUTER OPERATIONS									
Data Transfer/Mngmnt. †	2	25	2wk	2	IQ	08	5	3	01
Operate by Race †	1	25	2wk	2	IQ	07	5	4	01
COMPUTER SECURITY									
Bypass †	3	25	2mo	3	IQ	10	9	7	03
Defeat †	4	25	2mo	3	IQ	15	9	7	03
Defend †	4	25	1mo	3	IQ	16	10	7	04
Encrypt/Decrypt †	4	25	2mo	5	IQ	20	12	8	05
Trace †	3	25	1mo	2	IQ	09	8	6	03
COMPUTER PROGRAMMING									
Basic/Coding †	3	25	2mo	2	IQ	07	10	6	02
OS/AI †	4	25	4mo	6	IQ	12	15	8	05
Wafer Design †	3	25	3wk	2	IQ	05	6	4	02
SYSTEM ADMINISTRATOR									
Archive/History †	2	25	2wk	2	IQ	08	8	5	03
Organization †	4	25	1mo	4	IQ	10	8	5	08
REPAIR SYSTEMS									
MOD Const./Repair †	6	25	4mo	7	IQ	18	7	9	03
MOD Installation	3	25	2wk	1	MD	04	5	3	01
Repair System †	6	25	5mo	8	IQ	20	6	9	03
Reroute	6	25	2mo	6	IQ	10	6	8	03

3 • SKILLS EXPANSION

CYBERNETICS 38,000-60,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Engineering †	7	25	6mo	22	IQ	30	6	9	10
Installation †	5	25	3mo	4	MD	17	7	9	03
Manufacturing †	4	25	3mo	10	MD	20	6	9	03
Repair †	7	25	5mo	12	MD	40	6	10	03

DEEP SPACE OPS. 40,000-65,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Astrocartography †	3	25	2mo	2	IQ	05	8	4	01
Construction	5	25	4mo	90	MD	35	5	4	02
Decontaminate †	3	25	2mo	4	IQ	10	7	5	02
ECM (space)	4	25	3mo	25	IQ	05	15	7	04
EDC †	5	25	4mo	40	IQ	15	10	4	02
EVM	4	25	2mo	20	AG	-	7	-	-
Fighter(DS)	6	25	3mo	15	IQ	25	7	10	10
Identify Vessels	1	25	1wk	2	IQ	-	15	-	-
Interstellar Comlink	5	25	2mo	6	IQ	07	5	8	02
Ionization Engineering	9	25	7mo	50	IQ	30	6	7	15
Mechanic (space)	7	25	6mo	40	IQ	15	14	9	06
Mining (asteroids) †	7	25	3mo	20	IQ	30	6	6	06
Navigation (space) †	4	25	3mo	20	IQ	25	8	6	05
Operate Transporter	3	25	1mo	35	IQ	15	10	7	02
Remote Piloting	5	25	2mo	30	IQ	18	6	6	02
Repair, Space Comm.	6	25	4mo	8	MD	20	5	8	03
Salvage (space) †	8	25	4mo	90	IQ	35	5	9	08
Spacecraft	6	25	4mo	20	MD	25	10	10	12
Surveyor †	4	25	2mo	20	IQ	15	8	8	06
Traffic Controller †	5	25	2mo	15	IQ	20	6	6	02
Transcruiser	4	25	1mo	5	MD	7	10	5	05

ENGINEERING 32,000-80,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Architectural †	5	25	3mo	6	IQ	17	8	7	03
Civil †	5	25	3mo	6	IQ	17	8	7	03
Cybernetic †	7	25	6mo	22	IQ	30	6	9	10
Electrical †	6	25	4mo	8	IQ	17	8	7	03
Hydraulic †	5	25	4mo	6	IQ	17	8	7	03
Ionization †	9	25	7mo	50	IQ	30	6	7	15
Mechanical †	6	25	4mo	6	IQ	17	8	7	03
Nuclear †	7	25	5mo	12	IQ	30	6	7	10
Robotics †	7	25	6mo	20	IQ	30	6	7	10

ESPIONAGE 24,000-55,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Bribery	2	25	1wk	2	CH	-	8	-	05
Camouflage	1	25	4da	1	IQ	-	5	-	-
Concealment	1	25	2da	.5	IQ	-	5	-	-
Detect Concealment	1	25	1wk	1	IQ	-	5	-	-
Disguise	3	25	2mo	5	IQ	-	10	-	08
Escape	3	25	2mo	5	AG	-	10	-	-
Forgery	5	25	4mo	8	MD	10	10	1	20
Impersonation	4	25	4mo	8	IQ	05	10	1	12
Infiltration	2	25	1mo	5	IQ	04	5	2	03
Intelligence †	5	25	4mo	10	IQ	20	10	3	15
Interrogation †	4	25	1mo	4	IQ	10	10	2	08
Lip Reading	1	25	2wk	2	IQ	-	10	-	-
Pick Locks	3	25	2mo	3	MD	07	7	4	04
Pick Pockets	2	25	1mo	2	MD	-	5	-	01
Safe Cracking	2	25	1mo	6	IN	10	15	5	07
Smuggling	3	25	2mo	20	IQ	10	10	2	10
Sneaking	2	25	1mo	50	IQ	-	10	-	02
Speed Reading	2	10	2wk	2	IQ	-	6	-	-
Stealth	1	18	1wk	1.5	AG	-	12	-	-
Ventriloquism	2	25	3wk	2	IQ	02	10	1	01

ALSO SEE SECURITY SYSTEMS

JOURNEYMAN 16,000-70,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Bartering	1	25	2mo	2	-	07	10	3	10
Carpentry	2	25	1mo	2	MD	25	8	3	02
Cook	2	25	1mo	2	IN	15	8	5	05
Electrician	3	25	1mo	4	MD	25	12	3	02
Electronics †	4	25	2mo	5	IQ	30	12	4	04
Holo Installer †	2	25	2mo	2	MD	15	10	2	05
Machinist †	4	25	3mo	20	IQ	7	12	7	06
Masonry	2	25	1mo	10	IN	10	17	3	02
Mechanic (atm)	4	25	3mo	20	IQ	06	15	7	03
Mechanic (auto)	3	25	2mo	4	MD	25	12	4	04
Mechanic (helicopter) †	4	25	3mo	20	IQ	06	15	7	03
Mechanic (space) †	7	25	6mo	40	IQ	15	14	9	06
Mechanic (tank) †	3	25	3mo	10	IQ	08	15	7	03
Metallurgy †	5	25	5mo	20	IQ	15	10	8	05
Mining (planet) †	5	25	3mo	6	IQ	20	7	7	03
Seamanship	2	25	1mo	2	IQ	09	15	4	04
Welder	4	25	1mo	6	IQ	15	8	3	02

MEDICAL

25,000-70,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Basic	1	25	1wk	.5	IQ	03	5	2	01
Biological Attack †	4	25	5mo	10	IQ	12	15	9	10
Chemical Attack †	3	25	4mo	10	IQ	12	15	9	10
Decontaminate †	3	25	2mo	4	IQ	10	7	5	02
Disease Control †	4	25	3mo	6	IQ	15	8	6	03
Disease Diagnosis †	3	25	3mo	4	IQ	12	10	5	03
Genetic Mutation †	5	25	6mo	8	IQ	25	12	9	20
Infections †	1	25	1wk	6	IQ	03	12	4	05
Paramedic †	4	25	1mo	5	MD	17	6	7	07
Poisons †	1	25	1wk	6	IQ	04	12	4	07
Radiation †	4	25	5mo	8	IQ	25	7	9	20
Surgery †	7	25	7mo	12	MD	35	6	9	25

MENTAL DISCIPLINES

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Cross Networking	10	15	1yr	75	IQ	-	15	-	-
Displacement	7	18	3mo	40	INT	-	10	-	-
Duration Control	4	25	3mo	40	IQ	-	10	-	-
Matrix Manipulation	4	25	3mo	20	IQ	-	10	-	-
Matrix Ranging	5	25	4mo	35	IQ	-	10	-	-
Mental Defense	4	10	3mo	10	IN	-	10	-	-
Power Control	6	25	6mo	100	IQ	-	10	-	-
Self Healing	6	24	4mo	40	IQ	-	12	-	-
Shape Change	3	25	2mo	-	MD	-	-	-	-

MILITARY

30,000-45,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Camouflage	1	25	4da	1	IQ	-	5	-	-
Concealment	1	25	2da	.5	IQ	-	5	-	-
Demolitions	3	25	2mo	6	IN	12	10	3	05
Detect Concealment	1	25	1wk	1	IQ	-	5	-	-
Infiltration	2	25	1mo	5	IQ	04	5	2	03
Interrogation ‡	4	25	1mo	4	IQ	10	10	5	08
Mapping	2	25	2mo	2	IQ	02	12	1	01
Military Leadership †‡	2	5	5wk	6	-	-	5	-	-
Mountaineering	2	25	2wk	2	ST	02	10	9	01
Navigation (land) †	2	25	2wk	1.5	IQ	10	7	5	05
Rappelling	1	25	2wk	1	AG	-	6	-	-
Scouting	2	25	2wk	1.5	IN	05	10	4	02
SCUBA	2	25	3wk	2	AG	07	10	6	05
Set Traps	2	25	1mo	2	MD	-	5	-	-
Sighting ‡	1	10	1wk	1	-	-	1	-	-
Sky Diving	1	25	2wk	3	IN	01	10	2	01
Snow Skiing	1	10	1wk	1	AG	03	6	2	01
Spelunking	2	25	3wk	2	AG	15	5	4	05
Survival (by environs)	2	25	2wk	2	IN	10	10	2	01
Survival (emergency)	3	25	4wk	5	IN	10	10	3	05
Survival (urban)	2	25	2wk	1	IN	02	10	3	01
Throwing ‡	1	25	1wk	-	ST	-	-	-	-
Tracking	2	25	2mo	2	IN	05	7	3	01

ALSO SEE WEAPONS AND GUNNERY

PHYSICAL SKILLS

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Acrobatics †	5	20	3mo	10	AG	20	10	7	-
Agility †‡	3	7	1mo	50	-	-	-	-	-
Alertness †‡	5	3	1wk	10	-	-	-	-	-
Archaic Hand Weapon ‡	2	25	1wk	5	AG	-	10	-	-
Body Equilibrium †‡	7	10	1yr	90	-	-	9	-	-
Body Points †‡	3	6	2wk	50	-	-	-	-	-
Breathing ‡	1	10	2da	1	-	-	-	-	-
Climbing	1	25	2wk	2	AG	2	5	3	-
Deep Sleep †‡	1	12	1wk	5	-	-	-	-	-
Hand to Hand ‡	2	25	3wk	4	AG	-	10	-	-
Sign Language †	1	25	2wk	2	IQ	-	10	-	-
Stealth	1	18	1wk	1.5	AG	-	12	-	-
Strength †‡	3	7	1mo	2.5	-	-	-	-	-
Swimming ‡	1	6	var	.25	CN	-	2	-	-

ROBOTICS

45,000-65,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Activate/Deactivate	3	25	3mo	3	IQ	10	10	3	04
Engineering †	7	25	6mo	20	IQ	30	6	7	10
Function Alteration †	4	25	4mo	4	IQ	12	8	3	04
Identification	1	25	1wk	.5	IQ	-	10	-	-
Modification †	5	25	5mo	6	IQ	07	7	6	10
Repair †	6	25	4mo	8	MD	15	7	6	12

SCIENCES

30,000-100,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Agriculture †	2	25	2mo	5	IQ	07	13	4	03
Anthropology †	2	25	2mo	2	IQ	08	10	6	05
Archaeology †	2	25	2mo	2	IQ	07	10	8	06
Biology †	3	25	3mo	3	IQ	15	9	8	06
Botany †	3	25	3mo	3	IQ	15	9	8	06
Cosmetology †	2	25	1mo	3	IQ	09	15	2	01
Chemistry †	3	25	3mo	3	IQ	07	9	8	06
Cryptography †	4	25	4mo	6	IQ	20	7	7	08
Forensics †	4	25	4mo	6	IQ	20	7	7	07
Gemology †	3	25	3mo	3	IQ	15	10	7	04
Genetics †	7	25	8mo	70	IQ	30	7	9	20
Geology †	3	25	3mo	5	IQ	10	7	7	05
Meteorology †	3	25	3mo	3	IQ	15	10	5	04
Micro-Electronics †	6	25	6mo	60	IQ	20	10	10	18
Psychiatry †	3	25	3mo	4	IQ	09	15	4	04
Physics †	5	25	5mo	8	IQ	20	7	8	10
Taxidermy †	2	10	2wk	1	IQ	04	6	2	01
Theology †	2	25	2mo	2	IQ	05	10	9	05

SECURITY SYSTEMS

24,000-55,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Bypass †	4	25	3mo	3	MD	10	9	7	04
Defeat †	3	25	2mo	3	MD	10	9	6	03
Detect	3	25	3mo	3	IQ	-	5	-	-
Operate †	2	25	2mo	2	IQ	04	5	6	04
Pick Locks	3	25	2mo	3	MD	07	7	4	04
Systems Design †	6	25	5mo	8	IQ	20	8	8	10

3 • SKILLS EXPANSION

SOCIAL

15,000-50,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Diplomacy	4	25	3mo	5	CH	03	10	2	05
Etiquette †	3	25	1mo	1	CH	05	8	2	04
Gambling	2	25	1mo	5	IN	10	10	2	10
Languages ††	1	3	4mo	5	IQ	03	3	6	07
Persuasion †	1	10	1wk	1	CH	-	6	-	-
Street Smarts	2	20	2wk	-	IN	-	-	-	-
Survival (urban)	2	25	1wk	1	IN	02	10	3	01

VEHICLES

25,000-80,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Automobile	1	25	2wk	1	MD	05	3	3	-
EDC †	5	25	4mo	40	IQ	15	10	4	02
Fighter †	5	25	2mo	10	MD	20	8	9	10
Fighter (Deep Space) †	6	25	3mo	15	MD	25	7	10	10
Helicopter †	3	25	3mo	12	IQ	25	7	7	07
Hopper †	3	25	3wk	3	MD	02	5	6	01
Navigation (atmospheric)	3	25	2mo	10	IQ	10	15	8	06
Navigation (space) †	4	25	3mo	20	IQ	25	8	6	05
Remote Piloting †	5	25	2mo	30	IQ	18	6	6	02
Skimmer	2	25	3wk	2	MD	08	5	3	01
Spacecraft †	6	25	4mo	20	IQ	25	10	10	12
Tank	3	25	1mo	4	MD	-	5	-	-
Truck	1	25	2wk	1.5	MD	07	15	2	04

WEAPONS

30,000-45,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Archaic Hand †	2	25	1wk	5	AG	-	10	-	-
Archaic Powder †	2	25	2wk	8	MD	-	10	-	-
A/R Beams †	4	25	1mo	20	MD	-	10	-	-
Beam †	3	25	2wk	10	MD	-	10	-	-
Chemical †	3	25	2wk	12	MD	-	10	-	-
Direct Fire †	3	25	1wk	12	MD	-	10	-	-
Energy Weapons †	3	25	2wk	10	MD	-	10	-	-
Grav Tech †	4	25	1mo	20	MD	-	10	-	-
H.T. Weapons Design †	6	25	7mo	20	IQ	-	-	-	-
Indirect Fire †	3	25	1wk	12	IN	-	10	-	-
Omega †	4	25	1mo	20	MD	-	10	-	-
Particle †	3	25	1mo	10	MD	-	10	-	-
Pulse †	4	25	3wk	12	MD	-	10	-	-
Rail Gun †	3	25	3wk	12	MD	-	10	-	-
Repair (armor) †	4	25	2mo	15	MD	25	10	7	05
Repair (weapon) †	BY WEAPON TYPE				MD	02	10	3	01
Throwing †	1	25	1wk	-	ST	-	-	-	-
Thunderbolt Generator †	3	25	2wk	10	MD	-	10	-	-
Weaponsmith †	3	25	2mo	8	IQ	11	14	8	06

WEAPONS-GUNNERY

30,000

SKILL	SC	L	T	\$	PS	JA	M	JS	BC
Archaic Powder ††	3	25	2mo	8	MD	-	10	-	-
Artillery ††	5	25	4mo	50	MD	-	10	-	-
Beam ††	4	25	3mo	10	MD	-	10	-	-
Energy Weapon ††	4	25	4mo	15	MD	-	10	-	-
Omega ††	5	25	4mo	25	MD	-	10	-	-
Particle ††	6	25	4mo	18	MD	-	10	-	-
Pulse ††	5	25	4mo	15	MD	-	10	-	-
Repair ††	BY WEAPON TYPE				4	MD	-	10	-

SKILL DESCRIPTIONS

Academic

There is no General Certificate for this area. Characters must concentrate in one subfield to obtain a primary occupation. Beginning characters cannot have such a primary occupation. Linguistics specialists earn a 40,000cr base annual salary.

Galactic Standard: Galactic Standard (GS) teachers are in high demand throughout the galaxies. Characters must be fluent in at least one other language to become a GS instructor. This skill is separate from having fluency (level 3) in Galactic Standard as a language, which the character must already possess. Starting annual base salary: 30,000cr. SC: 2

General Knowledge: The person is a trivia buff and can try out for local game shows that employ trivia questions. He is also well versed in a variety of useful knowledge that can come in handy at times. Each level of skill raises Terrestrial Knowledge by +04. 20,000cr base. SC: 1

General Science: Covers all of the major sciences—chemistry, physics, and biology. Proficient characters gain only a 02% bonus to science (as opposed to teaching) skill checks per level of skill, but can apply the bonus across a spectrum of sciences. I.Q. bonuses for science skill checks are halved. Non-cumulative with other science skill bonuses. Starting annual salary: 20,000cr. SC: 3

Linguistics: The study of language and its usage. Once a character has attained four levels of this skill, he can become highly proficient in a language for 1 less point. At 10 levels of skill, he may learn new languages fluently for only 1 point. 40,000cr base. SC: 4

Alien Technologies

Alien Tech: This skill entails the use of alien (non-Alliance) instruments of technology. The character must use this skill in conjunction with the skill that corresponds to the action being undertaken. 60,000cr base. SC: 10

Animal Handling

Characters must specialize in one subfield to earn 30,000cr per year. Spreading out skill points within the field earns only 20,000cr per year as an Animal Advisor.

Guard: Trained personnel know how to handle guard animals. These trainers start at 30,000cr annual base salary. SC:2

Herd: Proficient “cattlemen” are skilled in the handling of a multitude of alien herd animals. A primary in this sub-field commands 40,000cr per year. SC:3

Mount: This skill allows one to handle a variety of alien mounts such as the Kulukie, horses, or the irascible Marg (Rhinceros-equivalent). A primary commands a base 35,000cr per year. SC:3

Arts and Crafts

Characters must fulfill their primary occupational requirement in one subfield. The starred (☆) skills require only 15 points to obtain a primary occupation. A primary in graphics starts at 25,000cr per year; all other areas command a base 15,000cr. There is no General Certificate for this area.

Bard: A Bard is a story teller, versed in galactic mythology. The ability to tell a creative story increases with their skill. SC: 1

Calligrapher: The ability to create beautiful handwriting. Proficient characters are only in demand on Tech Level 1, 2, and 3 planets. SC: 1

Graphics: The individual is skilled at computer graphics. He knows how to use the computer to do visual and audible art work. Includes holographic artwork. Requires 1 level of computer operation. SC: 3

Musician: A musician can sing or play an instrument. Each additional instrument costs 1 point per level to learn. Any character with 10 levels of proficiency in music is considered to have mastered the fundamentals and can then compose his own material. SC: 2

Painter: High levels of this skill provide a painter with the ability to create beautiful pieces of artwork, and he can then charge large sums of money for them. Painters are sought after mostly in Tech Level 2 or lower societies. Includes drawing and all other two-dimensional artistic representations done by hand. SC: 2

Poet: The character can compose poetry. Proficient characters can write Haiku, free verse, etc. SC: 1

Potter: Pottery is admired by all the civilized races and is sold in all Tech societies. SC: 2

Singer: The character can sing. SC: 1

Business

Characters must fulfill their primary occupational requirement in one subfield. A General Certificate will earn only 12,000cr per year.

Accounting: 35,000cr annual base salary. Allows one to perform accounting tasks in accordance with regulations and in an organized manner. SC:4

Administration: Specialists in administration can acquire various bureaucratic jobs, usually at a base salary of 30,000cr. SC: 5.

Business Management: Start out as managers, usually at 25,000cr a year. SC:3

Clerical: Office Assistants start around 22,000cr a year. SC:2

Investment: Characters with 10 levels of this skill can obtain licenses to trade commodities, futures, stocks, and bonds. Investment brokers start at 33,000cr a year. Potentially very lucrative. SC:3

Law: Specialists in law earn 20,000cr per year. With 10 levels of skill, one can become a practicing lawyer, at a base of 50,000cr per year. At 18 levels of skill, one may become a judge at 70,000cr a year.

LMM (Life Module Management): Specialized hotel managers make about 30,000cr per year base.

Merchant: Includes all the skills necessary for the ambitious entrepreneur. At 9th level, a character may obtain an interstellar trading permit (50,000cr cost). Interstellar traders are aware of galactic trading practices, the law regulating space commerce, and the best methods to make money. Salary: Whatever you make this year! SC:2

Slave Commerce: Characters trained in slave commerce specialize in one race at 3rd level and gain fluency (3 levels) in that race's language without expending further skill points. Starting Salary: 45,000cr. At 9th level, characters may obtain slave permits. Permit holders may hold slave auctions, purchase and sell slaves in their own name, or start a company for such trade. SC:3

Communications

A General Communications Certificate is obtained by spending 25 skill points across the field, with at least 2nd level in 3 subfields. The Certificate holder earns 15,000cr annually. Specialized personnel (25 points in one skill) in base station, interplanetary, interstellar communications, repair basic, and repair space, earn 18,000, 30,000, 40,000, 20,000, and 45,000cr per year respectively.

Radio skills add a +04% modifier per level of skill to radio checks.

Base Station: Base stations rigs are commonly found on land vehicles and in base camps. Proficiency bestows the knowledge of operating these units. SC: 2

ECM (atmospheric): Trained personnel can operate sensitive electronic gear to jam enemy radars. This skill includes the use of Electro-Counter-Counter Measures (ECCM). Base specialist salary: 25,000cr (if you can find a job). SC:4

ECM (space): Used to operate electronic warfare systems on space-faring vessels. Base specialist salary: 32,000cr. SC:5

Hand Radio: The character has knowledge of most hand radio units. He can attempt minor repairs on these items. SC: 1

Interplanetary Com-Link: With this skill and the right equipment a person can communicate between planets. SC: 4

Interstellar Com-Link: Characters who are proficient on this piece of equipment can be hired as communications officers aboard spaceships. SC: 5

Repair: Characters can repair all types of communications equipment, except for the interplanetary and interstellar comlinks. SC: 3

Repair (space communications): Bestows the ability to repair interplanetary and interstellar comlinks. Characters must be able to use the radio. Personnel can seek employment at spaceports, starbases, and stargates. SC: 6

Computers

In addition to spending 25 skill points, characters with a General Certificate in this field must have 3 levels of skill in 3 different subfields. General Certificate holders earn 25,000cr per year. Specialization in Bypass or Defeat Security earns 33,000cr per year. Computer Operation and Basic/Coding Programming earn 26,000 and 30,000cr respectively (additional 20,000cr/year with specialization in OS/AI Programming). Specialized Repair Systems personnel earn 45,000cr a year base.

OPERATIONS

Data Transfer/Management: Allows the character to use the hypernet and control the flow of information across various systems. SC: 2

Operation (by race): The character can operate a variety of computers of a particular race. Galactic Standard is the most common. He has been trained in the use of modules and is capable of using systems, but cannot necessarily program the computer. SC: 1

SECURITY

Bypass Security: Proficiency in bypassing the security of computer systems provides the ability to circumvent the protective systems built into a computer. Security systems have defenses to prevent an illegal entrance through a back door. Most will alert the owners to the breach in security. At the same time, they convince the intruder that he has gained access to prevent him from leaving the area. The intruder attempts to get around the security without tripping the alerting mechanisms. Each level of Bypass requires an equal level of Basic/Coding Programming. SC: 3

Defeat Security: Defeating a security system is different than bypassing one. Bypassing involves circumventing built in protective measures, while Defeat Security entails disabling the protective measures. Conversely this skill also allows you to write level 1 security constructs. One level of Basic/Coding Programming is required per level of Defeat Security. SC: 4

Defend: Allows the user to actively defend his computer system while it is being attacked by another user or AI using Defeat Security. SC: 4

Encrypt/Decrypt: Gives the PC the ability to create security level 2 codes and secure data, as well as to break into encoded data. One level of Basic/Coding Programming is required per level of Encrypt/Decrypt. SC: 4

Trace: Gives the PC a chance to discover where a security breach is occurring and who or what is responsible. SC: 3

PROGRAMMING

Basic/Coding Programming: Proficiency in this area allows the individual to program different functions into a computer through the use of a keyboard or vocal input. One level of Operations is required per level of Programming. SC: 3

OS/AI Programming: Characters may design their own operating system to improve their computer's characteristics or usefulness as well as designing and troubleshooting pAIs and AIs. Required for writing Watchdog pAIs (security level 3 constructs). SC: 4

Wafer Design: Proficient characters can program and encode wafers (or strips or cubes) to do more than merely store data. One level of Basic/Coding Programming is required per level of Wafer Design. SC: 3

SYSTEM ADMINISTRATOR

Archive/History: This skill provides knowledge of older, obsolete, computer systems (below TL 5) and the methods they used to store data. Also allows a character to more efficiently search for records and hidden or lost data. SC: 2

Computer Organization: Gives the character the ability to set up computer networks, manage large numbers of systems, and utilize the hypernet and other systems to increase a system's abilities. SC: 4

REPAIR SYSTEMS

MOD Construction/Repair: Characters may construct their own modules, increase the capabilities of others, or repair damaged modules. One level of Basic/Coding Programming is required per level of MOD Construction/Repair. SC: 6

MOD Installation: A proficient character can discern the different types of modules and their related systems, in regards to tech level, function, and compatibility. SC: 3

Repair Systems: Proficient characters can fix systems on board a wide variety of machines, including tanks, spacecraft, robots, etc. In fact almost every device beyond TL 3 uses some sort of computer to facilitate system operations. SC: 6

Reroute: This allows PCs to work around damaged systems and reroute system resources where they will do the most good. One example of its use is in transferring the CC of a module for use in another task. SC: 6

Cybernetics

Specialization in any one subfield entitles the character to a starting salary of 60,000cr per year. The General Certificate will earn 38,000cr.

Cybernetic Engineering: Bestows the ability to design artificial attachments associated with bionics. A cybernetics engineer can design an artificial arm, leg, or eye. He is also capable of determining inherent defects in cybernetic equipment. Requires 1 level each of Electrical and Mechanical Engineering. SC: 7

Installation: Characters must have a minimum of 2 levels of proficiency in Surgery before choosing this skill. It provides the character with the knowledge necessary to surgically attach cybernetic limbs. SC: 5

Manufacturing: Characters must have a minimum of 1 level each of Electrical Engineering and Welding before taking this skill. Proficient individuals can produce cybernetic attachments in a factory environment; however, they cannot design them. SC: 4

Repair: The repair of defective cybernetic limbs. It requires 2 levels each of Mechanical and Electrical Engineering and 1 level of Surgery as prerequisites. SC: 7

Deep Space Operations

Characters earn a General Certificate by spending 25 points across the field of deep space operations and command a base 40,000cr a year. Specialization in the subfields of Construction, EDC, Navigation, Salvage and Traffic Controller commands 65,000, 45,000, 50,000, 65,000, and 53,000cr a year respectively. Asteroid Mining specialization can command up to 70,000cr a year! Specialization in EVM or Identify Vessels is worthless. Specialization as a Surveyor, in Decontamination, or as an Astrocartographer earns 42,000cr per year.

Astrocartography: Individuals are able to map star systems. They are also capable of determining the presence of important galactic phenomena. Most importantly, proficient persons can chart the course of a starship. SC: 3

Construction (space): One can work on galactic rig crews, erecting new structures in deep space. One must have a minimum of 3 levels of EVM in order to get into a construction program. SC: 5

Decontaminate: A must for characters who intend to explore uncharted planets. Proficient characters possess pertinent knowledge concerning quarantine, decontamination, and isolation procedures. SC: 3

ECM (space): Same as the Communications skill. SC: 4

Emergency Damage Control (EDC): This skill allows a character to take charge of emergency damage repair on a starship, especially during battles, when quick repairs can mean the difference between living or sucking vacuum. SC: 5

EVM (Extra Vehicular Movement): Allows characters to operate outside the spaceship. Individuals can spacewalk, operate space packs, and function in zero gravity. SC: 4

Fighter (DS): Same as the Vehicle skill. SC: 6

Identify Vessels: The ability to identify space vessels. SC: 1

Interstellar Comlink: Same as the Communications skill. SC: 5

Ionization Engineering: Same as the Engineering skill. SC: 9

Mechanic (space): Same as the Journeyman skill. SC: 7

Mining (Asteroids): Characters with 5 levels of proficiency can gain employment on Mining Away Teams (MAT). It should be noted that asteroid mining is a very lucrative business. SC: 7

Navigation (space): Space Navigational training is necessary to compute “jump” coordinates for light and translight-speed travel. Entry level jobs for the specialized start at 50,000cr. Navigators also track targets. SC: 4

Operate Transporter: This skill allows one to use a transporter on a ship to “beam” items and personnel. Each level of skill adds +04% to transporter checks. Base pay: 44,000cr. SC: 3.

Remote Piloting: Good to know. One can remote pilot vehicles from their position in orbit to ground units. Characters can also attempt to pilot vehicles from ground to space. This is much more difficult and incurs a -30 penalty to skill checks. SC: 5

Repair (space communications): Same as the Communications skill. SC: 6

Salvage (Deep Space): The highest paid skill of all the space professions. Dangerous, but worth it. Pay checks are often missed until the big catch is landed. Salvagers retrieve derelict space trash for recycling and sale. SC: 8

Spacecraft: Same as the Vehicle skill. SC: 6

Surveyor: Trained personnel can provide an overview of a planet's climate and geographical features. SC: 4

Traffic Controller: Directs incoming traffic at spaceports. One needs 4 levels to apply for a job. SC: 5

Transcruiser: Same as the Vehicle skill. SC: 4

Engineering

A General Certificate in engineering starts one out at 32,000cr a year. Specialization in any subfield, except Nuclear, Cybernetic, or Ionization, garners 40,000cr a year. Nuclear engineers make 50,000cr base, cybernetic engineers 70,000cr, and ionization engineers begin at 80,000cr a year!

Note: All engineering skills require at least two levels of Physics.

Architectural: Allows individuals to design structures such as bridges, buildings, starbases, domes, etc. An architect can determine whether or not a particular structure is sound. He also has a good knowledge of materials. SC: 5

Civil Engineering: A civil engineer is concerned with the building and maintenance of structures such as bridges and roads. SC: 5

Cybernetic Engineering: Bestows the ability to design artificial attachments associated with bionics. A cybernetics engineer can design an artificial arm, leg, or eye. He is also capable of determining inherent defects in cybernetic equipment. Requires 1 level of both Electrical and Mechanical Engineering. SC: 7

Electrical Engineering: Designs electronics utilized in just about everything above Tech Level 2. SC: 6

3 • SKILLS EXPANSION

Hydraulic Engineering: A hydraulic engineer designs systems that use pressure or liquid to facilitate system functions. The lift at your local mechanic is a system designed by a hydraulic engineer. SC: 5

Ionization Engineering: Ionization engineers monitor the ion drive engines on spacecraft. They must have one level of proficiency in Electronics and Hydraulic Engineering, and two levels of Nuclear Engineering. Ionization engineers are easily hired as crew, if they have enough experience. SC: 9

Mechanical Engineering: A skilled mechanical engineer designs systems such as the automobile engine. He has an in depth knowledge of synchros as well as some knowledge of hydraulics. SC: 6

Nuclear Engineering: Used in the design of reactors. Requires a diverse knowledge of materials used in these systems. One is well versed in the effects of radiation. SC: 7

Robotic Engineering: This is the ability to design artificial attachments for installation in robotic units. A robotic engineer can design integral parts of robots, as well as determine inherent defects in robotic equipment. This skill is similar to but separate from Cybernetic Engineering. Requires 1 level of both Mechanical and Electrical Engineering. SC: 7

Espionage

The General Certificate earns only 24,000cr. Specialization in Impersonation, Infiltration, Intelligence, or Pick Locks earns 26,000cr, 30,000cr, 35,000cr, or 28,000cr respectively. Specialization in Interrogation commands 55,000cr a year base; competent Forgers (at least 30 points) make only 5,000cr less.

Bribery: Characters with this skill are proficient at greasing palms and usually know just how much to offer people to get what they want. They will also know if an individual can or cannot be bribed. SC: 2

Camouflage: Individuals know how to break up their outlines in any environment. They may also camouflage equipment. Unlike Concealment, characters need not actually hide, because their camouflage blends in with the environment. SC: 1

Concealment: Allows the character to conceal his body, in order to avoid detection. Characters use the surrounding environment to hide themselves. Every three levels of Concealment yields a default of one level of Detect Concealment. SC: 1

Detect Concealment: Proficiency in this skill allows individuals to detect camouflaged persons, hidden traps, concealed vehicles, etc. This skill is often taken by counterespionage types. SC: 1

Disguise: Spies must infiltrate enemy positions. The character knows how to put on makeup and how to dress in the proper attire. This skill allows you to change your outward appearance. In order to act like someone else you must learn Impersonation skill. SC: 3

Escape: The art of relaxing muscles, dislocating joints, etc., to escape. Characters can slip out of handcuffs, knots, etc. SC: 3

Forgery: This skill provides the training to create passports, official documents, etc. The spy must have an original copy of the particular document to work with. SC: 5

Impersonation: Training provides the spy with the ability to impersonate others. The target individual must be of the same race and basic body build. The impersonator must have comprehensive knowledge of the target's physique, speech patterns, idiosyncrasies, likes, dislikes, etc. SC: 4

Infiltration: Personnel are capable of avoiding/bypassing enemy defenses. A well trained infiltrator could move quickly past a guard post and under barbed wire fences without being detected. SC: 2

Intelligence: This skill concerns the compiling, analysis, and interpretation of information gathered during spying operations. Intelligence experts are adept at extrapolating pertinent information and are aware of proper reporting procedures. Characters are trained in observation techniques. SC: 5

Interrogation: Proficient characters are skilled in extracting information, through the use of questioning, and more, uh . . . direct means. SC: 4

Lip Reading: Proficient characters can understand what people are saying to each other without actually hearing the conversation. The lip reader, however, must understand the language being spoken. SC: 1

Pick Locks: The character is skilled in the techniques used to pick locks (mechanical and electronic). He must have the appropriate tools to perform the act, though a credit card may do. Characters should purchase lock picks to facilitate the opening of locks. SC: 3

Pick Pockets: The character has the ability to remove small objects from pockets, such as keys, coins etc. Large objects, such as wallets and papers are considered difficult to snatch. An attempt to pickpocket takes 4-24 seconds. Failure by more than 20, or on a roll of 100, indicates that the character has been caught in the act. SC: 2

Safe Cracking: A specialized area of security systems. Characters know how to use a variety of tools, including the electronic stethoscope to crack safes. At high levels, trained personnel can break into bank vaults with ease bordering on elegance. Base specialist salary: 40,000cr. SC: 2

Sneaking: A special form of bypass security required to get onboard spacecraft. Trained personnel know how to move through spaceports and onto outgoing ships without attracting attention. Outside Orion worlds, this is highly illegal. Orions start with 3 levels of this skill. SC: 2

Smuggling: The knowledge of how to defeat customs protections in order to deliver contraband to a world. Proficient characters can smuggle their own equipment as well as take on another's jobs. Risky, but a good smuggler can make as much as 50,000cr base, without special jobs. SC: 3

Speed Reading: A super useful skill. Characters can absorb large amounts of information in seconds. A good skill to have during late night office break-ins. SC: 2

Stealth: See Physical Skills for description. SC: 1

Ventriloquism: This espionage skill is quite handy. Ventriloquists are able to project their voices. Specialist salary: 25,000cr. SC:2

Journeyman

Specialization in each journeyman skill earns a different pay rate. Salaries for the skills are listed below. General Certificates in this field earn 16,000cr a year.

