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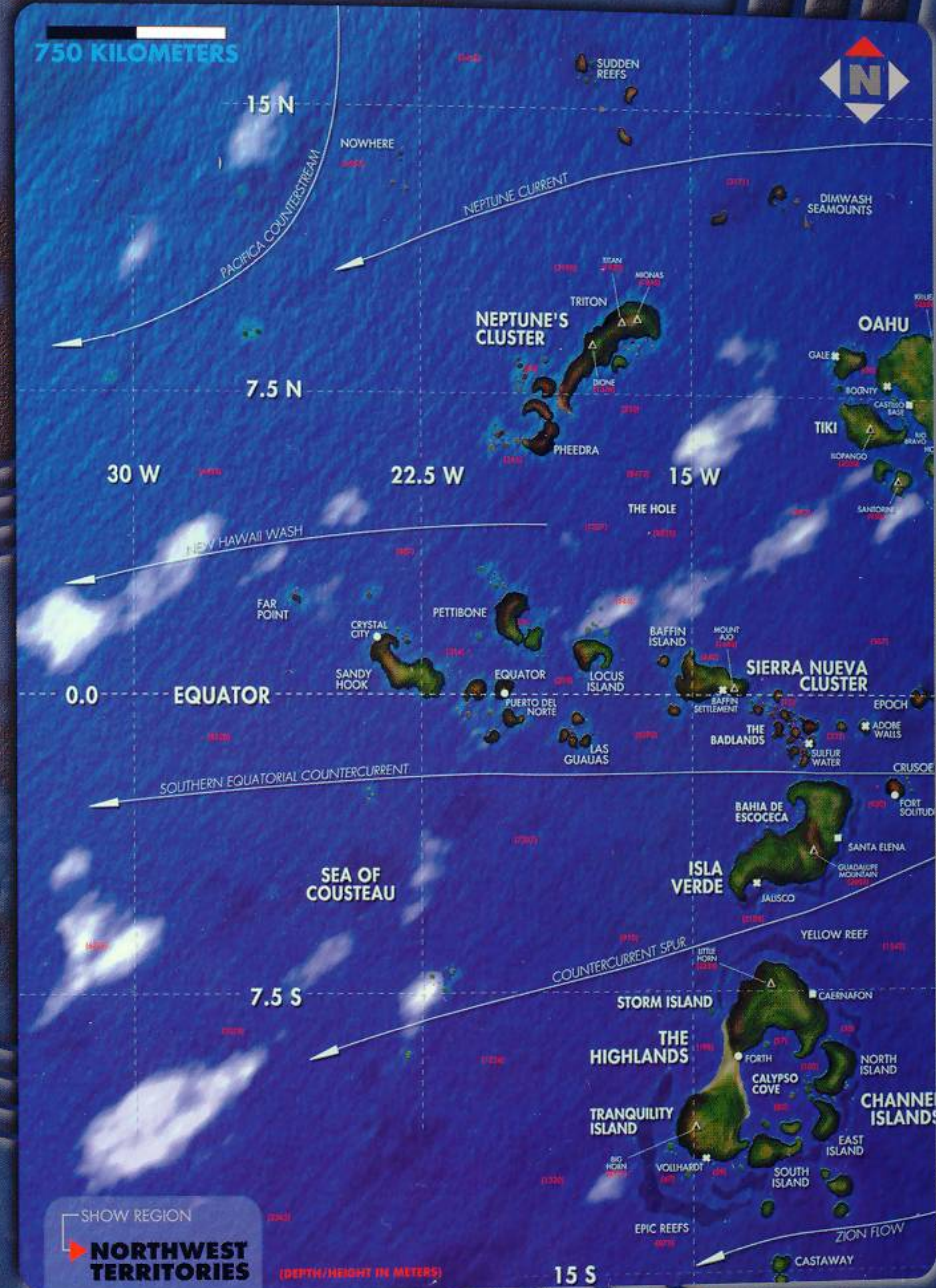
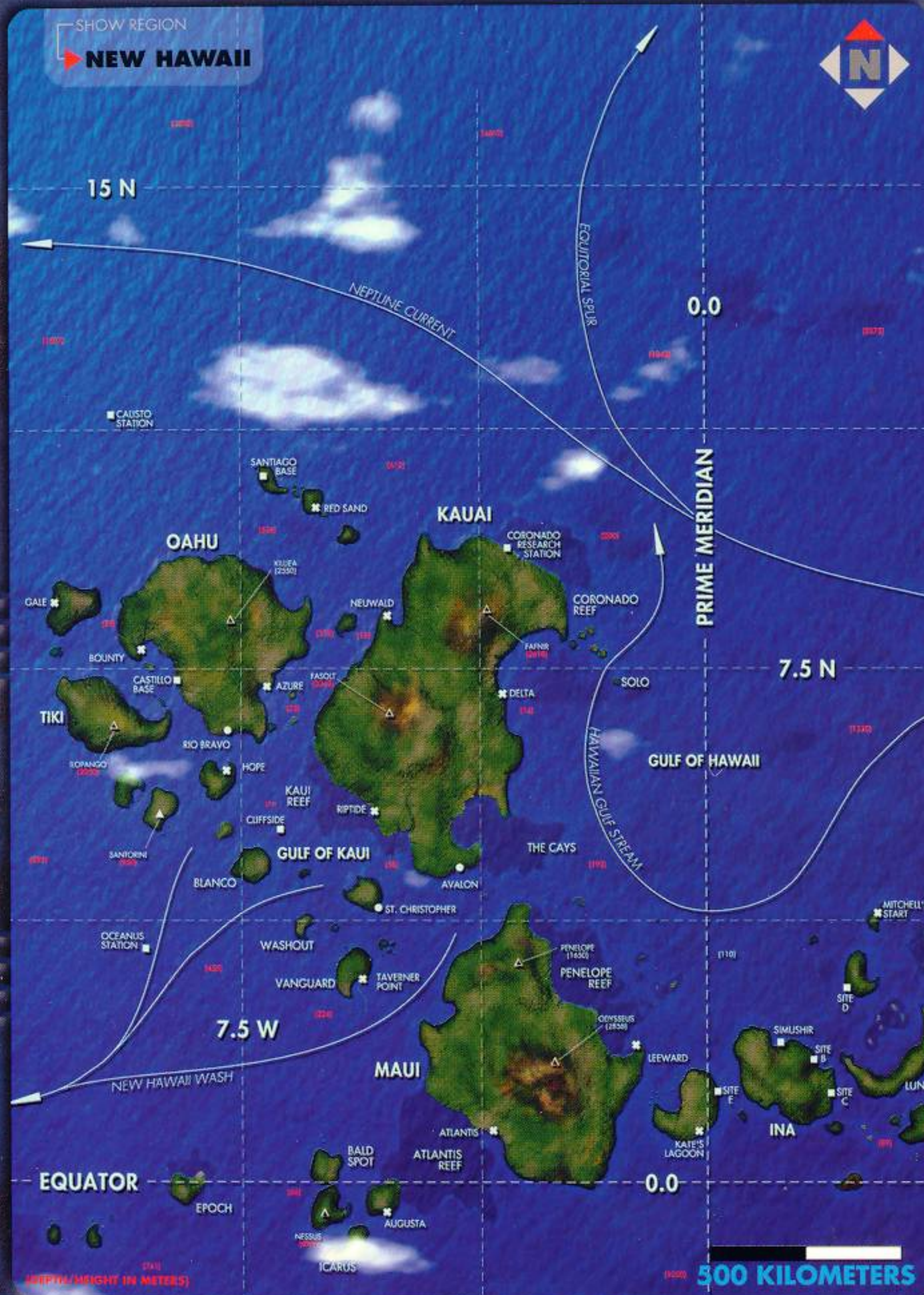


ACURVE CORRECTION $\Delta +.108$ (n7a)
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CALIBRATION +/- (140/10)



ACCESS DENIED

Blue Planet

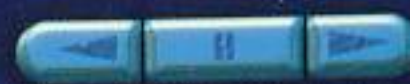


SCAN
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ZOOM
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RESET

PREVIOUS STOP NEXT



Skill List

ADMINISTRATION

Bureaucracy — CHA
Law — INT
Management — CHA

AGRICULTURE

Animal Husbandry — INT
Aquaculture — INT
Farming — INT
Hydroponics — INT

ATHLETICS

Aquatics — END
Archery — DEX
Freefall — AGI
Parachuting — AGI
Physical Training — AGI
Throwing — DEX

COMMAND

Leadership — CHA
Logistics — INT
Strategy — INT
Tactics — AWA

COMMERCE

Economics — INT
Negotiation — CHA

COMMUNICATIONS

Language — EDU
Oration — CHA
Persuasion — CHA
Writing — EDU

COMPUTERS

Comp Engineering — INT
Comp Operation — INT
Comp Repair — INT
Hacking — INT

CONSTRUCTION

Carpentry — AWA
Civil Engineering — INT
Demolitions — AWA

CULTURE

Colonial — CHA
Earth — CHA
GEO — CHA
Incorporate — CHA
Military — CHA
Native — CHA
Spacer — CHA
Street — CHA