Bartering: A must for Orions. Adds 04% to Bargaining checks per level of skill. 20,000cr base. SC: 1

Carpentry: Basic proficiency allows one to work with wood and build unsophisticated structures. 25,000cr base. SC: 2

Cooking: You can cook . . . go figure! Persons with 10 levels of skill are considered Chefs. 22,500cr base. SC: 2

Electrician: Skilled electricians can rewire houses, repair faulty wiring, and other associated jobs. They are not electronics experts, although they have some of the basic knowledge of electronics repair. 25,000cr base. SC: 3

Electronics: Proficient characters can fix circuit boards and other electrical devices. It is by far the most pragmatic journeyman skill to take with a wide variety of applications in the field. 22,000cr base. SC: 4

Holo Installer: Holo-men, as they are called, install holographic systems in homes. Holo-rooms are the rave and good Holo-men are in high demand. 45,000cr base. SC: 2

Machinist: The skill of crafting pieces of machinery, using a variety of tools. 35,000cr base. SC:4

Masonry: Stone masons lay foundations, and build structures from stone. They can assess the soundness of any stone structure. 28,000cr base. SC:2

Mechanic (atmospheric): Can repair airplanes, skimmers, hoppers, and jet fighters. The degree of difficulty depends on the sophistication of the piece of machinery to be repaired. Skimmer problems are usually level 1-7; airplane problems 5-15; hopper problems 10-25. Base pay 35,000cr. SC:3

Mechanic (auto): Can fix all types of cars. A flat tire is level 0, a typical accident repair level 10, and a car that has been hit by a LAW level 25. 25,000cr base. SC:3

Mechanic (helicopter): Problems range from level 1 to 25. What else? 35,000cr base. SC:4

Mechanic (space): There is a difference between space mechanic and Emergency Damage Control (EDC). Space mechanics are able to make complete repairs on systems, whereas EDC allows a PC to jury rig systems for temporary functioning. EDC personnel are also trained at fight-

ing fires. Almost all ships carry at least one space mechanic onboard. A level 1 problem might be a minor annoyance such as a short in a backup computer. A level 25 check is something that needs immediate attention and quick repair, such as a life support system that has been imploded by an Arachnid Mauler. 70,000cr base. SC:5

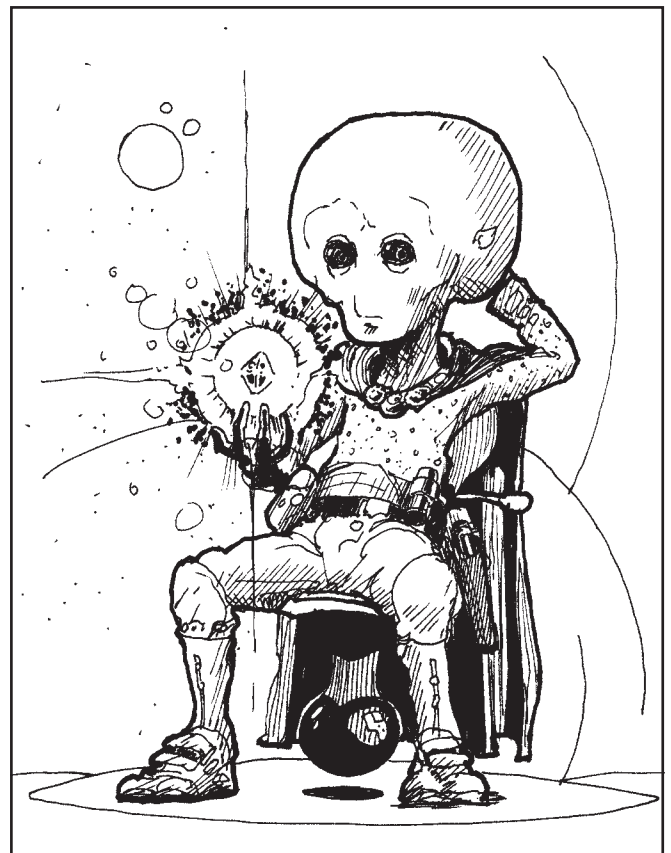
Mechanic (tank): This is the guy who is supposed to pull out his little tool box and fix the tank while mortars and artillery shells are landing all around him. The level of problem depends on the sophistication of the tank and the amount of damaged sustained. 30,000cr base. SC:3

Metallurgy: Training in the methods of separating metals from various ores or compounds. Personnel can operate smelters. Metallurgists are also studied in the tensile strength of various metals and the requirements to support objects. Requires 2 levels of physics. 40,000cr base. SC:5

Mining (Planetary): A lucrative profession. Proficient characters are able to discern whether a mine is safe, where veins are likely to be found, etc. 28,000cr base. SC: 5

Seamanship: Characters can captain a boat in severe weather and have general knowledge about large bodies of liquid. Salary: 25,000cr. SC:2

Welder: Individuals can spot weld, arc weld, etc. 22,500cr base. SC: 4



Medical Treatment

Medical personnel must have 3 levels of Basic Med in order to receive a General Certificate and earn 25,000cr a year. All specialized personnel must have no less than 3 levels of Basic Med. Basic Medical specialization earns 30,000cr a year. Specialization in Biological, Chemical, Paramedic, Poisons, and Disease Diagnosis all warrant 44,000cr a year base salary. Specialization in Infections, Radiation, or Disease Control is worth 50,000cr per year. Specialization in Genetic Mutation problems earns a salary of 60,000cr a year. Surgeons (with at least 35 points) start out at 70,000cr annually (probably because so many guys like you are coming into the emergency room all shot up).

Note: All medical skills require at least two levels of Basic Med.

Basic Med: Trained individuals can stop bleeding, splint broken limbs, and attend to minor burns. It is strongly suggested that characters get some Basic Med. Basic Med does have its limits. Persons cannot effectively work on any critically wounded individual other than those with clean wounds. SC: 1

BASIC MEDICAL	
TREATMENT	DIFFICULTY
Clean wounds (minor)	Level 1
1st degree burns	Level 2
2nd degree burns	Level 4
Simple fractures	Level 5
Compound Fractures	Level 10
Clean critical wounds	Level 15
Compound spiral fracture	Level 20

Biological Attack: Allows a character to perform the correct procedures and administer the right drugs (assuming they're available) to victims of Biological attack forms. SC: 4

Chemical Attack: Proficient characters know the means to defeat, or protect against chemical agents or disinfect and aid characters who have succumbed to such an attack. SC: 3

Decontaminate: A must for characters who intend to explore uncharted planets. Proficient characters possess pertinent knowledge concerning quarantine, decontamination, and isolation procedures. SC: 3

Disease Control: The character is knowledgeable about quarantine procedures for different diseases. SC: 3

Disease Diagnosis: This field is oriented around the diagnosis of various diseases. Diagnosticians can spot symptoms and prescribe the proper treatment. They are trained to aid all of the races. SC: 3

Genetic Mutation: This discipline allows a character to test organisms for the signs and causes of genetic mutations. It also involves the knowledge of preventing or correcting these mutations. SC: 5

Infections: Proficiency in this area allows the individual to treat body infections. The character knows the dangers associated with the infection as well as how to prevent its spread. SC: 1

Paramedic: These individuals are trained to keep a person alive until they can receive proper medical attention. They are not doctors, nor are they merely medics. They are highly trained and can perform minor surgery, such as amputating the leg of someone who happened to get in the way of our man Fredd the Python. SC: 4

Poisons: Characters diagnose and treat those who have been affected by poisons. The only stipulation is that they must have the means available to do so. Proficient characters have limited botanical and anatomical knowledge. SC: 1

Radiation: Can treat victims of radiation exposure. Treatment is subject to restriction, depending on the available facilities and medicine. SC: 4

Surgery: Surgeons are the doctors who sew you back up when you get into trouble in the field. They have extensive knowledge of anatomy, physiology, chemistry, etc. A level 5 surgeon can be licensed and practicing. You must have expended at least 20 points in other medical skills before choosing surgery. For every two levels of surgery, you gain one level of paramedic. SC: 7

SURGERY DIFFICULTY	
TREATMENT	DIFFICULTY
Lung surgery	Level 5
Exploratory surgery	Level 5
Heart surgery	Level 15
Limb reattachment	Level 15
Brain surgery	Level 20

Mental Disciplines

These skills cannot be hyper-trained or used to earn salary.

Cross Networking: Characters with one type of matrix power are able to learn matrices from different classes. PCs learn to Cross Network in one class at a time; learning to cross network in another class requires the expenditure of more skill points. The MC can learn matrices of different types up to the bracket that he can generate at normal cost in his own field. The percentage chance for the matrix controller to learn any individual matrix equals 50%, plus 04% per level of Cross Networking skill, plus the usual I.Q. bonuses, minus 20% times the energy bracket of the foreign matrix to be learned. Example: A Tza, with 4th level in Energy Matrix cross networking and an I.Q. of 100 learns Fireblast (3rd energy bracket) at (50% + 16% + 25% - 60%), or 31%.

Note: In addition to the energy bracket restriction imposed by your own MC abilities, you must have as many levels of Cross Networking skill as the bracket of the matrix to be learned. Also, this skill only allows for the learning of matrices up to the 7th energy bracket. Example: Henry the Mutzachan is a 12th level Energy Controller. He can generate 4th bracket Energy Controller powers at normal cost. This entitles him to learn 4th bracket Empath powers, but only if he has at least 4 levels of Empath cross networking. If Henry had 4 levels of Empath cross networking but was only a 9th level energy controller, he could only learn 3rd energy bracket Empath powers. SC: 10

Displacement: Allows the successful use of a Kizanti's innate ability to displace. See Appendix on page 113 for details. SC: 7

Duration Control: Increases the duration of a particular matrix by 10% per level of the skill. SC: 4

Matrix Manipulation: This skill allows one to modify an energy matrix to some other form. The matrix controller attempts to restructure the matrix. The Battle Master determines the degree of difficulty. A level one manipulation would be a slight alteration like reducing the intensity of the matrix's effect, while completely changing a matrix might be a level 20 difficulty. This only applies to matrixes used by the person with the skill. SC: 4

Matrix Ranging: Increases the range by 10% per level. SC: 5

Mazian Shape Changing: This skill is only available to the Mazian race. Characters hone their natural ability to change shape. As his skill level improves the Mazian is able to imitate more difficult shapes. SC: 3

Mental Defense: Each level adds +03% to Mental SMRs and to Perception checks. SC: 4

Power Control: Each level of skill increases the damage yield of a matrix by two points. Thus, if an attack did 4d6 damage, someone with three levels of power control would do 4d6+6. This skill can never increase the damage of a power to more than triple its original maximum. (So the matrix which did 4d6 could be increased at most to 4d6+48). SC: 6

Self Healing: A powerful Zen teaching that allows someone to slip into a deep hypnotic healing state, one step above coma. It is called Xmu-Penorg (Healing Will). Zen are able to heal themselves 1 point per day per level, as long as the wound has been cleaned, bound and/or set. The character chooses how long the trance will last (up to 3 days per 4 levels of skill) and cannot be disturbed during that time. Any attempt to heal beyond this safe maximum risks a coma. For each day of Xmu-Penorg beyond the safe maximum, a Constitution check at -20 (cumulative) is necessary to avoid irreversible coma. Zen pay three points less per level of this skill. SC: 6

Shape Change: Skilled Mazian's can shape their form into a variety of useful positions. See the Mazian section in the main rulebook for difficulty examples.

Military

The General Certificate in the military field will earn 30,000cr. Most other specializations will earn 32,000cr. A Demolitions specialist can earn 45,000cr, and an Emergency Survival or Tracking specialist 35,000cr.

Camouflage: Individuals know how to break up their outlines in any environment. They may also camouflage equipment. Unlike concealment, characters need not actually hide, because their camouflage blends in with the environment. SC: 1

Concealment: Allows the character to conceal his body, in order to avoid detection. Characters use the surrounding environment to hide themselves. Three levels of Concealment yields a default of one level of Detect Concealment. SC: 1

Demolitions: Proficient characters know how to set explosive charges on structures. They are also trained in the handling and removal of explosives. SC: 3

Detect Concealment: Proficiency in this skill allows individuals to detect camouflaged persons, hidden traps, concealed vehicles, etc. This skill is often taken by counterespionage types. SC: 1

Infiltration: Trained personnel are capable of avoiding/bypassing enemy defenses. A well trained infiltrator could move quickly past a guard post and under barbed wire without being detected. SC: 2

Interrogation: Proficient characters are skilled in extracting information, through the use of questioning, and more, uh . . . direct means. SC: 4

Mapping: Proficient characters are able to map out features while adventuring. This skill is necessary if the party doesn't want to get lost, or if they wish to give coordinates to be picked up or call in artillery strikes. SC: 2

Military Leadership: Lead by example. PCs who wish to lead others enroll for a 5 week period of intense training at the Military Candidates School on New Terra, or other accredited training institutions. Each level of Military Leadership increases one's secondary statistic by +06%. SC: 2

Mountaineering: The character is trained to climb mountains. He has limited knowledge of rock and soil type. He can also ascend or descend vertical surfaces. Proficient characters are aware of the typical dangers associated with operating in the mountainous regions. Each three levels of Mountaineering yield a default of one level of Climbing. SC: 2

Navigation (land): Proficient characters are able to use landmarks to navigate. They are also able to determine the fastest route between two points, given the proper information. SC: 2

Rappelling: This isn't the same as mountain climbing. Rappelling only involves descending vertical surfaces. A person with one level of Rappelling could descend a smooth surface such as a building face, whereas a level 5 person could rappel down a cliff with loose rocks, and ledges. Characters with level 6 or higher can perform an Australian Rappel. This entails descending face first, with one hand free so that you can shoot on the way down. Rappelling is good in the mountains or in urban areas where tall buildings are present. SC: 1

Scouting: Proficient characters are able to detect enemy positions and other hazardous obstacles. They are also adept at realizing where potential ambushes and traps would be set. Scouting is necessary if you are the point man. SC: 2

SCUBA (Self Contained Underwater Breathing Apparatus): The character is versed in water hazards and is studied in decompression techniques. You need 2 levels of Swimming to learn SCUBA. SC: 2

Set Traps: This skill provides the ability to locate, set, find, and remove traps. It is vital for adventuring. SC: 2

Sighting: Sighting entails locating objects quickly and identifying them. Proficient characters gain a +04% to sighting checks per level of skill. SC: 1

Sky Diving: Proficient characters know how to jump out of perfectly good atmospheric vehicles without splattering themselves on the ground! For each level of skill, the fool can land in +5 kph winds (e.g., someone with twenty levels of skill could land in a 100kph wind without risking injury). SC: 1

Snow Skiing: Handy on the cold Phentari and Eridani homeworlds. SC: 2

Spelunking: Cave exploration. Proficient characters can operate in caves. They are aware of potentially dangerous obstacles and hazards associated with caves. Spelunking involves limited rappelling. A character with 3 levels of Spelunking gains a default of one level in Rappelling. Also, three levels of Spelunking yields a default of one level of Climbing. SC: 2

Survival (Arctic, Deciduous, Desert, Methane, Radiation, Swamp, Tropical): Proficient characters are able to survive in a particular type of climate. They possess knowledge of the general dangers associated with such an environment. SC: 2

Survival (Emergency): Proficient characters are less likely to “lose it” in a stressful emergency situation. For every level you gain a +04 modifier to Aggression when asked to make an Aggression check to avoid “freaking out”. Does not impact Berserk or Suicidal scores. SC: 3

Survival (Urban): Proficient characters know how to live within an urban environment. They can shop, find a job, and generally get by. Persons not familiar with urban life will often be bewildered and lost in large urban settings. SC: 2

Throwing: Throwing skill measures the ability to accurately throw an object. Proficient characters gain a +04% chance to hit the target per level of skill. One can throw a knife or a grenade up to a maximum 1/2 of one's strength in meters. This distance is less for large grenades. SC: 1

Tracking: Tracking is a measure of one's ability to follow the trail left by the passing of another individual. Tracking is possible outdoors and underground. Tracking outside requires that the tracks be observed within 30 hours of passing. While tracking, a PC must concentrate on the tracks alone and may not engage in any other activity.

Proficient characters can track underground at a level 5 and track a creature outside at level 1. This is assuming ideal conditions. Rain, rocky terrain, and old trails all increase the difficulty level, while snow, mud, and large groups improve the chance. A skilled individual is able to extrapolate pertinent information about the tracks such as size and type of creature. SC: 2

Physical

There is no General Certificate for Physical skills. Specialization in Acrobatics can earn 10,000cr per year, while specialization in Climbing could earn 27,000cr a year as an instructor.

Acrobatics: Only a character with a minimum Strength of 45, an I.Q. score of 60, and an Agility score of 65 can be an acrobat. The primary abilities of an acrobat are tumbling and tightrope walking.

Tightrope walking entails movement across wires and along narrow ledges. This ability allows a character to ascend a rope or a beam up to about a 20 degree incline, without falling. A player may travel up to 50m in this mode per attempt, with a movement rate of 20m per minute. Wind conditions and slipperiness have a direct effect on tightrope walking.

Tumbling is the ability of a character to break his fall, in order to avoid damage. Proficient characters can fall 0.5m per level of proficiency. A character who has 10 levels of acrobatics could fall 5m without getting hurt. Any character may attempt a fall from a height higher than is normally safe. This is quite dangerous to say the least. The chance of success decreases at a rate of 10% per meter of height above the character's normal safe height. SC: 5

Agility: Players may wish to improve their Agility. To do so they may train by practicing gymnastics, dance, or combat. To train, one must practice at least two hours each day. Each level of training improves Agility by +03%. Using this method costs the listed number of proficiency points, but is free. Other means of improving one's agility include pharmaceutical means. There are drugs on the market that chemically push the body to its peak. Each injection costs 5,000cr and improves agility by +03%. The drug is safe but rare, and there is a maximum of 2 safe injections per month. Each additional injection in a month gives a cumulative 25% chance of massive muscle deterioration resulting in the loss of 2-12 points of Agility and Strength. Cheaper drugs may be taken but they are unsafe and often illegal. Note that using these drugs does not cost skill points, but counts as a skill level due to the fact that there is a limit to how much Agility can be increased. SC: 3

Alertness: Alert characters gain modifiers to initiative rolls at a rate of -1 per level of skill. SC: 5

Archaic Hand Weapons: The use of swords, clubs, and bows is covered by this skill. Unlike other skills, characters must specify what type of weapons they have skill in, such as Sword, Bow, Crossbow, etc. The reason for this is that archaic hand weapons vary greatly in size and fighting style. All bonuses are identical to those gained by Hand-to-Hand skill (above), including multiple attacks at high levels, except that PCs are assumed to have only 1 Hand Weapon attack to start with (except Eridani who have 2). Bows and crossbows and other fired weapons do not gain additional attacks. Thrown weapons do gain additional attacks. There is a +04 bonus per level of skill for parrying with applicable weapons. This skill counts toward a Military occupation. SC: 2

Body Equilibrium: A strange, mysterious ability taught by the Buddon Priests. One learns to harness the internal self and after years of training can do the following:

- 1st level:** Hold one's breath for 2 minutes. This increases by 15 seconds per level.
- 2nd Level:** Stop blood loss for up to 20 minutes, if conscious.
- 3rd Level:** Feign Death: Slow down all bodily functions until they appear to cease. Can be held up to 4 hours + 1 hour per level.
- 4th Level:** Death's Door increased by 1 point. -1 to initiative rolls. +10 to mental SMRs.
- 5th Level:** Remain conscious down to -4 body points.
- 6th Level:** Death's Door is increased by 2 additional points. Personal skin threshold of 1.
- 7th Level:** Remain conscious down to -6 body points. -2 to initiative rolls.
- 8th Level:** Additional mental SMR bonus of +10.
- 9th Level:** Death's Door increased by 2 additional points. Personal skin threshold of 2.
- 10th Level:** Soul Flight: The individual may leave his body and travel about. He can't be seen or detected by any normal means. He may communicate with spirits or other entities that he may encounter while in Soul Flight. Movement out of body is 1/2 normal.

These effects are cumulative. SC: 7

Body Points: A character can have his body points raised through the use of body enhancement drugs such as DNA-5 and BS-231. Each level of body points skill adds body points equal to 1/2 of your size class (3 for Cizerack). Characters must spend 2 weeks at the proper medical facility to receive the additional points. The drug treatment program costs 5,000cr and counts as a level of skill. PCs can find natural means to increase body points. A player who receives additional body points in this manner also gains a +03% increase to system shock and resurrection rolls and a +02% increase on all SMRs except mental. As with increasing agility, using the drugs costs money but not proficiency points, while natural methods cost proficiency points but no money. SC: 3

Breathing: Proficiency in breathing bestows the ability to hold one's breath while exposed to a contaminated environment or while underwater. A normal character can hold his breath for about 1 minute while standing still and for half that if running, swimming, or exerting a large amount of energy. Each level of proficiency adds 30 seconds to the length of time that you can hold your breath. SC: 1

Climbing: Allows a character to climb ropes and vertical surfaces with an increased chance of success. A character with 1 level of climbing has a 100% chance of successfully climbing all normal ropes and ladders without falling. He climbs at the rate of 10m per minute. When climbing other surfaces, or exceptionally long distances, difficulty may increase. Characters with any encumbrance whatsoever incur a 15% penalty per level of encumbrance when climbing. PCs may purchase climbing equipment that can reduce the risk of falling. SC: 1

Deep Sleep: By deep internal relaxation, an individual learns to control his sleep patterns. Characters can quickly move through the initial levels of sleep into deep sleep. Normal characters need a minimum of 8 hours sleep. For each level of proficiency in Deep Sleep, the individual shortens the required sleep time by 30 minutes. SC: 1

Hand-to-Hand Combat: Hand-to-Hand combat denotes close combat skills, using hands or knives. Proficiency can only be raised by intense training at a military school or by a certified expert in the field. Proficiency provides the character with added bonuses to hit when attempting to strike an opponent, and an additional bonus when resolving damage, as trained individuals are adept at striking vital areas. Trained hand-to-hand combat students may also attempt to disarm opponents. Characters with high levels of hand-to-hand skill can also make multiple attacks in one melee segment. The number of attacks increases as a character gains proficiency (see table below). So, a human with level 1 would get 2 attacks, while one with level 6 would be able to make 3 attacks. The table lists the bonuses gained when engaging in hand to hand combat for all 25 levels of skill. SC: 2

Note: There is a -30 penalty to disarm an opponent with a body mounted weapon. A successful disarm means the weapon has been knocked out of position. It takes a full action to recover.

Non-proficient characters have a 01% chance to disarm an opponent.

This skill counts toward a Military occupation.

HAND-TO-HAND COMBAT

LEVEL	HIT BONUS	DAM ADJ	PERCENT TO DISARM	NUMBER OF ATTACKS
1	+04	0	05	+0
2	+08	+1	10	
3	+12	+1	15	
4	+16	+1	20	+1
5	+20	+2	25	
6	+24	+2	30	
7	+28	+2	35	+2
8	+32	+3	40	
9	+36	+3	45	
10	+40	+3	50	+3
11	+44	+4	55	
12	+48	+4	60	
13	+52	+4	65	+4
14	+56	+5	70	
15	+60	+5	75	
16	+64	+5	80	+5
17	+68	+6	85	
18	+72	+6	90	
19	+76	+6	95	+6
20	+80	+7	100	
21	+84	+7	105	
22	+88	+7	110	+7
23	+92	+8	115	
24	+96	+8	120	
25	+100	+8	125	+8

Sign Language: Allows characters to communicate effectively without speaking. It is best used when exact information must be conveyed, but speaking aloud would jeopardize the situation, e.g., a stealth attack. SC:1

3 • SKILLS EXPANSION

Stealth: Stealth measures one's ability to move silently and to hide in shadows. PCs may train at a military reconnaissance school in order to become more proficient in this area. Characters must attend a reconnaissance school for a period of no less than 1 week per level of proficiency to be obtained.

Hiding in shadows entails movement in shadowy areas to avoid detection. Moving silently is self explanatory. Characters attempting to move silently must not be encumbered or be carrying objects that would make noise. This skill counts toward a Espionage occupation. SC: 1

Strength: Players may wish to increase their strength. To do so they train by lifting weights for one month per point of strength gained. Characters who choose to train alone must do a regimented workout of 2 hours a day. The character receives a 03% increase in his or her strength statistic per level attained.

The only other safe way to become stronger is to take the drug Apititoxin. Apititoxin, an anabolic steroid, raises strength by 03% for each injection. An injection costs 5,000cr and a maximum of 2 may be taken in any month. There are no residual side effects and no booster shot is required to maintain the strength. Use of this drug costs no proficiency points but still counts as a level of skill. There are cheaper steroids that can be taken but they are not safe and may cause serious health problems in the long run. SC: 3

Swimming: Proficient characters can swim great distances and run a reduced risk of drowning. A typical individual cannot swim. He risks a 10% chance of drowning for every 10m he swims. Non-proficient characters have no chance of saving drowning victims. Skilled characters may swim in dangerous waters. Each level of skill requires more time to gain due to the amount of practice required to become a proficient swimmer. Note that this skill never allows characters to swim in armor. A character attempting to swim beyond maximum distance must make Constitution checks to avoid drowning. SC: 1

SWIMMING			
LEVEL	TIME	SKILLS	DISTANCE
1	1wk	a	200m
2	3wk	ab	400m
3	7wk	abc	800m
4	18wk	abcd	2000m
5	25wk	abcde	6000m
6	35wk	abcde	12000m
7	50wk	abcde	25000m
8	70wk	abcde	50000m

A: The character can tread water for 5 minutes. This increases by 5 minutes per level of proficiency.

B: The character can dive up to 8m and retrieve a 10kg object. The depth attainable increases by 2m per level.

C: The character is able to rescue other individuals with a 60% chance of success. This increases by 05% per level of proficiency.

D: The character is trained in lifesaving and can resuscitate drowning victims 55% of the time. This increases by 05% per level of proficiency.

E: The character is able to swim in dangerous waters with 80% chance of survival. This increase at a rate of 05% per level.

Robotics

A General Certificate in this field is worth 45,000cr. A specialist in any subfield other than Identification is entitled to 65,000cr per year.

Activate/Deactivate: Proficient characters are able to locate a robot's system enable mechanism. They can activate or deactivate robotic systems. Some robots have defensive measures to prevent unauthorized tampering. SC: 3

Engineering: This is the ability to design artificial attachments for installation in robotic units. A robotic engineer can design integral parts of robots, as well as determine inherent defects in robotic equipment. This skill is similar to but separate from Cybernetics Engineering. Requires Mechanical and Electrical Engineering. SC: 7

Function Alteration: Allows one to change the programming in a robot's electronic circuitry. This is not the same as Activate/Deactivate. Proficiency does not mean that the character can spot or remove the defensive measures that protect a robot's programming circuitry. SC: 4

Identification: The character is able to identify different types of robots. Proficient characters are aware of the general type of weapon systems and functions that a particular robot typically carries. SC: 1

Modification: This skill involves the modification of a robot's body, by adding or deleting parts. It requires a level of Electrical Engineering and Mechanical Engineering. SC: 5

Repair: An excellent job skill and the pay is great. Robotic technicians are in high demand throughout the galaxies. SC: 6

Sciences

A General Certificate is worth 30,000cr. Specialists typically earn 45,000cr per year.

Agriculture: Agro-poor communities pay up to 50,000cr per year to characters with 7 or more levels of skill in farming science. SC:3

Anthropology: The study of cultures, both current and ancient. Proficient characters know how to interact with different races. 30,000cr base. SC: 2

Archaeology: The scientific study of historic or primitive peoples and their cultures through the analysis of artifacts, monuments, etc. Archaeologists are often hired by exploration teams. 35,000cr base. SC: 2

Biology: The scientific study of living matter in all of its forms. Again, proficient characters are in high demand across the galaxy. Biologists travel to planets and study the various bio-cultures. 40,000cr base. SC: 3

Botany: The study of plant life. Proficient characters can determine whether the indigenous plant life is dangerous. Botanists are often hired by planetary exploration teams. 35,000cr base. SC: 3

Chemistry: Proficient characters can synthesize new compounds. Chemists test compounds to determine their nature. 50,000cr base. SC: 3

Cosmetology: You make people look good! Specialization is only worth 35,000cr. SC:2

Cryptography: Cryptography deals with the encoding and decoding of messages. 35,000cr base. SC: 4

Forensics: Forensics is the ability to examine and evaluate physical evidence such as at the scene of a crime. This skill is vital to successful adventuring. SC: 4

Gemology: Proficient characters can determine the value of a particular gem. They are gem cutters. Mining Away Teams (MAT) hire gemologists along with planetary exploration teams. 30,000cr base. SC: 3

Genetics: The most promising subfield for any scientific mind. Requires 4 levels of Biology, Chemistry, and Physics. Starting salary: 100,000cr. SC:7

Geology: Geologists are skilled in evaluating planetary phenomenon such as volcanoes, fault ridges, and the like, as well as the minerals to be found in the planet's crust. Geology is also the study of the origin, physical history, and structure of a planet. 45,000cr base pay. SC:3

Meteorology: One can predict various natural occurrences, based on technical data. The most prolific use of this skill is determining, from space, weather phenomena on unexplored planets prior to set down. 40,000cr base pay. SC:3

Micro-Electronics: This subfield deals with the tiny, ultra-sophisticated electronic equipment ubiquitous in the 23rd century. With 4 levels of this skill, a character earns a base salary of 80,000cr. SC:6

Physics: Physics is the empirical study of energy in all of its various forms. Its applications are numerous. 50,000cr base. SC: 5

Psychiatry: You will have your hands full with all of the psychopaths wandering around the universe. Characters with over 10 levels of skill can open a practice treating mental dysfunctions on most worlds. Base pay: 45,000cr. SC:3

Taxidermy: The preservation of animals by stuffing. A favorite of Phentari (who take a liberal view on what constitutes an animal). 30,000cr base. SC:2

Theology: The study of religions. 30,000cr base. SC: 2

Security Systems

The General Certificate in this field is the same as an espionage general certificate. A specialist in Activate/Deactivate security could earn 35,000cr. A specialist in Security System operation earns 26,000cr per year. A System designer can start at 55,000cr per year.

Bypass: This skill will allow characters to avoid being detected by security systems without actually neutralizing the system. SC: 4

Defeat: This skill will allow proficient characters to deactivate security systems. Note that this often triggers an alarm. However it is usually easier to defeat a security system than to bypass it. SC: 3

Detect: This will allow characters to find security systems where they may not be readily noticeable. This covers UV beams, bio-sensors, and other hidden security measures. SC: 3

Operate: Allows a character to manually control a security system, so that a false message can be sent, automated defenses can be utilized, or to simply activate a system. SC: 2

Pick Locks: The character is skilled in the techniques used to pick locks. He must have the appropriate tools to perform the act, though a credit card may do. Characters should purchase lock picks to facilitate the opening of locks. SC: 3

Systems Design: Proficient characters can design their own security systems, with whatever sensing devices and security measures they prefer. SC: 6

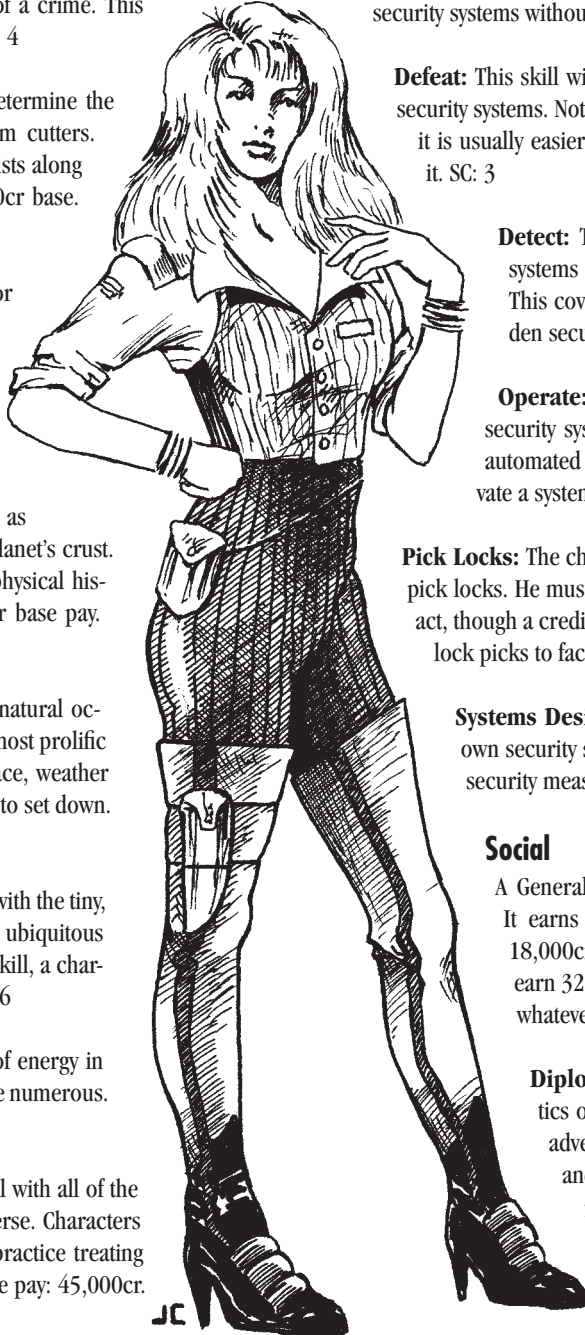
Social

A General Certificate can be obtained in this field. It earns 15,000cr. Occupations in Etiquette earn 18,000cr per year, while Urban Survival positions earn 32,000cr per year. Gambling specialists make whatever they win.

Diplomacy: Diplomats are trained in the politics of compromise. This skill is worth much to adventurers who encounter strange cultures and civilizations. Entry level diplomats make 50,000cr a year. SC:4

Etiquette: There are millions of planets in the universe, and hundreds of races. This skill will give you a basic proficiency in how to act around some of the more usual races. Be careful though, some races have really weird customs. SC: 3

Gambling: Proficient characters know a variety of card games. They can read an adversary's expressions. Very skilled card players can also count cards (level 10). SC: 2



3 • SKILLS EXPANSION

Languages: Characters have the option of learning different languages throughout their adventuring careers. PCs are often forced to interact with various cultures. Being able to speak several different languages can be advantageous. All player characters begin the game with a language proficiency in Earth English (Galactic Standard) and the language of their race (Humans and Gen-Humans start with fluency Galactic Standard and 1 level in either Mutzachan or Orion). These don't cost anything. It is assumed that the character learned them during his childhood.

To gain additional languages, a character must expend proficiency points and pay for lessons. It costs 3 proficiency points to become highly skilled in a language. Proficient characters can fluently read, write, and speak the language of their choice. Characters may opt to learn only functional or basic proficiency in a given language. One who speaks functionally has full comprehension of most normal conversations. He can write and speak the language, but has not mastered it completely. He only pays 2 points to become functionally literate. One may choose to learn only the basics of a language, enough to get by as a tourist. This costs 1 proficiency point. Translator occupation (fluency in at least 4 languages) can fetch a base pay of 50,000cr.

Languages available for study are in the table below. The number following each race will tell you what book that race's description appears in.

1. Battlegrounds rulebook
2. Galactic Underground
3. No Man's Land
4. Galactic Underground 2
5. Condemned
6. Hell's Kitchen

COMMON LANGUAGES

Aeodronian 3	Andromeni 4*	Ashanti 4*	Aziam 3	Benjari 3
Cashou 3	Chatilian 1	Cizerack 1	Eridani 1	Fott 4
Furbl 4	Galactic Std.	Gemini 4	Goola-Goola 2	Hemarean 3
Ikriani 4	Jezzadeic 4	Kizanti 2	Madusiam 3	Mazian 1*
Misha 3	Mutzachan 1	Orion 1	Phentari 1	Povonixza 1
Python Lizard 1	Ram Python 1	Sarand 3	Sheustron 3	Sye-Men 3
Tannidai 5	Tasirine 1	Vissu 3	Wakon 1	Washiran 1
Xarian 6	Zen 1	Zendarean 3		

Note: Languages marked with an asterisk indicate races whose native language is not created using vocal cords. Other races may learn the language, but only the synthesized version that the race in question uses to converse with others.

Persuasion: A player with "The Gift of Gab" is capable of convincing others to follow his directions. People tend to side with him in discussions. Oratory classes improve this ability. Player characters with a persuasion proficiency add +04 to persuasion and bargaining checks per level of achievement. SC: 1

Street Smarts: Street Smart characters can survive on the streets, without running the same risks that a normal person does. They are wise to

the events occurring around them and are adept at seeking out places and gaining information. SC: 2

Survival (Urban): Proficient characters know how to live within an urban environment. They can shop, find a job, and generally get by. Persons not familiar with urban life will often be bewildered and lost in large urban settings. SC: 2

Vehicles

A General Piloting Certificate will earn 25,000cr. Specialists in vehicles earn various amounts:

Automobile: Characters can pilot most urban land vehicles, such as sandrats, trucks, and cars. 26,000cr base. SC: 1

Emergency Damage Control (EDC): Same as the Deep Space Operations skill. SC: 5

Fighter: Pilots are trained to pilot atmospheric vehicles. 38,000cr base. SC: 5

Fighter (deep space): Pilots are trained in the use of space fighter craft. 2 levels of proficiency yields a default in Transcruisers. 45,000cr base. SC: 6

Helicopter: This skill is required to fly rotor-driven aircraft. Base pay: 35,000cr. SC: 3

Hopper: Hoppers are high altitude aircraft designed for long range travel. With this skill one can pilot these vessels. 40,000cr base. SC: 3

Navigation (atmospheric): Characters can operate planetary navigational equipment on ships and aircraft. Base pay: 30,000cr. SC: 3

Navigation (space): Same as the Deep Space Operations skill. SC: 4

Remote Piloting: Good to know. One can remote pilot vehicles from their position in orbit to ground units. Characters can also attempt to pilot vehicles from ground to space. This is much more difficult and incurs a minus 30% penalty to skill checks. 32,000cr base. SC: 5

Skimmer: Skimmers are low altitude aircraft such as hover craft and anti-grav vehicles. Proficient characters can pilot most commercial vehicles of this type. 28,000cr base. SC: 2

Spacecraft: The training required to pilot space vehicles. Any person seeking acceptance in the Deep Defense Fleet must have a minimum of 5 levels of proficiency in piloting spacecraft before applying. 60,000cr base. SC: 6

Tank: Character is skilled in the use of heavy machines, mobile artillery and rocket launcher vehicles, rovers, and tanks. 27,000cr base. SC: 3

Truck: This skill is needed to drive large ground-based vehicles. Base pay: 29,000cr. SC: 1

Weapons

A General Certificate in this field is the same as Military. A specialist in an Archaic Hand Weapon can earn 32,000cr, Archaic Powder Weapons 35,000cr, any other weapon type is worth 38,000cr. Specialists in Weapon Repair earn 40,000cr per year, and Armor Repair specialists make 45,000cr.

Characters choose one or more basic weapon fields to be proficient in. Each level of proficiency adds a 04% modifier to dice rolls when determining the attack percentage. The time required to correct a malfunction is reduced 1 second per 3 levels of skill attained. There is a minimum correction time of 1 half action (1 second).