ELECTRONICS

Elec Engineering — INT
Elec Operation — INT
Elec Repair — INT

FINE ARTS

Acting — CHA
Artisan — DEX
Dance — AGI
Music — AWA
Painting — DEX
Photography — AWA
Sculpture — DEX

FIREARMS

Autofire — STR
Handguns — DEX
Longarms — DEX

HAND-TO-HAND COMBAT

Brawling — AGI
Martial Arts — AGI
Mil Hand-to-Hand — AGI

HUMAN SCIENCES

Anthropology — INT
Archeology — INT
History — INT
Political Science — INT
Theology — INT

LIFE SCIENCES

Biochemistry — INT
Botany — INT
Enviro Engineering — INT
Genetics — INT
Zoology — INT

MECHANICS

Mech Engineering — INT
Mech Operation — INT
Mech Repair — INT

MEDICINE

First Aid — AWA
Forensic Medicine — INT
General Medicine — INT
Genetic Engineering — INT
Pharmacology — INT
Psychology — INT
Surgery — INT
Vet Medicine — INT

MILITARY WEAPONS

Artillery — AWA
Heavy Weapons — DEX
Gunnery — DEX

PHYSICAL SCIENCES

Astronomy — INT
Chemistry — INT
Geology — INT
Meteorology — INT
Physics — INT

SCIENTIFIC METHOD

Exper Research — INT
Mathematics — INT

SUBTERFUGE

Bribery — CHA
Disguise — AWA
Fast Talk — INT
Forgery — AWA
Sleight-of-Hand — DEX
Stealth — AGI

SURVIVAL

Fishing — DEX
Foraging — AWA
Mountaineering — INT
Navigation — INT
Orienteering — AWA
Tracking — AWA

VEHICLES

Driving — DEX
Piloting — DEX
Sailing — AWA

Rounds By Speed Score

Score	Rounds
1-10	5
11-35	4
36-65	3
66-90	2
91-100+	1

Attribute Skill Modifiers

Score	Points Modifier
1-10	-20
11-15	-19
16-20	-18
21-25	-17
26-30	-16
31-35	-15
36-40	-10
41-45	-5
46-55	no modifier
56-60	+5
61-65	+10
66-70	+15
71-75	+16
76-80	+17
81-85	+18
86-90	+19
91-100+	+20



First Aid Modifiers

Hasty first aid, attempted in less than optimal time	- 1 level
Improvised first aid, done without actual first aid equipment	-1 level
Aid attempted with only basic supplies	no modifier
Aid given using a standard medical kit	+2 levels
Aid attempted by field surgeon using field surgery supplies	+3 levels
Aid given using hospital facilities and personnel	+7 levels



Dramatic Roll Success Levels

Success Level	Roll
Critical Failure	$\geq (90\%)+(10\% \text{ base})$
Total Failure	-3 levels
Moderate Failure	-2 levels
Marginal Failure	-1 level
Marginal Success	+1 level
Moderate Success	+3 levels
Total Success	+5 levels
Critical Success	$\leq 10\% \text{ base}$

NPC Quick Reference

Skill Level	Attribute Level	Score
Unskilled	Helpless	0-10
Novice	Disabled	11-20
Amateur	Able	21-40
Professional	Average	41-60
Experienced	Gifted	61-70
Expert	Exceptional	71-80
Master	Elite	81+

Hand-to-Hand Combat

Standing Defenses

Military Hand-to-Hand	50%
Martial Arts	50%
Brawling	25%

Offensive Actions

Disarm	4 level penalty, 2 level for two-handed weapon, challenge roll against skill or Dexterity. Controlling Attribute: Dexterity
Punch	Reroll hit location roll of 73 or above. Controlling Attribute: Dexterity. Damage Rank: 0/60 1/80 2/90 3/100
Kick	Controlling Attribute: Agility. Damage Rank: 0/50 1/65 2/75 3/90 4/100
Hold	Add 1 to the damage level of attack and apply result as physical action penalty to any activity involving held body part. Breaking hold requires challenge roll. Further holds can "pin" opponent. Controlling Attribute: Strength. Damage Rank: 0/65 1/80 2/90 3/100
Throw	Damage level determines both damage inflicted and rough estimate of meters opponent is thrown. Controlling Attribute: Agility. Damage Rank: 0/65 1/85 2/95 3/100
Thrust	"Called shot" penalties are reduced by 1 level. Damage based on weapon damage rank. Controlling Attribute: Dexterity
Swing	Attacker receives +10 bonus to damage roll. Damage based on weapon damage rank. Controlling Attribute: Dexterity
Feint	Allocate points to feint reserve, or add points to attack. May not exceed base skill value. Controlling Attribute: Awareness

Defensive Actions

Block	Blocks against armed attacks receive 2 level penalty. Controlling Attribute: Dexterity
Parry	Parries against unarmed attacks receive a 2 task level bonus. Controlling Attribute: Dexterity
Dodge	Adds 1 to 3 level bonus to challenge roll. Next offensive or defensive action made at penalty equal to bonus. Controlling Attribute: Agility

Task Difficulty Modifiers

Task Difficulty	Modifier
Trivial	no critical failure
Simple	+5 levels
Easy	+3 levels
Basic	+2 levels
Modest	+1 level
Standard	no modifier
Hard	-1 level
Difficult	-2 levels
Challenging	-3 levels
Formidable	-5 levels
Prohibitive	-7 levels
Impossible	only critical success

Range Modifiers

Range	Modifier
Point-blank	+2 levels
Short	+0 levels
Medium	-2 levels
Long	-4 levels

Movement Modifiers

Movement Rate	Modifier
Average Walk	-1 level
Average Scramble	-2 levels
Average Sprint	-3 levels

Weapon Data

	PBR	SR	MR	LR	Md	ROF	AC	Damage Ranks									
Handguns								1	2	3	4	5	6	7	8	9	10
Concealable	5	10	25	40	SS	3	12	1/20	2/50	3/80	4/95	5/100					
Large Caliber	8	12	30	100	SS	3	25	1/15	2/35	3/55	4/75	5/90	6/100				
Small Caliber	10	20	50	150	SS	3	35	1/15	2/40	3/65	4/85	5/95	6/100				
Stun Gun	3	6	10	15	SS	3	20	special									
Longarms																	
Assault Rifle	15	75	150	500	SS	3(3)	100	1/5	2/20	3/40	4/60	5/75	6/90	7/100			
	—	—	—	—	BF	5(3)	100	—	2/10	3/25	4/40	5/55	6/70	7/80	8/90	9/100	
Hunting Rifle	10	100	200	600	SS	3	20	1/5	2/15	3/25	4/50	5/65	6/75	7/85	8/100		
Shotgun	5	10	30	55	SS	1(3)	30	1/5	2/15	3/30	4/55	5/80	6/100				
	—	—	—	—	BF	1(3)	30	—	2/10	3/25	4/45	5/70	6/85	7/95	8/100		
Speargun	2	5	10	15	SS	1	5	1/20	2/45	3/60	4/85	5/100					
Submachinegun	10	20	50	150	SS	3(3)	100	1/15	2/40	3/65	4/85	5/95	6/100				
	—	—	—	—	BF	5(3)	100	1/5	2/15	3/30	4/50	5/65	6/80	7/90	8/100		
Heavy Weapons																	
Assault Cannon	20	75	150	300	BF	3(8)	1500	3/10	4/20	5/35	6/50	7/65	8/75	9/80	10/85	11/95	12/100
Autocannon	100	500	1500	3000	AF	(5)	2000	6/10	7/20	8/35	9/50	10/60	11/70	12/80	13/90	14/95	15/100
Grenade Launcher	10	50	100	500	SS	1	2\10	damage by ammo type									
Heavy Machinegun	25	100	300	700	BF	3(5)	500	5/10	6/20	7/30	8/40	9/55	10/70	11/80	12/90	13/100	
Light Machinegun	20	100	250	500	BF	3(8)	500	3/10	4/25	5/50	6/70	7/80	8/90	9/100			
Rotary Cannon	100	500	1000	2000	FA	(10)	3000	5/10	6/25	7/40	8/55	9/70	10/80	11/90	12/100		
Torpedo Cannon	10	30	60	120	SS	1	4\12	4/10	5/20	6/40	7/80	8/90	9/100				
Low-Tech Weapons																	
Axe	—	—	—	—	—	—	—	1/15	2/30	3/45	4/60	5/80	6/100				
Bow	3	8	15	75	—	1/2	—	1/20	2/45	3/65	4/80	5/100					
Club	—	—	—	—	—	—	—	1/30	2/60	3/85	4/95	5/100					
Knife	—	—	—	—	—	—	—	1/25	2/50	3/70	4/90	5/100					
Machete	—	—	—	—	—	—	—	1/15	2/30	3/55	4/75	5/90	6/100				
Spear	—	—	—	—	—	—	—	1/10	2/30	3/50	4/80	5/90	6/100				

Target Size Modifiers

Target Size	Modifier
Up to 10cm	-5 levels
11-20cm	-4 levels
21-30cm	-3 levels
31-40cm	-2 levels
41-50cm	-1 level
50cm-1m	no modifier
2m	+2 levels
3m	+3 levels
4m	+4 levels
5m	+5 levels

Sample Combat Modifiers

Variable	Modifier
Poor Visibility	-3 levels
Zero-G Environment	-3 levels
Underwater Environment	-2 levels
Soft / Partial Cover	-3 levels
Prone	-2 levels
Unstable Footing	-1 level
Under Heavy Fire	-2 levels
Improvised Weapon	-2 levels
Intimidated	-2 levels
Confident	+2 levels
Altitude Advantage	+2 levels

Ammunition Grade

Weapon	AP	Exp	Flech	Stand
Autocannon	10	8	2	8
Assault Cannon	6	4	2	3
Concealable	3	NA	1	1
Heavy Machinegun	8	6	2	5
Light Machinegun	6	4	1	3
Rotary Cannon	10	8	2	8
Standard	5	4	1	2

Grenades

Type	Grade	Damage Ranks						
Armor-Piercing	8	3/10	4/25	5/40	6/55	7/70	8/90	9/100
Concussion	2	2/10	3/20	4/40	5/60	6/80	7/90	8/100
Fragmentation	3	3/5	4/15	5/25	6/40	7/55	8/70	9/90 10/100

Hit Location

Body Location	Hit Location Roll	Modifier
Skull/Melon	1-3	-3 levels
Eyes	4-5	-5 levels
Right Ear	6	-5 levels
Left Ear	7	-5 levels
Jaw/Mouth	8-9	-4 levels
Throat/Nape/Blow Hole	10-13	-4 levels
Chest/Back	14-31	-1 level
Right Shoulder/Dorsal Fin	32-34	-3 levels
Left Shoulder/Dorsal Fin	35-37	-3 levels
Abdomen/Lower Back	38-47	-1 level
Right Hip	48-50	-2 levels
Left Hip	51-53	-2 levels
Groin	54-56	-3 levels
Right Arm/Right Fin	57-62	-3 levels
Left Arm/Left Fin	63-68	-3 levels
Right Hand/Right Fin	69-70	-4 levels
Left Hand/Left Fin	71-72	-4 levels
Right Leg/Tail Stalk	73-84	-2 levels
Left Leg/Tail Stalk	85-96	-2 levels
Right Foot/Right Fluke	97-98	-4 levels
Left Foot/Left Fluke	99-100	-4 levels

Vehicle Maneuver Modifiers

Standard Maneuvers	Modifier
Reverse	-5 levels
Soft Turn	no modifier
Sharp Turn	-3 levels
180-Degree Turn	-5 levels
Take-Off/Landing	no modifier
Half-Roll	-2 levels
Full-Roll	-4 levels
Reentering/Leaving Atmosphere	-2 levels
Space Docking	-3 levels

Vehicle Hit Location

Location	Roll	Modifier
Frame	1-40	-1 level
Engine/Drive	41-50	-2 levels
Control	51-60	-4 levels
Crew	61-65	-4 levels
Cargo	66-90	-3 levels
Armament	91-95	-4 levels
Cockpit	96-100	-4 levels

Vehicle Hull Breach

Location	Target Number
Frame	50
Engine	70
Control	90
Crew	10
Cargo	10
Armament	80
Cockpit	10

Vehicle Hull Damage

Roll	Breach Effect
1-20	Trivial breach, leak may be temporarily ignored
21-60	Minor breach, compartment will flood in minutes
61-100	Major breach, compartment will flood in seconds
100+	Catastrophic breach, instantaneous flooding

Special Damage Types

Burns	Add 10 to damage roll for each additional round of exposure. One level penalty on trauma rolls. Damage Rank: 1/35 2/45 3/65 4/85 5/100
Electrical Shock	Add 10 to damage roll for each additional round of exposure. Constitution roll with 1 level penalty for each round of exposure. Heart and breathing stop if failed. Damage Rank: 1/40 2/60 3/80 4/95 5/100
Explosions	By explosive type, reduced by 1 damage level for every 2 meters between target and explosion. Add 20 points to roll if underwater. Failed Constitution roll, character stunned into unconsciousness.
Falls	For falls up to 3 meters, roll unmodified. For every additional 3 meters, add 20 to damage roll. Damage Rank: 0/30 1/45 2/60 3/70 4/85 5/100
Hand-to-Hand	Based on the weapon or attack. Damage modified by Strength and damage scale. Add 10 points to damage roll for Martial Arts attacks.
Poisons	Poison strength equals penalty added to Constitution roll. If failed, poison takes effect.
Suffocation	Unmodified character resists unconsciousness for number of seconds equal to Endurance. At twice Endurance, character dies.
Drowning	At number of seconds equal to Endurance character passes out, inhales water. Dies at twice Endurance. With intent, character can hold breath for number of seconds equal to twice Endurance.

Special Damage Effects

Trauma	Target number = 100 - (1 task level per damage level) + Constitution bonus. Failure means death in a number of minutes equal to Constitution / number of damage levels.
Action Round Modifier	Increase rounds character waits by 1 for level 3 damage, 2 for level 4 damage, 3 for level 5 damage and so forth.
Movement Penalties	Level 3 damage prevents sprinting, level 4 damage prevents sprinting and scrambling. Five damage levels typically prevents even crawling.
Stunning	Player must immediately make Will roll. For each level of damage, 1 level penalty applied to target number. If roll is failed, the character is stunned. In following action rounds, player rolls again. Subsequent attempts made with cumulative 1 level bonus.

Performance Modifiers

Speed	Modifier
Minimum	+5 levels
Low	+2 levels
Cruise	Standard level
High	-2 levels
Maximum	-5 levels

Damage Level By Scale

Damage Scale	1	2	3	4	5
1	1	2	3	4	5
2	2	4	6	8	10
3	3	6	9	12	15
4	4	8	12	16	20
5	5	10	15	20	25
6	6	12	18	24	30
7	7	14	21	28	35
8	8	16	24	32	40
9	9	18	27	36	45
10	10	20	30	40	50
11	11	22	33	44	55
12	12	24	36	48	60
13	13	26	39	52	65
14	14	28	42	56	70
15	15	30	45	60	75
16	16	32	48	64	80
17	17	34	51	68	85
18	18	36	54	72	90
19	19	38	57	76	95
20	20	40	60	80	100

Dogfight Success Levels

Success Level	Action Points
Critical Failure	-5
Total Failure	-3
Moderate Failure	-2
Marginal Failure	-1
Marginal Success	+1
Moderate Success	+2
Total Success	+3
Critical Success	+5

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BYE-BYE, MISS BAVARIAN PIE (Incorporate)

For the past eight years, Asuka Schneider has been one of the most phenomenal success stories of the multimedia entertainment industry. The young and talented, half-Japanese, half-German pop idol recently broke post-Blight sales records with her third solo album, *Unforgivable*. Her starring roles in the animated adaptation of *King Lear* and the romantic war epic *Broken Windows* helped both films earn the fourth and fifth highest box-office grosses of all time, respectively. The real-time CommCore magazine *Asuka*, which is dedicated to covering her daily life in full holographic detail, is watched by hundreds of millions of subscribers, not to mention the millions more who get pirate feeds. Schneider's exclusive contract with United Bavarian Media, a subsidiary of Hanover Industries, makes her a prized Incorporate pawn and a powerful public relations tool. Now she is coming to Poseidon – to do herself in.

Schneider and a considerable entourage of bodyguards, roadies, and technicians are currently en route to Poseidon as part of her first interstellar tour. She will spend nearly nine months on Poseidon, island-hopping in the Pacifica Archipelago, playing extended engagements in major settlements including Haven, Kingston, and Lebensraum. The tour also includes location shooting for her next film, *A Tale of Two Planets*, budgeted at a record-busting two billion Hanover scrip.

However, Schneider has no intention of completing her tour. Exhausted by the pressures of stardom and tired of serving as an Incorporate mouthpiece, she has decided to break her contract and seek freedom on the new frontier by faking her own death and changing her identity. She has sent her close friend and confidant, Lily Grumman, ahead to Poseidon to find reliable “specialists” to aid in staging a bogus jumpcraft crash and arrange for body sculpting and new identification to aid her new start in life. The job will involve outwitting Schneider's Hanover Security Service bodyguards and every media organization on the planet, and with the presence of thousands of hysterical fans at every stop of the tour, it will be a logistical nightmare. Nonetheless, Schneider is willing to pay very well for arranging her demise.

In fact, United Bavarian Media has drawn up secret contingency plans for just such a crisis. Since exploiting a martyr would be just as profitable as exploiting a living star, Schneider's managers plan to milk her death for all it is worth, and have already begun stockpiling recordings to be gradually released as “lost treasures” over the thirty years following her death, should it occur. If Schneider pulls off her vanishing act, and UBM and its Incorporate parent discover that she is still alive, they will do everything in their power to make sure that she remains conveniently dead.

CAUGHT ON TAPE (aborigines)

The aborigines are growing increasingly concerned with the impact human colonization is having on Poseidon, but have

so far acted with restraint in most encounters. It is clear to the aborigines that humans themselves have been touched by the Creators and so are loath to destroy what they should likely be protecting. Because of a recent encounter, the aborigines now have a new tactical option.

When the crew of the Deep End research vessel discovered the Creator library in the Pacifica Trench (Arch 119), the resident aborigines constructed xenosilicate templates for each of the crew members before disposing of their bodies. This tactic is being passed on to other aboriginal pods as the creatures share their communal memories, and is now becoming a common technique in desperate or violent human-aborigine encounters.