Archaic Hand Weapons: Each archaic hand weapon uses a separate skill which requires separate proficiency point expenditures. For the most part, skills do not overlap each other. (This rule is not absolute. A long sword is pretty much the same as a broad sword. But a throwing axe isn't the same as a hand axe. Use common sense.) See Physical skills. SC: 2

Archaic Powder Weapons: Each subclass (e.g., pistols, submachine guns, shotguns, etc.) uses a different weapon skill requiring separate proficiency point expenditures. SC: 2

A/R Beams: Allows a character to utilize Attractor/Repressor Weapons (see *Lock-N-Load: Weapons & Tactics*). SC: 4

Beam Weapons: Skilled personnel can utilize most laser and beam weapons. SC: 3

Chemical Weapons: Allows character to use flamethrowers effectively. SC: 3

Direct Fire Weapons: Trained personnel can operate anti-tank weapons, mag guns, etc. SC: 3

Energy Weapons: This skill covers a variety of advanced energy weapons such as disruptors, disintegrators, metal guns. SC: 3

Grav Tech: Characters may use GEWs, or Gravitational Effect Weapons. SC: 4

High Tech Weapons Design: Requires 3 levels of Mechanical Engineering and Electrical Engineering. Proficient characters can build tech level 4+ weaponry. Mutzachans pay 1/2 the skill point cost for training in this subfield. Base salary: 60,000cr. SC:6

Indirect Fire Weapons: Trained personnel can operate mortars and grenade launchers. SC: 3

Omega Weapons: Omega weapons (Thud guns) cause damage by smashing the target with a projected force field. SC: 4

Particle: Gives a character proficiency in using Particle Beam weapons (see *Lock-N-Load: Weapons & Tactics*). SC: 3

Pulse Weapons: This skill allows use of plasma weapons. SC: 4

Rail Gun: Allows a Battlelord to utilize Gauss Rifles (see *Lock-N-Load: Weapons & Tactics*). SC: 3

Repair (weapon): Character can be trained to repair their weapons in case of a system breakdown. The cost to learn to a specific weapon repair skill equals the cost necessary to learn the basic skill itself.

SC: By Weapon Type

Repair (armor): Character can make minor repairs on armor. Requires 2 levels of electronics and welding. SC: 4

Throwing: See Military skills. SC: 1

Thunderbolt Generator: Characters can utilize this weapons system, otherwise known as "Lightning Guns" (see *Lock-N-Load: Weapons & Tactics*). SC: 3

Weapon Smith: Weapon Smiths may be skilled at archaic powder or archaic hand weapons. These two subclasses are learned separately. Three levels of this skill are necessary to produce either type of weapon. Base salary: 28,000cr. SC:3

Weapons-Gunnery

This field is also a subsidiary of Military skills. A specialist in Powder Gunnery earns 33,000cr, a specialist in any other weapon can make 39,000cr. A repair specialist for these weapons can earn 42,000cr per year.

A gunner chooses a weapon type (pulse, beam, etc.). He is able to operate vehicle mounted, heavy weapon systems of that type. Each level of gunnery improves accuracy with the respective weapon by 04%.

Archaic Powder Gunnery: Allows characters to use Machine Guns, Anti-aircraft guns, Chainguns, artillery, or other crew served or vehicle mounted archaic powder weapon. SC: 3

Beam Gunnery: Characters can utilize Laser Machine Guns and other beam vehicle/spacecraft weaponry. SC: 4

Energy Weapon Gunnery: One can use vehicle mounted or crew-served weapons of this type. SC: 4

Omega Gunnery: One can use vehicle mounted or crew-served weapons of this type. SC: 5

Particle Gunnery: One can use vehicle mounted or crew-served weapons of this type. SC: 6

Pulse Cannon Gunnery: One can use vehicle mounted or crew-served Pulse Cannons, or Pulse Combat Systems. SC: 5

Repair (weapon): Character can be trained to repair their vehicle/crew served weapons in case of a system breakdown. The cost to learn a specific weapon repair skill equals the cost necessary to learn the basic skill itself. SC: By Weapon Type

MORON SKILLS

This article begins a series of pieces aimed at ironing out the ambiguities (not like there are any) in the Battlelords' skill system. The rules given in the Battlelords rulebook regarding skills should be quite sufficient for most Battle Masters and campaigns. However, these additional discussions and optional mechanics should facilitate playability of the Battlelords game, as well as add detail for those who want it. By the way, "moron" is just a pathetic attempt to say "more on" in a witty fashion.

Learning Time

How many of you out there find it unrealistic that Mutzachans learn engineering skills at the same rate as anyone else? It would certainly take Einstein considerably less time to learn the basics of physics than it would our man Fredd! The time it takes to learn a new level of a skill, neglecting the considerations of hyper-training, should be based on a number of important factors, such as the learner's relevant bonus or penalty with the skill's prime stat, as well as their I.Q. and Intuition. These reflect the natural ability to learn a skill, the basic reasoning to comprehend its parameters and implications, and the ability to make the intuitive leaps of reason that would speed along the process of learning.

To do this, average the learner's I.Q. and INT bonuses and then add this to the stat bonus relative to the skill being learned. This will give you the total percentage of time that may be subtracted from the amount of time that the learner would normally be required to spend in order to learn the new (or initial) level of the skill. In some cases the BM may not want a particular skill to be learned at an accelerated rate, in which case he or she will inform the players of such restrictions.

Note that skills which raise abilities, such as Strength, Body Points, or Agility, can never be learned at an accelerated rate. Also note that this rule penalizes dumb characters as their stat penalties increase the time needed to learn a skill.

Skill Points

To determine the actual number of beginning skill points, each player should average the bonuses of all character stats, and add this as a percentage of starting skill points. For the purpose of averaging stat bonuses use the Strength table for Constitution, the I.Q. table for Charisma, and the Intuition table for Aggression (which simulates the inner drive). This tends to create more variation among characters of the same race, as well as giving greater emphasis to the character's stats.

• **Example:** If your character race normally has 40 beginning skill points and an average stat bonus of +10, then you would actually have 44 initial skill points.

Similar Skills

Sometimes Fredd loses his pulse cannon (Rams have a way of doing that), the only weapon he is skilled in. Fredd may try to pick up some Omega gun just lying around (not that Omega guns are notorious for being left around, for they are not) and fire it. Should he be at -40 (-50 in older versions of Battlelords) for not having the right skill? Pulse and Omega cannons are vastly dissimilar in how they work, but not in how they are fired. Remember that weapon skills only give a +4% per level bonus. Since 4 is 40% of 10 (the normal nonweapon skill level bonus), why not put the non-skill penalty for weapons on the same scale? This would put the penalty at -16. So Fredd may not hit you with the same frequency that he would with his fav pulse cannon, but he still has a good chance to flatten your perspective a little. In cases where a character attempts to fire very similar weapons, the Battle Master may rule that only half this penalty is in effect; for very different weapons, twice or thrice the penalty may be employed. If Phil Phentari, who just loves his archaic powder weapons (they make really neat sounds), finds himself firing a particle cannon for the first time, the BM has every right to penalize Phil -32 if he wishes. Maybe after Phil fires that particle gun a couple times, and gets a feel for it, the Battle Master could reduce the penalty to -16.

The BM may even want to modify unskilled penalties for nonweapon skill checks. If Fredd (now toting his favorite Omega gun) tries to hot-wire an electric door open, and all he knows how to do is shoot things and climb trees, then he should have a more difficult time than Henry, who has 40 levels in electronic-related skills. In this case you may wish to give Henry only a -20 penalty instead of -40. The actual variations are up to the particular Battle Master. You may even try allowing the players to make rolls with related skills, and depending upon the outcome, adjust the modifier to the nonproficient skill check involved.

• **Example:** Henry has an electronics journeyman skill and electrical engineering skill. Average the skills and have him roll, say, a level 4 difficulty skill check. If he really aces the roll, modify the subsequent security bypass skill check by -10; if he blows the first roll, modify the second by -50.

Battle Master Granted Skill Bonus

Some BMs may find it in their hearts, or whatever equivalent functioning organs they possess, to grant characters a number of bonus initial skills at the time of creation. This can be done as a way of gearing the players towards the type of campaign to be run and as a method of individualizing them from race and career skill norms. It also strengthens them in general, and if the Battle Master is worth his or her salt, the characters will need every molecule of aid they can get!

One method: after each character has finished buying skills and resolving the background options (which we all enjoy), roll a d6 and give the character that many skill levels in skills of your choice. These selections should be based on some further aspect of their background, vocation, or general character concept. If a player said his or her Chatilian always liked to travel, you might want to give a few extra levels of General Knowledge, or even a level or two of several language skills, something the character would normally find too expensive to learn. If you plan on running a campaign in an asteroid mining facility, and the character grew up or spent some time in that or a similar environment, you may want to grant them a few levels of mining related skills or, perhaps, some EVM. This process ensures that your characters will be more ready to handle the situations you throw at them, or will at least get them to the

point where your scenario can mangle the *&!#? out of them. Besides, appearing to be nice gives them a false sense of security...

You may want to give more or fewer bonus skills out to your players, or none at all. If you want to further justify the "gift" (set-up), make up a background story in which they spent some time at some training facility or school and thereby learned the skills granted. You could be even more subtle and actually give them the experience points necessary for the skill levels before play begins and tell them you are just running an advanced campaign. Whatever works for you works for us. Your players may thank you or hate you for the set-up, but who are they anyway?

Skill Categories

You should always realize that the categories given for the skills are not set in stone; no rules are. The lines are not neatly drawn in all fields, and it is up to you to decide what the actual relationships are between the skills in your campaign.

Therefore, you are perfectly right if you think, as a BM, that EVM should be in the Military occupational skills category because deep space zero-G troopers would have it. This skill could easily be counted towards primary, expert, and master occupational skill requirements in the Military field. You may decide that skills from one category count towards mastery or qualification in another, but at only half the rate. Play with the concepts a bit when you make up characters and you will surely see some possibilities to consider. You may, for awhile, not write down any hard, fast rules, but instead judge each character on a case by case basis. After some time you will naturally find some ideas that will work for you.

Remember, rules are only guidelines, and are meant to be broken after all! Discuss possible concepts and refinements with your players and then decide. You really don't have to listen to what they say, obviously, but asking them for their opinion will make them feel as if they have importance in your mind, which is, of course, far from the reality of any good (sadistic) Battle Master's concern!

one night only!!!

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at THE DEVIL'S
WHELPING BOX

The Zone, Hell's Point

with special guest FESTERFIST

BATTLELORDS...

MORE BANG FOR THE BUCK

My idea of Make Donding is Mega Glue!

DON'T HATE ME BECAUSE I'M BEAUTIFUL, I HATE ME BECAUSE OF YOUR FEARS AND INSECURITIES

And more boom, blam and ker-pow!!

I WANT TO PLAY AN ANIMATED FRUIT RACE!



I buried my character in the pit of Pestilence...
...Larry sucks!

The problem is... Amy shot the wrong person and aimed too high!

I wasn't beheaded! I was bebodyed!



HAVE A NICE DAY!

COULD I PLAY SOME PICKLE BEZEL RACE

Pickled mummies don't scream!!!

So what... Purple Ice cream has no bones!

WILL YOU MARRY ME MARIAM?

SHOULD HAVE AIMED FOR THE 38'S !!! SURVEY SAYS... OW!

COME PLAY AND JOIN THE INSANITY

What are you a ram?

Real NINGAS DON'T DIE!
LIFE IS A GAME TO BE WON OR LOST.
I PLAY TO WIN,
I ALSO CHEAT.

DRAKE THE WARRIOR

BLOOD JELLY!

What are you, Kinky??

CAN I HAVE WHIPPED CREAM WITH SAT?

WHEN IN DOUBT LOCK-N-LOAD

It's easy to kill.
It takes understanding to heal!

Meow!!!

Although I walk through the
valley of the Shadow of Death, I
shall fear no evil 'cause I've got
the biggest, baddest Omega cannon
in the whole valley! Thud! Thud!

Ram Python parachuting:
Count to 3 and pull the cord.
One, one, uh, one...
SPLAT!

Can we
charge the
nuke to our
galactic
express
card?

TO ERR IS HUMAN.
TO FORGIVE IS DIVINE.
NEITHER ONE IS
SSDC
POLICY...

GUNS
DO
KILL

NAAH. GUNS DON'T KILL PEOPLE.
HEMMORRHAGES KILL PEOPLE.

Does anyone have a tissue?

Not My Friend

You never understood me,
Never heard my cries.
Never saw into me,
Time just passed by.
You never grabbed & held me,
Though troubled and the wrong
Never understood me,
But now that I am gone,
You stare around, draw emptiness,
From those golden words I said,
You finally understand me.
Now that I am dead.

Quick! Get
the Squeegee!
Jimmy's been
playing with the
Python again!

ERIDANI RULE

WANTED!

CORWIN Mc Douga!
30 BILLION CRED'S
FOR HACKING
LOCK-N-LOAD.

Ready to Fight
Ready to Kill.
Ready to Die
And Probably Will.
Zeta
Guns!!


In MEMORY of Rob Hughm
Slain in battle
New Years eve, 2271

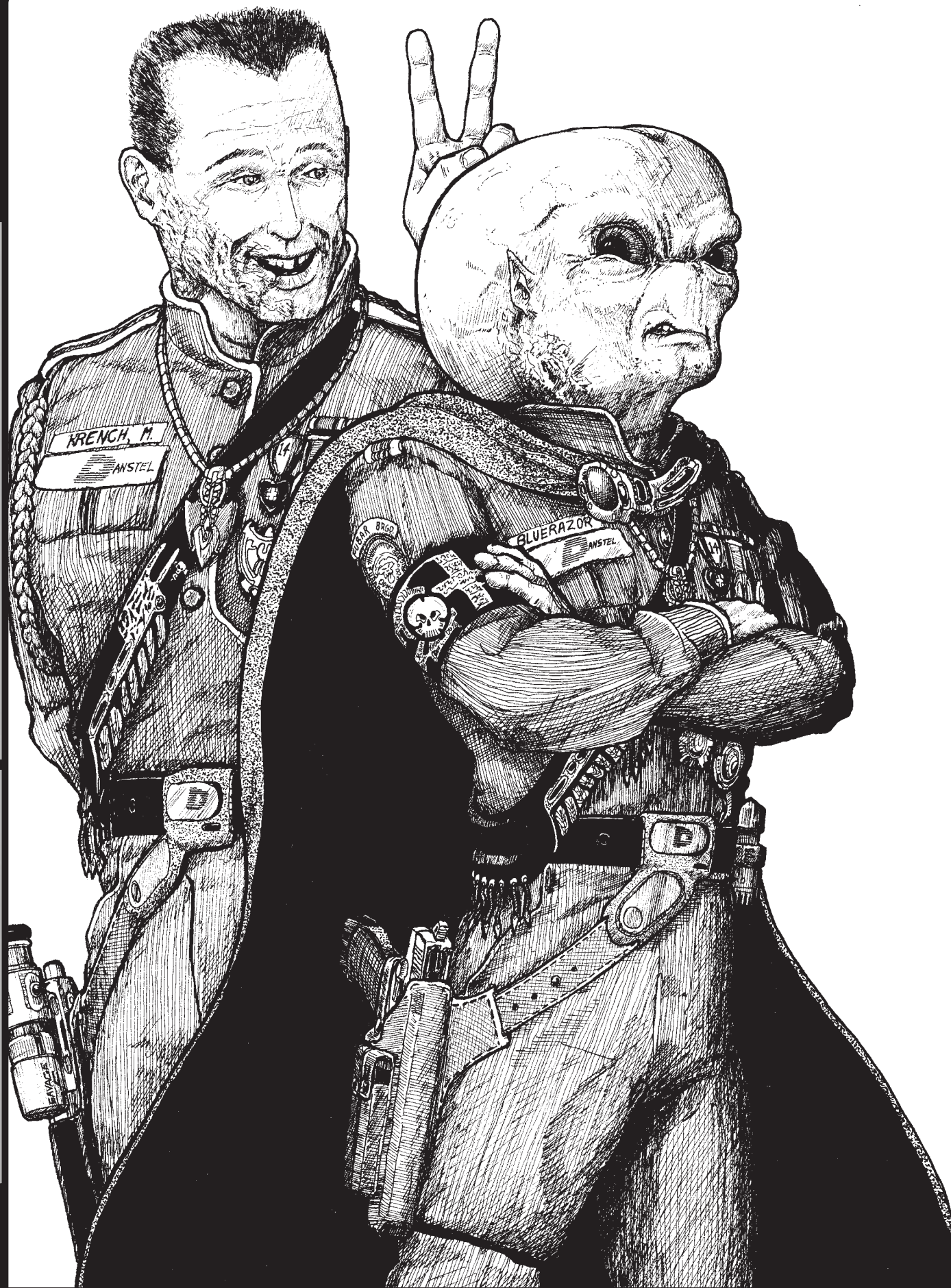
BACH
ROCKS

ALL IN ALL,
YOU'RE JUST
ANOTHER
SMEAR ON
THE WALL



"We solved Injection by shooting
the flux shield" -- Snake Squadron

FREDD WUZ HERE




Matrix Expansion • 4



IN THIS CHAPTER...

Searching For a Mentor
 Empath Matrices
 Energy Controller Matrices
 Healer Matrices
 Tricks for Matrix Controllers
 Artifacts of Power

◀ **Bluerazor** is one of a new breed of Battlelord known as the combat Mutzachan. Generally, Mutzachans remain passive, willing to observe the change in balance created by war. However, younger Mutzachans have taken to the stars in increasing numbers to test the prowess of their matrix using abilities on the combat field. Bluerazor is seen here hanging out with his mercenary buddy, Magnus.

SEARCHING FOR A MENTOR

All matrix controllers will be faced with the task of finding a mentor to teach them new powers at some point in their careers. It is difficult to find a mentor. As the character progresses in levels, it becomes even more frustrating to find someone to teach you.

Why? Simple. The more that one knows, the more formidable one becomes as a potential adversary. Thus, teachers tend to be reluctant when it comes to teaching high level matrices.

Unless matrix controllers of all levels are present on a character's home planet, the PC will be forced to travel the galaxies to find a teacher. The character is responsible for any travel expenses incurred during the trip. The percentage chance to find a Mentor is given in the *Battlelords of the Twenty-third Century* rule book. Further modifiers are given below (these modifiers are cumulative). It is more difficult and more expensive to find a teacher if you aren't of the correct racial heritage. If your character's race isn't generally on friendly terms with the mentor's, then your chance to be taught can be almost nil. It is always easier to be taught a matrix on one's racial home planet. It can be virtually impossible to find someone to teach you a matrix when you are on the Frontier. Remember, the Battle Master has the final say on whether or not there is someone around to teach you.

You don't automatically learn a new power just because you found someone to teach you. You must make a successful Intuition check. For every energy bracket above the first, there is a 05% penalty to the check as it becomes progressively more difficult to understand the new matrix. Realistically, learning the new material becomes more difficult because failure becomes more common.

• **Example:** Henry the Mutzachan has an 85 intuition. He wants to learn a 4th energy bracket power. Consequently, Henry would have a $5 * 3 = 15\%$ penalty to attempt to learn a matrix of that bracket (three levels above first). He must roll beneath 70% in order to successfully understand what he is taught.

If a character fails to learn a matrix the first time, a successful Persuasion check is necessary to convince the teacher to repeat the lesson. Those who fail are asked to leave. If they refuse, the Mentor will usually terminate (kill) them. Even if they are allowed to stay, it is customary to be charged a 05% surcharge on top of the normal price. If a matrix controller fails to learn a new matrix three times, the character is asked to leave no matter what.

How long does it take someone to learn a new matrix? Well, typically it takes 2-5 weeks per level of the matrix. Thus Henry, who is learning 4th energy bracket powers, would need 8-20 weeks per power. It takes 2 times more than that if the character is not a natural matrix controller. If a character fails to learn a matrix, it takes 150% of the base time to try again.

For an additional 50% cost, the Mentor will focus specifically on your learning. This will cut in half the time required to learn the matrix, but will impose a -10 Intuition check to your chance of learning the matrix. A matrix controller who fails to learn a matrix after the Mentor focuses specifically on them will automatically be asked to leave.

Some Mentors will also offer hyper-training for matrices of the 4th or lower energy brackets. This costs three times the normal amount, allows the character to learn the matrix in 1/4 the normal time, and adds a -25 penalty to the Intuition check for learning the matrix. PCs who fail this check may be asked to leave but will be able to attempt a Persuasion check as normal. Of course, they will have to pay more money.

4 • MATRIX EXPANSION

Some parties have more than one matrix controller of the same kind in them. PCs often want to teach each other new matrices. To do this, the teacher must be a minimum of 2 energy brackets higher than the power to be taught. The teaching time is double the norm because the Mentor is just competent enough to teach the material. A Mentor who is 3 energy brackets above the matrix being taught incurs no time penalty when he is teaching. Furthermore, to teach someone a new matrix, the teacher must have the material inscribed on paper, visual disk, or data wafer. Why? Because the student will have to review the material constantly. Learning a new matrix is exhausting. It is comparable to cramming for a test for months at a time. It takes 1 month per level of the matrix to inscribe it correctly.

A Mentor will typically only teach 1-3 new matrices at a time. Normally, an additional 50% is charged for each matrix beyond the first. The Mentor has better things to do than explain powerful arts to you. The surcharge is cumulative. Thus, the third matrix would cost 100% more than the first (double the price). The BM determines what matrices the Mentor is willing to teach. Occasionally, the Battle Master may let the player choose one power (50%), but very rarely should the player choose 2 powers (25%). The player should never be free to choose all three matrices.

Note: Matrices in the following tables that are detailed in this book are in bold.

EMPATH MATRICES

1 Power Point

Consciousness

Generation Time: 2 sec Range: Touch
Boost: 1 min/point Duration: 2 min
SMR: None Area of Effect: Target

The target is automatically drawn into a state of consciousness when this matrix is employed. The target is restricted by any wounds received in action, but is conscious of events transpiring nearby. Strength and Constitution are not affected by this power.

Distract

Generation Time: 1 sec Range: 10m
Boost: None Duration: 1-6 seconds
SMR: Mental Area of Effect: Target

A very limited form of the Invisibility matrix, this power enables the Empath to momentarily divert an opponent's attention away from the Empath and any companions, allowing them to sneak past a guard, for example. Any attack on the victim will negate all effects of this matrix. Also, because the matrix controller doesn't know how long the matrix will remain in effect, the party should be prepared to move fast.

Enchantment

Generation Time: 1 sec Range: 20m
Boost: 2m/point Duration: 5 min
SMR: Mental Area of Effect: Target

The Empath affects the mind in such a way that the target becomes enchanted. The Empath's charisma is increased drastically. Affected sentiments must make an SMR vs mental attack forms or see the controller as beautiful and charming.

EMPATH MATRICES

1 POWER POINT	2 POWER POINTS	3 POWER POINTS
Clairaudience	Berserk	Clear Mind
Clairvoyance	Brain Cramp	Channeling
Concentration	Calm	Dead Readiness
Consciousness	Confusion	Distance Illusion
Comprehend Languages	Disguise	Erase
Distract	Disguise Thoughts	Feign Death
Enchantment	Disposition	Hypnotic Suggestion
Enrage	Ego Whip	Image Creation (minor)
ESP	Eidetic Memory	Impart Knowledge
Fear	Image Projection	Invisibility
Lie	Intuition Sense	Message
Mistrust	Memory Trigger	Memory Storage
Offering	Mind Dive	Mind Blank
Patience	Prisoner	Mind Over Body
Psycho-Kinesis	Psychometry	Mind Strangle
Sense Danger	Sleep/Alert	Pain
Shatter	Stoic Valor	Pain Blockage
Spasm	Strength	Psychic Targeting
Stun	Subliminal Implant	Sensory Link
Summoning 1	Telekinetic Fist	Sonic Immunity
Telepathy	Trust	Surviving Will
Telepathy (animal)		True Sight
Telepathy (plant)		
4 POWER POINTS	5 POWER POINTS	6 POWER POINTS
Blind	Chaos	Dual Mind
Collective Resistance	Crom's Warrior	Focus
Communique	Death Vision	Haunt
Ego Smash	Dimension Travel	Heal Mind
False Thoughts	Emotion Control	Link
Hypnotic Trance	Mental Reflection	Mass Paralysis
Mass Fear	Mind Projection	Mind Control
Mass Friendship	Mind Slag	Mind Shift
Mental Resistance	Permanent Illusion	Quintar
Negation	Raise IQ	Resonant Structure
Paralysis	Re-occurring Psychosis	Scan Planet
Pass Unnoticed	Repulsion	Soul Binder
Psychic Emulsion	Secure Knowledge	Soul Search
Speak With Dead	Summoning 2	Summoning 3
Trade Minds	Transfer Power	Vanquish
Triok's Invulnerability		
7 POWER POINTS	8 POWER POINTS	9 POWER POINTS
Astral Travel	Future Shock	Omniscience
Body Switch	Psychic Force	Supreme Resonance
Disciple	Slave	
Husk	Steal Soul	
Mindlock		
Scry		
Vision Quest		

Lie

Generation Time: 1 sec	Range: 5m
Boost: 1 min/point	Duration: 2 min
SMR: Mental	Area of Effect: Target

By mentally reinforcing the idea that his or her words are true, the Empath gains the power to lie convincingly, no matter how far fetched the story. The victim receives an SMR against mental attacks, with a bonus of +10 if already suspicious or hostile to the matrix controller. Additional modifiers may be assigned at the BM's discretion, ranging from -20 for a totally believable story to +20 for a completely ludicrous one.

Mistrust

Generation Time: 2 sec	Range: 10m
Boost: 1 min/point	Duration: 10 min
SMR: Mental	Area of Effect: Target

Affected sentients don't trust those around them. They are suspicious of everything and will react accordingly. Targets are entitled to a mental SMR to negate the effects.

Sense Danger

Generation Time: 1 sec	Range: Self
Boost: 1 min/point	Duration: 2 min
SMR: Mental	Area of Effect: 20m radius

Sense Danger detects the presence of negative psychic energy within a specified area. All sentients radiate their thoughts in the form of psychic wave phenomena. The Empath is able to detect the presence and the general direction of the danger. The power has a 60% base effectiveness. This increases by 04% per level of the matrix controller above 1st. The chance for success is further affected by the controller's intuition score (add the Mental Bonus).

Shatter

Generation Time: 2 sec	Range: 20m
Boost: 04%/point	Duration: Instantaneous
SMR: Mental	Area of Effect: Target

The Empath generates a low frequency subsonic blast that causes glass and other brittle objects to shatter. The matrix has a 60% base chance for success. This increases by 04% per level of the Empath above 1st. Each additional power point increases the chance for breaking the glass by 04%. The Battle Master may apply penalties for thickness of glass, etc.

Spasm

Generation Time: 1 sec	Range: 5m
Boost: 2m/point	Duration: 1 sec
SMR: Mental	Area of Effect: Target

All of the affected target's motor neurons fire and the target spasms uncontrollably. Although this spasm is only momentary, it invokes a -40 penalty to any action taken in that round; any aimed shots by the victim are also spoiled. Victims are entitled to a Manual Dexterity check at a -50 or drop whatever they are holding.

Telepathy (Animal)

Generation Time: 1 sec	Range: 10m
Boost: 5m/point	Duration: 2 min
SMR: None	Area of Effect: 5 Targets

Allows the M.C. to communicate suggestions to animal (non-sentient) life-forms. It also allows the Empath to "hear" general emotions and feeling of the animal.

2 Power Points
Brain Cramp

Generation Time: 1 sec	Range: 25m
Boost: None	Duration: 10 min
SMR: Mental	Area of Effect: See Below

The Empath can affect up to 4 sentients within a 10m radius. Those who fail their mental SMRs forget all events that occurred within the last 10 minutes. Victims feel "kinda burnt out" and simply can't remember what happened.

Calm

Generation Time: 1 sec	Range: 2m
Boost: None	Duration: 1-4 min
SMR: Mental	Area of Effect: Target

This matrix is used to calm a hostile or violent opponent, although it cannot be used against an opponent who has actually entered into combat. The Empath calms the opponent by speaking in soothing tones and mentally projecting calm. Attacks against the target during this time will immediately negate the matrix effects. The matrix does not make the victim friendly to the Empath, simply nonaggressive. This power works particularly well on unintelligent animals; the SMR for creatures with less than 20 I.Q. is -20.

Disguise

Generation Time: 1 min	Range: Self
Boost: 10 min/point	Duration: 30 min
SMR: Mental	Area of Effect: Self

The Empath creates an illusory disguise which cloaks his or her features. The disguise thus created may be of any size, from a large cat



4 • MATRIX EXPANSION

up to a Star Troll. Specific individuals can be imitated, but those familiar with the individual in question will have a +20 on their SMR to see through the disguise. The Disguise skill is helpful when employing this matrix. Each level of skill above the 1st penalizes the SMR to see through the disguise by 03%.

Disguise Thoughts

Generation Time: 1 sec	Range: Touch
Boost: 1 min/point	Duration: 2 min
SMR: Mental	Area of Effect: Target

The target must make a successful mental SMR at +40 in order for this matrix to be successful. Subsequently, the target's thoughts are masked. Mental probes of the target produce false information as desired by the Empath.

Eidetic Memory

Generation Time: 10 sec	Range: Touch
Boost: 10 min/point	Duration: 30 min
SMR: None	Area of Effect: Self

This power provides the target with a near-perfect memory for the duration of the matrix. Anything seen, heard, or read during this time will be remembered with perfect clarity. The duration can be boosted 10 minutes per additional power point expended.

Intuition Sense

Generation Time: 1 sec	Range: Self
Boost: 1 min/point	Duration: 5 min
SMR: None	Area of Effect: Target

Focuses the mind so that the empath may make better decisions. The Empath has increased intuitive powers. There is a 10% base chance to make the correct choice when a situation is unclear. This increase by 04% per two levels above 1st. Furthermore, each additional 3 power points increases the chance for success by 04%.

Memory Trigger

Generation Time: 5 sec	Range: Touch
Boost: 04%/point	Duration: Instantaneous
SMR: None	Area of Effect: Target

Causes the affected sentient to remember forgotten things. Its practical application is to force the BM to restate things that a player forgot while roleplaying. It is also useful in affecting the information retained by NPCs. Memory Trigger is 50% effective. This increases by 04% per level of the controller above 4th. The chance for success is increased by 04% per additional power point.

Stoic Valor

Generation Time: 1 sec	Range: Touch
Boost: 1 day/point	Duration: 1 week
SMR: Mental	Area of Effect: Target

Stoic Valor reduces the chance that a sentient being tortured will break and reveal information. The Empath increases the resolve of the target for the duration of the matrix. There is a 40% chance that the target will not crack under any pressure or pain. This increases by 04% per level of the matrix controller above 4th.

Telekinetic Fist

Generation Time: 3 sec	Range: 30m
Boost: 2 dam/point	Duration: Instantaneous
SMR: None	Area of Effect: Target

A variation on Psychokinesis, this power produces a sudden, directed kinetic attack. This attack causes two points of damage, plus two points for every point of boost put into the attack. Note that, as a kinetic attack, this power will have no effect on individuals in heavy armor or wearing personal flux shields. Flux shields which cover a large area, however, may be ignored, as the Empath may simply manifest the attack inside the shield.

3 Power Points

Clear Mind

Generation Time: 1 sec	Range: Self
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Target

The controller is able to generate any power in half the time required. The power must be generated immediately following this one. If generation is not begun immediately after this matrix is complete, the benefit is lost. The decreased generation time lasts for one matrix only.

Channeling

Generation Time: 20 sec	Range: Touch
Boost: 30 sec/point	Duration: 2 min
SMR: None	Area of Effect: Target

Channeling increases the output yield of any power by a die of damage. Thus, a matrix that had its effect measured by 3d6 would have its strength increased to 4d6. Channeling becomes more fluid at higher levels: another die is gained for every two levels of the Empath above 10th.

Dead Readiness

Generation Time: 3 sec	Range: Self
Boost: 1 sec/5 points	Duration: 1 day or until used
SMR: None	Area of Effect: Self

This power was first developed by the infamous Bluerazor. Later, the activation sequence was passed along to all other matrix-using races. The matrix controller programs his or her body to carry out one last action upon incapacitation. The body may carry out any one "two-part action" that requires 3 or fewer seconds. However, if the manner of death prevents the body from carrying out the matrix, then the power is nullified.

• **Example:** Ernie the Empath could generate this matrix and instruct his body upon incapacitation to pull the pin on a grenade and throw it. If Ernie is incapacitated by getting his arm blown off, the matrix is wasted.

An Empath can boost the duration of an action by 1 second for each 5 additional points of energy expended. The chance for the body successfully carrying out the action equals 40%, plus 04% per level of the controller above 4th.

Erase

Generation Time: 3 sec	Range: 25m
Boost: None	Duration: Permanent
SMR: Mental	Area of Effect: Target

The Erase matrix randomly removes 1-4 levels of skill from the mind of the target. The reduction is permanent. Victims are entitled to an SMR vs. mental attacks. This SMR is reduced by 03% per level of the Empath above 10th.

Hypnotic Suggestion

Generation Time: 5 sec	Range: 20m
Boost: None	Duration: 1-4 hrs
SMR: Mental	Area of Effect: Target

This matrix allows the Empath to implant a post-hypnotic suggestion in the mind of the target. This suggestion may be of any nature. "You don't remember seeing us" is one example; "These aren't the androids you're looking for" is another. However, this power does have some limitations. It can't be used against an opponent who is in combat with the matrix controller's party, and it can't be used to make the target do something contrary to his nature (in most cases, this includes suicide or refusal to defend against attacks).

Impart Knowledge

Generation Time: 2 min	Range: Touch
Boost: 1 hr/point	Duration: 10 hrs
SMR: None	Area of Effect: Target

The Empath transfers known skill knowledge to a willing target. The Empath can transfer up to 6 levels. The recipient can perform tasks as if competent in this skill for the duration of the matrix. The Empath can transfer an additional level for each level of M.C. skill above 7th.

Message

Generation Time: 5 min	Range: 1000km
Boost: 1 word/point	Duration: Instantaneous
SMR: Mental	Area of Effect: Target

The Empath can transmit a private message to any familiar mind within 1,000km. The message can be no longer than 10 words, but it cannot be detected by normal means. The length of the message can be increased by 1 word per additional power point. The range may be increased by 200km per additional point of power expended.

Mind Over Body

Generation Time: 10 sec	Range: Self
Boost: 6 hrs/point	Duration: 24 hrs
SMR: None	Area of Effect: Self

By mentally suppressing the body's signals to the brain, the Empath is able to ignore the adverse effects resulting from starvation, dehydration, or fatigue. However, this power does NOT replace the need for food, water, and sleep. The Empath will collapse once the lowest point of starvation or dehydration is reached (when a vital stat reaches zero, see Battlelords basic rule book) or once the character passes out from exhaustion. This power simply allows normal functioning while vital stats are being reduced.

Pain Blockage

Generation Time: 1 sec	Range: Touch
Boost: 10 sec/point	Duration: 1 min
SMR: None	Area of Effect: Target

The target's mind completely blocks out pain. No critical damage has any effect, except bone criticals. A critical hit that causes instant death only occurs if the brain or spinal cord are struck.

Psychic Targeting

Generation Time: 5 sec	Range: Body Centered
Boost: 3 sec/point	Duration: 6 sec
SMR: None	Area of Effect: 50m radius

This extremely taxing matrix allows the Empath to keep track of the locations of all living beings in the area of effect, under the hostile conditions of combat. Psychic Targeting confers many bonuses. The Empath earns a -2 bonus to his initiative. If this knowledge can be communicated to his or her companions, they earn a -1 bonus. The Empath's attacks are all considered aimed shots; any actual aiming adds +10 to attack rolls. The drawback to opening up one's mind like this is that you are left extremely vulnerable to mental attacks: all mental SMRs made by the Empath while using this power are at a -20.

Sensory Link

Generation Time: 5 min	Range: 5 km
Boost: 10 min/point	Duration: 20 min
SMR: Mental	Area of Effect: Target

This power creates a link between the senses of the Empath and a target. The Empath sees and hears what the target sees and hears. The link requires five minutes to establish, and the Empath must have the target in sight during this time. If the target is willing, the time to establish the link is cut to one minute, and no SMR is rolled. This power is very popular among Empath spies.

Surviving Will

Generation Time: 5 sec	Range: 25m
Boost: 1 min/point	Duration: 5 min
SMR: None	Area of Effect: Target

Normally, when an individual's body points drop to zero or below (but remain above Death's Door) the character becomes unconscious and cannot move. Strength and Constitution are temporarily dropped to zero. Surviving Will instantaneously draws the target into consciousness and temporarily restores Strength and Constitution scores to half their norm. The target can move about for the duration of the matrix.

4 Power Points
Blind

Generation Time: 2 sec	Range: 20m
Boost: 2m/point	Duration: 1 hr
SMR: Mental	Area of Effect: Target

The Empath blocks all signals being transmitted from the eyes of the target to the brain, effectively blinding him or her. Unlike the Healer power, which affects the physical eyes, this power will affect even creatures without normal sight, such as Mazians (the term "blind" is misleading; the power actually seeks out and blocks the creature's primary sense). The victim is entitled to a mental SMR to prevent this effect.

4 • MATRIX EXPANSION

Collective Resistance

Generation Time: 3 sec Range: Self
 Boost: 1 min/point Duration: 5 min
 SMR: None Area of Effect: 10m radius

The minds of all friendly party members within the radius of effect receive the benefit of the most powerful mind when defending against mental attack forms. Each sentient has a mental SMR equal to that of the strongest mind (highest SMR). This matrix is often employed in conjunction with Mental Resistance. The Empath first generates Mental Resistance on the sentient with the highest SMR, then follows with Collective Resistance to protect the entire party.

False Thoughts

Generation Time: 5 min Range: Self
 Boost: 10 min/point Duration: 10 min
 SMR: None Area of Effect: Self

By invoking this matrix, the Empath creates a layer of false surface thoughts which conceal actual thoughts from unwanted mental detection. Only an Empath of higher level than the one using this power has a chance of detecting this barrier. The chance is 10% per level of difference between the two controllers.

Mental Resistance

Generation Time: 1 sec Range: Touch
 Boost: 04%/point Duration: 5 min
 SMR: None Area of Effect: Target

The target's mental SMRs are increased by 20% when this matrix is employed. This increases by an additional 03% per level of the Empath above 10th.

Paralysis

Generation Time: 2 sec Range: 100m
 Boost: None Duration: Permanent
 SMR: Mental Area of Effect: Target

This power shorts out the motor synapses of a single individual, rendering him or her unable to move. If the target makes a normal mental SMR, the matrix has no effect. The target receives a second mental SMR at +20; if successful, the paralysis is only temporary, lasting 1-6 hours.

5 Power Points

Emotion Control

Generation Time: 10 sec Range: Self
 Boost: 5 min/point Duration: 10 min
 SMR: Mental Area of Effect: 10m radius

This versatile matrix allows the matrix controller to implant emotions in all creatures within the area of effect. Whatever emotions the Empath chooses will be felt intensely, requiring a mental SMR at -20 to resist their effects. If the target is already predisposed towards feelings of that type (someone who is already nervous being hit by fear, for example), the SMR is at a -50.

Mental Reflection

Generation Time: 2 min Range: Self
 Boost: 15 sec/point Duration: 1 min
 SMR: Special Area of Effect: Self

A powerful defense which turns the opponents' own mental abilities against them. When invoked, Mental Reflection builds a barrier in the

Empath's mind which not only block mental attacks, but re-channels their energies back at the sentient making the attack. The attack is somewhat lessened in the process; thus, the opponent gets an SMR at +10, if applicable.

Mind Slag

Generation Time: 2 sec Range: Self
 Boost: None Duration: Permanent
 SMR: Mental Area of Effect: 20m radius

Mind Slag randomly erases the minds of up to 4 individuals in a 20m area. Affected targets lose 2-12 levels of skill in 6 different subfields. All victims are entitled to an SMR vs mental attacks. The SMR is decreased by 04% per level of the Empath above 13th, and per additional 2 points of power added to the matrix. The effects are permanent.

Raise I.Q.

Generation Time: 1 hr Range: Touch
 Boost: None Duration: Permanent
 SMR: Mental Area of Effect: Target

Raise I.Q. increases the effectiveness of synapses. Deductive thought processes are enhanced and I.Q. is increased. This matrix can be used a maximum of three times on any willing sentient. There is a 60% chance of success, plus 04% per level of the Empath above 13th. Success indicates that the sentient's I.Q. is increased by 1-6 points. Failure has the following results:

ROLL	I.Q. LOSS
01-40	No effect
41-80	Lose 1-6 points of IQ permanently
18-95	Lose 2-8 points of IQ permanently
95-100	Lose 3-12 points of IQ permanently

Re-occurring Psychosis

Generation Time: 5 sec Range: Touch
 Boost: None Duration: Permanent
 SMR: Mental Area of Effect: Target

Affected sentients become psychotic on a re-occurring basis. The seizure (or moment as it is called) lasts for 1-4 hours. During that time, the victim is 40% likely to attack others, and there is a further 20% chance of self injury. Roll once per week; a result of 71 or higher indicates that a moment has occurred.

Potential victims are entitled to an SMR vs mental attack forms. This is decreased by 04% per level of the Empath above 13th. The effects of this power can be nullified by a Heal Mind matrix.

Repulsion

Generation Time: 3 hrs Range: Special
 Boost: 12 hrs/point Duration: 1 day
 SMR: None Area of Effect: 10m radius

The Empath can cause an area or object to emanate powerful negative "vibes," causing creatures to be unwilling to approach it unless forced. If used on an area, all creatures in the area will attempt to leave as quickly as possible, and will not return for the duration of the matrix. The matrix controller is immune to this effect, as are robots and creatures immune to fear.

Secure Knowledge

Generation Time: 1 min	Range: Touch
Boost: 1 hr/point	Duration: 10 hrs
SMR: Mental	Area of Effect: Target

This more powerful version of the Impart Knowledge matrix allows the Empath to transfer knowledge from any sentient to the target individual's conscious mind. Up to 10 levels of skill may be transferred. This increases by one skill level per level of the MC above 13th. Information may be sucked from an unwilling victim and transferred to a willing and capable brain. The matrix works only for skills. The victim is aware of the transfer if a successful mental SMR is rolled. Again, the recipient must be willing to accept the new knowledge. The duration of the matrix can be enhanced by adding more power.

Transfer Power

Generation Time: 1 hr	Range: Touch
Boost: None	Duration: 4-24 days
SMR: None	Area of Effect: Target

This matrix allows the Empath to transfer his or her powers to an ordinary sentient. The recipient is able to generate matrices as if a true Empath. There is some danger associated with the technique. For each energy bracket a matrix is above the third, there is a 04% chance of the recipient having a stroke. Those sentients who suffer a stroke must make an SMR vs mental attack forms or lose 6-36 points of agility and manual dexterity permanently. Success indicates that the effects are temporary and will wear off in 4-24 days. The chance for a stroke occurring are reduced by 01% per level of the Empath above the 13th.

6 Power Points

Dual Mind

Generation Time: 2 min	Range: Self
Boost: 10 min/point	Duration: 10 min
SMR: None	Area of Effect: Self

A bizarre power which allows the Empath to divide his or her mind into two distinct consciousnesses, each capable of carrying on independent thought. At the start of the matrix, the Empath must decide which of the two will be in primary control of the body, and divide the power points between them in any way desired. Among the results possible with this power are:

1. One physical action and one mental action per round,
2. The ability to perform mental tasks and calculations twice as fast as normal,
3. Two mental actions per round.

The matrix user will also be hard to attack mentally. The Empath gains two mental SMRs, and if either is successful, the mental attack is ignored. The drawback to this power is that the Empath has a 01% cumulative chance to contract Multiple Personality Disorder each time it is used.

Heal Mind

Generation Time: 10 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

Repairs damaged minds. All mental illnesses such as re-occurring psychosis, schizophrenia, and manic depression are repaired with the generation of this power.

Mind Control

Generation Time: 10 sec	Range: 200m
Boost: 1 min/point	Duration: 3 min
SMR: Mental	Area of Effect: Target

One of the most dreaded Empathic matrices, and also one of the most useful, Mind Control allows the Empath to take full control of an opponent, manipulating them like a puppet. The opponent is aware of this control, and is probably not too happy about it. The Empath has a base 50% chance to be able to utilize the powers of the opponent (if any); this chance is raised to 70% if the powers are ones the Empath normally employs. However, the Empath pays the point cost of these powers. In effect, the Empath is pouring energy into the target's brain and causing the target's powers to "fire."

Mind Shift

Generation Time: 10 min	Range: Special
Boost: None	Duration: Permanent
SMR: Mental	Area of Effect: 2 Creatures

A more powerful version of Trade Minds. The Empath can exchange the minds of any two creatures, providing he or she has touched both of them within the last 30 hours. This exchange is permanent until reversed by another generation of this matrix. There is a base 50% chance that negative consequences will result from this transfer (possibly including insanity, deterioration of such characteristics as manual dexterity and agility, etc.) This chance grows as the bodies become increasingly dissimilar. This matrix can be used by a matrix controller to place a soul in the Storage matrix into an undamaged body, with a flat 50% chance of success. (Note that if any participant in the exchange is unwilling, he or she gets an SMR; success negates the entire exchange.)

Quintar

Generation Time: 1 sec	Range: Self
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: 50m radius

Quintar was the name of an infamous Empath whose last stand ended in the generation of a sonic blast which destroyed his enemies as well as himself. When this matrix is employed, the Empath unleashes a powerful sonic wave that does 100-600 points of damage to anyone within 50m. The damage yield drops off by 1 point per meter beyond this. Sonic suits halve the damage. The Empath actually explodes and no resurrection is possible.

Scan Planet

Generation Time: 6 hrs	Range: Special
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Special

This powerful matrix allows the Empath to expand his or her consciousness to a planet-wide scale to search for the thought patterns of an individual or specific type of individual. While time-consuming and exhausting, this matrix will allow the Empath to locate an individual with great accuracy (to within a one square kilometer area).

This power can only be used once per week due to the tremendous strain of sorting such massive amounts of information.

7 Power Points

Husk

Generation Time: 1 sec	Range: 50m
Boost: None	Duration: Permanent
SMR: Mental	Area of Effect: Target

Those victims who fail their SMRs have their minds completely erased. They are reduced to husks. All memories and skills are completely wiped out. Restoration is possible. A victim can relearn at a rate of one year's worth of memories per month of hospitalization. This costs anywhere from 10,000-15,000cr per month. Victims are entitled to a mental SMR at a -40. The penalty is increased by 04% per level of the controller above 19th.

Mindlock

Generation Time: 1 min	Range: 10 parsecs
Boost: 1 day/point	Duration: 1 day
SMR: Mental	Area of Effect: Target

This power allows the Empath to get a mental lock on a particular individual and accurately track the individual over great distances. The Empath is not aware of the target's surroundings or doings, but will know where the target is in relation to the matrix controller. This lock can be used as a conduit for other powers which would normally have much shorter ranges, but the point cost of such powers is quadrupled.

8 Power Points

Slave

Generation Time: 1 min	Range: Touch
Boost: None	Duration: Permanent
SMR: Mental	Area of Effect: Target

This matrix is outlawed to all but Galactic Law Officials, who use it to permanently remove the menace posed by particularly dangerous felons. In the hands of unscrupulous Empaths, this power is used to create slaves who are incapable of disobeying orders. Victims are entitled to a mental SMR at a -50 penalty.

9 Power Points

Omniscience

Generation Time: 24 hrs	Range: 0
Boost: None	Duration: Special
SMR: None	Area of Effect: Self

One of the most awe-inspiring of all Empath powers. The greatest of the Empaths are capable of putting themselves in touch with the sum total of all knowledge held by the Galactic Alliance. However, finding a specific fact within this mass of information is both time-consuming and risky. To find a given piece of information will take from 2-24 hours. For each hour of searching, there is a 03% cumulative chance that the Empath's brain will be unable to deal with the massive overload of information. If this is the case, the Empath must make a mental SMR; success means that the matrix must be stopped immediately, but has no negative side-effects other than a splitting headache. Failure means the loss of 2-20 points of Intelligence and 5 power points permanently (and the matrix ceases). This power may be used, at most, once a month.

ENERGY CONTROLLER MATRICES

1 POWER POINT	2 POWER POINT	3 POWER POINT
Blow Torch	Asnobian's Hand	Activation Energy
Chemistry 101	Battery	Computer Interface
Chilled Veins	Bluerazor's Pain	Control Sound
Control Flames	Bypass	Dead Readiness
Control Shadows	Cache	Displacement
Darkness	Continuous Light	ECCM
Dazzle	Defeat Security	ECM
Electrical Discharge	Drain	Energy Sheath
Finger Laser	Field Shunt	Fire Blast
Glue	Ground Sparks	Fist of Asnobian
Kentucky Windage	Hologram	Fly
Kinetic Energy Barrier	Infravision	Frequency Scanner
Light	Invisibility	Gravity Boost
Metal Detection	Jam	Improved Invisibility
Pyrotechnics	Jigsaw	Magnetic Disruption
Separation	Magnetize	Maser
Shadow Boxer	pH	Optical Reduction
Shatter	Polymizer	Particle Beam
Spot Weld	Short Circuit	Sonic Concussion
Temperature Manipulation	Ultra-Vision	Sonic Immunity
Vibronics	Warp Metal	Thunder Bolt
		Transmission Boost
		Transmission Jam
		Transmission Scrambler
4 POWER POINT	5 POWER POINT	6 POWER POINT
Absorption-Fire	Cascade	Anti-Gravity
Asnobian's Vise	Combination (minor)	Close Gate
Bluerazor's Vengeance	Corruption of Bluerazor	Energy Negation
Cellular Disruption	Dimensional Awareness	Energy Sponge
Cellular Immunity	Dimensional Interaction	Kashonas
Energy Manipulation	Dimensional Prison	Kinetic Nullification
Explosive Lattices	Dimension Travel	Life Shield
False Image	Electromagnetic Pulse	Scan
Lightning Storm	Electron Flow	Siphon
Mass Invisibility	Field Corruption	Solar Sail
Overload	Fire Wall	Space Walk
Plasma Pulse	Flux Shield	Time Slow
Plasma Reduction	Gravitational Sheer	
	Ice Wall	
Psionic Immunity	Kinetic Immunity	
Radiation Sink	Locate Gate	
Shape	Molecular Dispersion	
Solar Cell	Molecular Disruption	
Sonic Disruption	Molten Sea	
Stabilize Field	Omega Pulse	
Stabilize Reaction	Power Port	
Tree Fort	Radiation Shield	
Warp Light	Solid Energy	
X-Ray Vision	Teleport	

ENERGY CONTROLLER MATRICES (CONT.)

7 POWER POINTS	8 POWER POINTS	9 POWER POINTS
Absolute Zero	Bind	Combination (major)
Antimatter	Cataclysm	Space Fold
Attraction/Repulsion	Collapse Star	Time Travel
Cancellation	Essence Defile	
Energy Cloud	Gravitational Body	
Mass Teleport	Gravity Wave	
Permanency	Nova	
Prism of Destruction	Warp Space	
	Worm Hole	

ENERGY CONTROLLER MATRICES

1 Power Point

Blow Torch

Generation Time: 2 sec	Range: 0
Boost: 10 sec/point	Duration: 30 sec
SMR: None	Area of Effect: See below

The Energy Controller generates a blow torch from the tip of the index finger. The torch can cut a 0.5m radius hole through threshold 4 objects (normal steel) in 10 seconds. The cutting time is reduced by 3 seconds per threshold rating below 4. It is increased by 6 seconds per threshold rating above 4, to a maximum cutting potential of threshold 7.

Chemistry 101

Generation Time: 5 sec	Range: Touch
Boost: None	Duration: 1 sec
SMR: None	Area of Effect: 1 substance

The Energy Controller automatically knows the composition of any material touched, so long as that type of material has been encountered before in the universe. The matrix controller is aware of the exact proportions of its constituents.

Control Flames

Generation Time: 2 sec	Range: 20m
Boost: 2 min/point	Duration: 10 min
SMR: None	Area of Effect: 10m radius

This power allows the Energy Controller to control existing flames. He or she can cause flames to double in size (and fuel consumption), increase in intensity (+2 points of damage to flame-based attacks), or extinguish them entirely within the area of effect.

Control Shadows

Generation Time: 2 sec	Range: Self
Boost: 2 min/point	Duration: 2 min
SMR: None	Area of Effect: 20m radius

The Energy Controller can control the shadows in the immediate area by subtly manipulating the ambient light. He can use this power to distract (create shadows of things that aren't there), aid in concealment (+30 to concealment rolls), or do just about anything else that his or her twisted little mind can come up with regarding shadows.

Dazzle

Generation Time: 1 sec	Range: Self
Boost: None	Duration: 10-60 sec
SMR: None	Area of Effect: 5m radius

By generating a blinding flash, the Energy Controller can dazzle all within the area of effect who have not taken precautions (like hiding their eyes). This results in a -40% to sight checks and sight-based skills (including most attacks) for the duration of the matrix.

Kentucky Windage

Generation Time: 1 sec	Range: Self
Boost: 5sec/point	Duration: 10-40 sec
SMR: None	Area of Effect: 5m radius

This matrix confers upon the Energy Controller the ability to heat and cool the air and thus create strong wind currents. The percentage chance for bullets to strike targets inside the area of effect is reduced by 25% for the duration of the matrix.

Vibronics

Generation Time: 2 sec	Range: Self
Boost: 20sec/point	Duration: 1 min
SMR: None	Area of Effect: 50m radius

Vibronics generates powerful waves through the ground at varying points along the field of incidence, thereby disrupting the ability of ground sensing devices to lock onto targets. Vibro-rods are useless, as well as the Python and Mazian innate abilities to sense movement through the ground.

2 Power Points

Asnobian's Hand

Generation Time: 2 sec	Range: 20m
Boost: 30 sec/point	Duration: 1 min
SMR: None	Area of Effect: Special

Asnobian developed this matrix to assist the needs of the young Energy Controllers unable to harness great power. The hand has a 50 strength. It can lift and transport up to 20kg. Furthermore, it can force another hand to squeeze shut, or cause glass to break. It can be used to force any sentient holding a weapon to make a strength check at a -40 or pull the trigger. Normal glass and thin metal such as aluminum are crushed automatically.

Bluerazor's Pain

Generation Time: 1 sec	Range: Self
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Self

A wounded Energy Controller can heal damage by invoking Bluerazor's Pain. The controller automatically heals all body damage, including critical hits to the body. Note, however, shrapnel and other objects that have lodged in the body as a result of being wounded still remain dangerous, as do poisons released as a result of organ damage. Generating this matrix reduces one's Constitution by 1-6 points permanently. The Energy Controller must be conscious at the moment of generation, unless utilizing the matrix Dead Readiness.

4 • MATRIX EXPANSION

Cache

Generation Time: 10 sec Range: 5m
 Boost: 1 day/point Duration: 1-4 days
 SMR: None Area of Effect: .2m cube

Cache opens up a small hole in the stable universe where an Energy Controller can hide things. The hole has a volume of .2m cubed. The hole can be opened at any time during the duration. There have been occasional reports that items have been stolen from the cache.

Defeat Security

Generation Time: 2 sec Range: 5m
 Boost: None Duration: 1 min
 SMR: None Area of Effect: 1 system

The Energy Controller is able to discern the most probable method to defeat electronic or energy based security systems. The Energy Controller interfaces with the system and effectively has a level 8 Defeat Security skill, in addition to any other Defeat Security skill possessed. An additional effective level of Defeat Security skill is added per two levels of matrix skill above 7th.

Field Shunt

Generation Time: 5 sec Range: 5m
 Boost: 1 min/point Duration: 1-3 min
 SMR: None Area of Effect: 1 flux shield

Shunts flux shields with up to 200 points of strength to the ground for the duration of the matrix. The controller also absorbs 1 power point per 50 points of energy shunted.

Hologram

Generation Time: 5 min Range: 20m
 Boost: 5 min/point Duration: 10 min
 SMR: None Area of Effect: Special

The matrix controller can create three-dimensional images out of light. The images cannot be mistaken for solid objects (they're translucent, for one thing), but can still be put to any number of uses. This is a good power for impressing native-types.

Infravision

Generation Time: 1 sec Range: Self
 Boost: 5 min/point Duration: 10 min
 SMR: None Area of Effect: Line of Sight

This matrix is similar to Ultravision, except that it enables the Energy Controller to see infra-red energy. Very strong sources (like a blazing fire, for example) may blind temporarily.

Jigsaw

Generation Time: 1 min Range: 5m
 Boost: None Duration: Permanent
 SMR: None Area of Effect: 5m radius

Jigsaw allows the MC to understand the spatial relationship between scattered pieces of a puzzle. The matrix causes all broken shards of an object to re-align in their correct pattern. Missing pieces are still missing, but the MC can create a finished jigsaw puzzle from the remains. Useful for destroyed documents or deconstructed machinery for example.

pH

Generation Time: 2 sec Range: 5m
 Boost: 1pH/2points Duration: Permanent
 SMR: None Area of Effect: Up to 2 liters

The Energy Controller releases ions into a solution and thereby adjusts the pH of a solution up or down as desired. Normally, the Energy Controller can only adjust the pH down to 3 or up to 11. Each additional two points of power allows these boundaries to be exceeded to a maximum of a pH of 0 or 14. See the table below for details.

pH	EFFECT
0	Acid does 1-10 points of damage per 10 sec of contact
1	Acid does 1-6 points of damage per 10 sec of contact
2	Acid does 1-4 points of damage per 20 sec of contact
3	Acid does 1-2 points of damage per 30 sec of contact
4	Acid does 1 point of damage per minute of contact
5	Slightly acidic
6	Weakly acidic
7	Neutral
8	Weakly basic
9	Slightly basic
10	Base does 1 point of damage per minute of contact
11	Base does 1-2 points of damage per 30 sec of contact
12	Base does 1-4 points of damage per 20 sec of contact
13	Base does 1-6 points of damage per 10 sec of contact
14	Base does 1-10 points of damage per 10 sec of contact

Note that the acid or base must be washed off in some manner or else damage will be done continuously for as long as 3 minutes. In addition, contact with the eyes will damage the sentient in half the time, and will result in blindness if enough acid damage to do a critical wound is sustained.

3 Power Points

Computer Interface

Generation Time: 3 sec Range: Touch
 Boost: 1 hr/point Duration: 1-4 hrs
 SMR: None Area of Effect: 1 computer

Allows the Energy Controller to neurally interface with a computer. The time required to perform any task is reduced to 25% of the norm. The Energy Controller thinks the proper commands to program and operate the system. The Energy Controller may break the neural link at any time, causing the matrix to expire before its full duration.

Control Sound

Generation Time: 1 sec Range: Self
 Boost: 2 min/point Duration: 5 min
 SMR: None Area of Effect: 3m radius

By invoking this matrix, the Energy Controller gains control over sound in the area of effect. The sound may be decreased down to 0 (useful when silent movement is necessary), or increased to the point of actual discomfort (although the sound will not be damaging). If used in conjunction with sound-based attacks, the effects are increased or decreased by 50%.

Dead Readiness

Generation Time: 3 sec	Range: Self
Boost: None	Duration: 1 day or until used
SMR: None	Area of Effect: Self

This power was first developed by the infamous Bluerazor. Later, the activation sequence was passed along to all other matrix-using races. The matrix controller programs his or her body to carry out one last action upon incapacitation. The body may carry out any one "two-part action" that requires 3 or fewer seconds. However, if the manner of death prevents the body from carrying out the matrix, then the power is nullified. The chance for the body successfully carrying out the action equals 40%, plus 04% per level of the controller above 4th.

• **Example:** Henry the Mutzachan could generate this matrix and instruct his body to pull the pin on a grenade and throw it upon incapacitation. If Ernie is incapacitated by getting his arm blown off, the matrix is wasted.

ECCM

Generation Time: 3 sec	Range: 100m
Boost: +02/point	Duration: 1 min
SMR: None	Area of Effect: 15m radius

This power functions exactly like ECM except that it is used to overcome the effects of defensive electro-counter measures thrown up by an enemy target. The Energy Controller filters out interference patterns and reduces the effects of ECM. All attacks using electronic means to lock onto a target within the area of effect receive a +15 ECCM bonus.

ECM

Generation Time: 2 sec	Range: Self
Boost: -03%/point	Duration: 2 min
SMR: None	Area of Effect: 5m radius

ECM is generated by the matrix controller to reduce the probability of electronic lock on by enemy forces. A series of random electron interference patterns are generated that reduce electronic targeting ability. All attacks utilizing electronic technology to lock on have their probabilities to hit reduced by 20 points. The interference pattern can be increased by adding more power.

Energy Sheath

Generation Time: 10 sec	Range: Self
Boost: 1 min/point	Duration: 2 min
SMR: None	Area of Effect: Self

The Energy Controller is surrounded with a high-intensity energy field. Any being closing to melee range with the Energy Controller will take 2-12 points of damage per second in fire damage. The Energy Controller is protected from these effects (the energy is being radiated away), but has no protection from outside energy attacks other than that normally possessed. The field is visible and provides a +50 to sighting checks when attempting to spot the Energy Controller (+80 at night).

Fist of Asnobian

Generation Time: 2 sec	Range: 50m
Boost: 2 damage/point	Duration: 1 min
SMR: None	Area of Effect: See below

This matrix generates a force field with a 90% chance of striking a sentient or object, doing 3 points of damage. This is translational



4 • MATRIX EXPANSION

damage if employed against armor (unaffected by threshold). The field moves at a speed of 20m/sec. The damage yield can be increased by adding more power.

Gravity Boost

Generation Time: 2 sec	Range: 10m
Boost: 1 sec/point	Duration: 10 sec
SMR: None	Area of Effect: Target

This matrix increases the pull of gravity on the target to the point where he or she is slowed to half normal movement and takes 2 points of crushing damage per second (if wearing armor, this damage translates to the absorption polymers of the legs; after that, it goes to the legs themselves). The target has an initiative modifier of +4 while under the effects of this power. The best way to deal with an Energy Controller using Gravity Boost on you is to get one of your friends to shoot him, breaking his or her concentration. While using this power, the Energy Controller must concentrate on the field, but is able to move at half normal speed.

Improved Invisibility

Generation Time: 2 sec	Range: Touch
Boost: 2 min/point	Duration: 10 min
SMR: None	Area of Effect: Target

This matrix is similar in all respects to the second energy bracket power Invisibility, but it renders the target invisible to all forms of energy (infrared and ultraviolet included).

Magnetic Disruption

Generation Time: 2 sec	Range: Self
Boost: -1die/4 points	Duration: 1 min
SMR: None	Area of Effect: 3m radius

The controller reduces the effects of weapons that employ magnetic technology by a die of damage. Each additional 4 points of power further reduces damage by an additional damage die. The matrix has a 3 meter radius of effect, and all objects within that area are protected equally.

Maser

Generation Time: 1 sec	Range: 50m
Boost: 1 die/4 points	Duration: 2 sec
SMR: None	Area of Effect: Target

This matrix produces the same effects as a Finite Thermatic (90/90/80/60/ 3-12 damage). The damage yield of the matrix may be boosted by adding 4 power points per additional d4 of damage.

Particle Beam

Generation Time: 5 sec	Range: 100m
Boost: 2m/point	Duration: Instantaneous
SMR: None	Area of Effect: Target

This matrix creates and fires a p-beam which does 2-8 points of damage and has all the benefits of a particle weapon (ignores absorption, reduces threshold by 2, and can be fired around corners). The particle beam has a base 80% chance to hit at range bracket 1, decreasing by 20% per range bracket.

Thunder Bolt

Generation Time: 3 sec	Range: 30m
Boost: None	Duration: Instantaneous
SMR: Electrical	Area of Effect: Target

Designed to harness existing ions, creating a difference of potential between the controller and the target. The controller unleashes a 6d6 electrical charge known as a thunderbolt, due to the report generated when the blast is made. The thunderbolt can be heard for up to 2,000m. A successful SMR halves the damage.

4 Power Points

Absorption Fire

Generation Time: 3 sec	Range: Self
Boost: 5 sec/point	Duration: 30 sec
SMR: None	Area of Effect: 3m field

A trained Energy Controller is capable of performing tremendous feats. One of these is the matrix Absorption Fire. The Energy Controller acts as a focus for energy across a 3m front. Any non-kinetic, energy-based attacks that strike this oscillating purple field are absorbed by the Energy Controller. Up to 100 points of energy may be absorbed without suffering damage. The Energy Controller is then able to hurl the energy back at his or her assailants with pre-measured bolts of energy. The Energy Controller can release any amount of energy absorbed at any target once per second. The controller's skill in throwing, including Manual Dexterity bonuses, is used to determine accuracy. The energy bolts do damage equal to the amount of energy stored in them. At no time can a controller release more energy than that stored.

If the controller has released energy back in the direction of the enemy, further energy damage may be absorbed, as long as the maximum duration of the matrix is not exceeded. If the Energy Controller is overloaded (more than 100 points of energy absorbed before it can be re-released), the total amount of absorbed damage is translated into the controller's body (which is usually disintegrated). Armor and flux shields are ignored.

The Energy Controller is able to absorb 20 points of additional energy, per level of skill above 13th.

Asnobian's Vise

Generation Time: 2 sec	Range: 50m
Boost: 1 dam/3 points	Duration: 10 sec
SMR: None	Area of Effect: Target

Asnobian ascended to his position as the 3rd Seat to the Council of Timar because of his advances in matrix technology. Vise is another one of his findings. The matrix generates a small bowl-shaped force field that acts to generate a pressure gradient inward. The bowl settles over the head of the victim and does 1 point of damage per second (translational for helmets). The field can be intensified by adding 3 power points per additional point of crushing force.

Bluerazor's Vengeance

Generation Time: 1 sec	Range: 50m
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Target

The infamous Bluerazor developed this matrix as a last resort to a dead end situation. A part of an Energy Controller's body is channeled into the matrix; points of Constitution are sacrificed to fuel the damage

yield of the matrix. For every Constitution point burned, the matrix does 20 points of damage to the target. The damage is dealt out in a bolt of energy erupting from the controller's skin, appearing to be plasma. The chance to hit at range bracket 1 is 95%, -05% per range bracket out to range bracket 4. The Constitution points are permanently lost and may only be restored by a Healer using Restore Constitution. Furthermore, the Energy Controller must make a System Shock after the matrix is generated or pass out for 1-4 minutes. The matrix controller may sacrifice up to 3 Constitution points without suffering any penalty. If more Constitution is used, a system shock roll at a -05 per point of extra Constitution expended is necessary to maintain consciousness.

False Image

Generation Time: 1 sec Range: 20m
Boost: None Duration: 10 min
SMR: None Area of Effect: 0.5m square

This matrix creates a false x-ray image of the controller's liking. The chance of being discovered by nullifiers often found in spaceport areas is 4%. This is reduced by 01% per level of the Energy Controller above 16th.

Lightning Storm

Generation Time: 10 sec Range: 1 km
Boost: None Duration: 15 min
SMR: None Area of Effect: 100m radius

The Energy Controller attempts to create a difference in potential between two points within a cloud bank and thereby unleash lightning. The power of the matrix depends on the weather at the time. One bolt of lightning strikes the ground every minute for the duration of the power. There is a 10% chance that a bolt of lightning will backfire and strike the controller. This is reduced by 02% per level of the controller above 10th. Roll on the table below to determine the weather conditions at the time of generation. Alternatively, the Battle Master may declare the weather conditions.

ROLL	WEATHER	DAMAGE
01-30	clear day	1d8
31-60	light overcast	2d8
61-75	partially cloudy	3d8
76-90	cloudy	4d10
91-100	thunderclouds	6d10

Mass Invisibility

Generation Time: 2 sec Range: Self
Boost: 30 sec/point Duration: 5 min
SMR: None Area of Effect: 3m radius

This power renders creatures and objects within a 3 meter radius of the Energy Controller invisible. It is otherwise exactly like the second energy bracket power Invisibility.

Overload

Generation Time: 1 sec Range: 100m
Boost: None Duration: Instantaneous
SMR: None Area of Effect: 1 Weapon

This matrix causes one weapon to overload. It is 50% effective, plus 04% per level of the controller above 10th. Roll on the appropriate Mal-

function chart in the Battlegrounds of the 23rd Century rule book, with a +15 modifier, to determine the effects. Works on APWs too.

Radiation Sink

Generation Time: 5 sec Range: Self
Boost: None Duration: 6 hrs
SMR: None Area of Effect: 100m radius

Radiation sink acts like a sponge. All harmful gamma and beta radiation is drawn into the Energy Controller's body. Radiation up to the levels given off by a Green Glass nuclear explosion may be absorbed. This ages the matrix controller by 100 years and permanently reduces Constitution by 1-10 points.

Solar Cell

Generation Time: 5 min Range: Self
Boost: None Duration: 1 hr
SMR: None Area of Effect: Self

The Energy Controller acts as a huge solar cell, collecting energy from the sun and converting it into power points. The rate of conversion depends on the sunlight available and is determined by the table below. While collecting, the matrix controller must concentrate deeply and do nothing else.

SUNLIGHT	ENERGY GAIN
3 G-type suns	1 power point/minute
2 G-type suns	1 power point/2 minutes
1 G-type sun	1 power point/5 minutes
Partial Overcast	1 power point/10 minutes
Heavy Overcast	1 power point/30 minutes

Sonic Disruption

Generation Time: 5 sec Range: 50m
Boost: 2m/point Duration: Instantaneous
SMR: Sonic Area of Effect: Target

This matrix has the same effects as a sonic disruptor on the target; consult the weapons table in the Battlegrounds rule book for these effects.

Stabilize Field

Generation Time: 2 sec Range: 10m
Boost: 10 min/point Duration: 1 hr
SMR: None Area of Effect: 1 field

This useful matrix is employed to stabilize energy fields that are degenerating due to an imbalance. Stabilize Field is most commonly employed on starships where sensitive equipment uses magnetic and electro-magnetic fields to facilitate operations. Base chance for success is 80%. This increases at a rate of 10% per level of the controller above 10th. The BM will assign penalties to the chance for success, dependent on the strength of the imbalance and the size of the field itself.

Stabilize Reaction

Generation Time: 2 sec Range: 10m
Boost: 5 min/point Duration: 10 min
SMR: None Area of Effect: 1 reactor

Stabilization is often employed on spacecraft to stop a reaction that has gotten out of control. The energy controller generates a scintillating containment field that acts to regulate the reaction. The controller

4 • MATRIX EXPANSION

becomes an integral part of the reaction until measures can be taken to bring the situation under control.

Tree Fort

Generation Time: 10 sec	Range: 5m
Boost: None	Duration: 1 day
SMR: None	Area of Effect: 5m cubed

Tree Fort creates an inter-dimensional room that can be accessed from the normal universe. When generated, a portal appears at ground level (despite its name). It shimmers red and orange and has a 5m cubed volume. The controller can enter with any non-energy using device. Bringing electronics-based equipment into the fort risks the equipment being destroyed. There is a fixed 10% chance that any energy-based object brought into the tree fort will be destroyed by the energy flux opening the portal into this dimension. Reports claim that strange beings have attacked people inside the fort and forced them to flee back to the normal universe.

Warp Light

Generation Time: 1 sec	Range: Self
Boost: 10 sec/point	Duration: 1 min
SMR: None	Area of Effect: 1m radius

By warping the light around him, the Energy Controller is cloaked in a shimmering field which completely diffuses light and laser-based attacks. Anyone within this field, including the Energy Controller, will have difficulty seeing clearly (-40 to sight checks).

5 Power Points

Cascade

Generation Time: 3 sec	Range: 50m
Boost: None	Duration: Instantaneous
SMR: Fire	Area of Effect: Target

The matrix controller unleashes a focused blast of energy that does 30-120 points of damage to whatever it hits (treat as fire). A successful SMR vs fire halves the damage. This power is so taxing that the MC must make a mental SMR or pass out. A +04 is applied to the SMR for each level of the MC above 16th.

Corruption of Bluerazor

Generation Time: 2 sec	Range: 50m
Boost: None	Duration: Instantaneous
SMR: Biological	Area of Effect: Target

This matrix was invented by the infamous Bluerazor in a very twisted moment. It attempts to suck Constitution out of the target's body and then turn it against them as an energy blast. This adds injury to injury! Targets are entitled to a biological SMR. A failed SMR indicates that the target loses 1-6 points of constitution. Furthermore, for each point of constitution lost, the target sustains 5 points of damage from an energy blast! The pulse generates about 1m away from the target, so armor and flux shields apply. Treat as a plasma attack which hits automatically. As an added bonus, targets that fail their SMR also must make a System Shock roll at a +10 or pass out from the Constitution loss! All Constitution loss is permanent, as with Bluerazor's Vengeance.

Dimensional Awareness

Generation Time: 5 sec	Range: Self
Boost: 30 min/point	Duration: 2 hrs
SMR: None	Area of Effect: Self

The controller can see into the nearby area of the 4th dimension. The Energy Controller can locate sentients trapped in dimensional prisons, caches, and most notably can detect the presence of creatures in the 4th dimension getting ready to attack into the 3rd dimension. Creatures from the 4th dimension gain no bonuses to attack the controller.

Dimensional Interaction

Generation Time: 3 sec	Range: 100m
Boost: 10 sec or 25m/point	Duration: 30 sec
SMR: None	Area of Effect: Target

Developed to combat creatures readying to attack from the 4th dimension. The Energy Controller can detect the presence of inter-dimensional creatures. He creates a tear in the fabric of the 3rd dimension, providing a conduit into the 4th dimension. Weapons and other forms of attack function normally against inter-dimensional beings. The range is limited to 100m; however, this can be increased by 25m per additional power point expended. The duration of the matrix can be boosted by 10 seconds per point of power expended.

Dimensional Prison

Generation Time: 30 sec	Range: 5m
Boost: None	Duration: 5 yrs
SMR: None	Area of Effect: 3m cubed

The Energy Controller creates a 3m cubed area extending into the 4th dimension. Sentients placed inside this prison cannot escape unless rescued by someone operating in the 4th dimension itself. Reversing the matrix releases the captive, and the prison will exist itself for 5 years before disappearing.

Electromagnetic Pulse

Generation Time: 5 sec	Range: 75m
Boost: 2m/point	Duration: Instantaneous
SMR: Special	Area of Effect: Target

The bane of those who rely on high-tech equipment. The Energy Controller can generate a powerful electromagnetic pulse, possibly knocking out electronic equipment. Unshielded equipment has a base 70% chance to be neutralized.

Electron Flow

Generation Time: 1 min	Range: Touch
Boost: None	Duration: Special
SMR: None	Area of Effect: Self

This matrix allows the M.C. the ability to travel from 1 point to another via electrical lines. The Energy Controller changes into energy, in the form of an electron flow. The sentient flow then enters a wall socket or other cyber access point and travels along as electrons. Reversing the matrix and restoring the body requires the generation of the matrix again. The Energy Controller must have prior knowledge of the system schematically. Any power surge while the controller is in energy form does 4-16 points of damage. The M.C. can travel up to 100m and can carry up to 30 Enc while in electron form.

Field Corruption

Generation Time: 10 sec	Range: 100m
Boost: None	Duration: 10 min
SMR: None	Area of Effect: 1 ship

Energy Controllers can prevent the degeneration of a starship's flux shield due to field corruption from overpower. The percentage chance for corruption is reduced by 10%, plus an additional 01% per level of the controller above 13th.

Gravitational Sheer

Generation Time: 2 sec	Range: 35m
Boost: 2 damage/point	Duration: Instantaneous
SMR: None	Area of Effect: 1m plane

This matrix causes the gravitational plane to interact with an opposing anti-grav plane. The result is to produce a gravitational sheer which does 4-16 points of damage, extending outward from the point of incidence to 35m. All objects within the direct line of the path are subject to damage. The sheer extends upward to a height of 5m. The damage yield can be boosted by adding more power.

Locate Gate

Generation Time: 10 min	Range: 100,000km
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Self

The Energy Controller is able to locate the nearest Motaran Rift in the stable universe. The controller knows the exact position of the gate, its stability, and its origins.

Molten Sea

Generation Time: 5 sec	Range: Self
Boost: None	Duration: 1 min
SMR: None	Area of Effect: 10m radius

This matrix causes the floor or ground beneath to become molten. The exothermic reaction creates a 10m radius molten sea, with a 1m radius spot for the Energy Controller to stand on. Any sentient that falls into this pit suffers 20-80 points of damage per second of exposure. The sea is 1m deep.