In these encounters, an aborigine typically forces its human target into a deep coma. The creature then compiles a xenosilicate template of the target that includes a complete genetic record, all somatic variations, and a perfect structural map of the target's brain. The body is discarded and the template is stored in a Creator cache until the aborigines decide to resurrect that individual. At that point, they can construct an identical copy of the target in the same way they reproduce their own kind. The resulting individual will be, in every physical and mental aspect, a duplicate of the original.

To the aborigines, this is a perfectly acceptable, non-lethal alternative to often more violent tactics. Unfortunately, what the aborigines don't understand is that though the replicant thinks it is the original, it isn't. The continuity of the consciousness, and what religious sorts call the soul, has been interrupted. In this way, templating, as the aborigines think of it, is an imperfect solution to their dilemma. The imperfection, however, is one the aborigines are unable to comprehend, as their own communal consciousness makes such understanding impossible.

COMPROMISED SOURCE (espionage, GEO, Incorporate)

Thomas Mashburn, a high-ranking GenDiver executive, has been accused of industrial espionage and treason. An assistant director of research and development in the Incorporate state's Santa Elena offices, Mashburn has been under investigation by GenDiver Security for nearly a year. They have charged the executive with selling trade secrets to one or more Incorporate rivals.

GenDiver Security's evidence against Mashburn is pretty thin. Computer records indicate that he has downloaded sensitive data from the R&D division's dedicated computer network and made unauthorized copies of this data. There is no evidence of what he has done with the copies. The prevailing theory in the security division is that he has been selling the data to Atlas Materials, but this remains unsubstantiated speculation. Moreover, while GenDiver Security has gained full access to Mashburn's financial records, they have found no evidence of illicit income.

Mashburn is, in fact, guilty of espionage and treason, but he has not been selling secrets to another Incorporate state. He has been giving the data, free of charge, to an Internal Security operative who recruited him a year ago. Mashburn isn't

privity to all of GenDiver's activities and operations, but he has learned enough about what the Incorporate state is doing on Poseidon to turn him against his employers and government.

His controller, a diplomatic attaché in the GEO consulate in Santa Elena, has petitioned his superiors to organize an operation to "recover or neutralize" his prized intelligence source. Since a successful recovery that would not risk public exposure of Internal Security's activities is extremely unlikely, neutralization is the more viable course of action.

However, the ranking Internal Security officers on Poseidon are well aware of how much damage this source could do to their ongoing operations against GenDiver. Mashburn is not the only GenDiver employee in Santa Elena who has been recruited by Internal Security, and he knows the identities of several of the others. If Mashburn betrays them to GenDiver Security, the GEO will lose most of its already tenuous ability to monitor the Incorporate state's activities from within.

Mashburn is being held in a detention center in Santa Elena, where his interrogation continues. Within a few days, he will be taken to the company town's shuttle facility and transported to a GenDiver orbital. Eventually, he will be placed in IHMS aboard a transport and returned to Earth for a formal trial and sentencing. If Internal Security plans to make a move, it will have to happen within this narrow window of opportunity.

COMPUTER VIRUS (aborigines, Incorporate)

Hugo D4, Dyfedd's administrative control computer (Arch 111), is without a doubt one of the finest machines humans have ever built. Its ability to simultaneously coordinate the machinery of a floating city and configure its own interface to match the preferences of more than 6,000 residents cause the typical Dyfeddite to ascribe an almost-human sentience to the machine.

A sophisticated machine, indeed – enough that the aborigines have become aware of it. While Hugo does not come close to the level of Creator technology, the aborigines are very interested in getting a closer look at the computer. If they can manage to infiltrate a collection of nanites into Hugo's systems, the aborigines would gain a major advantage. With full control of Dyfedd, they would have unprecedented observation opportunities and in time, direct influence over thousands of humans.

Even now, nanite probes are seeking access points to Hugo's cores. Though uniquely secure, it is only a matter of time before they find an exploitable lapse in security. At this time, their ignorance is far greater than their knowledge, and they certainly do not know that Hugo has begun to develop a rudimentary intelligence of its own. The possible consequences of Creator nanotechnology's mix with true artificial intelligence are vast.

COLD STATISTICS (covert ops, GEO, Independents)

Kate Mitchell is a medtech on Prosperity Station. She works hard; she doesn't gripe about the job. She has had to work the disposal rotations for her first three years, processing popsicles (BP 194). Now she rotates between thaw duty – bringing the new arrivals out of cold sleep – and babysitting mushies. Medtech shifts are 30 hours on, 60 hours off, though additional time off is available for those with seniority. Not many get it however, as the turnover rate is high on Prosperity Station. The work is unglamorous and the mushies are in no shape to be appreciative.

Recently, while caring for a critical patient suffering from IHMS complications, Mitchell made an interesting discovery. The patient's medical files indicated that he was a general laborer with American Mining Technologies. However, standard medical imaging and examination revealed a number of genetic and cybernetic modifications that seemed at odds with his employment records. Mitchell assumed that the patient was ex-military and didn't think much more about it. The patient died, however, and AMT sent a high-ranking representative to oversee the disposal of the body. Mitchell found that odd as well.

Over the next several months, she noticed an unusually high number of AMT employees admitted to her ward. While she doesn't examine any of them as thoroughly as she had the original patient, they are young, in excellent physical condition, and have that "military look" about them. She has begun keeping an informal count, and at present, estimates that well over a thousand of these "general laborers" have passed through the infirmary where she works.

Mitchell has not discussed her discovery with anyone yet, because she isn't quite sure what to make of it. AMT certainly has not done anything illegal to her knowledge, and she's worried that it will jeopardize her position – unappealing as it is in many ways – if she starts shouting conspiracy. The only thing stopping her from minding her own business and forgetting all about it is her stubborn curiosity.

Mitchell has indeed stumbled upon a conspiracy. As detailed in "Military-Industrial Complexity," AMT is serving as a cover for a US government operation to establish a military presence on Poseidon. Most of the patients she has observed in her infirmary are US Marines. The government and military administrators who are coordinating the operation are well aware that Prosperity Station is the weak link in their plan. The station is full of GEO personnel and the potential for exposure is very high. To minimize this risk, they have placed agents and informants throughout the station to keep them apprised of any likely security risks. If Mitchell decides to talk about what she has discovered, she will have to be very careful about who she chooses to contact.

COLONIAL CONSPIRACY (espionage, GEO, Independents)

The United Nations was officially reinstated in 2156, but it has yet to recover even a fraction of the political power it wielded before the formation of the GEO. With strong backing from several independent nations and Incorporate states,

however, it is beginning to reemerge into the tumultuous political arena of Earth and the Colonies.

The key to the UN's future is the dissolution of the GEO, which can only happen if voted by a two-thirds majority of the UN's original member nations. Technically, this may actually be impossible, since the fraction of member nations to survive the Blight as anything but federal districts of the GEO is much lower than two thirds. The prevailing belief in the UN Security Council – dominated by the United States, China, and India – is that the GEO can only be dissolved by force. Most maintain that sufficient force to cripple the powerful world government can only be marshaled on Poseidon. The Security Council believes that a colonial war on the waterworld is inevitable and hopes to use this conflict to break the GEO once and for all.

Michael Dewey, a ranking UN service officer, is assigned to lead the newly formed UN Colonial Diplomatic Task Force to Poseidon. This team of 50 diplomats, administrators, and intelligence operatives has been charged with a difficult task: They are to assemble several of Poseidon's diverse factions into a coalition capable of neutralizing the GEO's ability to maintain a viable presence on the planet.

The governments of the US, China, and India are all behind this operation, and will provide the team a primary base of support on the waterworld. From this secure base, the team will try to build an effective political and military coalition comprising several "friendly" Incorporate states, native resistance movements, and newcomer insurgent organizations. Targeted groups include Biogene, GenDiver, the NRM, Blue Water Circle, and Zero Nation. The Security Council, of course, expects this network of alliances to last – at best – only as long as necessary. Once the GEO is out of the way, there will still be some loose ends in need of tying.

Dewey and his team have yet to make contact with any factions other than the colonial representatives of the nations on the Security Council. Before moving forward with the "contact phase" of the operation, the team must gather intelligence on the leadership and activities of the targeted groups. This in itself will be a monumental – and dangerous – challenge.

CORPORATE SPONSOR (covert ops, Incorporate, natives)

The native population of Poseidon is going to rebel ... and there's a chance they might even win. That's what a team of analysts in Lavender Organics' Caernafon long-range planning office has reported to their superiors. They contend that if certain sociopolitical trends continue, and if ratification of the GEO charter eventually fails, the situation on Poseidon will decay into guerrilla warfare that the Incorporate interests on the planet may not survive.

After almost a year of debate and planning, Lavender has decided to take steps to protect itself, and also surprisingly, the native population it feels is key to human interests on the waterworld. The company has assembled several teams of covert operatives and assigned them to hot spots in the archipelago: Westcape, the Zion Islands, and the Northwest Terri-

tories. These teams have been instructed to establish liaisons with the leaders of the local native movement. They are not to misrepresent themselves. In fact, they are to make it clear that they are operating with the full support of LavOrg management.