Solid Energy

Generation Time: 10 sec	Range: Self
Boost: 10 min/point	Duration: 1 hour
SMR: None	Area of Effect: 3x3x3m cube

This matrix converts energy into a solid, matter-like form. This form is tough, having a threshold of 6, and 10 body points/cubic meter of size. This matrix really comes into its own when used in conjunction with the Hologram matrix. The Energy Controller can create solid objects to his specifications.

6 Power Points**Close Gate**

Generation Time: 10 min	Range: 100km
Boost: None	Duration: Permanent
SMR: None	Area of Effect: 1 rift

This matrix seals any Motaran Rift (size: 1km per level of the MC) in the stable universe. No entity or other lifeform may enter the universe at the point where the gate was closed. This matrix ages the M.C. 50 years.

Energy Sponge

Generation Time: 2 sec	Range: Self
Boost: 10 sec/point	Duration: 10 sec
SMR: None	Area of Effect: Self

The Energy Sponge matrix converts energy striking the Energy Controller into a useable form. The controller is unaffected by lasers, flamethrowers, particle beams, and other energy weapons (not including plasma weapons, which fire superheated iron, and Omega weapons, which use pure concussion). Furthermore, for every ten points of energy damage which strikes him, the controller may heal one body point of damage or retrieve one spent power point.

Kinetic Nullification

Generation Time: 10 sec	Range: Self
Boost: 10 min/point	Duration: 2 hrs
SMR: None	Area of Effect: Self

This power completely negates kinetic-based damage to the Energy Controller for the duration of the matrix.

Scan

Generation Time: 3 sec	Range: 200,000+ km
Boost: Special	Duration: 3 sec
SMR: None	Area of Effect: 1 hex

Scan functions similar to a spaceship's scanner. There is a base chance of 105% to detect a ship, and a 72% chance to detect a man-sized object. This decreases at a rate of 04% per 10,000km (one hex). The range can be boosted by adding 5 points per additional 10,000km. The scan potential can also be increased by adding 1 power point per additional percentage point.

Siphon

Generation Time: 5 sec	Range: Self
Boost: 10 sec/point	Duration: 10 sec
SMR: None	Area of Effect: 10m radius

By using this matrix, the Energy Controller absorbs energy from everything in the area of effect, at the rate of 10 energy units per second. The controller may absorb sudden, massive boosts of energy (like small nuclear detonations) provided that all power points are expended and a successful mental SMR is rolled. Failure indicates that the Energy Controller has been vaporized. Even if successful, the Energy Controller's power points are permanently reduced by 5 due to burnout.

7 Power Points**Absolute Zero**

Generation Time: 3 sec	Range: 200m
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: 10m radius

Another matrix that is illegal to learn. Energy Controllers consider the suppression of free energy as wrong as the unabashed unleashing of it. Absolute Zero removes all kinetic energy between molecules. The temperature drops to 3 degrees Kelvin. All objects within 2m automatically suffer 3HP of damage, 1HP from 2-10m. There is no SMR applicable against this type of cold. The penalty for teaching or knowing this matrix is 2-8 years in the pen!

4 • MATRIX EXPANSION

Antimatter

Generation Time: 2 sec	Range: 10,000m
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: 1,000m radius

A devastating power. The Energy Controller converts a tiny amount of matter at the epicenter of the power into antimatter, causing a massive explosion which inflicts 100 HP of damage at its center, decreasing by 10 HP per 100 meters distance from the center. This is the sort of power which levels cities and gets you in very big trouble with the authorities.

Prism of Destruction

Generation Time: 1 sec	Range: Self
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: 40m radius

The Energy Controller unleashes a conflagration of energy that expands outward from his being. All objects within 1m sustain 400 points of damage. This reduces by 10 points per meter out to 40 meters.

8 Power Points

Collapse Star

Generation Time: 2 hrs	Range: 50 parsecs
Boost: None	Duration: Special
SMR: None	Area of Effect: Special

This power causes a star to collapse in on itself, becoming a black hole (as per the Battlelords rulebook). If the star had any inhabited planets, well... let's just say it doesn't anymore! Note that creating black holes is frowned upon by the Galactic Alliance (if you can call instantly going on the "Wanted Dead At All Costs" list being frowned upon...)

Essence Defile

Generation Time: 1 sec	Range: Self
Boost: None	Duration: Instantaneous
SMR: None	Area of Effect: Special

Perhaps the most heinous Energy Controller power, with the obvious exception of Space Fold. Essence Defile is illegal to teach or know, and anyone caught doing so is automatically executed. The Energy Controller, for whatever reason, decides to go out with a bang and generates a nuclear reaction that has the same destructive potential of the Green Glass nuclear weapon (see Lock-N-Load). Obviously the Energy Controller cannot be resurrected.

Gravitational Body

Generation Time: 1 min	Range: Self
Boost: None	Duration: 1 day
SMR: None	Area of Effect: .2 parsecs

The matrix controller projects a gravitational force, consummate with that of a celestial body such as a planet, out to a range of .2 parsecs cubed. Any ship operating in jump space that passes through this zone is automatically knocked out of jump space since the ship's computer detects a celestial body. Ships using warp drive also are forced to come to a stop to avoid the apparent object.

Warp Space

Generation Time: 5 min	Range: Self
Boost: 1 hr/point	Duration: 6 hrs
SMR: None	Area of Effect: 1 ship

A powerful Energy Controller warps space around the outside of a ship so as to propel the vessel into warp speed. The controller must make a Constitution check every hour at a cumulative -05%, to maintain the field. Failure indicates that 2-8 points of Constitution are lost permanently, and the ship drops out of warp. For a description of warp travel see No Man's Land.

HEALER MATRICES

1 Power Point

Biological Redox

Generation Time: 1 sec	Range: Touch
Boost: 1 min/point	Duration: 10-40 min
SMR: None	Area of Effect: Target

Automatically negates the effects of a biological attack form. Furthermore, any sentient who receives the benefits of this matrix gains a +50 to SMRs vs biological attack forms for 10-40 minutes. The duration of the matrix can be boosted by 5 additional minutes per point of power expended.

Chemical Redox

Generation Time: 1 sec	Range: Touch
Boost: 1 min/point	Duration: 10-40 minutes
SMR: None	Area of Effect: Target

Produces the same effects as Biological Redox, but for chemical attack forms.

Delirium*

Generation Time: 2 sec	Range: 5m
Boost: 1 min/point	Duration: 1-4 min
SMR: Biological	Area of Effect: Target

Delirium changes the chemical balance of the target's brain to create hallucinogenic visions. The victim becomes delirious for the duration of the power. There is a 10% chance that the target will attempt to hurt himself, and a further 10% chance that he will try to harm others. The duration can be boosted by adding 1 point per minute.

Hold Breath

Generation Time: 1 sec	Range: 5m
Boost: 15 sec/point	Duration: 90 sec
SMR: None	Area of Effect: Target

The Healer increases the target's capacity to hold their breath by 90 seconds. Each additional power point increases the duration of the matrix by 15 seconds.

Pass Wind

Generation Time: 1 sec	Range: 20m
Boost: 2 sec/point	Duration: 1-4 sec
SMR: Biological	Area of Effect: Target's Butt

Generating this matrix causes the target to pass a loud fart that can be heard at up to 5m. The matrix was designed to humiliate the enemy, rather than damage them physically. Pass Wind is a favorite of Tza Zens.

HEALER MATRICES

1 POWER POINTS	2 POWER POINTS	3 POWER POINTS
Awaken	Achilles Heel*	Arthritis*
Benign	Burns	Assizzian Palm
Biological Redox	Compatibility	Autopsy
Blessing	Cosmetic Surgery	Blind*
Blood Stoppage	Cramps*	Cure Disease
Calcify*	Geiger Counter	Dead Readiness
Chemical Redox	Heal Plants	Death's Door
Clarity	Internal Bleeding	Essence Drain*
Delerium*	Mend Bones (compound)	Identify Agent
Fear	Methalizer	Major Flow*
Hold Breath	Minor Body Flow*	Mend Bones (skull)
Mend Bones (simple)	Need	Mind Healing
Pain*	Poison Removal	Paralysis*
Pass Wind	Probe	Parasitic Infestation*
Plant Sentience	Reverse Peristalsis*	Protein Coagulant*
Purification	Sterilize Environment	Psychosis*
Ritual of Peace		Remove Paralysis
Slow Poison		Speak With Dead
Sterilize		Sonic Immunity
Stutter		Strangulation*
White Count		Vargeneit's Bane*
4 POWER POINTS	5 POWER POINTS	6 POWER POINTS
Age	Alter Visage	Cryogenic Freeze
Animate Dead	Calling of Tashim	Enshrinement
Cellular Disruption*	Cancer*	Entombment
Cellular Immunity	Cure Amnesia	Famine*
Deform*	Disembowel*	Mass Healing
Divine Assistance	Essence Transfer*	Palthison
Ectoplasm*	Exorcism	Raise Dead
Embalm	Heartless*	Raise IQ
Heal	Mother's Milk	Regenerate Limb
Heavy Sleep	Raise Constitution	
Hemorrhage*	Raise Manual Dexterity	
Insta-Medic	Raise Strength	
Leprosy*	Touch Subconscious	
Mind Shield	Vargeneit's Insanity*	
*Muscular Dystrophy	Zashmil	
Radiation (lethal)		
Restore Agility		
Restore Constitution		
Restore Strength		
Ward of Assizza		
7 POWER POINTS	8 POWER POINTS	9 POWER POINTS
Alter Form	Clone	Ra
Death's Crossing	*Plague	
Disciple	*Power of the Tza	
Implant	Reincarnate	
Soul Savior		
Temple of Healing		
* TZA ZEN ONLY!		

The length of the fart is 1-4 seconds. This can be increased by 2 seconds per point of additional power expended.

Stutter*

Generation Time: 1 sec Range: 25m
 Boost: None Duration: 2-8 min
 SMR: Mental (-20) Area of Effect: Target

The victim begins to stutter involuntarily. There is only a 10% chance that he or she is able to finish any sentence per attempt and this state continues for the duration of the matrix. Sentients listening are entitled to an Intuition check at a -50 to determine whether or not they understand what the victim is saying. Advanced Anti-Healers are able to increase the violent nature of the stutter. Intuition checks to understand the message are further reduced by 05% per two levels of skill above the 1st.

2 Power Points

Compatibility

Generation Time: 3 sec Range: Touch
 Boost: None Duration: Permanent
 SMR: None Area of Effect: Target

On occasion, a victim of some personal disaster (being shot 4 times in the gut with an RP-4 Masher counts) is in dire need of an organ transplant. The Healer generates this matrix and instantly determines whether a sentient is compatible, or will reject certain organ transplants or blood transfusions.

Minor Body Flow*

Generation Time: 1 sec Range: 20m
 Boost: 1 min/point Duration: 1-6 min
 SMR: Biological Area of Effect: Target

Causes the clotting agents in the body to breakdown prematurely. The blood loss due to a wound is doubled. A Zen may use this matrix if a blood thinner is called for in a treatment.

3 Power Points

Arthritis*

Generation Time: 2 sec Range: 20m
 Boost: None Duration: Permanent
 SMR: Biological Area of Effect: Target

The Anti-Healer induces swelling of the joints. The victim's bones become brittle and calcified, creating an arthritic condition. Affected sentients lose 2-12 points of Manual Dexterity and Agility. The effects are permanent and can only be reversed by an Increase Agility matrix or Heal matrix.

Autopsy

Generation Time: 1 min Range: 1m
 Boost: None Duration: Permanent
 SMR: None Area of Effect: 1 corpse

When generated, the Healer instantly knows the exact cause of death. This matrix is the equivalent of succeeding at a level 15 Forensics check. This increases by 1 level per level of the controller above 7th.

4 • MATRIX EXPANSION

Dead Readiness

Generation Time: 3 sec	Range: Self
Boost: None	Duration: 1 day or until used
SMR: None	Area of Effect: Self only

This power was first developed by the infamous Bluerazor. Later, the activation sequence was passed along to all other matrix-using races. The matrix controller programs his or her body to carry out one last action upon incapacitation. The body may carry out any one “two-part action” that requires 3 or fewer seconds. However, if the manner of death prevents the body from carrying out the matrix, then the power is nullified. The chance for the body successfully carrying out the action equals 40%, plus 04% per level of the controller above 4th.

- Example: Flip the Zen could generate this matrix upon incapacitation and instruct his body to pull the pin on a grenade and throw it. If Flip is incapacitated by getting his arm blown off, the matrix is wasted.

Major Flow*

Generation Time: 2 sec	Range: 20m
Boost: None	Duration: 1-4 days
SMR: Biological (-10)	Area of Effect: Target

Major Flow destroys the body's ability to produce clotting agents. The blood loss rate, due to a wound, is increased by four times the natural rate. Furthermore, the targets' body will remain affected for 1-4 days. During that time, any wound received will bleed four times the usual rate.

Psychosis*

Generation Time: 2 sec	Range: 10m
Boost: None	Duration: 1-4 hrs
SMR: Mental	Area of Effect: Target

Affected victims become completely crazed for the duration of the matrix. There is a 04% chance the effects are permanent and this increases by 05% per energy bracket of the MC above 3rd. A Heal Mind matrix reverses the effects of this power.

Vargeneit's Bane (Negate BRI)*

Generation Time: 1 sec	Range: 20m
Boost: 1 day/4 points	Duration: 1-4 days
SMR: Biological	Area of Effect: Target

Generating this matrix renders Body Rehab Injections ineffective on the target's body for 1-4 days. This can be increased 1 day per four power points expended, above and beyond those needed to generate the matrix. Potential victims are entitled to an SMR vs biological attack forms. The duration of the matrix increases by 1 day per energy bracket of the MC above third.

Vargeneit was an evil Tza Zen who enjoyed making sentients suffer before he extinguished them. He spent his life developing malicious ways to manifest his evil nature. Vargeneit is infamous in Zen culture and it is illegal to speak his name aloud in the presence of a Zen. Vargeneit taught suffering and the methods of torture and disappeared in 2245 AD. It is not clear what fate became him and there have been unsubstantiated reports that he is still alive.

Can be used to help detox a being addicted to BRIs.

4 Power Points

Hemorrhage*

Generation Time: 1 sec	Range: Touch
Boost: None	Duration: 1 min
SMR: Biological (-30)	Area of Effect: Target

Generating this matrix induces hemorrhaging in the target. The Anti-Healer makes a normal roll to hit with a hand-to-hand attack, or simply places a hand on a specific area of the body. That area loses 1-6 points of blood. Throat, groin, and head hits cause double damage, because of the sensitive nature of those body parts. Attacks to the heart cause triple blood loss from hemorrhaging. The penalty for hand-to-hand attacks is as follows for throat, groin, head, and heart for a size class 4 individual: -75, -75, -50, and -70 respectively.

Restore Agility

Generation Time: 1 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

There are times, due to an accident or debilitating disease, that a sentient may lose Agility permanently. Restore Agility allows the Healer to rehabilitate the body. The matrix increases the target's Agility score by 2-12 points. Generating this matrix, however, is not without danger. There is a 02% chance that the recipient's body will reject the rehabilitation process and lose 2-12 points of Agility. There is no way to reverse the effects once this occurs and the recipient can never again benefit from the Restore Agility matrix.

The Restore Agility matrix never increases a sentient's Agility above and beyond its starting maximum. Furthermore, Restore Agility can only be used once per 3 months on a particular sentient. The chance for rejection is increased by 10% each time it is used more than this and the effects are cumulative. Healers normally charge 10,000cr for this service.

Restore Constitution

Generation Time: 1 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

There is a 04% chance that the recipient's body will reject the rehabilitation process and lose a d10 of Constitution. Restore Constitution can only be used once per 3 months on a particular sentient. The chance for rejection is increased by 15% each time it is used more often than this and the effects are cumulative. Otherwise, it functions exactly like Restore Agility. Healers typically charge 20,000cr for this service.

Restore Strength

Generation Time: 1 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

There is a 02% chance that the recipient's body will reject the rehabilitation process and lose 2-12 points of Strength. Furthermore, Restore Strength can only be used once per 3 months on a particular sentient. The chance for rejection is increased by 10% each time it is used more than this and the effects are cumulative. Otherwise, it functions exactly like Restore Agility. Healers normally charge 10,000cr for this services.

5 Power Points

Raise Constitution

Generation Time: 10 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

With this matrix, the Healer genetically enhances the constitutional makeup of the target's body by 2-12 points. There is a 10% chance of system rejection. System rejection causes quick death. BRIs and other healing tactics will not be effective in time. Resurrection attempts may be made, but are at half normal chances, and the sentient will lose 2-20 points of Constitution permanently if he/she survives.

The chance of system rejection is reduced by 01% per level of the controller above 13th. This matrix may not be generated on a sentient more than once per year. At no time may one's Constitution exceed racial limits. The charge for this procedure is usually anywhere from 40,000-80,000cr.

Raise Manual Dexterity

Generation Time: 10 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

Functions the same as Raise Constitution, but system rejection only occurs 07% of the time. Manual Dexterity may exceed racial limits only if cybernetics are in use. The charge for this procedure is usually anywhere from 25,000-40,000cr.

Raise Strength

Generation Time: 10 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

Functions the same as Raise Constitution. Strength may exceed racial limits only if cybernetics are in use. The charge for this procedure is usually anywhere from 15,000-25,000cr.

Vargeneit's Insanity

Generation Time: 2 sec	Range: 20m
Boost: None	Duration: Permanent
SMR: Biological	Area of Effect: Target

This particularly deadly and revolting matrix causes the skin to peel away, leaving the victim's musculature exposed. The sentient instantly suffers 1/2 of his normal body points in damage. Furthermore, the target loses 3-12 body points per minute until death occurs. BRIs can reverse the effects.

6 Power Points

Raise I.Q.

Generation Time: 5 min	Range: Touch
Boost: None	Duration: Permanent
SMR: None	Area of Effect: Target

This powerful yet dangerous matrix is illegal to know or use under Alliance law. Possessing the knowledge to generate the Raise I.Q. matrix is punishable by 1-25 years of incarceration.

The I.Q. of the target is raised by 2-12 points permanently when the matrix is generated. The brain's convolutions are deepened and increased in number. There is a full 10% chance of massive brain hem-

orrhaging that kills the victim by doing 10 body points of damage per minute. Even if he/she is revived, the target loses 4-24 points of I.Q. permanently which can never be recovered. The effects of the matrix are permanent. Anti-Healers charge anywhere from 80,000-200,000 for this service.

The chance of system rejection is reduced by 01% per level of the controller above 16th. This matrix may not be generated on a sentient more than once per year. At no time may one's I.Q. exceed racial limits, unless cybernetics are in use.

TRICKS FOR MATRIX CONTROLLERS

Matrix powers are a major advantage in combat, but that doesn't mean that a smart Battlelord shouldn't be looking for any extra edge available. As Zeth Kital, a notorious Tza Zen mercenary, is reported to have said: "Just 'cause you're god doesn't mean you can't fight dirty." To that end, we present a selection of dirty tricks which matrix controllers can use to make their powers even more dangerous.

Empaths

Empaths are more in need of tricks than other types of matrix controllers. Most of their powers are subtle and based on trickery anyway, and the target almost always has a chance to resist by making a mental SMR. Listed below are some novel uses for powers which can make Empaths even more dangerous.

Concentration: This is a handy power to have. Even if the opponent is wearing a Mind Screen and a Goliath helmet, you can still plug 'em with a good heavy weapon, and Concentration, particularly at high levels, can massively boost your weapon accuracy.

Comprehend Languages: Let's face it, if your intrepid band of mercenaries is stuck on Backwater-4, and nobody knows the natives' language, this matrix puts you in a position of power. As the only one who can talk to the natives, you become much more valuable to your party, and if any party member gets too troublesome, you can always tell the Chief of the Rock-Eaters what that particular PC just said about his mother!

ESP: It's always handy to know what other people are thinking. Don't worry about being nosy, because they're going to think that you're reading their minds whether you do or not. Don't forget about the Chatilians' natural ability to read minds! At close range, a Chatilian should be able to predict an opponent's moves any time.

Psychokinesis: This is without a doubt the most useful low level Empath power there is! There are thousands of uses for Psychokinesis. With appropriate knowledge of how the system works, it can be used to trigger a manual eject system on armor. It can be used to put the safety back on the enemy guard's gun without him knowing about it. It can be used to levitate grenades to a point directly over the target's head. A clever Empath can have scads of fun with this power, and best of all, there's no SMR against it!

Summoning 1: This can be a handy distraction power. For example: Corporate goons are hunting for our hero, Ernie the Empath, in the forest. Ernie uses Summoning to call up a multitude of deer-equivalents

and other furry forest dwellers to distract the goons. In the confusion, while they're shooting at deer, Ernie slips away undetected.

Telepathy: The Empath can “talk” to an unwilling target if the target fails a Mental SMR. This can be a great way to mess with the mind of an unsuspecting victim (hey, if you suddenly started hearing voices in your head, wouldn't you worry?).

Berserk: If the Empath is willing to get in close enough to touch an enemy, this power can be used to make the enemy attack one of his allies (the Empath can direct the rage towards the enemy he or she wants attacked). This is a great way to cause chaos in the ranks. Note: It is generally considered a bad idea to try this against Eridani, since (a) the Eridani will probably turn you into sushi before you can lay a finger on him and (b) Eridani don't get enraged. Any questions, class?

Mind Dive: Used in conjunction with offensive mental powers, this can be NASTY. Imagine an Empath who dives into the subconscious mind of a foe, finds the worst, most deeply rooted fear of that sentient, and then creates an image of it! Not recommended for those Empaths with even an ounce of compassion (the rest of you, go right ahead).

Image Creation (Minor): This is another matrix with a lot of uses. It can be used offensively, to scare opponents away (say, an illusion of an Omega Devastator in your hands), or defensively (for example, making yourself look like a rock). This matrix can be generated on an object, and will then move if the object moves (so you could make a stick look like a Devastator cannon, for instance).

Hypnotic Trance: Very handy for taking out large groups of Ram Pythons in one shot. Have a friend ready with a Combat Sled to bomb the site after the matrix is generated.

Mass Friendship: This is a very handy matrix to have when surrounded by enemy forces. Even if only half of them fail their SMR, you're going to have a heck of a lot of confusion, and a good chance to escape.

Crom's Warrior: Just because the Warrior appears swinging a battle-axe doesn't mean that you can't have him lob grenades or fire a gun. Try it at your next party!

Permanent Illusion: Very useful for protecting your home. Concealed doors, hidden wall safes, whatever your twisted mind can come up with. And remember, if you know the illusion's there, it doesn't affect you!

Steal Soul: Once an unscrupulous Empath gains use of this matrix, he or she becomes nearly unbeatable in short order. Need weapons skills? Soak up the soul of that Ram over there. Need pilot skills? Soak up the soul of that Gen-Human over here. This matrix gives the Empath access to new skills at a phenomenal rate. Then again, if you're a 19th or higher level Empath, I wouldn't want to mess with you anyway!

Energy Controller

Just because you can throw a plasma pulse, don't think that you can't be sneaky once in a while! Energy Controller matrices have a lot more potential than many of their users realize. They see only the raw destructive potential, and not the subtle applications. Well, if you want raw destruction, go play a Ram Python! Listed below are some new twists for Energy Controller powers.

Chilled Veins: If used properly, this can be a useful tool for bringing down high fevers. With a successful Matrix Manipulation check, the Energy Controller can use this power to restore an abnormally high body temperature to normal. Handy when the Healer's out of commission.

Electrical Discharge: Often overlooked, this power can do nasty things to armor! It has a shorter range than Finger Laser, but is the most efficient damaging attack an Energy Controller has at level 1.

Glue: This can be great fun for an Energy Controller with a sense of humor, but it has its serious uses too. In addition to being a good way to put things together when you've run out of Mega-Glue, it can be used for such things as gluing a guard's pistol to the inside of the holster, from a distance. Imagine the look of surprise when he tries to draw his weapon and can't! It is also handy for slowing down pursuit — glue their feet to the floor, and they're going to have problems coming after you!

Metal Detector: Useful for finding devices which have rare metals as components (say, that hidden nuclear bomb you need to find in the next two minutes). This also makes a good mine detector in a pinch, but try convincing the Energy Controller of that!

Shatter: This matrix can be used to some serious effect in skyscraper-equivalents or any area with a lot of glass around! Even if the opponent is armored, being showered with massive amounts of broken glass is going to distract him. This can also be used offensively — make glass “grenades” for use against unarmored opponents.

Shadow Boxer: Can be used to trigger simple devices (push a button, trigger a landmine, whatever) from a safe distance.

Spot Weld: Another power that can be used to take an opponent by surprise. Try spot welding a sheet of metal over his visor and see how well he fights afterwards!

Bypass: At higher levels, this can be a very useful power, especially if the normal lockpicking expert is out of commission!

Drain: A power all Energy Controllers should have. A Drain matrix allows the Energy Controller to gain back two power points (note: “added power points” means points above and beyond the two used to generate the matrix. In effect, you're actually getting back four power points, but the net gain is two). Repeated use can bring an Energy Controller up to full strength in virtually no time!

Magnetize: Try using this on a target the next time you're about to lob grenades at it. This can also be used to really muck with magnetic-based weapons! (Mag Guns, Carousel Guns, and Pulse Cannons, for example).

The exact effects are up to the Battle Master, but ask yourself this: what happens to a plasma round when the magnetic bottle it is contained in is disrupted? Another use for this power is to scramble computers and robots.

Warp Metal: This matrix can do very, very, nasty things to guns. Warp the barrel just a little bit, and... in one campaign, this is how the party took out an attacking tank! If there's a Mazian in your party, this matrix is great, because you can warp the metal of a door or wall enough to allow it to get through.

Sonic Concussion: Used underwater, this matrix becomes super-dangerous. All damage is doubled!

Energy Manipulation: Extremely useful! Between this and the Matrix Manipulation skill, nearly any matrix can be customized to do just about anything! Turn a plasma pulse into a laser. Turn a fire blast into cold. Whatever! Using the power this way is a level 5 Matrix Manipulation check. Generation time includes the time to generate this power, plus the time to generate the other matrix.

Shape: This power can be used for a variety of purposes: improvising needed objects that are unavailable, opening doors in walls — the possibilities are limitless. And there is nothing to say this power can't be used on living creatures! Combined with appropriate skills, this could be the ultimate disguise skill, or a downright nasty attack (try breathing with your mouth and nose sealed shut). Offensive use of this power should require Matrix Manipulation rolls, and the target should receive an SMR versus biological attack forms.

Molecular Dispersion: Energy Controllers in a jam can use this power to disrupt the molecules of the ground under their opponents' feet, creating an instant pit. It is highly recommended that they not still be in there when the ground resolidifies, if you ever want to see them alive again!

MATRIX TECHNOLOGY

2276 was a revolutionary year for matrix controllers. The introduction of the new matrix-enhancing coil technology meant new potential for any matrix controller — for a price, of course. But where did this new technology come from? Nobody knows, and the producers, a small but powerful company named Mentech Inc., isn't telling. All anyone knows is that BioCyberdyne isn't happy. Their intensive research into matrix enhancement had just resulted in a prototype device known as the Amperon when Mentech first appeared and rendered the prototype obsolete by announcing its line of flow coils, and the year after that, the Matrix Crossover Network.

The technology itself remains a mystery. Once implanted, Mentech coils self-destruct if removed, and all implants are done by Mentech personnel. Security at the Mentech facilities is incredibly tight; many top-grade BioCyberdyne agents are rumored to have met their end trying to penetrate this security net. All that is known from components which have been salvaged after self-destruction is that the coils do not utilize materials conventional to cybernetic technology. A surprisingly high organic factor has been found in the molecular structure.

ARTIFACTS OF POWER

Certain matrix-using races of the past crafted objects which enhanced natural matrix powers or gave special abilities to those not normally able to use such powers. While the crafting of such artifacts is beyond the ability of even the Energy Controllers of today, items of this sort are constantly being found by archaeological expeditions, explorers, and adventurers. The Council of Timar is exerting considerable pressure to acquire as many of these as it can for study; however, it is not too uncommon to find one in private hands. The most famous collector of artifacts is an enigmatic Orion Rogue known only as Barter. Barter has in his residence on Taos some 300 known alien artifacts. He can often be persuaded to use his expertise to help identify a new artifact, but those who would loot his home should be warned: he knows how to use most of his artifacts, and the last thief that went in, armed and armored to the teeth, came back in a baggie.

Many of these devices cannot be used without prior knowledge of their functions. The Energy Controller matrix Activation Energy is very useful for such objects, as it will often provide the power required to utilize these artifacts. Alien Technologies skill and Matrix Manipulation or Archaeology are both required to successfully identify the functions of such artifacts (those with Archaeology will be able to identify functions from a historical context, while those with Matrix Manipulation will actually attempt to puzzle out the functions based on the energy code within the artifact). The average of the two skills should be used, with a 2 skill level bonus if all three skills are possessed by the same character. Most simple artifacts will require approximately a level 7 difficulty check to identify. Complex artifacts, like the legendary Star of the Nebula, can require level 20 or greater checks to identify, and have unpleasant consequences if you botch things up ("Umm... what's that humming sound?").

Artifacts are in tremendous demand on the open market. They will never be readily available for sale (the Council of Timar will snatch them up if nobody else beats them to it). Characters can sell acquired artifacts with unknown functions for 10,000-50,000 credits. Identified artifacts with useful powers are much more valuable; it is up to the Battle Master to determine the price offered, keeping in mind that the highest bidder will probably be the Council.

There are two types of artifacts. Rare Artifacts appear to have been mass produced because multiples have been found. The usually much more powerful Unique Artifacts have multiple special powers. Finding a Unique Artifact should be the culmination of a lengthy campaign; they don't pop up on your way down to the local Galactic Grocery!

Rare Artifacts

Harmonic Crystals: One of the most commonly discovered types of artifact, the harmonic crystal appears to be a prism-shaped crystal of some quartz-like substance, ranging from about one to six inches in length. These crystals focus matrix energy, so that any matrix cast with their help will have its generation cost lowered by one power point (but never below one point). Only one such crystal may be used at a time. Each crystal will function with only one type of power (energy, healer, empathic, druidic, etc.). In addition, 25% of these crystals seem to have one particular matrix with which they function best; when used to generate this particular matrix, the cost is halved (round fractions down, but again, the cost will never go below one point). These special crystals

usually are attuned to matrices of fourth level and up. Harmonic crystals have been found at many sites, including Celestial in the Hebergorn Republic. It has been suggested that the famed Crystal Gardens of Nardriga may actually be tremendous harmonic crystal sites.

Circlet of Sensing: Several of these devices have been found, varying slightly in appearance but similar in function. It is a circlet of some light but strong alien metal, apparently intended to be worn on the head of a humanoid of size class 4-5. The circlet increases all sense checks by 40%. In addition, it can be used to generate a Clairaudience or Clairvoyance matrix at no cost, once each per day. These circlets are highly prized by scout-types; there have even been stories of Cizerack wearing them as collars and gaining their benefits. Circlets of Sensing are theorized to be Atlantean in origin, as they have turned up mainly in sites which are thought to have been colonized by the Atlanteans.

Null Stone: Null Stones are powerful artifacts and only a few have ever been found. They appear as dull black, rounded stones. Null Stones absorb energy, protecting the possessor. A typical Null Stone will absorb around 200 points of damage from energy-based weapons (including lasers, plasma weapons, particle weapons, flamethrowers, masers, neuro cannons, metal guns, and thunderbolt cannons, but excluding frost guns, omega weapons, grav weapons, disruptors, disintegrators, and any other attack which is not purely an energy attack) before crumbling to useless ash. Null Stones are heavily sought after by the Council of Timar, and the few which are not in their possession are held mainly by high level government and corporate officials who fear assassination attempts and can pay small fortunes for them. The one drawback to the Null Stone is that no type of force field or flux shield may be used by the possessor; the stone disrupts its functioning.

Refractor Prism: A Refractor Prism looks similar to a Harmonic Crystal, but has different functions. It can be used in one of two ways: fitted to a laser weapon, it will focus the beam to incredible intensity, adding 10% to its damage yield and allowing it to penetrate heavy armor at full strength. This fitting costs 75,000cr, and can only be done by a very few labs with artifact experts (although a Goola-Goola will offer to do it for you, cheap...). If the Prism is not used to enhance a weapon, it can be used by an energy controller to triple the duration of an Invisibility matrix, by regulating the flow of light around the hidden object. Galactic bounty hunter Dameon Tremel is known to have a pair of Refractor Prisms on his twin Savage-D pistols; where he got them is anybody's guess.

Mind Helm: The artifacts commonly known as Mind Helms are actually skullcaps of metallic cloth. They protect the wearer with the same effects as a Mind Blank matrix; however, Helms only function for 12 hours out of every 24 (and no, you can't turn it on and off at will!). Mind Helms are typically made for humanoids of size class 4-5. Note that wearing a Mind Helm interferes with an Empath's normal ability to generate; he or she must remove it before generating.

War Rod: A thick, multifaceted, apparently natural red crystal rod approximately one and a half feet in length, the War Rod allows a matrix controller to channel power points directly into damaging attacks. Each power point burned causes 1d6+1 point of damage; this damage is dis-

charged upon contact with another creature. Power can only be held in the rod for a maximum of 2 minutes before it dissipates harmlessly, and the maximum damage it can do is 5d6+5. The rod has a base attack number of 75; Archaic Hand Weapon (club) skill is needed to use it with proficiency. The first War Rod came to public view when it was used by Idchata the Mutzachan to defeat Rexorg, a Ram Python who had challenged him to a duel, in hand-to-hand combat. Zen Rigel find these rods abhorrent, and would never use them. However, Ravash Tavachik, notorious Tza Zen criminal, is reputed to have said that War Rods are "wonderful... the purest use of Power. I want one for myself. Possibly two."

Element Sphere, Lesser: The Element Spheres are known to have been created by the Gemini in times long gone, and the method of their manufacture is now forgotten. A Lesser Element Sphere is a smooth orb roughly the size of a bowling ball (the Gemini are big) which periodically changes from black to blue to white to red and back again, in that order. These changes occur roughly once per hour. Depending on what phase the Sphere is currently in, the user can summon forth different powers. The four phases are:

Black (Earth): The user can phase through stone and earth at normal movement rate, at a cost of one power point/minute of movement. Note that vision is another matter entirely!

Blue (Water): While the sphere is in its water phase, the user can breathe water at no cost. Furthermore, he or she can change the direction and speed of water flow by as much as 20 kph (the user can also be propelled through the water in this manner).

White (Air): The user can ride the winds (provided there is an atmosphere) with the effect of a Fly matrix, for a cost of one user's power point. The wind may also be used to lift other objects, at a cost of two power points/100kg/minute.

Red (Fire): The user can generate a Fire Blast matrix for one power point. If the user is already capable of generating the Fire Blast Matrix, the damage is 3-18 instead of the normal 2-12 points.

The Element Spheres are considered sacred cultural relics by the Gemini, and they are currently lobbying to have them declared property of the Gemini people. Element Spheres can only be used by Gemini or Energy Controllers. A Gemini will instinctively know how to use it, while an Energy Controller will have to use Activation Energy and experimentation to do so.

Chameleon Mask: A handful of these strange devices have been discovered. Most of them seem to have been crafted for small humanoid faces (size class 3-4), although they might fit a normal sized Human who doesn't have a big head. The masks are made of a polished white enamel-like substance which seems to be unbreakable. A stylized face is etched on the front; the face seems slightly disproportionate.

The Chameleon Mask is a somewhat unpredictable device. When worn, it makes the wearer appear to be whatever type of being the sentient viewing it most expects to see. This can be a mixed blessing. For example, if the sentient viewing the mask is a security guard, he or she might expect to see another guard, or an enemy infiltrator, based on the

circumstances. Naturally, the guard's reaction would be very different based on which of the two was seen! To make matters even more interesting, the wearer is never sure of what sentients are seeing. Because the mask reacts differently to different sentients, the wearer could appear differently to different sentients in a group. Despite its unpredictability, the Chameleon Mask can be very valuable to someone desiring to move through a crowded area undetected.

Silver Heart: The Silver Heart is a small, diamond-shaped piece of silvery metal. A small box containing two dozen of these devices was found aboard an abandoned star freighter in 2277. Since that time, several more have turned up in the hands of assorted individuals throughout the galaxy.

The Silver Heart supercharges the body's normal healing capabilities in much the same way as a BRI. When worn next to the skin, it allows the wearer to regain two body points per hour of uninterrupted rest, and recover from all but the most severe injuries completely. Bones will somehow set themselves, organs repair themselves, and so on. The Heart will not repair brain damage, nor does it confer immunity to bleeding to death if the injuries are severe enough. It provides limited protection against poison and disease, giving a +20 to both types of SMR. The Zen government has purchased several of these devices and is studying them in the hopes of duplicating their effects.

Projection Cube: Only two of these devices have been found to date, both by an exploration team in the Andromeda Galaxy. Currently, one is in the hands of the Chatilian government, and the other in the hands of the Council of Timar (who else?). The cube allows an Empath who possesses it to leave his or her body and project into the fourth dimension at will. Furthermore, it has an advantage over normal empathic soul flight in that the cube itself serves as a focus crystal for the Empath's powers (normal soul flight doesn't allow you to take your crystal along, so you can't generate matrices while out-of-body). With the cube, an Empath in soul flight can generate normally.