The teams are to offer non-military resources and equipment to the various movements in exchange for certain assurances. LavOrg management hopes that by supplying the native resistance with medical supplies, construction materials, electronics, and even vehicles, they may engender goodwill on the Incorporate's behalf. LavOrg is not being coy in this undertaking and intends to make it clear that the supplies are meant as insurance premiums.

Lavender management truly believes that a sustainable and profitable future on the waterworld depends on native-Incorporate cooperation. Their efforts to bribe the growing resistance movement is not intended to only serve the bottom line, to them it is also a matter of survival. The company's immediate concern is not how the natives will react to their offer; they will either accept it or send LavOrg's representatives packing. Their real concern is the other Incorporate nations, and to a lesser extent, the GEO. Though the other Incorporate may be nearsighted, they aren't stupid. Should they discover what Lavender is up to, they will certainly realize the implications. At the very least, it will polarize them against LavOrg. Or it could spark an all-out Incorporate war.

CRIMINAL COOPERATION (crime, Incorporate)

Vladimir Gorchoff, the boss of the infamous Haven crime family, has become concerned about current trends on Poseidon. The present political instability is good for business, but only if it does not go too far. The recent influx of new GEO military personnel (UC #5) has reinforced Gorchoff's belief that the colony world is poised on the brink of a firestorm that could leave his organization in ashes.

It would clearly be in the best long-term interests of the organization to choose sides and make some powerful friends. Unfortunately, there seem to be few good candidates. Based on past experience, Gorchoff believes that a cooperative relationship with GEO Internal Security could be cultivated, but he knows that it would last only as long as the government found it convenient. He also understands the GEO's internal divisions well enough to recognize that a relationship with Internal Security wouldn't necessarily protect him from the Justice Commission.

The various native insurgent groups scattered around the archipelago, while an occasional market for smuggled weapons and other illegal technology, also make poor bedfellows. The Gorchoff family is driven by commerce and the constant influx of new colonists, so there is little room for compromise with native radicals who would reserve Poseidon for those born with gills.

To Vladimir Gorchoff's way of thinking, the Incorporate states offer the only realistic possibility of an alliance. At least they are run by businesspeople with whom Gorchoff can expect to find some common ground. If nothing else, their primary

motive is predictable and reliable: profit. Of course, Gorchoff is aware that political interests often complicate this motive, but he has come to realize that he shares many of these same concerns.

Because of these reflections, Gorchoff has started making arrangements with GenDiver, initially through their offices in Haven. The crime family has offered certain services, such as protection from piracy, an immediate cessation of weapons sales to the Sierra Nueva insurgents, and intelligence gathered by the family's extensive network of sources in Haven. In return, Gorchoff has secured various benefits offered by GenDiver's political sovereignty. For instance, he has transferred his family's monetary holdings to the bank in Santa Elena where it is safe from seizure by the Justice Commission. In addition, he has purchased a townhouse in the company town that will provide his people with refuge – and political asylum – in the event that they encounter legal problems with the GEO.

Of course, along with the benefits offered by these arrangements come certain risks. If the ongoing tensions between the GEO and GenDiver erupt into open hostility, the Gorchoff family may find itself targeted by a very powerful enemy.

DIGGING UP DIRT (crime, GEO, natives)

Some of Atlantis' most noteworthy residents include a team of anthropologists from Earth's Harvard University. Funded by the GEO and the National Geographic Society, the scientists are studying Atlantis, both old and new, to try to get an accurate picture of native culture during and after the Abandonment. In addition to interviews with local natives, the researchers have also embarked upon several digs in the buried ruins of the original colony. Their leader, Dr. Joyce Uranga, hopes to publish the definitive study of the native Poseidon culture, and several theses and dissertations will be based on the project. At first, most of the locals regarded them with curiosity or amusement, but that has changed.

While excavating a buried supply depot, the researchers stumbled across an extensive cache of buried weapons and pharium. Unsure of how to proceed, Uranga turned the contraband over to the new Marshal. Since then, the anthropologists have suffered sabotage, received death threats, and even been roughed up by a group of masked thugs. The cache was buried by the Nantz gang, who hoped to smuggle the guns into Simushir at the behest of the Blue Water Circle. So far, the Marshal has been too busy elsewhere to give the beleaguered scientists much help. Uranga, desperate to see her project through, will likely pay handsomely for help.

DITCH DIGGER (ecoterrorism, Incorporate, natives)

The ominous Citadel (Arch 117) is both a symbolic and practical power base for Hanover Industries' growing interests on Westcape Island. The escalating conflict between Hanover and the local native population has so far been too sporadic and too distant to draw much attention from either the GEO or the media. This may be about to change.

An opportunistic hijacking of one of the Hanover Industrial Complex's (115) robot trucks by Oliveira's guerrillas (Arch 116) has liberated an interesting piece of heavy equipment: an automated quarrying rig. At first the raiders thought the attack had been a waste of time, and the robot device was dumped in one of their hidden supply caches. A few days ago however, an ingenious use for the unlikely piece of equipment was proposed. The rebels hope to use the drill to circumvent the formidable security measures protecting the Citadel facility, and knock the feet out from under the complex – literally!

The device works by sending out a small, remote drilling head that cores a long tunnel into which explosive cable is automatically threaded. The system is compact, self-contained, and capable of laying several kilometers of cable at a time. The drilling robot bores through even the hardest rock and can be instructed to lay its explosives in intricate patterns. When detonated, the cable pulverizes the surrounding bedrock, preparing it for excavation by industrial earthmovers.

The guerrillas have come up with a daring – but clever – plan. They intend to secrete the drilling rig in a deep water chasm several kilometers from Hanover's Citadel complex. The device will be instructed to tunnel to the caissons supporting the facility, and lay explosives in the bedrock surrounding the base of each pylon. Some ex-miners among the freedom fighters assure Oliveira that when the cable detonates the blast will shear through the pylons and topple the entire facility into the sea.

There remain only a few questions to answer before the plan is put into action. First, will the cetacean crew assigned to plant the rig be able to get close enough without being detected? Second, how long will the drilling take? Third, will the drill make enough noise to alert Hanover's sonar security net? And finally, should the guerrillas bother to give the 400-plus Hanover personnel on the Citadel enough time to evacuate?

FALLING STAR (aborigines, Incorporate)

GenDiver's Point Star Environmental Observatory is a state-of-the-art research facility built on Pettibone Island in the Northwest Territories (Arch 25). The facility has been staffed for the past three years and has escaped most of the effects of the conflict surging around it. Perhaps this is because it appears to be just what it is: a scientific station. Or maybe it's just because the warpods of the Sierra Nueva have not yet gotten around to blowing it up. Either way the facility serves as a base of operations for a small army of GenDiver oceanographers, biologists, geologists, and the like. That is, it did until the station recently vanished.

Last week, a routine supply transport attempted to make a scheduled stop at Point Star. When they arrived on site, however, the station was missing. The confused transport crew rechecked their coordinates and called for satellite verification of their position. Not only was the station missing, but there was no sign that it had ever existed. There were no empty buildings, rubble, or dock pilings. Even the clearing

where the facility had stood was gone – overgrown by what appeared to be mature coastal forest.

Bewildered and still convinced that something was wrong with their navigation suite, the transport returned to Santa Elena. A security detail was dispatched to investigate, but they couldn't locate the facility either, though they were able to identify its past location using landmarks on composite satellite imagery. To date, the station's disappearance remains a mystery, and GenDiver security is doing its best to keep the situation quiet until they can figure out what happened.

The truth behind the mystery is simple, if maybe a bit drastic. The staff at Point Star stumbled upon an unguarded Creator cache and collected artifacts, holofootage, and other evidence, and took it back to the station. The team was ecstatic about their discovery, and excitedly compiled a report for their superiors. A pod of aborigines discovered their transgression, though, and took drastic action to protect their interests.

Using their nanites in a decidedly aggressive and effective way, the aborigines razed Point Star. The tiny machines reduced the facility and everything in it to the molecules of which it had all been made. They cast most of this material into the sea and used what remained to return the site to its natural state, assembling trees, beach scrub, and a spotless black sand beach. It is now as if the station had never even existed.

FINNIGAN'S WAKE (crime, Incorporate)

Jesse Finnigan is a relatively new face in Atlantis. Originally from Kingston, the veteran Long John prospector-turned-salvage jockey came to Maui for a change of pace. Finnigan's background is a smoke screen: He's really the point man for Charybdis, a band of pirates based on one of the small islands nearby. Charybdis is rapidly becoming infamous in New Hawaii, and has several heavily modified combat submersibles at its disposal. The pirates are well supplied and very secretive.

The buccaneers make a fine living targeting Biogene surface vessels and low-flying aircraft, either destroying or stealing them. The group only targets Biogene and acts with a degree of foreknowledge that suggests an inside connection. The GEO has been slow to act thus far, even in the face of growing Biogene political pressure. Biogene itself has nothing to show for its own investigations into the matter. Bryan Steeg (Arch 21), the Hole's proprietor, is beginning to suspect that Finnigan is not what he seems: Too many of his deals come too soon after incidents, and the goods are obviously Biogene plunder. So far, Steeg has not voiced his suspicions to anyone. For whom Charybdis is really working is anybody's guess.