Kwan-shal Field: One of the most unusual types of artifact found to date. Nobody knows exactly what it is! Basically, the Kwan-Shal Field (named after its Mutzachan discoverer) is a roughly man-sized, shimmering field of multicolored light. It appears to be at least semi-sentient, and will "attach" itself to a host, providing that host with its abilities. Nobody is exactly sure of how or why the field chooses a host. Among the powers that Kwan-Shal Fields have demonstrated to date are the following:

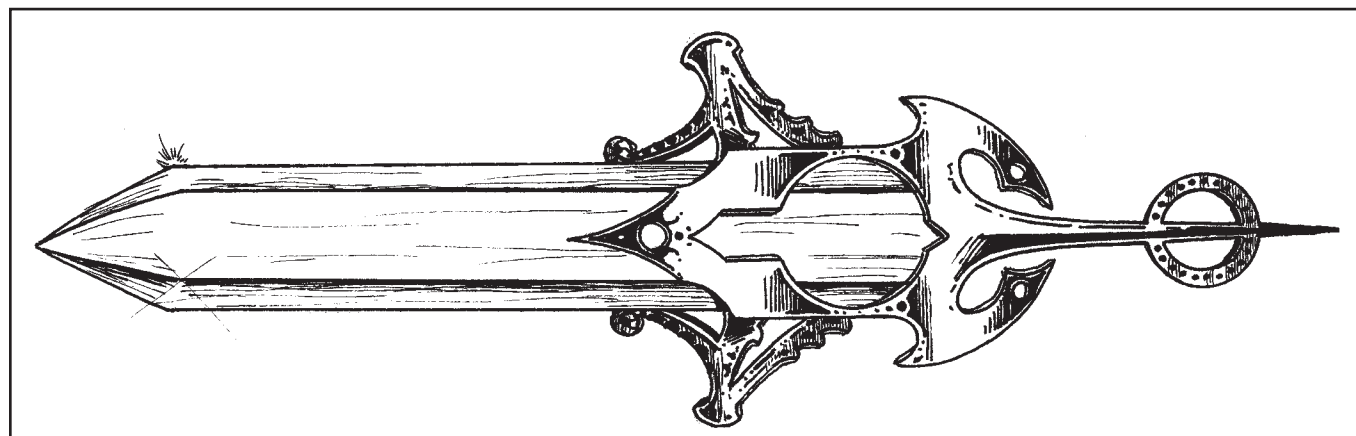
1. The Field seems to have an uncanny danger sense, and warns its host when danger is imminent by means of a mental "throb". This gives the host a -2 bonus to initiative rolls.
2. The field can generate a Kinetic Energy Barrier, at normal cost.
3. The field can generate a blinding flash with a radius of 10 meters for a cost of 3 power points. This flash forces all viewing it to make a biological SMR or be blinded for 2-12 rounds, with a 10% chance of permanent blindness.
4. The field can generate an Optical Reduction matrix, at normal costs.

The Kwan-Shal field has 35 power points, which renew every 30 hours. It is destroyed if it expends all power points, dissipating into nothingness. The host can instruct it not to expend power points if he or she so chooses. There are two catches to having a Kwan-Shal field. One, it must be treated with kindness, as if it was a friend rather than a possession, or it will leave the host. Two, although the host can control the brightness of the field it emits, at lowest level, the Field creates a faint shimmering light, making the host a great target at night! Most Kwan-Shal fields are in the hands of Mutzachans, who seem to think they're the greatest thing since headbutting!

Force Pods: A fairly common artifact, Force Pods appear to be some sort of deep blue seed pod. When thrown, they explode for 5-20 points of damage, which bypasses threshold in the same manner as Omega weapons. From 2-8 Pods are typically discovered at a time. The Alliance has offered a standing reward of 150,000 credits to anyone who can find and recover a live specimen of the plant which produces Force Pods. Ram Pythons love Force Pods, and enjoy lobbing a handful of them at once, just to see their opponent turned into tomato sauce-equivalent!

Fear Stone: This dull black stone seems to absorb light. Anyone looking at it will feel uneasy and nervous, as if the stone posed some great threat. This stone enhances the power of Fear and Mass Fear matrices generated through it, giving the targets a -40 penalty to their SMR. The infamous Black Empath, Vicha Dka, is reputed to possess one of these stones, and it is said he uses it to drive captives mad with fear.

Neural Web: The Neural Web is another puzzling artifact which may be an artificial creation, a living being, or both. It appears as a tangle of silvery filaments, much like a giant spiderweb. Like the Kwan-Shal Field, it bonds with a host. However, the Neural Web is nowhere near as choosy, bonding immediately upon contact with living flesh. The bond-



ing process is extremely painful, as the web is absorbed through the skin into the nervous system of the target. The host must make a biological SMR or be rendered unconscious for 1-4 hours.

Once absorbed, the neural web acts as a superconductor for nerve impulses. This enhances the character's Strength, Agility, and Intuition by 10 points each, and gives a -2 bonus to initiative rolls. However, the host is also more susceptible to pain; any attack which does body damage does an extra two points due to intense pain. The long-term effects of bonding with a Neural Web are as yet unknown. Some scientists have theorized that it may cause burnout of the nervous system, or have other negative side effects. This doesn't stop those who want that extra edge in combat from bonding with them when they are found, though. To date, perhaps two dozen neural webs have been found and bonded, and three unbonded specimens are known to exist in various research facilities.

Eye of the Healer: A great boon to Healers, this small milky stone sphere is a better diagnostic tool than any modern technology has managed to come up with. For one power point, it will fully diagnose the nature and extent of a subject's injuries, illnesses, and other dangerous conditions (poison, for example), reporting this information directly into the mind of the holder. It rarely gives treatment information, and if it does, this information is useless, as it recommends procedures and medicines unknown to modern medical science. Eyes of the Healer are occasionally given to the greatest of Zen Healers as an award for outstanding service and dedication. The Eye can be worn as an amulet, or it can actually be placed into an eyesocket, and will function as the matrix Sight Without Vision. Barg-miix will sometimes wear the Eye in this manner. Useable by Zen only.

Sonic Staff: This peculiar device is a metal staff roughly 1.8 meters tall, topped with a two-tined fork. It appears to be some sort of tuning fork. The staff can be used to generate the following powers:

1. Shatter, with a doubled area of effect. Cost: 1 power point.
2. Sonic Concussion. Cost: 2 power points.
3. Molecular Disruption. Cost: 4 power points.
4. Mimicry. The staff can duplicate the vibrational pattern of any sound it "hears" (i.e., is close enough to pick up the vibrations). It can store up to 100 sounds for later replay. These sounds can be up to one minute in duration. Playback costs 1 power point per sound. The device will store sonic attacks, but it does not store the safeguards. Thus, you could store and play back a sonic disruptor attack, but it would affect you as well as everyone around you!

The staff can channel a maximum of 12 power points worth of powers per day. Trying to exceed this amount will result in the staff shattering for 2-8 points of damage to the holder.

Amplifier Rod: A slightly different form of Harmonic Crystal, the Amplifier Rod is similar in appearance, but larger. Matrices generated through it are at full cost, but one aspect of the matrix (range, area of effect, or effect) is doubled. Almost two hundred Amplifier Rods have been found, making it one of the more common artifact types, but it still commands impressive prices when available. It is rumored that one of the members of the Council of Timar has an Amplifier Rod which he has somehow enhanced with multiple Harmonic Crystals, making it a thing of great power indeed. This has not been confirmed.

TK Gauntlets: This odd set of gauntlets are obviously technological in nature, but the technology does not match any known today. These gauntlets are five-fingered and sized roughly for humans, but Orions have been known to try using the gloves, squeezing in the extra fingers. The reason they try is because these gloves are an Orion's dream! When activated, they manifest twin fields of telekinetic force which precisely mirror the actions of the wearer's hands at a distance of up to 20 meters. The gloves can generate an effective Strength of 40. They're not up to handling heavy loads, but they can do fine work; such work does have a -10% penalty, due to distance and the fact that the wearer cannot feel what he or she is doing. These gloves have a self-recharging power source which can run for up to fifteen minutes at a time, after which it needs an hour to recharge.

Unique Artifacts

These are the one-of-a-kind items which every exploration team hopes to bring back. By studying them, scientists hope to unlock secrets long denied to the Alliance. Collectors will generally pay BIG bucks for one of these! If you get your hands on a unique artifact and want to sell it, your best bet is to see the Orion Rogue known as Barter. Be careful, the Council of Timar is likely to confiscate the item for "reasons of Alliance Security." Even if you don't sell it, you'd better keep a close eye on your artifact, or chances are it will wander off and find its way into Barter's collection.

The Avisham Gate: This odd device consists of a metal wire frame, triangular in shape and roughly 3 meters on a side. The Gate tends to remain where it's put; even if you let go of it hanging in midair, it will stay in the exact position you put it in until it is moved! Normally, the Gate is inert. However, when opened, it serves as an instant teleportation portal to nearly any point. The user must make a mental SMR (mental screens and the like do not give bonuses in this case; this isn't a mental attack, it's a matter of focusing your will) to cause the gate to open properly. If the user is successful, the Gate will open to any place desired. If not, the Gate will open to a random point (it's up to the Battle master to decide where). Either way, the Gate will remain open from 1-4 minutes.

The Gate has a few drawbacks. It's a one-way device, and anything passing through cannot return. Also, the Gate is fueled by the life force of the user. If the mental SMR was successful, the Gate drains off 1-4 body points worth of life force (a critical in this case simply indicates that the user has passed out from the strain). If the SMR failed, the consequences are worse — the portal drains 4-16 body points. If the character is drained below 0 body points by the Gate in either case, he or she disincorporates into raw energy, and cannot be brought back by any means short of having a clone stashed away somewhere! The Gate is currently in Alliance hands, and is used only when something "absolutely, positively, has to be there NOW." The Alliance maintains a staff of ESPers in peak physical condition who get paid tremendous amounts of money to operate the Gate. They're always looking for applicants, as their staff members either retire wealthy or vanish in a puff of ozone on a regular basis.

Element Sphere, Greater: The Greater Element Sphere is kept in the great cavern known as the "Temple of Land's Heart" on the Gemini homeworld. It has all the powers of a Lesser Element Sphere (see above). Also, any Druidic matrix generated by someone with the Greater

Element Sphere has its effect doubled. The third function of the Greater Element Sphere is to conjure an elemental with the following stats:

Earth: 300 body points, threshold of 8, 2 punches for 6-36 points of damage each, base chance to hit 90%. The Earth Elemental can move through natural earth or stone freely, and generate a Shatter matrix against metal or stone weapons once per round, in addition to its normal attacks. Movement 6.

Fire: 200 body points, immune to fire, double damage from water and frost guns, physical weapons have to make a system shock roll at -45 upon contact or melt, doing no damage. Bullets smaller than .50 caliber will melt automatically. The Fire Elemental attacks with Fire Blast matrices. It can generate up to 2 per round, at no cost. It can also generate a Fire Wall matrix twice per day. Movement 12.

Air: 100 body points, immune to physical attacks. The only ways to attack an Air Elemental are mentally (mental SMR 50), with a Temperature Manipulation matrix (causes 2-8 points of damage), with a Frost Gun (causes normal damage), or with any other attack which the Battle Master decides would affect a creature made of air. The Air Elemental attacks by picking up small objects with its winds and whipping them around with great force. Each round of combat, a target must make an Agility check at a -20 or be hit by 1-6 objects for 2-8 points of damage each. The Air Elemental can attack up to 5 targets in this manner at once. If it is concentrating on one target, the Agility check is at a -60 and he or she will be struck by 2-12 objects. The Air Elemental can also generate a Sonic Concussion matrix once per round instead of making its normal attack. Movement 36.

Water: 200 body points, half damage from physical attacks, double damage from fire and heat, cold attacks doing more than 50 points of damage total freeze it solid, killing it. The Water Elemental can attack in two ways. The first is a wave attack which has a base 80% chance to hit, cannot be parried, and does 3-18 points of damage. The second is a drowning attack. This has a base 60% chance to hit, and if it hits, the victim has 2-12 rounds to break free or drown. To break free requires a strength check at a -75. Gills or other breathing gear will render this attack ineffective. Movement 12.

The Greater Element Sphere is a treasure of the Gemini people, and they will use every means at their disposal to track it down if it is stolen.

Barter's Ring: The prize piece in the collection of Barter the Orion Rogue, this small, insignificant-looking finger ring of a strange yellow metal is always on his finger. The Ring has demonstrated the following powers:

1. It continually generates an invisible, 400-point defense shield around the wearer, which regenerates at 5 points/minute.
2. It can fire a blast of some unknown energy which inflicts 6-36 points of damage.
3. It can function as a Drain matrix with quintuple normal effects at a range of 10 meters.

It is likely that the Ring has other powers; Barter isn't saying anything on the subject. It is known that he talks to the Ring as if it were a living

being. Whether the Ring is actually sentient or Barter is just completely around the bend remains to be seen (probably both).

Smartskin: The artifact known as the Smartskin is apparently some form of metal capable of shifting its shape, color, and texture at the command of the owner. It is large enough to cover a size class 8 creature, and provides the following powers to the wearer:

1. Threshold of 8
2. The ability to change shape and color, equal to Camouflage skill at level 20
3. Negates the need to breathe, feeding the wearer oxygen (or whatever) directly through the skin.
4. Boosts strength to 140, unless it is already higher.
5. Manifest weaponry—most archaic hand weapons can be duplicated directly from the Smartskin.

The Smartskin was recovered by a Phentari exploration team, but captured by the Eridani before it could be transported back to Phena. The ship it was on was destroyed, and it is no longer known where the skin came from. It is currently worn by Akai-Ideth, the bodyguard to General Erash-Ican.

Life Amulet: This insignificant-looking amulet is one of the most highly sought after devices in the universe. It has only one power, but that power is enough—it makes the wearer immune to the effects of aging for as long as it is worn. The location of the Life Amulet is one of the most closely guarded Alliance secrets for if word got out regarding its location, there would certainly be raids launched, and possibly wars fought, to recover it. Rumors run rampant that the Life Amulet is being used by the Galactic President and his flunkies to prolong their lives, each wearing it in turn.

Shrine of Mashual: This small gold box is the key to self-enlightenment for many matrix controllers, but it is a perilous key at best. When opened, the ornate cask is revealed to be filled with a soft, glowing light. By concentrating on the light, a matrix controller is mentally drawn in for what has come to be known as the Trial of the Shrine. This trial varies from individual to individual, but is always extremely challenging, though not impossible, and always focuses on the matrix controller's own weaknesses and self-image. The trial takes place entirely in the mind of the subject. The Battle Master should design a trial which can be overcome with clever and skillful roleplaying, but which cannot be overcome by simple force of arms or powers. If the subject survives in the trial, he or she will emerge with a +10 to his I.Q. (to racial maximum), and matrix experience will be raised to the start of the next level of matrix use. If the controller dies during the trial, a mental SMR is necessary. Success means a loss of 2-20 points of I.Q., failure adds the loss of one full level of experience to this penalty. In addition, the matrix controller must make a second SMR. Failing this one means death, pure and simple. The Shrine of Mashual is currently in the Mutzachan Tower of the Prism, and may only be visited with the permission of the Council of Timar.



CHAPTER 5

Standard of Living • 5



IN THIS CHAPTER...

Credit Cards
Standard of Living
Neighbors
Cheaters Should Be Shot
Advanced Grenade Rules
Humor

◀ Three separate survey parties were dispatched by AMC to investigate reports of an asteroid in the Gnar Asteroid Field that had begun to exhibit strange and unnatural orbit shifts. The only report received so far has been from the Orion vessel, the Rift Surveyor II (top). It's last transmission read, "Upon attaining orbit around Asteroid AV-6539, a being made up of shifting light patterns appeared on our bridge. It stated that it meant us no harm and had been waiting for centuries to show us something. We are following it to the surface and will report on our findings." Following transmissions have never been received. The fate of the Surveyor and the other two ships remain unknown.

REDIT

Characters may take out personal loans and/or acquire credit cards at the beginning of the game, or at some point during their adventuring careers. Obtaining loans or credit cards, and the amount that may be borrowed, depends on a variety of factors discussed below.

Player characters establish a credit history, and a corresponding credit rating, before beginning their adventuring. Unless special circumstances lead to the Battle Master to assign a different rating, all beginning characters have a 2.0 credit rating (or Asset/Loan Index). Credit history changes over time and a character's financial affairs will directly influence their ability to obtain personal loans after play starts. Characters who got the 'bad credit rating' result from the Fickle Finger of Fate tables have a -5.0 Asset/Loan Index rating and start with no credit cards!

There is no upper limit on possible credit ratings. If you are wealthy enough, any type of personal loan is available. On the other end, no character is given any kind of consideration for a loan or credit card with a rating below 1.0. One's general credit rating is separate from employer policies and does not affect obtaining company credit cards. When a character's rating drops below a certain level, collections agencies are notified, authorities issue warrants for arrest and local bounty hunters begin calling. Most agencies re-evaluate a person's CCI every quarter, or upon request from the sentient.

Characters can take out two basic types of loans: personal unsecured loans (includes general credit card limits) and secured loans. An unsecured loan is one where no asset, technically owned by the character, is put up as collateral for the loan. With an unsecured loan, the lending institution is basically counting on your financial reputation when determining whether to loan you money, how much money to lend you, and how much interest to charge you. Lending institutions prefer secured loans. With a secured loan, you have to put up an asset or assets and promise that if you miss your payments, the bank can take away these assets. A car loan is a secured loan—if you screw up, they come and take your car away. Just because the bank can go after your asset does not mean that your credit history is irrelevant, however. Banks do not like to pay repossessioners, credit collectors, or bounty hunters.

Customer Credit Index (CCI)

When a character seeks a loan, or wishes to determine the current maximum allowance on their credit card, the character's current customer credit index (CCI) must first be calculated. The current CCI equals the sum of the Employment Index + Asset/Loan Index + Racial Index.

Employment Index (EI)

A character's employment index (EI) reflects current salary. Credit is directly affected by a character's salary because salary indicates the probability that loan payments and credit card bills can be paid on time. The following table details the salary-based EI:

EMPLOYMENT INDEX

ANNUAL SALARY (cr)	RATING
0-7,000	0
7,001-10,000	1.0
10,001-13,000	1.5
13,001-17,000	1.8
17,001-22,000	2.0
22,001-27,000	2.5
27,001-35,000	3.0
35,001-45,000	3.5
45,001-60,000	4.0
60,001-75,000	4.5
75,001-100,000	5.0
100,001-150,000	5.5
150,001-200,000	6.0
200,001-250,000	6.5
250,001-300,000	7.0
300,001-400,000	7.5
401,000-600,000	8.0
600,001-800,000	8.5
800,001-1,000,000	9.0
1.0 to 1.5 million	9.5
Per additional .5 million	+1.0

Asset/Loan Index (ALI)

Asset/Loan Index (ALI) reflects a character's net worth and credit history. Start with the character's most recent ALI (or 2.0 for beginning characters) and add any applicable modifiers from the list at right.

Outstanding Loans modifiers are calculated per unit noted. If a character already had borrowed sums totalling 3,432,500cr, their ALI when seeking more loans would be -34.32. This joker better have a great salary and/or a great deal of assets.

Savings modifiers are per 1,000 within the bracket. If a character had 50,000cr in current savings, the beneficial modifier would be (20 times .01 [for the first 20,000]) plus (30 times .015 [for the remaining 30,000]) or +.65. Savings must be maintained over a 1 year period. If the minimum for a certain bracket has not been in saving for an entire year, the per 1,000cr modifier is calculated at the next lower level. For example, if the character had 30,000cr in savings but 20,000cr had been there for only a couple months, the modifier for each 1,000, up to the full 30,000 would be .01

A character has an excellent credit year when he has loans of at least 10,000cr and makes all payments on time and in full. A character has a good credit year when he has loans of less than 10,000cr and makes all payments, or has no loans at all.

ASSET/LOAN INDEX

FINANCIAL FACTOR	INDEX MODIFIER
Assets (per 20,000cr value)	+0.05
House (per 100,000cr value)	+1.2
Late Ground Vehicle Loan Payment	-.32
Late Mortgage Loan Payment	-.40
Late Personal Loan or Credit Card Bill Payment	-.25
Late Ship Payment	-.67
Loan Defaults:	
up to 10,000	-1.3
up to 50,000	-3.0
up to 100,000	-4.7
up to 500,000	-7.0
up to 1 million	-15.0
per 500,000 above	-10.0
Outstanding Loans:	
per 1,000	-0.01
per 10,000	-0.1
per 100,000	-1.0
per million	-10.0
Per Excellent Credit Term (1yr)	+0.5
Per Good Credit Term (1yr)	+0.2
Savings (per 1000cr):	
less than 20,000	+.01
20,001-50,000	+.015
50,001-200,000	+.02
200,001-500,000	+.04
500,001-1.0 million	+.08
over 1.0 million	+.10
Vehicle (per 35,000cr value)	+0.1

Racial Index

Racism and preferred treatment shouldn't exist, but we all know that it does. When determining a character's CCI, the following modifiers represent lenders' prejudices. If the character is simply determining how much they may borrow, roll dice. If the lender has been specified, or the loan application process roleplayed out, The BM may choose a number in these ranges.

Available Limits, Rates, Terms

Credit card limits, unless specified below, are CCI x 1,000. Credit card interest rates, unless specified below, are (25-CCI/12)% per month, to a minimum of 1%. Every month, you must pay off at least 0.1% of your bill. There is no maximum term; as long as you meet your monthly payments, the lender will take your money forever.

The maximum personal, unsecured loan available is CCI x 5,000. Rates are (25-CCI)% per year, to a minimum of 10%. The maximum term is CCI in years.

Secured loan maximums equal 90% of the value of the asset put up as collateral. Also, the character's CCI x 5,000 may be no lower than 75% of the loan. Interest rates are (20-CCI)%, to a minimum of 8%. The maximum term is decided by the Battle Master after considering the

ASSET/LOAN INDEX

RACE	RATING(DIE ROLL)
Aeodronian	-0.2 to +0.4(d6)
Andromeni	As per host body
Ashanti	+0.5 to +1.0(d6)
Chatilian	+0.1 to +0.4(d4)
Cizerack	+0.1 to +0.4(d4)
Eridani	+0.2 to +1.2(d12)
Fott	-1.0 to -0.7(d4)
Furbl	+0.2 to +0.9(d8)
Gemini	+0.1 to +0.8(d8)
Gen-Human	+0.2 to +0.8(2d4)
Goola-Goola	-0.1 to -1.2(d12)
Human	+0.1 to +1.2(d12)
I-Bot	N/A; BM discretion
Ikrini	+0.1 to +1.0(d10)
Jezzadeic Priest	-0.2 to +0.1(d4)
Kizanti	-0.3 to +0.4(d8-4)
Mazian	-0.1 to -1.0(d10)
Misha	-0.2 to +0.3(d6)
Mutzachan	+0.1 to +1.0(d10)
Orion Rogue	-0.9 to +1.0(d20-10)
Phentari	-0.2 to -2.0(2d10)
Python Lizard	-0.1 to -0.8(d8)
Ram Python	-0.1 to -1.2(d12)
Sye-Men	-0.6 to +1.3(d20)
Tanndai TechKnight	-0.1 to +0.2(d4)
Zen Rgeln	+0.1 to +1.0(d10)

collateral (generally, 5 for ground vehicle, 10 for atmosphere vehicles, 15 for spaceships, 30 for houses and land).

To determine the monthly payment on an unsecured or secured loan, multiply the loan amount by the interest rate to get one year's interest. Then, multiply the year's interest by the term (years) to get total interest. Add total interest to the loan amount to get the total pay off. Divide the total pay off by (term in years times 10). Pay that sum every month or look for your name in the bounty listings of Madd Mike's Mercenary Brochure.

• **Example:** Bluerazor, a Mutzachan, begins his career with SSDC earning 30,000cr a year. He has no special credit problems. His savings total 1,000cr, with no acceptable assets for savings purposes. This gives him a CCI of: 2.5 (EI) + 2.01 (ALI) = 4.51. This would entitle him to take out a loan of up to 22,500cr, not accounting for racial modifiers. With a typical racial modifier of 0.5, Bluerazor's credit index of 5.01 would allow him to take a loan up to 25,050 cr.

Later, after a considerable adventuring career, 14 purple hearts, and 3 Talismans of the Zen, Capt. Bluerazor is an employee of Danstel making a cool 250,000cr a year. He has savings of 350,000cr and assets totalling around 900,000cr. His CCI would now be: 6.5 (EI) + 11.9 (ALI: 9.65 for savings + 2.25 for assets) + 0.5 (racial modifier) = 18.9 CCI. This means he could stroll into a bank and get an unsecured 94,500cr loan.

CREDIT CARDS

There thousands of different credit cards available. Any character seeking a credit card must submit the proper forms, pay the processing fee, and wait 2-8 months for a response. Credit cards are issued based on job security, previous credit rating, money in savings, and viable assets.

Characters begin the game with a varying number of credit cards, depending upon their social status. The effects of social status are given below. All Zen Rigelns begin the game with a Medicane card that is not counted under the social class limit.

SOCIAL CLASS CREDIT STATUS

SOCIAL CLASS	# OF CARDS
Poverty	0
Lower Middle Class	1
Middle Class	1-2
Upper Middle Class	2-3
Content	2-4
Wealthy	2-5
Rich	2-6
Loaded	3-8

Characters may only obtain certain credit cards when starting out. Those available are listed on the chart below. The BM may have the character roll on the following chart or may select cards. Other credit cards are obtainable only as a character's CCI increases.

STARTING CREDIT CARDS

ROLL	CARD
01-25	Galactic Express
26-40	Traveler
41-50	Madd Mike's Mercenary
51-75	Galaxon Food
76-90	GCTN
91-93	Legal Assistance
94-97	Medicane
98-99	Cash and Carry Platinum
100	Shipping Astral

Credit Cards and CCI

Certain credit card companies only want certain characters holding their cards. These companies will not issue a card unless the character's CCI reaches a certain level.

Once you become one of the "family," you are given some slack. However, if your CCI drops below a certain level, your card is automatically cancelled. The following table lists the cards' minimum CCI for issuance, and for cancellation.

Regardless of current CCI, beginning characters are assumed to have been issued their cards when their CCI was sufficient. Companies reserve the right to cancel any credit card subsequent to any felony conviction. There is a chance to receive a credit card that would not normally be issued to you during sales and other promotional gimmicks.

CREDIT CARD ISSUE/CANCEL

CREDIT CARD	ISSUE	CANCEL
Balshrom Gold	5.5	4.0
Cash And Carry	1.8	1.0
Commerce Credit	4.5	3.5
Cyber Clone	9.5	8.5
Deep Space Fueling	10.0	8.5
Deep Star Freight	7.5	6.0
Defenselator	2.5	1.5
Excelsior	8.5	8.0
Galactic Express	2.1	1.5
GTCN	2.4	1.0
Galaxon Food Card	1.6	0.5
Legal Assistance	6.3	6.0
Madd Mike's	3.0	1.0
Medicane	2.0	0.5
Orionus Conglomerate	6.0	5.2
Platinum Passport	2.5	1.0
Products Consortium	3.0	2.0
Rent-A-Route	3.4	3.0
Shipping Astral Inc.	2.0	3.0
Space Mechanic	8.5	8.0
Stellar Unlimited	5.5	4.5
Tradex	7.5	6.0
Traveler Card	2.5	2.0
Universal Health	3.2	2.0
Universal Fuel	8.5	6.0

The Cards

Below are some of the credit cards that can be obtained and what they are used for. The processing fee is charged at the issuance of the card.

Balshrom Gold Card: Good only on Balshrom Science Corporation products and its subsidiary Bear Armor Systems (producer of the Bear series body defense suits). Characters holding this card are entitled to a 15% discount on all Balshrom and Bear products. The Balshrom Gold Card has a 50,000cr beginning limit. The premium charge is 2% per month. Processing fee: 250cr.

Cash and Carry Platinum Card: 2,000cr starting limit. 20.3% annual (1.9% monthly) financing. Slow process time: 4-16 months. Processing fee: 20cr.

Commerce Credit Card: Permits a person to buy and sell commodities, such as gold, food, machinery, and slaves at brokerage houses. All major Alliance bases and cities contain brokerage houses and a commodities market. A flat fee of 8,000cr is charged per year, starting after the first 4 months.

Cyber Clone Card: Backed by the Cyberdyne Research Company. Does not offer cards to Python races or Phentari. The Cyber Clone allows the holder to obtain up to 200,000cr worth of Cybernetic equipment, and 0.5Mcr of genetic work. 45.9% annual (3.8% monthly) financing (ouch!). Processing fee: 10,000cr.

Deep Space Fueling Card: Unlimited fuel and repair at any Alliance port. There is a 350cr premium applied per month. WARNING!!! Deep Space Fueling retains its own Bounty Hunter/Collection Agencies. Processing fee: 25,000cr.

Deep Star Freight Card: Maximum starting value transported: 200,000cr. 15.1% annual (1.4% monthly) financing. Processing fee: 5000cr.

Defenselator Gold Card: Good on all Able Corporation Products. Not available to Balshrom Science Corporation personnel. 35,000cr starting limit. 25.0% annual (2.25% monthly) financing. FREE PROCESSING!!!

Excelsior Card: The premium legal assistance card. It is accepted on all Alliance planets. It is also honored by the Krakeds and Xarian Confederacies. Provides a level 10-25 lawyer. Cost is determined by case. 30% annual financing (2.7% monthly). A 20,000cr retainer fee must be paid before the card is issued.

Galactic Express Card: 50,000cr starting limit. Don't leave the planet without it. This card is not accepted by all establishments. The Averon Corporation and weapon manufacturers do not accept this card. An advance of 20% of the maximum amount of available funds can be taken every 30 days. The card must be paid off in full every month. A 1% surcharge is added to the cost of each item purchased. Cannot be used to purchase weapons or armor. Processing fee: 50cr.

GTCN Card: The Galactic Tele Communications Card. Up to 5,000cr worth of calls can be charged to this card per month. 27.4% annual (2.5% monthly) financing. Processing fee: 40cr.

Galaxon Food Card: 1,000cr starting limit. 17.5% annual (1.6% monthly) financing. Good wherever Ubiquitous food products are sold. Processing fee: 20cr.

Legal Assistance Card: Guarantees expeditious legal services anywhere within the Inner Circle. For the first year, all services are free. Afterward, a flat fee of 10,000cr is charged per year, per case. All counsel provided are at least 6-10 level in law skill; the minimum level of skill depends on how much hot water the card holder is in. Processing fee: 1,000cr

Madd Mike's Mercenary Card: Allows one to charge for mercenary services. 20% annual (1.8% monthly) financing. Processing fee: 1,000cr.

Medicane Card: Provides up to 50,000cr worth of medical care at any Alliance hospital. 30.2% annual (2.7% monthly) financing. Processing fee: 100cr.

Orionus Conglomerate Card: An elite credit card issued to all Orions who come from the rich class or higher. The card entitles the character to a 25% discount on all travel costs anywhere within the Alliance and 20% discount for all lodging costs. The card also allows one to secure up to 20,000cr worth of cash at any Galactic Teller Bank. 22.1% annual (2% monthly) financing. Processing fee: 800cr.

Platinum Passport Card: The most widely accepted card throughout the galaxies. Beginning limit: 5,000cr. 13.9% annual (1.3% monthly) financing. Processing fee: 60cr.

Products Consortium Card: Holders may purchase up to 50,000cr worth of commodities from a brokerage house. Accepted Alliance-wide. Not offered to Orion Rogues. 31.7% annual (2.8 monthly) financing. Processing fee: 400cr.

Rent-A-Route Card: Rent-A-Route Services are located throughout the galaxies, at most major ports and cities. Rent-A-Route customers can rent out vehicles for 75% of the going rate. Rent-A-Route also provides free service for any Rent-A-Route vehicle that breaks down. 12.9% annual (1.2% monthly) financing. Processing fee: 150cr.

Shipping Astral Incorporated Card: 20% discount on all freight shipped when using this card. 18.7% annual (1.7% monthly) financing. Not available to Phentari. Maximum starting value transported 50,000cr. Processing fee: 2000cr.

Space Mechanic Card: Available only on the Frontier. This allows for up to 100,000cr worth of vehicle repairs at any Alliance base or station. 25.7% annual (2.3% monthly) financing. Processing fee: 2,000cr.

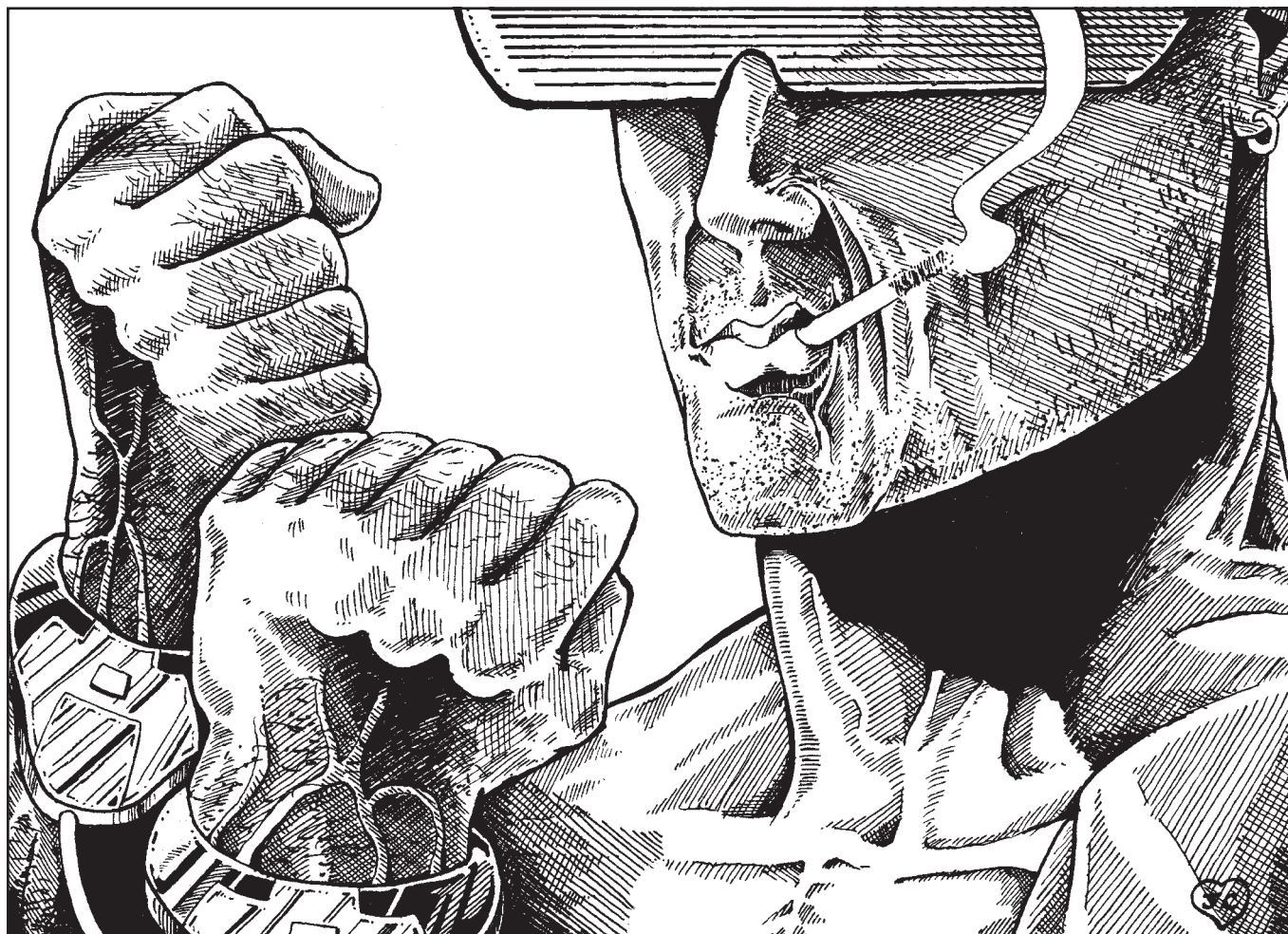
Stellar Unlimited Card: Unlimited travel anywhere, up to 25,000cr. Up to 25,000cr credit advance for non-travel costs (ticket, hotel accommodations). This card is honored by most 4-5 star hotels. 23.1% annual (5.33% quarterly) financing. Quarterly payments. Processing fee: 375cr.

Tradex Card: The much-sought-after Tradex card may be used to purchase up to 100,000cr worth of slaves and slave-related material. The cost of shipping the freight is free. Unacceptable at all Eridani businesses. 28.5% annual (2.5% monthly) financing. All Orions are offered this card for free. Processing fee: 2,000cr.

Traveler Card: Guarantees no waiting in line when flying Luxury Cruises, Deep Space Coach, or Luxurania Lines. Up to 20,000cr of debt can be charged to the card. Annual interest is 11.4% (1.1% a month), a great rate. Characters holding this card also receive a 20% discount when staying at any Danstel Resort. Processing fee: 130cr.

Universal Health Card: Provides up to 100,000cr worth of medical care at any Alliance hospital. Does not cover Cybernetic transplants. 34.2% annual (3.0% monthly) financing. Processing fee: 300cr.

Universal Fuel Card: Good at all Universal Fuel stations within the Inner Circle. 27.3% annual (2.4% monthly) financing. 100,000 maximum. Processing fee: 5,000cr.



THE STANDARD OF LIVING

The following sections are devoted to helping PCs develop their civilian lives. Characters usually don't live in the barracks. It is very boring. They have homes just like anybody else. The rent and basic expenses of living are deducted from your paycheck in the form of direct deposit. So you don't have to worry. But you do have to pay. Unless special circumstances are indicated by your Battle Master or the "Growing Up", Fickle Finger or Fortune Tables, all beginning characters are assumed to rent, not own, their home. Parents or relatives own their home and may charge you rent at their whim.

Note: When applying the results given by the tables below, feel free to ignore any dice roll that results in an unreasonable situation. For example, if you have a salary of 15,000cr, you would not live in a 4 bedroom House in an exclusive neighborhood. Alternatively, such a rolled result might lead to a story or background idea explaining the disparity between your salary and living conditions (someone might be covering your expenses and expect favors, or you might be supplementing your income by smuggling, etc.).

Basic Housing

Characters roll on the Dwelling Table to determine what kind of housing they live in. The Battle Master shall determine the conditions of housing for certain arrangements as dictated below.

Any character living in an apartment or home of some sort is assumed to have spent money on furnishings, or had them provided to them in some fashion or another. The Dwelling Table gives a range for how much money your character has to spend on furnishing his apartment. Simply roll the appropriate dice. This amount may be modified by the neighborhood where you live (see Neighborhood Table below). Battle Masters are advised to make players spend a minimum of 95% of this money they receive on furnishings. They may also spend the money on getting a better place to live if they choose.

The Dwelling Table also gives the basic rent and living expense (BRE) charged for each type of dwelling. The BRE may be modified by the neighborhood where you live (see Neighborhood Table below).

After they have rolled on the Dwelling Table, proceed to the Neighborhood section.

DWELLING TYPE	
ROLL	CLASS
01-10	Barracks: (BRE: 50cr)
11-25	Sleeper Tube: (BRE: 75cr)
26-45	Efficiency: 1,000-4,000cr (BRE: 125cr)
46-57	1 Bedroom Apt.: 2,000-8,000cr (BRE: 150cr)
58-67	2 Bedroom Apt.: 2,000-12,000cr (BRE: 350cr)
68-75	3 Bedroom Apt.: 4,000-16,000cr (BRE: 500cr)
76-82	3 Bedroom House: 4,000-24,000cr (BRE: 750cr)
83-87	4 Bedroom House: 6,000-36,000cr (BRE: 900cr)
88-94	With Parents (determined by Battle Master)
95-99	With Relatives (determined by Battle Master)
100	Homeless (Oh well!!!)

Note: Some players are power hungry and will try to sell their furnishings to secure money for an up and coming adventure. Battlelords is

a roleplaying game. Virtually no character would sell his home or any of his stuff to purchase weapons. Do not allow this. Now if the player needs to raise 100,000cr or the local mafia is going to liquidate him, well that is a different story. Return value on most items is 20% plus 01% per point of charisma above 70.

Neighborhood

Now that you have established your character's dwelling, you must find out what the neighborhood is like. Roll on the Neighborhood Table. Adjust furniture allowance and BRE as detailed. Personnel living in the barracks inevitably live in blue collar or white collar districts. Sleep Tubes are considered low class by the bourgeoisie and are only found in blue collar or lower class neighborhoods.

After rolling on the Neighborhood Table, proceed to the appropriate Neighbor Table.

NEIGHBORHOOD TYPE	
ROLL	CLASS
01-15	Slums: 1/4 furnishing money; 1/2 BRE
16-25	Lower Income: 1/2 furnishing money; 2/3 BRE
26-40	Lower Middle Class: 3/4 furnishing money; normal BRE
41-80	Middle Class: Standard costs for furniture and BRE
81-95	Upper Middle Class: furnishing cost and BRE times 1.5
96-98	Snob's Knob: 2.5 times furnishing cost; double BRE
99-100	Exclusive: 4 times furnishing costs; triple BRE

Who Lives Next Door

Who you live next to is directly correlated to where you live. The Mayor doesn't live in the slums and Harry the engineer won't live in the projects. Find the table appropriate for your neighborhood, and roll for each nearby apartment or building. The neighbors' disposition is found by rolling on the Neighbor Disposition Table and the precise occupation of any working sentient is found by rolling on the Neighbor Occupation Table. Neighbors revealed to be "Open" do not try to impersonate another profession. For one reason or another, these sentients have managed to avoid the police despite their lack of discretion.

NEIGHBORHOOD TYPE	
ROLL	ENCOUNTER
01-10	Vacant
11-15	Bum: 1-8 sentients
16-20	Open Drug Dealer: 1-6 sentients
21-25	Open Criminal: 1-4
26-50	Working: 1-8 sentients
51-97	Welfare Recipient: 2-8 sentients
98-100	Mysterious Undertakings: 1-8 sentients

LOWER INCOME NEIGHBOR

ROLL	ENCOUNTER
01-05	Vacant
06-08	Bum 1-8 sentients
09-14	Open Drug Dealer: 1-6 sentients
15-18	Open Criminal: 1-4
19-60	Working: 1-8 sentients
61-98	Welfare Recipient: 2-8 sentients
99-100	Mysterious Undertakings: 1-8 sentients

LOWER MIDDLE CLASS NEIGHBOR

ROLL	ENCOUNTER
01-02	Vacant
03-04	Open Drug Dealer: 1-6 sentients
05	Open Criminal: 1-4 sentients
06-99	Working: 1-8 sentients
100	Mysterious Undertakings: 1-8 sentients

MIDDLE CLASS NEIGHBOR

ROLL	ENCOUNTER
01-02	Vacant
03-04	Open Drug Dealer: 1-6 sentients
05	Open Criminal: 1-4 sentients
06-99	Working: 1-8 sentients
100	Mysterious Undertakings: 1-8 sentients

UPPER MIDDLE CLASS NEIGHBOR

ROLL	ENCOUNTER
01	Vacant
02	Mysterious Undertakings: 1-8 sentients
03-75	Working: 1-8 sentients
76-100	Independently Wealthy Non-working: 1-5 sentients

Neighbor Disposition

Neighbors will have a general disposition toward other people. Oh by the way, you are considered other people! Neighbors can be useful in obtaining information, getting jobs, picking up contacts, etc. PCs are advised to get to know their neighbors. They can be useful. The basic neighbor disposition is given below and the reaction modifier (RM) applied to persuasion rolls. When a persuasion roll is not part of your

interaction with your neighbor, the Battle Master should simply consider the neighbors general disposition in roleplaying that NPC.

One's race has a direct effect on what a neighbor's reaction will be to living next door to YOU! The Battle Master must decide your neighbor's race depending on the planet you are living on. Then, consult the Racial Preference Table of the Battlelords of the 23rd Century basic rule book to determine how well your race and your neighbor's race get along. The neighbor's general disposition toward you, and their persuasion modifier, as revealed on the Neighbor Disposition Table, will be modified according to general racial relations.

RACIAL DISPOSITION

DISPOSITION	
Preferred	Move 1 level down (i.e., Cordial becomes Friendly)
Tolerant	No change
Mistrust	Move 1 level up (i.e., Tolerant becomes Unfriendly)
Dislike	Move 2 levels up
Enmity	Move 3 levels up

Note: You neighbor can't be more negatively disposed than hostile, nor more positively disposed than very friendly.

Neighbor Occupation

All working neighbors (those that are not vagrants, on welfare, or conducting some sort of shady business) hold jobs. The neighbor's type of job often is related to the neighbor's social class. Once you have rolled on the Neighborhood Table, and then rolled a "Working" result on the Neighbor Tables, consult the tables below to get the precise occupation of your "Working" neighbor.

The neighbor occupations given below are those that might aid a character at some time. Many other occupations are possible. A particularly snide Battle Master might choose to give you a lava-lamp crafts sentient as a neighbor. As usual, Battle Masters are free to ignore the table results below and introduce any sort of freaky neighbor they wish.

Note: When a "Criminal posing as (roll again)" results, simply roll for another occupation on the table. That second occupation is the criminal's cover.

Note: The Neighbor Table, Neighbor Disposition Table and the following Neighbor Occupation Tables may also be used for NPCs encountered in your or any neighborhood.

NEIGHBOR DISPOSITION

ROLL	DISPOSITION	RM
01-05	Hostile	-90
06-15	Unfriendly	-50
16-30	Tolerant	-20
31-70	Neutral	+00
71-85	Cordial	+20
86-95	Friendly	+50
96-100	Very Friendly	+90

LOWER MIDDLE CLASS OCCUPATION

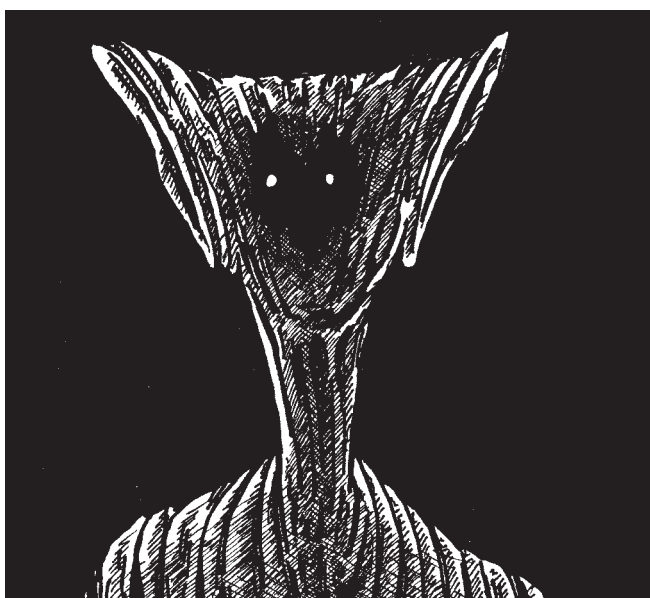
ROLL	OCCUPATION
01-03	Janitor
04-10	Taxi Driver
11-30	Factory Worker
31-45	Store Clerk
46-50	Miner (planetary)
51-60	Burger Slammer
61-62	Deluxe Burger Slammer
63-65	Mechanic
66-69	Waiter/Waitress
70-71	Bartender
72-80	Hooker/Gigolo
81-82	Bank Teller
83-89	Soldier
90-100	Criminal posing as (roll again)

MIDDLE CLASS OCCUPATION

ROLL	OCCUPATION
01-04	Electrician
05-07	Steel Worker
08-25	Computer Operator
26-30	Paramedic
31-35	Police Officer
36-37	Firefighter
38-43	Construction Worker
44-45	Teacher
46	Battlelord
47	Miner (interplanetary)
48-50	Mechanic
51-52	Electronics Technician
53-55	Factory Worker
56	Courier
57-61	Soldier
62-65	Carpenter
66-68	Cook
69-72	Science Technician
73-74	Criminal posing as (roll again)
75	Hooker/Gigolo
76-95	Small Business-owner
96-100	Other

UPPER MIDDLE CLASS OCCUPATION

ROLL	OCCUPATION
01-03	Doctor
04-06	Mining Away Team Member
07-10	Computer Programmer
11-12	Lawyer
13-17	Engineer
18-19	Scientist
20	Battlelord
21-23	Merchant
24-25	Pilot (deep space)
26	Weapon Technician
27	Cyberneticist
28	Robotics Design
29-30	Banker
31	Cyball Player
32	Government Official
33	Judge
34	Hooker/Gigolo
35-36	Steward/Stewardess
37	Actor
38-40	Investment Analyst
41	Police Chief
42-44	Language Translator
45-48	Security Systems Analyst
49-52	Soldier
53-54	Accountant
55	Planetary Surveyor
56-58	Deep Space Salvage Crewman
59-60	Communications Expert
61-62	Architect
63-64	Criminal posing as (roll again)
65-95	Medium Business-owner
96-100	Other



SNOB NEIGHBOR OCCUPATION

ROLL	OCCUPATION
01-30	Business Tycoon
31-33	Government Official
34	Galactic Official
35	Cyball Hero
36-38	Organized Crime Figure posing as business tycoon
39-40	Dignitary
41-45	Battlelord
46-48	Steward/Stewardess (deep space)
49-51	Pilot (deep space)
52-54	Movie Star
55-60	Investor
61	Rim Runner
62-67	Merchant (interstellar)
68	Police Commissioner
69	Criminal posing as business tycoon
70-75	Soldier
76-100	Other

Neighbor Occupation Descriptions

The particular occupations rolled on the Occupation Tables are described in more detail below. COH stands for Cash On Hand.

LOWER MIDDLE CLASS (AND BELOW)

Janitors: Have a 50% chance to know something important about the goings on in the building where they work. 60% chance to be aware of all of the security systems in the building and how to activate and deactivate them. Janitors are usually lonely and thus have a +15 reaction modifier. COH: 10-20cr

Taxi Drivers: Have a 70% base chance to know where street locations or places are in the city. Have 1-6 levels of Street Smarts and 20% base chance to know information concerning illegal activities such as the Black Market and Rebels. Generally closed mouthed, Taxi Drivers have a -40 reaction modifier. This usually decreases by 01% per 100cr bribe. COH: 50-200cr

Factory Workers: Have 3-8 levels of skill in their respective occupations. No reaction modifiers. 10% chance times level of skill is the chance that factory workers will know important information about the product the company produces. COH: 10-40cr

Store Clerks: Aware of security systems in the place where they work. -10 reaction modifier because they deal with customers all day. COH: 10-40cr

Miners (planetary): These tough customers are 70% likely to have 1-4 levels of Hand-to-Hand combat, with a 35% chance that they carry a weapon of some sort when out on the streets, such as a dagger or small firearm. Miners have 3-8 levels of Mining skill. 20% chance times level of skill that they know the value of a gem or ore. Reaction Modifier: -15. COH: 20-120cr

Burger Slammers: LOSERS! 'Nuff said. COH: 2-12cr

Deluxe Burger Slammer: LOSERS who get paid 10 cents more an hour! COH: 4-16 cr

Mechanics: Most neighbor mechanics are auto or skimmer mechanics (90%). 10% are tank, helicopter, or other types of mechanics. 10-20 levels of skill, and 500-2,000cr worth of tools in their homes. COH: 10-60cr

Waiters/Waitresses: These smooth-talking people are 60% likely to have a piece of gossip about goings on. 20% base chance that they can be convinced to do something shady, especially if the pay is right. Reaction Modifier: -05. COH: 10-60cr

Bartenders: 65% likely to know something about all regular customers and 25% likely to have a piece of information about those patrons who occasionally frequent the bar. Bartenders live on their tips and consequently their reaction modifier increases by 01% per 50cr tip. Reaction Modifier: -05. COH: 20-120cr

Hookers/Gigolos: They sell it on the streets (lower class) or through exclusive "escort services" (upper class). The going rate is anywhere from 20-5,000cr a trick, extra if you are into kinky stuff, extra sentiments, etc. Watch out for those who are giving it up for 20cr a shot. They probably have more diseases than Balshrom has weapons. 3-12 levels of street smarts. 75% likely to be carrying a weapon and 65% likely to carry some sort of communication device to radio their "Protector" in the event of a problem. 25% likely to know where to contact Black Marketeers and Rebels. 75% chance to know where to get drugs. Aren't big on being probed and have a -25% reaction modifier to anyone who wants anything besides sex. At the Battle Master's discretion, more exotic sex-sellers might be substituted, such as drag queens, cross-dressers, hermaphrodites, etc. COH: 100-1,000cr.

Bank Tellers: 2-4 levels in Accounting and 2-3 levels of clerical skill. Know how to operate the security system in their bank only. COH: 20-80cr.

Soldiers: Lower-class soldiers are 85% to be entry level or slightly higher. COH: 40-160cr.

Criminals: Lower middle class criminals are 70% likely to know where the Black Market action is and 90% likely to know how to get drugs. There is a 30% chance that the criminal has 1-4 pieces of important information about illegal activities going on in the city. Most lower class criminals are drug dealers, burglars, pimps, etc. COH: 100-2,000cr

MIDDLE CLASS

Electricians: Possess 3-7 levels of skill. COH: 20-120cr

Steel Workers: Possess 3-7 levels of skill. COH 20-120cr

Computer Operators: Have 4-8 levels of skill in Operation and Basic/Coding Programming. 15% likely to have a useful construct of some sort. 20-160cr

Paramedics: 5-9 levels of skill in Paramedic and another 10-20 points in various other medical skills. 05% likely to have drugs. 15% chance that they have some knowledge of recent accidents around the area. 80% chance to know where a given street location is. COH: 20-160cr

Police Officers: 80% likely to be carrying a concealed firearm when encountered off-duty outside of the house, and 100% chance that they

have 1-3 weapons (semi-auto rifles, pistols, or shotguns) inside the house. COH: 20-120cr

Firefighters: Does firefighter things, I don't know. 4-8 levels of Demolition skill. COH: 20-80cr

Construction Workers: Construction Workers are a tough bunch. 80% likely to have 3-5 levels of Hand-to-Hand combat skill. Most have a nasty disposition—75% are neutral, unfriendly, or hostile. 90% likely to imbibe alcoholic beverages, and 65% likely to gamble. Construction Worker covers all types of journeyman skills besides cooks and traders. COH: 20-160cr

Teachers: Most teachers are friendly and will gladly offer a helping hand to someone who needs them. 10-14 levels of skill in one specific subfield. COH: 10-60cr

Battlelords: Possess 40-60 skill points and 10,000-50,000cr worth of equipment. 40% likely to be armed when outside of the house. 90% likely to store weapons inside the house. Security system (3-7 level). COH: 100-1,200cr

Miners (planetary): See Construction Worker. Middle class miners are senior workers and/or on site supervisors. COH: 50-80cr

Mechanics: See lower middle class descriptions.

Electronics Technicians: Have 10-20 levels of skill and 500-2,000cr worth of tools in their homes. COH: 20-120cr

Factory Workers: The dull and unenlightened factory worker is 80% likely to be unhappy with his job. Most are willing to try something else (be hired) if the price is right. Prestige will also convince a factory worker to take chances. COH: 10-80cr

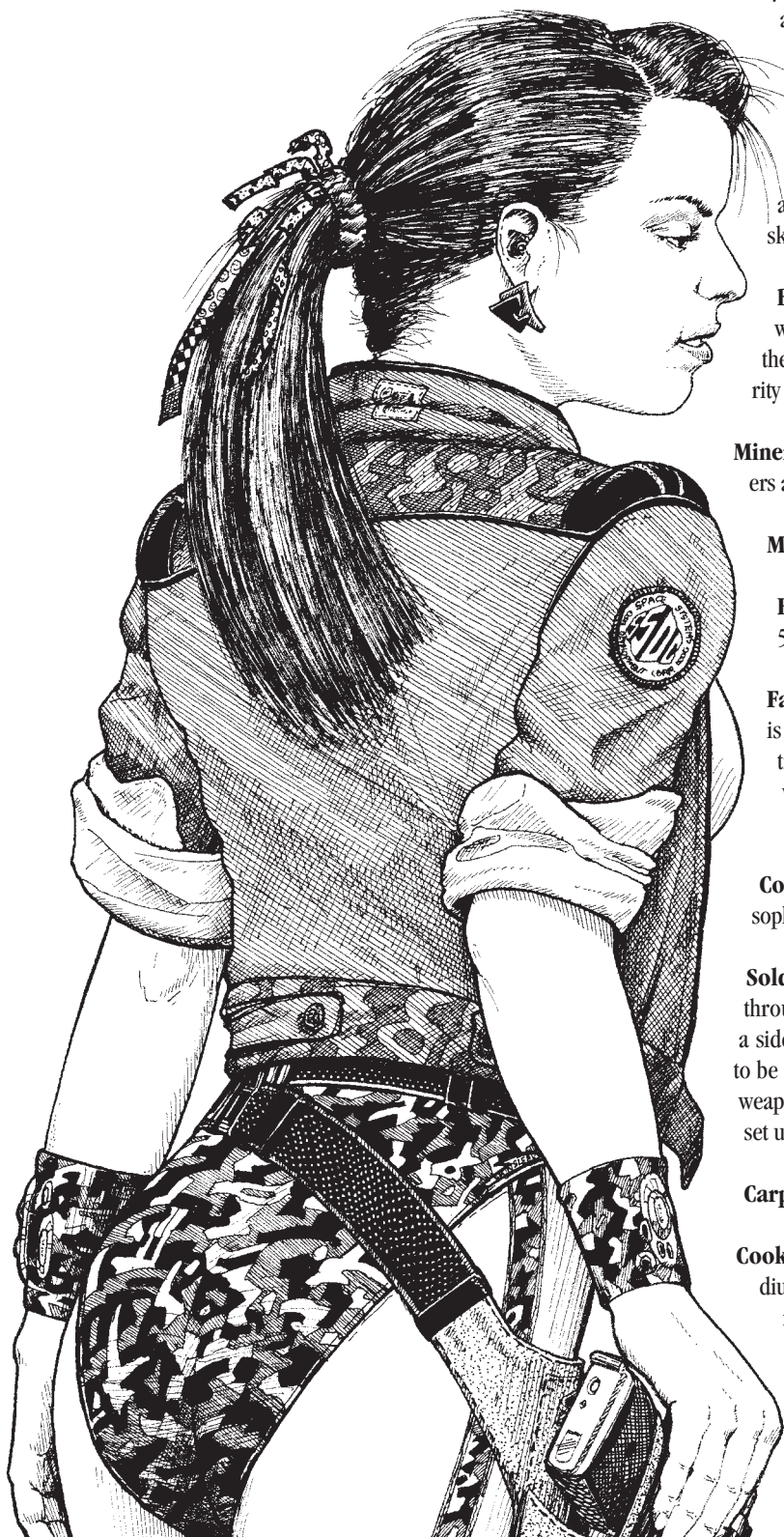
Couriers: Armed 95% of the time. Their homes are protected by sophisticated security systems, level 6-12. COH: 1,000-6,000cr

Soldiers: Middle-class soldiers are enlisted men (Private through Sergeant) or their equivalent. 85% likely to be carrying a sidearm when encountered outside the house and 100% likely to be armed when at home. Have 5,000-40,000cr worth of armor, weapons, and equipment in their homes. 55% have alarm systems set up to stop theft. COH: 30-120cr

Carpenters: See Construction Worker. COH: 10-100cr

Cooks: 10-15 levels of skill. Work in moderately successful, medium size restaurants or hotels. 25% chance of knowing security system of that restaurant. 75% chance of knowing information about important customers. COH: 50-200cr

Science Technicians: 3-6 levels of skill in a specialized subfield. COH: 30-120



Criminals: Middle-class criminals carry on the same type of activities as lower-class slimeballs. However, they are 40% likely to be in charge of operations. COH: 400-1,600cr

Hookers/Gigolos: See lower middle class descriptions.

UPPER MIDDLE CLASS

Doctors: 80-120 points of medical skills. Usually righteous, but 20% can be bought off to assist a wounded comrade without insisting on informing the police. 10% of doctors are drug addicts and 20% have strong drugs in the home. COH: 60-360cr

Mining Away Team Members: Almost never home (30%). They spend extended periods of time in space. When they return, they are likely to have large amounts of cash on hand. 85% likely to be rowdy and many have problems with their spouse. COH: 60-360cr

Computer Programmers: 70-120 points worth of skill in the computer field. 55% chance that a tech will have a powerful construct of some sort at home. 99% likely to have a state of the art computer. 50% righteous. The other 50% will accept payment to carry out some illegal activity pertaining to computers. COH: 40-16cr

Lawyers: 20% likely to be a business lawyer. 10-17 levels of skill. 70% of neighborhood lawyers have a powerful legal contact (1-6 strength) and 15% have a powerful government contact (1-6 strength). Contrary to popular opinion, most lawyers believe in the sanctity of their job and will not involve themselves in illegal activities. However, 15% are governed solely by money. COH: 60-360cr

Engineers: 5-10 levels of skill in engineer subfield: COH: 40-240cr

Scientists: 6-12 levels of skill in science subfield. 85% have thick, Poin-dexter glasses. Chances of having done the "wild thing" are about 02%. COH: 40-240cr

Battlelords: Possess 90-120 skill points and 50,000-120,000cr worth of equipment. 40% likely to be armed when outside of the house. 90% likely to store weapons inside the house. Sophisticated security system (7-12 level). COH: 100-1,200cr

Merchants: 05% to own their own spaceship. 30% likely to have 1-2 guards when operating outside the home. 10% likely to have a powerful government contacts (3-10 strength) and 65% likely to have a legal contact (4-10). Armed 70% of the time. Homes have sophisticated security systems (10-15 level). COH: 1,000-8,000cr

Pilots (deep space): 9-15 levels of skill. For other information, see steward/stewardess. COH: 50-300cr

Weapon Technicians: 8-14 levels of skill in Repair, High Tech Design or Weapon Smith. Friendly weapons technicians will do outside work to make a buck, charging only 75% of the going rate. COH: 60-300cr

Cyberneticists: Have 5-10 levels of skill. Friendly Cy designers will often do work for a reduced rate to neighbors whom they like (25% discount). COH: 80-480cr

Robotics Designers: Have 6-10 levels of skill. COH: 60-360cr

Bankers: Most bankers are righteous. But there is an occasional banker (15%) who has his hand in the till. Knowledge of powerful access codes for interplanetary or beyond banking. COH: 60-360cr

Cyball Players: 20% are reclusive. Regular cyball players are reckless and like to party. They are 30% likely to be recognized in public. They tend to like Battlelords, viewing them with respect. Therefore, there is a 25% base chance that if you become friendly with your neighbor cyball player he or she will help you out if possible. At the Battle Master's discretion, another sports star may be substituted. COH: 200-1,200cr

Government Officials: Armed 97% of the time. 5-10 levels of Hand-to-Hand Combat. COH: 100-1,000cr

Judges: Lawyer with 15-23 levels of skill. Can be bought off 20% of the time if the price is right. COH: 60-360cr

Hookers/Gigolos: See lower middle class description.

Stewards/Stewardesses: 15% work on interplanetary liners. They can obtain free passes 03% of the time and can get up to 25% discounts for flights (1-6 times per year). Are home only 30% of the time. Have high Terrestrial Knowledge scores. COH: 40-280cr

Actors/Actresses: 10-20 levels of skill. 75% will be proficient in Disguise and will have the make-up equipment to pull it off. COH: 75-1,000cr

Investment Analysts: 60-130 points of business skills. Authorized to trade and sell stocks and commodities. COH: 80-640cr

Police Chiefs: 6-10 levels of weapons skills. Only 05% can be bought off easily. COH: 50-300cr

Language Translators: 60-200 points of language and social science skills, including Anthropology, Archeology, General Knowledge, etc. COH: 50-300cr

Security Systems Analysts: 65-100 skill points in the related field. Tend to be righteous (75%). Will offer to help design protective systems for you at 75% of the going rate. There is no telling what level security has been built into the walls of his or her home. COH: 60-360cr

Soldiers: Upper middle-class soldiers are senior levels NCOs, officers, and low level commanders. 50-300cr

Accountants: I refuse to do anymore of this boring !@#& (Editor's Note: If Larry hadn't refused to do this, he would have mentioned that the accountant possesses 10-15 levels of Accounting and 4-8 levels of Administration skill. COH: 50-300cr).

Planetary Surveyors: 5-10 levels of geology skill for chiefs. Crew have a variety of skills (40-70 points) including weapons training. Your neighbor will like you 65% of the time just because of your adventurous nature. COH: 60-360cr

Communications Experts: 60-100 points of skills in the related field. 30% chance of owning a base station. Access to codes for encryption transmission, etc. COH: 50-300cr

Architects: 6-12 levels of skill and 25% chance of access to various city building blueprints. 40% chance to buy them off. COH: 60-360cr

Criminals: Engage in white collar crimes such as computer theft. The best way to get them to cooperate is to get evidence of their crimes. 50% chance to have a rifle of some sort in his home. Level 6-12 security systems. COH: 70-420cr

SNOB AND ABOVE

Business Tycoons: Many control powerful companies. 01% chance that your neighbor is a vice president, or upper level management on one of the top 1000 galactic businesses. Employ 3-12 guards and technicians to protect them and 20% likely to wear some sort of defensive gear when encountered outside. COH: 400-4,800cr

Government Officials: See upper middle class description. Protected by 3-8 security guards.

Galactic Officials: Have access to a starship at all times. Protected by a wealth of men and security systems. They are cordial, but almost never friendly, expecting an assassination attempt at any time. If you move in next to a Galactic official, a deep probe of your history will be undertaken to prove that you aren't a terrorist. COH: As required.

Cyball Heroes: Famous Cyball player. Rowdy, fun and very dangerous. If they invite you over for a barbecue, don't turn them down. Otherwise, you might end up with a 10kg ball sticking through your chest. Some Cyball heroes are reclusive (20%). They tend to like Battlelords, viewing them with respect. Therefore, there is a 25% base chance that if you become friendly with your neighbor cyball player he or she will help you out if possible. At the Battle Master's discretion, another sports star may be substituted. COH: 200-1,200cr

Organized Crime: 95% likely to be accompanied by 2-12 body guards when operating outside of the house. Combined equipment value: 500,000cr. Mob bosses are 20% likely to own their own spacecraft. 99% chance to have legal and government contacts (5-10 strength). The house is equipped with level 20-25 security systems and there is a 100% chance to find weapons somewhere inside. COH: 1,000-8,000cr

Dignitaries: Accompanied by 2-8 guards at all times. 75% chance to be wearing a flux shield. Immune to prosecution. Level 10 legal and government contacts. 80% likely to own spacecraft. COH: 2,000-12,000cr

Battlelords: 120-300 skill points. Equipment as required. Wealthy Battlelords sometimes will help up-and-coming hotshots if they like them. Otherwise they are 50% likely to kill you dead on the spot. 50% have

2-12 guards. Many Battlelords (30%) carry special weapons permits and are allowed to wear battle armor. Most are considered heroes by the public and loved wherever they go. The house is certain to be a small fortress (level 20-25 security). COH: 1,000-10,000cr

Stewards/Stewardesses (deep space): See upper middle class description. Access to tickets includes interstellar and intergalactic flights. COH: 500-4,000cr

Pilots (deep space): 10-20 in spacecraft pilot skill, 100 skill points in other vehicle skills. Home only 35% of the time. Tend to be adventurous. 25% likely to charter out their services if the price is right. 60% likely to carry a registered sidearm. 20% chance that they own their own spacecraft. COH: 200-1,200cr

Movie Stars: 80% are reclusive. Their homes are usually set far back away from the street with elaborate security systems (15-22). Most (85%) movie stars want nothing to do with combat types. COH: 400-2,400cr

Rim Runners: Hangout next door as much as possible. If nothing else, Rim Runners will have great stories to tell. 80% likely to assist you in some way for they have amazing contacts of every kind and they are heroes to the public. Rim Runners are crazy maniacs who love to live beyond the edge of death. All Rim Runners are millionaires. COH: 2,000-24,000cr

Merchants (interstellar): 20% own their own spaceship. 60% likely to have 1-4 guards when operating outside the home. 35% likely to have a powerful government contacts (3-10 strength) and 85% likely to have a legal contact (4-10). Armed 70% of the time. Homes have ultra sophisticated security systems (15-25 level). COH: 1,000-20,000cr

Police Commissioners: Same as police chief, but double the COH: 100-600cr

Soldiers: Senior level commanders. Have direct access to any military ship and are 40% likely to own their own private craft. 60% likely to have 1-6 body guards. COH: 200-1,200cr

CHEATERS SHOULD BE SHOT

Some players find it necessary to cheat at any game. They rationalize it one way or another, but when you boil all the horse!\$%# away, you end up with the same thing—cheating. Battlelords of the 23rd Century is designed to allow a slow but reasonable progression into power. Characters obtain power by earning development points, purchasing more formidable weapons and armor, etc. The system wasn't designed so that after 2 modules, you are running around in Peacemaker Battle armor with a Devastator Omega cannon. If this happens, the Battle master is too easy, or someone is cheating!

The ways to deal with cheating vary depending upon how the player is cheating. By understanding and watching over these "cheating" areas, you can better control the party and make sure that the game is fair to all those nice guys who play by the rules.



Skills Cheating

This is a big one. If you catch them, I suggest castration! Ok, maybe not. Many players think that there is an optional rule on learning skills without paying money for training. NOT!!!! The players' rationales vary from "Nobody else does" to "How can I buy an Omega Devastator if I have to pay for my skills?" Regardless, characters have to fork over the cash. Why? Companies want to save money wherever they can. Got to deal with budget constraints. If you're not part of a company, free-lance teachers are not cheap—they're not doing it for love.

To avoid non-paying for skills, calculate whatever experience points (development points), salary and/or bonuses that the characters are entitled to, but only award the development points. Then have the players pick new skills immediately. After they have done so, subtract the appropriate amount of money for the schooling from the monetary awards before giving them out.

Experience Point Cheating

Some people think that 10,000 experience points actually means 15,000

for their character. If you find someone cheating by adding unearned experience points, run their character over with a Van Horsen battle tank! This kind of cheating is complete garbage.

The best way to monitor this behavior is to occasionally compare the total experience points of one character with another from the same campaign. If no one is padding their experience awards, the totals are generally close.

Table Cheating

Probably the most blatant and prolific of all forms of cheating is table cheating. Players roll up their characters and decide to roll on the fate tables. They conveniently ignore any result that is damaging and wait till they get dice rolls that they like. Indicators of table cheating: Ram Pythons who always seem to get bionic eyes, or Phentari who always roll class 1 bounty hunters' licenses. The best way to thwart table cheating is to have players roll up characters in front of you.

Stat Cheating

As with table cheating, players roll up vital statistics in the privacy of their own home and wait until they get "God stats" before accepting a character.

Some morons are socially dysfunctional and find that they need to be the baddest guy on the planet! All their stats are above 100 or something ridiculous like that. It makes no sense to always play an ultra-powerful character; such a character is never challenged and never has to role-play. Besides it is boring and ruins the game for everybody else. Simply disallow any character that isn't rolled up in front of you if you think the stats are unreasonable.

Encumbrance Cheating

Some players don't see a problem with their character carrying 5 pulse cannons, a gross of grenades, a 12 man tent, and 500m of rope with them at all times. These butt-heads simply ignore the encumbrance rules. Other players are simply unaware of how much their characters are carrying. The way to handle this is simple enough: check characters for total encumbrance at the beginning of every adventure. If they want to carry a ton of stuff, decrease their movement to that of a rock if necessary.

Dice Cheating

A player's character always seems to roll below a 10 no matter what. Have a player sitting next to them keep an eye on their rolls or make all players roll their dice where you can see them. If it continues we recommend opening one can of your whoop-ass.

A Battle Master's job shouldn't be that of a policeman. You are supposed to be the referee. That's it. However, certain problems always seem to come with the Battle Master's territory. Dealing with cheaters is one of them. In the end, it all boils down to this: players who cheat seek an unfair advantage over others. You, unfortunately, must mete out a punishment to a friend who is going to be insulted by you calling him a cheater. If constructive conversation, gentle peer pressure and anonymous threats don't work, tell them, "Tough !%\$. Play by the rules or don't play at all!" If that doesn't work, kill off every character that the person plays until they get the hint that you don't want them around anymore!

ADVANCED GRENADE RULES

During playtesting, we found more detailed rules governing grenades added realism and fun. These rules are presented below. As with all detailed rules, they add complexity and realism, at a slight cost in playability. Of course, these rules are optional and Battle Masters may employ them as they see fit.

Proximity & Shrapnel Damage

Under the basic rules, shrapnel hits are rolled randomly. In actuality, the area of the body closest to the grenade at the time of detonation takes the most damage. The following rules reflect this fact. Here is the deal. If the pineapple lands further than 2m from the victim, then the basic grenade damage rules are used (see *Battlelords of the Twenty-third Century*). If the pineapple lands within 2m, different rules apply. The closer grenade fodder is automatically struck with one fragment in each of the two body areas closest to the grenade. These areas are usually the legs, but on occasion other areas are closer. 8 more frag hits are then randomly rolled. Thus, sentients within 2m of an exploding grenade take 2 extra frags of damage, usually to the legs.

Proximity & Concussion Damage

Advanced concussion damage follows the same basic principles. Concussion damage at 2m or more follows the standard rules (see *Battlelords of the Twenty-third Century*). Grenade fodder within 1m of the exploding grenade take 50% of the rolled concussion damage to the two areas closest to the pineapple. The rest of the damage (50%) is spread over the remaining five body areas.

Called Shots

As with discharge weapons, players may want to make a called shot with the pineapple. Called shots with grenades are not aimed at body areas. The timing is too difficult. Called shots usually involve some bozo trying to use cover. Penalty modifiers for some of the common called shots with grenades are below.

GRENADE CALLED SHOTS

TARGET	MODIFIER
Through Doorway	-10
While Target Moving (per 10kph)	-10
Through Window	-15
Into a Foxhole	-20
Through a Vehicle Window	-20
Blind Shot Around Corner	-40
Through a Bunker Opening	-40

Detecting A Grenade

Characters cannot react to incoming grenades unless they spot them. There is a base 10% chance (plus sighting modifiers) for a sentient involved in a combat situation to detect an incoming pineapple. This base chance is only for the grenade fodder who has some awareness of the possibility that a grenade may be thrown in their direction. Someone completely unaware has only a 02% base chance (plus sighting modifiers) to detect an incoming grenade.

Dodging A Grenade

Sentients who detect an incoming grenade have the option of avoiding by diving for cover. These guys are called “Intelligent Dudes Who Aren’t Into That Hero #!@!” Characters attempting to dodge a grenade must first roll initiative (modified by Agility) against the grenade at a +2. This roll is completely different from the basic initiative roll. Grenade initiative is designed to determine when the grenade actually landed and when the character attempted to jump out of the way. The character’s modified initiative roll must be less than the grenade’s.

A successful initiative roll indicates that the person has spotted the grenade in time to react to it. Next, the person makes an Agility check at a -25. Why? Well, just because you see the grenade and react fast to it, doesn’t necessarily mean that you can execute a graceful swan dive to avoid it. A successful Agility check allows you to dive for cover. Such a dive takes you 1/2 your maximum sprint number in meters away from the pineapple. Dodging takes a full action.

• **Example:** Eridani have a sprint number of 12. An Eridani attempting to avoid a grenade could leap 6m away from the point of the grenade’s impact. The direction from the grenade is determined by rolling a d12.

Note: Cizerack are best at dodging grenades since they have excellent sighting mods, unbelievable initiative mods, super agility, and a sprint stat of 20!!!

Diving On Grenades or “Grenade Dummies”

There are “courageous” individuals who like to dive on grenades to protect their comrades! I call these bozos “grenade dummies.” I have to give up some respect for these cheeseheads. It takes a special kind of guy to leap on top of something designed to blow you into little pieces! A special kind of guy alright: a Moron! Nonetheless, characters have the option to get themselves “used” in this way. Not my problem. My job is to design parameters that govern being a Grenade Dummy.

Characters attempting to dive on a grenade must first detect the grenade, then make an initiative roll to be able to react to it (see above). Once they have successfully done both, they can dive to their heart’s content. Oh Joy! Sentients diving on grenades pull them under their stomach or chest. An Agility check at a +25 is necessary to get the grenade positioned properly up against your intestines. Failure indicates merely that the Moron is at ground zero when the grenade goes off, and no special grenade dampening takes place. If the grenade dummy succeeds at the Agility roll, his companions at least are safe. The dummy is another story. This brave clown suffers double concussion damage to the part of his body that is on the grenade (abdomen or chest) and takes double fragmentation damage, all to the same specific region. All others around the dummy are saved from the effects of the grenade.

Battle Masters may determine, in certain situations, that the dummies efforts are useless and the grenade damage is not reduced in any significant way.