FIRE IN THE SUN (ecoterrorism, espionage, natives)

After several days of heavy cloud cover, a routine GEO satellite scan in the Sierra Nueva cluster discovered the smoldering remains of a small island believed to have been home to a native fishing village. An Emergency Response Team was immediately dispatched to search for survivors. Experts determined that a high-yield incendiary device and chemical agents were used to completely defoliate and depopulate the

island. No survivors were found and it is believed that as many as 90 natives died in the attack. The environmental impact on the surrounding area is extreme, but its limits have yet to be determined. Specialized cleanup crews have been dispatched to contain the spread of chemical contaminants.

The colonial media immediately blamed GenDiver for the attack. Within hours, protesters were rallying in the streets of Haven demanding that those responsible be brought to justice. Local security forces mobilized for riot control as GEO and GenDiver representatives met to discuss the incident. The protests continued for hours as the officials met in secret. After the meeting, a GenDiver spokesperson released evidence gathered by a reconnaissance submarine of a native attack on a transport vessel owned by Biogene just 38 hours prior to the attack on the islands. The GenDiver spokesperson adamantly denied that GenDiver had any part in the bombing. Biogene confirmed the attack on one of its transport vessels, claiming it was off course, but denied any form of retaliation. A full investigation is pending as the chemical response teams work to contain the ecological disaster.

The use of weapons of mass destruction in the Sierra Nueva conflict promises to increase tensions in the region. The manner in which the GEO conducts the investigation will have a tremendous impact on public opinion. Likewise, GenDiver and Biogene are faced with a potential public relations disaster. Several additional factors, unsuspected by various parties to the incident, are serving to complicate the situation.

The GEO had a covert operative on the island at the time of the attack. Apparently, the natives were a militant splinter faction led by Cameron DuBoe, a GenDiver operative. He was planning to lead the faction on a rampage against the newcomer settlements in the area. GenDiver hoped to use the attacks to turn public opinion against the native resistance groups. The GEO operative was very close to uncovering the plot and identifying other GenDiver operatives in the area.

Biogene had plans to move into the region to mine xenosilicates. GenDiver suspected that its rival had made arrangements with certain factions of the native resistance to exchange intelligence for protection. The transport vessel was carrying supplies to a secret deep-sea mining rig.

The truth behind the incident is even more twisted. In an effort to develop a weapon with which to destroy large Incorporate targets, the resident faction of the resistance movement had acquired some unique materiel through the black market. Inexperience and improvisation led to disaster when a prototype incendiary device detonated prematurely, killing and burning everything on the small islet. How this all comes out in the end will be anyone's guess, but one thing is for certain: All of the related threats and finger-pointing are leading to a confrontation.

FIRESTORM**(crime, GEO, Incorporate)**

A recent series of bombings in the Incorporate facilities of New Freemantle has Hydrospan and the GEO in a panic. More than 100,000cs in property has been destroyed, but no organization has taken credit. The GEO has begun a formal inquiry, but no tangible evidence has yet been found. Their primary suspect is a local ecoterrorist cell called Voodoo Freedom. Hydrospan is officially staying out of the way of GEO investigators, leaving the job to the professionals. Unofficially, Hydrospan suspects GenDiver is once again snapping like the bulldog it is.

To date, three bombings have taken place. Each was within a minimum-security Hydrospan research and development office, and each seems to have involved chemical explosives with no supporting machinery. Nine people have been killed in the bombings to date. All were Hydrospan personnel, though any obvious connections end there. No major records or technologies have been lost in the bombings, and the targets and purpose of the strikes are still a mystery.

The man behind the bombings is Leonard Milenecsky, a Hydrospan employee. Leonard has been embezzling money from the company through the research and design department for several months and is just starting to get rid of the evidence. Using his position as a researcher, he has infiltrated the three facilities and planted the bombs during operating hours without arousing suspicion. Financial records with evidence of his crime have only been present at two bomb sites, the first and the third. The second and another forthcoming bomb are intended to throw off investigators. Leonard fancies himself a daring criminal mastermind.

GAMBLING PROBLEM**(crime)**

Hydroshot has become an extremely popular sport, not just on Poseidon but on Earth as well. Professional hydroshot players are some of the most widely known celebrities on the colony world. Unfortunately, the Global Hydroshot League is not yet very profitable, and the players' salaries remain quite low. On the other hand, gambling is a time-honored tradition on Poseidon, and hydroshot matches are among the favorites of the waterworld's gamblers. From the casinos of Kingston to small-time bookies in Nomad, millions in scrip changes hands each season.

The GHL's Lesear Cup playoffs are held every year just before the Planetfall celebration. The top six teams compete in a single-elimination tournament for the Lesear Cup – the GHL championship is held on the first day of the Planetfall Festival (UC #2). This season, the Haven Colonials, Try-Town Tsunami, and underdogs Dyfedd Divers emerged from the playoff field to compete in the championship match. The Colonials, led by star forward Hal Lyman, were the clear favorites: The odds on Try-Town were 10-1 to win, while Dyfedd's were 30-1. Lyman led the league in both scoring and assists in back-to-back seasons, and is indisputably the best player in the GHL.

Those odds were just too good for certain underworld elements on Poseidon to pass up. Just before the championship

match, Isaac Mosely, an NRM boss based in Nomad, approached Hal Lyman. Lyman, despite his stardom, was a bit down on his luck. He'd been cultivating an impressive pharium habit for years, and the meager salary offered by the GHL hadn't been able to keep up. He owed a loan shark with NRM connections in Kingston over 40,000 scrip, and the gangster was getting impatient. Mosely offered to clear Lyman's debt if he would do his "benefactors" a little favor: He would have to make sure the Colonials lost the match, and if possible, throw the match to the Divers. Feeling he had little choice, Lyman agreed.

It wasn't until the championship match was almost over that Lyman realized he simply couldn't do it. He didn't really know why, but he just couldn't throw the match. In one of the most memorable plays in championship history, Lyman stole the squirt from a Dyfedd wingman and scored the winning goal unassisted. The Colonials won another title and Lyman was named MVP of the tournament for the third consecutive year. He was also in serious trouble.

Mosely, of course, lost a lot of money on the match. More importantly, several of his superiors in the NRM hierarchy lost money because he convinced them the fix was on. Mosely also lost face – and in the NRM, the respect of one's peers is often more valuable than money. He has some explaining to do, but not until he regains some of that respect at Lyman's expense. Lyman is hiding out in a small native village north of Haven, but he's not sure what to do. He'd like some protection, but he knows he can't go to the authorities without exposing his involvement – and that would probably end his career. Of course, it won't be easy to find someone who is willing to oppose an NRM boss.

HONEY, I'M HOME**(aborigines)**

Four years ago Carl Latimer, owner of Red Sky Charters, took a small group of Hydrospan executives on what was supposed to be a four-day fishing trip. They left port on a sunny morning and reported in regularly over the next three days. After that third check-in however, the charter was never heard from again. Despite thousands of man-hours of combined search effort, neither Hydrospan nor Red Sky was able to find anything – no wreckage, no bodies. Nothing.

The Water Monkey was attacked at sea and destroyed by a lesser white, and Latimer and his passengers were killed outright. The sunken wreckage was discovered soon after by a pod of aborigines, who made xenosilicate templates of the victims' neural tissues for their own enigmatic use. The bodies had suffered significant trauma and so most of the templates were inaccurate copies. Latimer's brain however, was essentially intact, and his template was uniquely complete. The aborigines continued on their silent way, traveling northeast into the Styx region of the Haven Cluster.

Almost three years later, as part of their continuing efforts to understand human behavior, the aborigines animated one of their Keepsake "golems" (Arch 60) using Andrew's template. They realized that, unlike their own memories, human memory was an individual experience and that their manufactured humans did not behave normally with piecemeal

pasts. Though most of his consciousness was faithfully reproduced, unfortunately for the suddenly resurrected Latimer, the Aborigines had not made a complementary template of his own body. When he awoke, he found himself in the manufactured body of a native man half his age.

Though he had absolutely no idea what had happened to him, or why he looked like he did, Andrew quickly realized that Keepsake was not a normal place. Confused, and more than a little frightened, it didn't take him long to decide to try find his way home. Latimer built a sailing canoe, and braving the open sea, he began island hopping south, navigating by the stars. When he stumbled upon Mandalay Island, he quickly recognized where he was and made his way to the native village of Sand Dollar. From there, passing himself off as a castaway, he was given help and transport, eventually reaching Second Try, where he found a job in the fishing fleet. He has been working in Try-Town for the past two months while trying to figure out what to do next.

Though less frightened now, Latimer is no less confused, and has become desperate to get home to his family in New Freemantle. He is unsure how to explain what happened or where he has been for the past four years. How can he explain something he himself does not know? How will he be able to convince his family who he really is, when he is not who he really was?

ISLAND ROMANCE (cetaceans, GEO, natives)

In late 2198, Bataku led a small warpod on a series of raids against GenDiver shipping in the Badlands. These raids were hindered, however, by the heavy GEO Peacekeeper presence in the region. The patrols made it difficult to attack GenDiver assets without risking exposure to the larger, more heavily armed forces of the GEO.