• **Example:** Henry the Mutzachan has an “Idiot Attack.” He dives on top of a plasma seduction grenade in order to save Fredd the Python. Henry is wearing a BP-2 flack jacket. What happens? The grenade detonates, Henry explodes (head flying off in some random direction), and Fredd still takes a massive amount of damage. Naturally, Fredd is wearing Tri-Mesh, which easily absorbs both concussion and frag damage! Still, Fredd loves to tell the story of how he saw a melon reach low orbit! So, Henry’s bravery was not a total waste.

Kicking The Tiny Little Ball

Another fool wouldn't dream of diving on a grenade. This idiot thought he could kick the thing away. Well, his brilliant scheme didn't quite work and now his friends call him Stumpy!

Kicking a grenade is very dangerous business. In order to kick a pineapple, a detection roll must be successful and the initiative roll must beat the grenades (see above), or lose by no more than 3. A d8 is rolled to determine how many feet separate the punter from the grenade. If the grenade is less than 4ft away, the character can kick it by making an Agility check at a -40. If successful, the grenade travels d10 meters in a d12 direction. Oh by the way, if you kick it too hard, the grenade can bounce off things and return, presenting you with a nasty little message. Failing your Agility check means that you "wiffed." Characters who miss take grenade damage according to the proximity rules above.

Fast Ball

Every now and then, we run into a special kind of hero. This dipwot thinks the grenade is a ball to be scooped up with one hand and thrown. This clown usually suffers from delusions of grandeur.

Sentients attempting to pick up and throw a grenade must succeed at detection and initiative rolls as in the other cases of "pineapple heroics." Subsequently, they must make a manual dexterity check at a -50 penalty. Success means they can throw the grenade up to 1/6 of their strength in meters (use d100 to randomly determine how far they throw it, ignoring numbers above the maximum possible range).

Failure to pick up the pineapple yields some interesting results. The character's hand receives 4 fragments automatically. Two more frags strike the head. These pleasures are in addition to the normal eight frags which randomly chew up "Nolan Ryan's" body. Half the total concussion damage is inflicted on the sentient's hand. The rest of the concussion damage is spread over the rest of the body. Try to scoop up a grenade and throw it and your friends will more than likely be calling you Paw.



TWENTY WAYS TO LIVEN UP A BORING SUNDAY

by Malachi Armageddon, Orion Rogue

1. Steal the signet ring of King Aldebulon XVI of Beta Minor. Hide it in a gumball machine.
2. Go to a friend's house. While he is busy in the "reading room", make long insulting phone calls to the local bounty hunter, Ram Python, crimelord, etc. etc. Excuse yourself for a suddenly remembered date, hide in the bushes across the street and watch the fun begin.
3. Break into that new super-secure military research facility on the outskirts of town. Replace their new super-widget with the insides of your old broken toaster. See how long it takes them to notice the difference.
4. Go to Cashoulis. Break into their Air Defense Network. Reprogram it to register every incoming ship as a Python ship. Watch the fireworks.
5. Steal the swords of the local Buddon Priest and replace them with rubber ones. Tell the nearest Phentari that the Priest said something insulting about him.
6. Visit the local Ram Python eatery. Lace the food with serum from the Takta plant of Arcturus-6 (super ex-lax equivalent). Stand across the street and watch the stampede.
7. Reprogram the entrance security robots at the local top-secret Galactic installation (c'mon, we all know where they are). Have the 'bot broadcast over the all-planetary radio network the identification data of anyone who displays his or her security clearance.
8. The next time a duel takes place, replace the weapons with Toyco "Looks Like The Real Thing" squirt guns. The joke becomes even more fun when you fill the guns with essence of Bragant (skunk-equivalent).
9. Sprinkle itching powder inside the nearest Ram Python's armor. Make sure you are watching from far enough away that they don't topple on you in their frantic scratching.
10. Go to the nearest starport. Find an occupied OSA (Overnight Sleeping Accommodations) tube. Steal it. Set in a place which will provide the poor slob with a great early morning view (say, the middle of a freeway at rush hour, or inside a locked janitor's closet, or in a missile launch tube).
11. Go to the local auto-delivery grocery store. Switch all the holographic displays around (my particular favorite switch is Cizerack cat-nip and the economy 50lb. bag of dog food). For even more fun, shift the prices on everything upwards to the power of ten.
12. Visit the local Cyball arena an hour before game time. Coat the entire surface of the cylinder with frictionless, demagnetizing oil. Make sure you have front row seats.
13. Break into the local Armory and replace all the weapons with fresh fruit.
14. Get a portable alarm klaxon, rig it with a timed triggering device, and plant it in the main control room of the local power plant. Shortly before the alarm is timed to go off, short out the lights.
15. Sneak into a bathroom of the local governor/king/dictator as his or her bath is being drawn. Drop a packet of neon orange, permanent dye into the bathtub.
16. Steal the local hero's statue and replace it with one of Bozo the Wonder Clown. For those of you who prefer a real challenge, steal the local hero, and replace him with Bozo the Wonder Clown himself.
17. Disguise yourself as someone of great importance and stage a surprise inspection of the local governor's mansion. After being incredibly rude and critical, fire him. See how long it takes for him to catch on. If he doesn't, run for the newly vacated office yourself.
18. Paint everything black.
19. Put your favorite Ram Python in a round room and tell him there's food in the corner.
20. Do nothing except walk around with a self-satisfied smirk on your face. Let everyone else go crazy trying to figure out what you are up to.

Editor's note: We were unable to contact the author of this article at his listed address on New Leavenworth. If anyone knows the whereabouts of this Rogue, contact us at 111-800-720-344-712-GU. A 15,000cr reward is offered, no questions asked.

THE ORION ROGUE DON'T-LEAVE-HOME-WITHOUT-IT SURVIVAL KIT

There are certain things no Orion should be without, tools of the trade which are vital to proper enjoyment of life. We hired Malachi Armageddon, noted Orion Rogue adventurer, to compile a list of the basics which he thinks all Orion Rogues should carry into the field with them.

1. A satchel or backpack to stow stuff in. Mine's day-glo orange. About a million people have bugged me about this, telling me how much of a target it makes me or how hard it is to camouflage. Me, I like day-glo orange. Screw 'em.
2. Lock Picks: Lots of people seem to like locking doors these days. That's okay—I like unlocking 'em.
3. Electronic Lock Picks: See 2. Electronic lock picks can also be fun when you hook 'em into the local climate control computer and see what happens.
4. Mega-glue: An absolute must have! Mega-glue has a zillion uses, and most of them are funny. I once glued a Goola-Goola teammate's helmet to his head. Granted, the Arachnids invaded while they were trying to get it off, but it was funny all the same!
5. A bottle of something alcoholic.
6. Another bottle of something alcoholic.
7. Micro-playback unit: I saw this in the mall the other day; it's the neatest thing! Modern technology has produced audio players about the size of a dime, and now they make 'em with stickum on the back and remote control units. You can record all kinds of sound effects and play them back on demand, and you can stick the playback unit almost anywhere! I usually carry an assortment of disks which includes: Overloading Pulse Cannon, Approaching Arachnid Horde, Incoming Mortar Shell, and Python Thrash Metal. At 75cr, they make great stocking stuffers, too!
8. Rubber grenades: 'Nuff said.
9. A can of spray paint: Every good Orion likes to leave his mark. Comes in 57 varieties. I carry two cans, one black and one day-glo orange (hey, I like day-glo orange.)
10. A spare pair of shades. You never know when your regular pair are gonna get broken, and it's better to be safe than sorry...



Editor's Note: Don't forget, Bounty Hunters, there is a 15,000cr bounty for this Rogue. We would prefer you deliver him alive to our headquarters on Kermadec. You can't miss it—it's the day-glo orange building in the center of the city.

RAM PYTHON/HUMAN WRESTLING

ROLL	HUMAN'S FATE
01-03	Human's left leg broken (-45 agility).
04-05	Human's left leg shattered (-60 agility).
06-08	Human's right leg broken (-45 agility).
09-10	Human's right leg shattered (-60 agility).
11-13	Human's leg removed (-100 agility, -60 system shock, -4 BP/turn).
14-15	Human's leg removed and used to beat him over the head (see above).
16-18	Human's left arm broken (-20 agility, -60 manual dex).
19-21	Human's right arm broken (-20 agility, -60 manual dex).
22-24	Both human's arms broken (-40 agility, -100 manual dex).
25-28	Human's arms, legs, ribs, and nose broken (-100 agility, -200 manual dex).
29-33	Ram bends human into new and exciting shapes (-80 agility, -20 system shock).
34-36	Ram rips out a random vital organ and shakes it vigorously (-80 agility, -80 system shock).
37-40	Ram grabs human's lower lip and pulls it over his head (-50 charisma, -100 to sighting checks, talking difficult).
41-45	Ram throws human up in the air. Human comes back down after a while (-50 agility, -30 system shock).
46-48	Ram throws human up in the air. Human doesn't come back down (unless he was wearing a spacesuit, human dies of explosive decompression in the upper atmosphere). Ram thinks this is Neat!!!
49-54	Ram drops human, forgets where he put him, and promptly steps on him (-40 agility).
55-58	Ram sees a cyball scout among the spectators and decides to impress him by dropkicking the human (-50 agility, -30 system shock, human lands 1-4 kilometers away).
59-64	Ram takes a liking to the human and takes him home as a pet for the kids (human is never seen again).
65-70	Ram threatens to give the human a Death Knoogie. The human has a heart attack and dies of fear.
71-73	Ram gets tired and sits down to rest -- on top of the human (-100 agility, -40 system shock).
74-77	Ram stuffs human's left leg up his right nostril (oh, call it -200 agility...).
78-82	Ram uses the human to sand down the arena floor for next Cyball game (- lots of agility, hope there was no gravel on the floor...).
83	Human punches Ram, who busts a gut laughing (-35 agility, -25 system shock).
84-87	Ram sticks a hand up the human's \$%^ and does a ventriloquist impression (- more agility than the human has, -200 system shock).
88-90	Ram accidentally knocks the human's brains out. He regrets this and thoughtfully puts them back in afterwards (-95 IQ). The human and the Ram can now converse as equals.
91-93	Ram turns human inside out (Roll up a new character).
94-99	Ram gets bored and takes a nap, using the human as a substitute for his stuffed Cudda Lizard (-40 agility, -30 system shock).
100	The human wins! (Naaaaaah...).

BATTLELORDS' FAMOUS LAST WORDS

"We don't need to ask any more questions. We already know all the information we need."

"I trust the Phentari on this one."

"We have enough firepower."

"I could disarm this trap with my eyes closed!"

"That Ram Python doesn't look so tough to me."

"I turn on the spotlight and shine it on the enemy encampment to panic them."

"What do you mean it's getting bigger as we shoot at it!?!?"

"I'll save a few credits and go without a helmet."

"I could take another shot or two, but I'll rush him instead!!!"

"I shot it dead."

"I rolled a 99, do I disarm the mine?"

"We can handle it. It is only an Arachnid ship."

"Did something just go 'Click?'"

"Uh... is napalm sensitive to heat?"

"Don't worry it's just a maintenance robot."

"I don't need to shoot it."

"We don't need a Zen, I have level 2 Paramedic."

"No, leave the BRIs here, we have enough of them."

"All they have is archaic powder weapons! This'll be a piece of cake!"

"I've never seen a weapon like that before. It's probably nothing."

"Oooooops..."

"I'm blowing the hatch on my armor."

"Why is my pulse cannon beeping?"

"I took how much damage?"

"Why is that Chatilian drooling?"

"So what? I just got a touch of the flu, they'll take care of it in quarantine."

"I'm gonna smuggle my Omega Cannon onto the planet."

"Where's the Orion Rogue?"

"What does this do?"

"Ow!"

"Spare ammo? Who needs spare ammo?"

"They're only grenades."

"I don't need new armor, this suit'll hold together for one last mission."

"The helmet without the face shield is cheaper."

And, the ultimate in Famous Last Words...

"Excuse me, Mr. Battle Master, but that's not what it says in the rule book!"

THE CULTURE CORNER

With your host, Gemmenryu Tamthiryth, Chatilian

Welcome to the Culture Corner. I am your host, Gemmenryu Tamthiryth, attempting to bring some cultural enlightenment to an otherwise totally ignorant reading populace. This week, we will be doing a comparison of the poetry styles of some of the foremost poets of the Galactic Alliance, and comparing their racial perspectives on a subject. We asked each of our poets to compose a poem after viewing the ancient Earth masterpiece, the Mona Lisa.

• MENU

by Quisquasamiss Phentari

Hanging on the wall,
In color portrayed,
I am drooling.
I'll take a leg,
Waiter,
And make it snappy,
Or I shall be forced to shoot you
Repeatedly with my laser.

• MY KINDA GIRL

by Malachi Armageddon, Orion Rogue

Hey babe!
Hang out here often?
I like the smile!!
Lemme get a hit, here...
AAAAAAH! SPIDERS! GET 'EM OFF ME! THEY'RE BITING MY NOSE!!!!
AAAAAAAAAAAAARRGGH ^%&_(+)(%_*+

• SPIRITUAL MEDITATION #23477

by Kai'sett Matasbi, Budaish Tempal

Flashing pirouette,
Blade awash in battle's heat,
The painting's nice too.

• HUH?

by Targ DethSmash, Ram Python

What that? Picture?
You want Targ look at picture?
Targ like pictures.
Got lotsa coloring books.
What you mean, Targ not touch?
Oooooops.
Targ Sorry...
Not mean to break picture.

BAKED BOSTONIAN



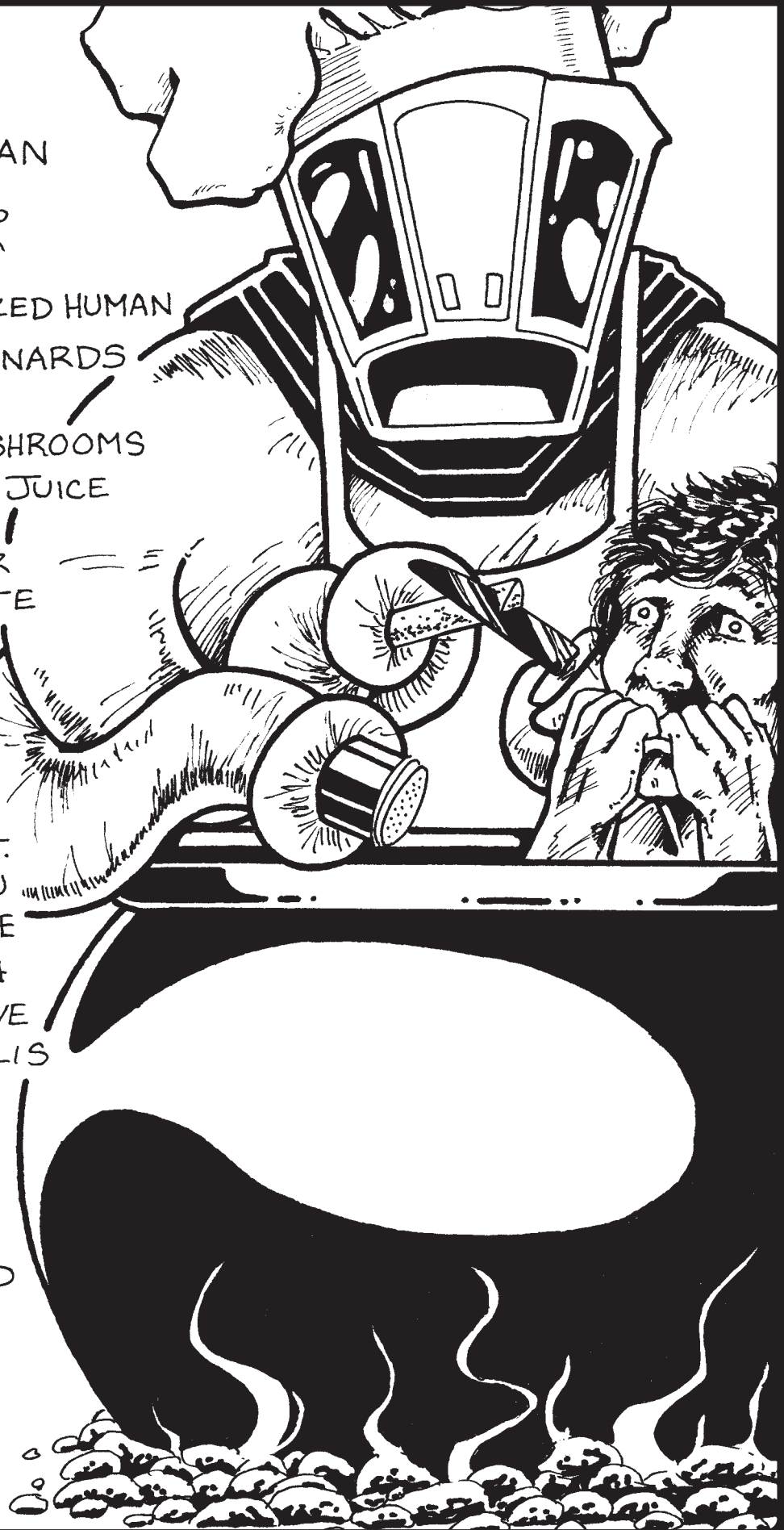
- 1 FRESH, FULL SIZED HUMAN
- 8 CUPS GOAT INNARDS
- 1 LARGE ONION
- 10 CUPS WILD MUSHROOMS
- 1 GALLON PRUNE JUICE
- 3 T. ARSENIC
- 3 POUNDS SUGAR
- SALT TO TASTE



COMBINE ALL
INGREDIENTS
INTO LARGE POT.
HEAT OVER A LOW
FLAME FOR THREE
HOURS. GARNISH
WITH TOF. SERVE
WITH RED CHABLIS
EQUIVALENT.



RECIPE DONATED
BY BAPHO MET





Entrance Exam

(Ram Python Edition)

Hey, who says Ram Pythons are dumb? (Well lots of people, but that's not the point). Why settle for being a grunt in some corporate army when you too could be earning big bucks as a highly trained Erectus operative! Just complete the test below to see if you are up to the demanding caliber which Erectus demands of all its employees!

- 1.) Spell the word "CAT"
- 2.) You are surrounded by 40 arachnids carrying high-powered particle weapons. You yourself have only a canteen full of lukewarm Jum soda. (Which you hate.) What should you do?
 - A. Kill
 - B. Maim
 - C. Mutilate
 - D. All of the above, plus blow up the Jum manufacturing plant.
- 3.) How many Cizerack can the average Ram Python kill in a 10 minute period?
 - A. 1
 - B. 2
 - C. Uhhhh..... What comes after 2?
 - D. All of them
- 4.) When negotiating a fee for a mission, what should you ask for?
 - A. Several shiny coins.
 - B. A BIG pile of food.
 - C. TWO BIG piles of food.
 - D. How much do you got.
 - E. Uhhhh..... What is ne-go-she-ate?
- 5.) Writing Skills Test: Sign your name on the dotted line below.

I, _____
do here by agree to work for Erectus at whatever rates they choose, no matter how hazardous the assignment may be. Furthermore, I agree to turn over, as a show of good faith, all my worldly possessions and wealth to Erectus, to be used as they see fit.

CONGRATULATIONS!!! If you have successfully answered all the questions, you have got what Erectus is looking for in an employee. Welcome aboard.

OBITUARIES

It happens to the best of us. Even the mightiest warrior must eventually face his end. The *Galactic Underground* is proud to honor these brave fighters who have given their all and fought their final battle.

Arlos Koradine Died 7/11/80

A crack Orion cyborg mercenary, Arlos never met his match in combat... until the day he was picking his nose and his finger laser went off.

The Goodfellows:

Kilroy Minsky, Died 3/4/79
Krypton Weebowitz, Died 4/2/79
Foo-Foo The Fott, Died 4/5/79
Sgt. Hahkt, Died 5/1/79
Robular, Died 5/3/79

An incredibly ill-fated mercenary group, whose members all died in horrible ways. Robular the Orion Rogue, the last of the group to die, left a last journal entry. The contents of his journal seem to indicate that he thought the group was being harassed by some incredibly powerful being. He referred to this being as "The Condor," and seemed sure that some horrible fate would soon befall him, like his comrades. Two days later, the building he was in exploded and he was crushed by rubble.

Grax Ram Python Died 2/2/79

One of the few Ram Python paratroopers ever known, Grax died while counting to three before pulling his cord. ("One... one... one... one...") Kinda tells you why there haven't been many Ram paratroopers, doesn't it?

Talon Bloodhawk

Died 5/4/78, 6/23/78, 2/12/79, 8/6/79, 2/15/80

This human Empath seems to have incredible bad luck when it comes to dodging bullets and even more incredible good luck in coming back from the dead every time. When awarding him his fifth Talisman of the Zen, Lord Shirivas of the Zen was heard to comment that Talon "should get frequent flier miles for the afterlife."

Targ Ram Python Died 3/1/80

Another Ram who met his fate falling from a great height, Targ was one of the mercenaries present at the battle for Outpost 1 on Mastarr 7. Valiant to the last, he stayed to do battle with the vastly superior enemy forces while everyone else fled. His only companions were his trusty M-60 and Malachi Armageddon, the Orion Rogue reporter. The two fought their way to the last escape ship and managed to grab the gangplank just as it was lifting off, making a spectacular escape. Unfortunately, Malachi decided to take one last picture of Targ as they lifted off. Targ, wanting to look good, saluted for the camera, letting go of the gangplank in the process. Malachi got a Galaxy Press Award for his pictures of the brave Ram plummeting to his death, still saluting and firing at the Arachnids 300 feet below. Targ has become something of a legend among Ram warriors, who maintain that he landed on one last Arachnid as he hit.

Bubba Joe Jim Bob, Fott Died 2/16/79

It was a vicious battle with a runaway robot. One of Bubba Joe Jim Bob's teammates had just hit him reducing his flux shield to nothing. Bubba Joe Jim Bob was about to fire when he saw the robot displacing. Bubba Joe Jim Bob being a rascally devil turned and fired his Abomination II, destroying the robot. However, Bubba Joe Jim Bob wasn't fast enough and the robot's last shot from its omega cannon reduced Bubba Joe Jim Bob's area (i.e. his groin or 38's) to ash. His clone begged to find out how he had died from his comrades, and then was quite upset at them when they told him.

Index

A

Advanced Grenade Rules 106
Artifacts of Power 87

B

Budaish 19
Budaish Temptal 20
Budaish Thralek 19
Buddon Dete Alorre 20
Buddon Dis Ishmiak 20
Buddon Knysis 20

C

Character Traits 29
Cheaters 105
Credit 93
 Asset/Loan Index 94
 Available Limits 94
 Cards 96
 CCI 95
 Credit Card Issue/Cancel 96
 Credit Cards 95
 Customer Credit Index 93
 Employment Index 93
 Employment Index 94
 Racial Index 94
 Social Class Credit Status 95
 Starting Credit Cards 95
Cuyalbyh Aym 32

D

Death Cards 21
Death Walk 21
Deadlocks Of Glory 21

E

Empath Matrices 68
 Blind 71
 Brain Cramp 69
 Calm 69
 Channeling 70
 Clear Mind 70
 Collective Resistance 72
 Consciousness 68
 Dead Readiness 70
 Disguise 69
 Disguise Thoughts 70
 Distract 68
 Dual Mind 73
 Eidetic Memory 70
 Emotion Control 72
 Enchantment 68
 Erase 71
 False Thoughts 72
 Heal Mind 73
 Husk 74
 Hypnotic Suggestion 71
 Impart Knowledge 71
 Intuition Sense 70
 Lie 69
 Memory Trigger 70
 Mental Reflection 72
 Mental Resistance 72
 Message 71
 Mind Control 73
 Mind Over Body 71
 Mind Shift 73
 Mind Slag 72
 Mindlock 74

Mistrust 69
Omniscience 74
Pain Blockage 71
Paralysis 72
Psychic Targeting 71
Quintar 73
Raise I.Q. 72
Re-occurring Psychosis 72
Repulsion 72
Scan Planet 73
Secure Knowledge 73
Sense Danger 69
Sensory Link 71
Shatter 69
Slave 74
Spasm 69
Stoic Valor 70
Surviving Will 71
Telekinetic Fist 70
Telepathy (Animal) 69
Transfer Power 73

Energy Controller Matrices 75

Absolute Zero 81
Absorption Fire 78
Antimatter 82
Asnobian's Hand 75
Asnobian's Vise 78
Blow Torch 75
Bluerazor's Pain 75
Bluerazor's Vengeance 78
Cache 76
Cascade 80
Chemistry 101 75
Close Gate 81
Collapse Star 82
Computer Interface 76
Control Flames 75
Control Shadows 75
Control Sound 76
Corruption of Bluerazor 80
Dazzle 75
Dead Readiness 77
Defeat Security 76
Dimensional Awareness 80
Dimensional Interaction 80
Dimensional Prison 80
ECCM 77
ECM 77
Electromagnetic Pulse 80
Electron Flow 80
Energy Sheath 77
Energy Sponge 81
Essence Defile 82
False Image 79
Field Corruption 81
Field Shunt 76
Fist of Asnobian 77
Gravitational Body 82
Gravitational Sheer 81
Gravity Boost 78
Hologram 76
Improved Invisibility 78
Infravision 76
Jigsaw 76
Kentucky Windage 75
Kinetic Nullification 81
Lightning Storm 79
Locate Gate 81
Magnetic Disruption 78
Maser 78
Mass Invisibility 79

Molten Sea 81
Overload 79
Particle Beam 78
PH 76
Prism of Destruction 82
Radiation Sink 79
Scan 81
Siphon 81
Solar Cell 79
Solid Energy 81
Sonic Disruption 79
Stabilize Field 79
Stabilize Reaction 79
Thunder Bolt 78
Tree Fort 80
Vibronics 75
Warp Light 80
Warp Space 82

Eridani 19
Eye Color 33
Eye Features 32
Eyes of Assizza 32

F

Fickle Finger of Fate 36
Freedom's Mane 21

G

General Certificate 43
Goola-Goola 5, 16
Grenade Called Shots 106
Grenade Dummies 106
Grenades 106

H

Healer Matrices 82
 Arthritis 83
 Autopsy 83
 Biological Redox 82
 Chemical Redox 82
 Compatibility 83
 Dead Readiness 84
 Delirium 82
 Hemorrhage 84
 Hold Breath 82
 Major Flow 84
 Minor Body Flow 83
 Pass Wind 82
 Psychosis 84
 Raise Constitution 85
 Raise I.Q. 85
 Raise Manual Dexterity 85
 Raise Strength 85
 Restore Agility 84
 Restore Constitution 84
 Restore Strength 84
 Stutter 83
 Vargeneit's Bane (Negate BRI) 84
 Vargeneit's Insanity 85
Housing 98

I

I Was Just Growing Up 34-35
I-Bot 13, 18

K

Kimikasous 19
Kizanti 9, 17
Koordine 20

L

Languages 44, 60
Learning Time 62

M

Mane of Significance 21
Manes of Fire 21
Matrix Controller's Fortune Table 40
Matrix Technology 87
Mokaba Datu 19
Moron Skills 62
Mudjid 33
Mussac Irmiree 33
Mussac Potarr 32

N

Neighbor Disposition 99
Neighbor Occupation
 Lower Middle Class 100
 Lower Middle Class (& Below) 101
 Middle Class 100-101
 Snob and Above 101, 104
 Upper Middle Class 100, 103
Neighbor Occupation Descriptions 101
Neighborhood 98
 Dwelling Type 98
 Lower Income Neighbor 99
 Lower Middle Class Neighbor 99
 Middle Class Neighbor 99
 Racial Disposition 99
 Slum Neighbor 98
 Upper Middle Class Neighbor 99
Nog 23
Non-weapon Specialization 44

O

Occupational Skill Descriptions 50

P

Path To Truth 19
Phentari 24
Physical Skill Descriptions 48

R

Racial Age Category 30
Ram Python/Human Wrestling 108
Rare Artifacts 87
 Amplifier Rod 90
 Chameleon Mask 88
 Circlet of Sensing 88
 Element Sphere, Lesser 88
 Eye of the Healer 90
 Fear Stone 89
 Force Pods 89
 Harmonic Crystals 87
 Kwan-shal Field 89
 Mind Helm 88
 Neural Web 89
 Null Stone 88
 Projection Cube 89
 Refractor Prism 88
 Silver Heart 89
 Sonic Staff: 90
 TKGauntlets 90
 War Rod 88

Revenge 23
Right of the Fallen 22

S

Salaries 44
Sava 31
Searching For a Mentor 67
Similar Skills 62
Skill Bonus 62
Skill Categories 63
Skill Points 62
Skills
 Academic 45, 48
 Alien Technologies 45, 48
 Animal Handling 45, 48
 Arts and Crafts 45, 49
 Business 45, 49
 Communications 45, 49
 Computers 45, 50
 Cybernetics 46, 50
 Deep Space Operations 46, 51
 Engineering 46, 51
 Espionage 46, 52
 Journeyman 46, 53
 Medical 47, 54
 Mental Disciplines 47, 54
 Military 47, 55
 Physical Skills 47, 56
 Robotics 47, 58
 Sciences 47, 58
 Security Systems 47, 59
 Social 48, 59
 Vehicles 48, 60
 Weapons 48, 61
 Weapons/Gunnery 48, 61
Skin Color 31
Skin Texture 31-32
Skull Mane 21
Specialization 43
Spy Fortune Table 41
Standard of Living 98
Starting Age 29
Statistics Modifiers 30
Swordsaint 19

T

Training Time 43
Tricks For Matrix Controllers 85

U

Unique Artifacts 90
 Barter's Ring 91
 Element Sphere, Greater 90
 Life Amulet 91
 Shrine of Mashual 91
 Smartskin 91
 The Avisham Gate 90

V

Vye 33

W

Warrior's Fortune Table 39
Weapon Specialization 43
White Disgrace 21

Appendix

DISPLACEMENT SKILL

LEVEL	UPS	#/DAY	MAX RANGE	RANDOM RANGE (M)	TIME	TARGET RANGE	MISC.
1	24%	2	40m	1d20	3 sec	-	
2	28%	2	50m	3d10	3 sec	-	Emergency Displacement
3	32%	2	60m	4d10	3 sec	-	
4	36%	2	70m	4d10	3 sec	-	
5	40%	3	80m	5d10	3 sec	-	
6	44%	3	90m	6d10	2 sec	-	
7	48%	3	100m	7d10	2 sec	-	
8	52%	3	110m	8d10	2 sec	-	Teleport Living
9	56%	3	120m	9d10	2 sec	10m	Ranged Displacement
10	60%	4	130m	10d10	2 sec	20m	
11	64%	4	140m	11d10	2 sec	30m	
12	68%	4	150m	12d10	1 sec	40m	
13	72%	4	160m	13d10	1 sec	50m	
14	76%	4	170m	14d10	1 sec	60m	
15	80%	5	180m	15d10	1 sec	70m	
16	84%	5	190m	16d10	1 sec	80m	
17	88%	5	200m	17d10	1 sec	90m	
18	90%	6	210m	18d10	Instant	100m	

KIZANTI DISPLACEMENT SKILL

Terms

UPS: Unmodified percentage chance for success (20% + 4% per level, Max of 90%). The chance for a successful displacement is only modified by the BattleMaster in rare circumstances, and is not normally affected by any of the abilities described below.

#/Day: The number of times the Kizanti may attempt to displace to per day.

Max Range: This is the maximum distance the Kizanti can displace at that level.

Random Range: Roll these dice to determine the actual distance the Kizanti has traveled in the event of a failed Displacement skill check roll.

Time: The amount of time it takes the Kizanti to displace. During this time the Kizanti is frozen at their point of origin, unable to act, and vulnerable to attack.

Target Range: After the Kizanti attains level 9 in his Displacement skill he can attempt to displace items (and individuals) that are beyond his reach and not in physical contact with him. The object the Kizanti wishes to displace can not be farther from the Kizanti than the listed Target Range.

Like a weapon skill the Displacement skill only increases in accuracy by 4% per level. The base accuracy is 20% and a Kizanti may achieve a maximum of 90% accuracy in the Displacement skill. All Kizanti are capable of displacing at least 40 meters, regardless of their skill level, though the maximum distance increases with the level of Displacement skill (See “Max Range” above). The player simply chooses any location within his Max Range as his destination and makes a Displacement skill check roll. Success indicates the destination was reached successfully after a fixed amount of time has passed (see “Time” above), during which the Kizanti is frozen and defenseless. The Kizanti may choose to re-materialize facing whatever direction they desire if they successfully make a Displacement skill check roll, but they may not change their pose once displacement begins. For example, a Kizanti who begins to displace while crouching with one arm extended, will arrive at his destination in the exact same position, though his facing may change.

If the Kizanti fails his Displacement skill check roll, the player must roll randomly to determine actual range traveled (see “Random Range” above) and direction (1d12 clockwise) of displacement. The number rolled on the d12 corresponds to the hours on the face of analog clock, and indicate direction. For example a roll of 12 would indicate directly in front of the Kizanti, 6 directly to the rear, 9 to the left, 3 to the right, and so on. In a failed displacement, facing is also random (BM's discretion). As you can see a Kizanti never fails to displace, even when they fail a Displacement skill check, but they may end up someplace other than their desired destination.

A Kizanti can displace with up to 200 ENC worth of gear without penalty, as long it is worn, carried, or the Kizanti can touch it. Displacing with more than 200 ENC is very fatiguing for the Kizanti, and may result in death if the Kizanti attempts to displace with too much mass. If the Kizanti attempts to displace with more than the 200 ENC maximum he temporarily loses 10 points of Constitution for every 100 points of ENC over the 200 ENC maximum (round up). If displacing multiple items and/or individuals simply total their encumbrance and subtract the total from the 200 ENC maximum to determine if there is any Con loss.

The Kizanti gets to choose exactly who or what he wants to displace with. For example, if the Kizanti wants to displace a table covered in equipment he can choose to displace just the table or the table and everything on it. Obviously, the more Kizanti displaces with the more likely they will temporarily lose Constitution. Of course, the BattleMaster may declare that since the Kizanti can't touch all the items on the table he can't take them along regardless of his intent. Once the Kizanti reaches level 9 or higher of the Displacement skill this will be a moot point as physical contact with the target will no longer be required (see below).

Note: If an item does not have an ENC value assume that every 50 kilograms equals 100 ENC.

The Kizanti regains the Constitution lost from stressful displacements at 5 points per hour. If the Kizanti's Constitution is reduced to 0 or less he dies upon reaching his destination. Kizanti must always displace with the items and individuals he displaces. He can not remain at his original location and displace objects or individuals without traveling with them. Displacing with more than 200 ENC does not affect the accuracy of the displacement.

In times of emergency, if a Kizanti has remaining displacements available to use that day, and he possesses a Displacement skill at level 2 or higher he may displace instantaneously during his initiative. Emergency displacement may cause the Kizanti to permanently lose 10 points of Constitution due to the stress of the displacement. Furthermore an emergency displacement prevents the Kizanti from displacing again that day – even if the Kizanti has not exhausted his number of displacements per day. Emergency displacement requires that the Kizanti make a System Shock upon reaching his destination. The penalty for the System Shock roll is -30. Failure indicates the Kizanti loses 10 points of Constitution permanently. Success indicates the Constitution loss is only temporary. Emergency Displacement does not affect the accuracy of the displacement.

A Kizanti can not displace other living creatures until they reach level 8 Displacement skill. In addition, unwilling individuals are en-

titled to a Mental SMR to resist displacement. A successful SMR by the target indicates that they are not displaced against their will, and remain at their original location. Failure indicates they end up wherever the Kizanti does. Living creatures are treated just like any other item the Kizanti displaces with, and are likely to push the Kizanti past his 200 ENC limit, unless it's a naked Mazian. Displacing with living creatures does not affect the accuracy of the displacement.

At level 9 a Kizanti is capable of teleporting objects and individuals beyond his reach. Objects and individuals displaced with the Kizanti that are not in physical contact with him must be within the "Target Range" (see table above), which is determined by level of Displacement skill. Exceeding the 200 ENC limit still causes temporary Constitution loss and unwilling "displacees" are still entitled to Mental SMRs, as detailed above. Displacing with items and/or individuals at a distance does not affect the accuracy of the displacement.

If the Kizanti wants to displace only a portion of an item or individual they may do so. The Kizanti's player simply decides how much Integrity and/or Body Points (for living targets) they want to displace away with. This is incredibly stressful for the Kizanti, who suffers permanent Constitution loss. Rather than forcing the BM to determine how much a chunk of a Ram Python weighs, the only Constitution loss suffered when performing this maneuver is determined by multiplying the amount of Integrity and Body Points removed from the target by five, though remember the loss is permanent. Living targets can not be attacked in this way unless the Kizanti is level 8 or higher. In addition, living targets are entitled to a Mental SMR, with success indicating they are unaffected by the attack. Displacing with portions of items and individuals does not affect the accuracy of the displacement.

Displacement will never result in the Kizanti being displaced into a solid object, even if the Kizanti failed their Displacement skill check. As with all forms of displacement, a Kizanti can not displace inside a Flux shield that fully encloses an area. A Kizanti can displace to the other side of a flux wall, because neither side is fully enclosed by the flux barrier. Kizanti are affected by phase nullification, however their unique abilities entitle them to an Intuition check to detect active phase nullifiers at their destination before displacement. A successful Intuition check indicates the Kizanti has awareness that displacement into the target area will be hazardous, though they may choose to continue to their destination if they wish.

Greetings fellow space travelers.

Malachi Armageddon here, introducing you to the Galactic Underground! The Galactic Underground series contains a variety of articles, stories, races, background material, and other goodies to help you flesh out and understand your Battlelords character and his environment better.

My travels have brought me tons of new information about the universe at large. I've met the Goola-Goola, Kizanti, and even an I-Bot or two, and detailed them here for you. I've learned more about the Eridani than I care to admit. I even dug up info on some of those crazy artifacts you hear about on the documentaries on Tri-V. Their owners were generally reticent to give them up, so many of my "investigations" ended up with me hiding from the cops in a sewer or skimmer trunk. The things I go through for you, my humble reader!

So read carefully and absorb all you can. Our universe is a tough place; and for Sheema's sake, keep your head down!



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