While there were no violent confrontations between Bataku's warpod and the GEO patrols, there was a great deal of contact between the two factions during the weeks the natives remained in the region. Most of these encounters involved official GEO inspections of native camps, during which government personnel would search the camps for illegal weapons and question the natives about their business in the area.

During one such visit to a native camp in a Poseidon mangrove, an orca Peacekeeper named Unuki first met the legendary Bataku. While the two came from different worlds – both literally and figuratively – there was an immediate chemistry between them. A somewhat tense friendship developed, and shortly thereafter, a passionate romance. This relationship didn't last, as Bataku inevitably demanded that Unuki desert the Peacekeepers and join him in the Sierra Nueva. Just as inevitably, Unuki refused. After several bitter arguments in which violence was narrowly avoided, the two cetaceans parted company.

Earlier this year, Bataku received word that Unuki had given birth to a male calf. Bataku very much wants to participate in his first-born son's upbringing, but his efforts to contact Unuki have failed. It is clear that she does not want her the young orca raised in the violent seas of the Sierra Nueva. Bataku is

becoming increasingly enraged at the way he is being excluded from any role in his son's life.

Lately, Bataku has begun to consider alternative ways to remedy this intolerable situation. He is very concerned that his son, who could one day be his successor, might be brainwashed and indoctrinated by a GEO upbringing. Consequently, Bataku has started to develop a plan to take the young orca by force.

Since her pregnancy became known, Unuki has been assigned to a training detail stationed at Fort Pacifica, the GEO's primary military base near Kingston. She spends most of her off-duty hours in the shallow waters of the Dolphin Sea with her son and a small pod of other GEO cetaceans. Bataku hopes to use several contacts he has developed with militant anti-GEO members of the NRM to assist in the kidnapping. If Bataku follows through on his plan, it will represent his raiders' deepest penetration into the heart of the GEO's position on Poseidon. Regardless of the outcome, the attempt may motivate a backlash against the natives of the Sierra Nueva for which they are ill-prepared.

LEGAL TROUBLES (crime, natives)

Marshal Lightfoot's (Arch 21) arrival in Atlantis has changed everything. While not as lawless as Nomad, many of Atlantis' residents make their livings by less-than-legal means and have grown quite accustomed to life beyond close GEO scrutiny. Lightfoot's crusade for justice has won her few friends, and her insistence on investigating crimes usually ignored by GEO lawmen – most notably narcotics violations – has earned her many enemies. Mayor Succi has gone out of his way to declare himself neutral and try to win the Marshal's favor, all the while distancing himself from his smuggling and salvage operations. Steeg, owner of The Hole (Arch 13), seems to have made some kind of truce with Lightfoot. Other gangs have even left town.

Leo Nantz, one of the largest pharium producers in the archipelago, has resorted to methods that are more devious. Well-timed anonymous tips have kept the Marshal busy eliminating Nantz's rivals, and some well-placed bribes have finally bought Nantz the loyalty of one of Lightfoot's lieutenants.

If any of Atlantis' smaller operators were to learn of Nantz's role in the crackdown, a gang war would be inevitable. If Lightfoot were to discover the extent of Nantz's manipulation, her vengeance would be dire indeed. Nantz, in the meantime, is considering just how far he should go to fend off – or eliminate – the Marshal.

MAN'S BEST FRIEND (aborigines)

Since the arrival of humans on Poseidon, the aborigines have been increasingly interested in learning about human culture and activities. To this end, they have undertaken a variety of experiments and projects to learn more about human society and the intent of its often strange behaviors. The most recent of these special projects is a remarkably cunning and invasive new approach.

Not long after the humans arrived, the aborigines realized that humans had special relationships with certain species of animals they had brought with them. Livestock, such as pigs and rabbits, seemed to play an important role in their lives, and most notably certain fur covered and energetic quadrupeds seemed to be valued domestic companions. The aborigines had discovered dogs.

After several encounters with these protective and alert animals, one group of aborigines decided to take advantage of the creature's special relationship with humans. In some cases, the aborigines deliberately altered the brain chemistry of specific dogs so that the animals would obediently follow their instructions. In other cases the aborigines actually manufactured their own versions of dogs, giving them a variety of physiological features that made them extensions of their own will – essentially biological spy drones.

These animals were used to infiltrate first a few smaller settlements, but now several have been released in Haven, Kingston, and Second Try. Their aboriginal controllers are using the animals to observe human behavior and spy on their various activities. Such information has been quite helpful in the aborigines' growing understanding of humans, and may prove invaluable should they be forced to take action against the human invasion.

Though the aborigines themselves are unconcerned about the eventuality, the question remains about how the humans will react if they ever stumble upon the true nature of these "mutant" dogs and begin to question where they came from.

MILITARY-INDUSTRIAL COMPLEXITY (covert ops, independents)

American Mining Technologies (UC 4) established the company town of Santa Helena in the Arc of Fire in 2195. Despite the US corporation's limited success in the xenosilicate industry, its presence on Poseidon has been steadily expanding over the past several years. The OCA estimates that more than 10,000 AMT employees have immigrated to the waterworld in the last year alone. Observers are somewhat puzzled by this huge influx of personnel, as the company's industrial operations do not seem sufficient to support such a large work force.

Many of these personnel have been housed in the bioplastic barracks of a makeshift compound on Santa Helena's outskirts. Anyone observing the company town closely would notice that the majority of the employees do not have job assignments – they spend their days at large Employee Training Centers in the middle of the compound. The security around these training centers is unusually tight, so it would be difficult to determine what transpires inside.

In fact, AMT is subsidized by the US government to establish an American military presence on Poseidon. Most of the personnel housed in the compound are US Marines. The Employee Training Centers are actually being used for military drills and tactical exercises. AMT and the US government remain confident that Santa Helena's remote locale will protect it from all but GEO satellite surveillance, which is easily circumvented.

The Marines in Santa Helena are only part of the growing American military presence on Poseidon. AMT has also initiated construction of several manufacturing facilities a few kilometers from the company town. These automated, multi-purpose plants will be used to produce military equipment, from assault rifles to attack submersibles.

The greatest challenge to a protracted military campaign on Poseidon will be supplies. The GEO would likely cut off all access to the wormhole, making it impossible to supply and reinforce the troops on the colony world. Likewise, it would become very difficult for the American colonial war machine to acquire the raw materials necessary to manufacture needed equipment. The masterminds of the operation have taken two approaches to solving this problem.

First, billions of government dollars have been funneled to AMT for the purchase and transport of industrial equipment to Poseidon. Most of this equipment still sits in temporary bioplastic warehouses in Santa Helena. As it is, the equipment is never intended to be productive. Instead, automated recycling facilities in the factories will tear the equipment down to its component parts and use them for raw materials.

This process, of course, is terribly inefficient and tremendously expensive. As a result, government officials are negotiating with several Incorporate states – including GenDiver and Hanover -- to purchase raw materials and select manufactured products. Hanover, especially, already has extensive manufacturing facilities on Poseidon, and their expansion will be backed by American capital. The German Incorporate state also has a major mining operation in Westcape that can provide the precious raw materials needed to drive a war machine.

MONKEY BUSINESS (GEO, hybrids)

For the past six months, the GEO has attempted to bring the Savanna Free Zone (Arch 79) into compliance with its colonial charter. Deputy GEO Commissioner Jefferson Mabry is responsible for achieving this goal through diplomacy. He must convince the governor and elder council that it is in the hybrid colony's best interests to conduct elections to choose their leaders, and have those leaders answer to GEO authority.

Mabry stands on solid legal ground – the charter clearly indicates that the colony must comply. Gaining concessions from the hybrids has been difficult, however, because they recognize the logistical difficulties the GEO would have in enforcing the change.

The political struggle with the unyielding hybrid leadership has taken a toll on Mabry. He sees the Silva governor, Geronimo Pacheco (Arch 82) as an uncivilized barbarian warlord, living in the wild because that is where he belongs.

Ironically, it is Geronimo's wish for peace for his people that has led to the colony's non-compliance. He suspects that the GEO wants control now so they can easily bring the hybrids into military service. The hybrids have served the GEO well

as soldiers in the past, but Geronimo feels the time for hybrids to be used as the GEO's pawns is long gone.

As the Sierra Nueva conflict stretches on and the numbers of Incorporate citizenry on Poseidon threaten to match the colonial presence, the GEO is developing plans in case large-scale conflict breaks out. Having a solid position on the Savanna la Mar is vital to give the GEO footing on New Jamaica, especially with Kingston's refusal to recognize GEO authority. The easiest way to achieve that is to bring the hybrid colony into the fold.

MONKEY LAUNDERING (crime, GEO)

Jimmy Hand is a Silvan hybrid. He lives in the Brighton projects and works as an exhibit custodian at the Haven Zoo. In other words, he cleans animal cages. This fact has caused the Silva no end of grief with his friends, but to Jimmy, his job is one of the only bright spots in his difficult life. He loves animals, especially the exotic creatures that populate Poseidon, and he's found that they usually treat him better than people do.

Jimmy's favorite animals are the stick monkeys. His friends make fun of Jimmy's love for the little creatures, but that does not make much difference to him. The stick monkeys are a source of endless amusement for Jimmy; he has named them all, and has even learned a bit of their complex body language. Unfortunately, there have been a lot of stick monkeys in the Haven Zoo – the animals don't live long in captivity, usually no more than a single season. Jimmy has been employed at the zoo for more than three years, and has presided over more than a hundred quiet, informal funerals for his friends. He constantly asks his superiors to free them before they get sick, but his requests are always denied. Jimmy has thought about freeing the monkeys himself, but he does not want to lose his job, and besides, he knows they would be recaptured anyway.

Recently, Jimmy has noticed that the stick monkeys are being replaced after they have been in the exhibit for just a few weeks. There have not been any deaths, because the monkeys are removed and new ones brought in before they even get sick. At first, Jimmy assumed that the people running the zoo were freeing the monkeys so they would not die. However, he asked his boss about it, and she told him that it was none of his business what was happening to the monkeys. That did not make any sense to Jimmy – his boss knew that he wanted the monkeys to be freed, and there would not be any reason not to tell him if that is what the zoo was doing. Jimmy has started nosing around after hours, trying to find out what is happening to his friends, but so far, he has not discovered anything.

In fact, the Haven Zoo has been spending a small fortune on stick monkeys since its opening. The creatures are popular exhibits, but their longevity is so limited that the exhibit is far too expensive to maintain. As a result, the administration has arranged to offset the cost. There are stringent GEO restrictions on animal testing and experimentation, and the demand for suitable animals – especially on Poseidon – is usually much higher than the supply. The zoo has made a quiet

deal with the biolabs at HIST to provide a reliable supply of test animals.

The scheme is simple: The zoo's administrators mark the monkeys as deceased in their records, then sell them to the biolabs. Since the zoo's history of high casualty rates with the monkeys is well established – and the GEO is a strong supporter of the zoo – the applications for replacement animals are always approved by the Natural Resources Office, which regulates the commercial markets for Poseidon wildlife.

Jimmy is still nosing around, though, and if he somehow manages to uncover the scheme, it would prove very embarrassing for both the GEO and Haven Zoo.

OPERATION HOSPITALITY (covert-ops, Incorporate, natives)

The ERT Service is one of the most trusted and popular divisions of the GEO. In the areas of the Northwest Territories bordering the strife-torn Sierra Nueva Cluster, the ERTs are the only GEO units the natives allow to operate freely. That may be about to change.

Operation Hospitality is a major GenDiver covert operation aimed at taking advantage of, and destroying, the ERT Service's reputation among the natives of the Northwest Territories. With the help of its vast intelligence gathering operations and a disgruntled GEO quartermaster, GenDiver has put together a few elite commando units disguised as ERTs, down to the smallest detail. Their counterfeit IDs will hold up to rigorous checks, and their rescue kits conceal a variety of deadly automatic weapons and ordnance. Even their jumpcraft paint schemes are virtually indistinguishable from the real thing. These units are currently hidden on a tiny island off the west coast of Isla Verde.

In a matter of weeks, the doppelganger ERTs will carry out nearly a dozen covert actions against a number of small native settlements believed to be at least marginally friendly to the GEO and hostile to GenDiver. Most of the operations will occur in broad daylight, with the agents entering villages posing as ERT members, before massacring everyone in sight. The agents have been ordered to leave just enough survivors to implicate the GEO.

One Internal Security double agent within GenDiver's ranks has just recently uncovered hints of the operation, and reported his findings directly to his superior, Atsumu Nakano. So far, Nakano and Colonial Administrator John Bishop are the only people outside of GenDiver who know about Operation Hospitality. The two have decided to wait until after the massacres before acting to expose the GenDiver plot, in hopes of finally being able to pin a major violation of the GEO Charter on the Incorporate state. To them, the deaths of innocent bystanders and the temporary staining of the ERT Service's reputation are minor sacrifices in their anti-Incorporate crusade.

Unfortunately, unknown to Bishop and Nakano, their plan has already failed. The double agent has been uncovered and slain, and GenDiver is plugging up all of its leaks, as well as changing the targets of the attacks, to ensure that the

doppelganger ERTs cannot be traced back to the Incorporate state. Unless someone else exposes or sabotages the plot, many natives will die, and any genuine ERTs in the area will likely face a deadly backlash.

PART AND PARCEL

(crime, espionage, Incorporate)

A young street dealer looking to lift electronics parts from an Atlas loading dock has stumbled onto an interstellar conspiracy. Rudy Gaberman, a native of Haven, stole a box marked "Speaker Parts E11300" from a seaside warehouse while Atlas workers argued over dropped cargo boxes on the deck of their transport. Rudy expected to make a few hundred scrip selling the goods on street corners and outside music stores. There were no speakers inside the package, however. It contained a set of lenses, raw-power cables, and a black sphere the size of a human head. The parts themselves are standard components for a high-powered laser system, possibly a long-range guidance or positioning system. In truth, the generator for the system is much more powerful and the lens far too strong to account for just any laser system.

Rudy has discovered one of the emissions lenses for a high-powered orbital laser Atlas intends to deploy over Poseidon to protect its colonial holdings on and off world. The weapon is not officially on record and has certainly not been reported to the GEO.

Atlas considers the recovery of the item extremely important. Speed is an important factor, for if the GEO or a rival state such as Dundalk finds out about the equipment, several major heads at Atlas will roll. The recovery team consists of plainclothes security agents investigating the robbery with an armed squad of back-up security agents waiting for the order to move. Atlas does not yet know who has the item or where it is hidden. The dock workers didn't notice anyone out of the ordinary and could offer no leads to the investigators.

PLAYING A DANGEROUS GAME

(crime, GEO, Incorporate)

One name that has begun to be whispered among the ranks of both poachers and wardens is that of Dhuc Ramat. Ramat's rough childhood in the ports of Southeast Asia prepared him for life as an opportunist in Nomad (BP 95). He has found his niche running wilderness safari trips for Incorporate, and even GEO, executives. The trips consist of well-equipped hypersail trips to the habitats of rare and exotic species protected the GEO – and shooting them. These trips occur about once a month, and prospective customers have to contact an anonymous CommCore account and then undergo extensive background checks before they even meet Ramat in Nomad.

Ramat has recently fallen into debt with a local gang of freebooters and has offered to make it up by delivering his next boatload of rich Incorporate executives right into their hands. Aside from any valuables they take off the execs, the credit account numbers and Incorporate secrets that can be tortured out of them should be worth a small fortune. Best of all, by appearing to be a victim himself, Ramat will not be held accountable by any of the others, should they be set free later.

There is, however, more trouble in store for Ramat. Local wardens and ecoterrorist groups have both acquired information on Ramat's operation from an informant within Ramat's crew and are planning to sting the opportunist by sending undercover operatives to join the next hunting trip. That trip is going to be very eventful...

SOMETHING FISHY

(covert ops, GEO, natives)

Zachary Dell is a musician and actor, and the leader of a happy band of free-spirited players called the Flying Fish. The group appears to be on an endless tour of the Pacifica Archipelago, visiting even the most remote native villages and colonial settlements. The Fish seem willing to deliver their off-the-wall brand of music and merriment to anyone who will listen to them play in exchange for enough supplies to get them to the next port. In truth, the oddball group is actually quite good, and their arrival is always highly anticipated and cause for raucous partying.

The troupe travels aboard an iffy old hydrofoil that always seems on the verge of breaking down. Most just figure the Fish are either unusually brave seafarers or just naively stupid. Either way, folks are always glad when they arrive and sad to see them go.

A typical visit starts with the troupe's arrival and a rowdy musical parade up the beach to the village center. Here eager hands help the crew set up their simple stage, creating a makeshift theater. A happy open-air feast usually follows where the troupe is offered all sorts of food and drink. They tell stories and jokes, and play favorite tunes until late into the night. They share news of other villages and pick up information to pass on at their next stop. Eventually everyone stumbles off to bed, with each of the players happily put up in the locals' homes.

After sleeping off the previous night's festivities, the Flying Fish get ready for their real show, and the whole settlement turns out for the fun. The show opens with lots of music and singing, followed by the highlight – a live play. This is often an original comedy written by the Fish themselves, based on something the villagers can really laugh about – usually hapless Incorporate bunglers, green newcomers, stuffy GEO officials, and lots of sexual innuendo. If the audience is lucky, Dell himself will even perform a scene or two from Shakespeare. Finally, the night comes to a high-energy finish as the musicians play and the villagers dance until exhaustion sends them all home to bed.

Dell and his crew are always welcomed guests, and are happily provided with provisions, clothing, hydrogen – whatever they need to continue their tour. They are also provided news and information, and they are often taken into confidences. They are told secrets and plans, and asked to deliver messages to individuals in settlements down the coast. This is all well and good, as it makes Dell's real job rather simple. Dell and the Flying Fish are not just traveling players but also GEO operatives assigned to gather information about the native resistance.

For three years now, these Earth-born, aquaform modies have been posing as the Fish, building their reputation and gaining the native confidence. They report regularly to their superiors at the Office of Colonial Affairs, and the information they have gathered has helped the GEO form a surprisingly accurate and insightful picture of the growing native resistance movement.

Though the Fish currently remain loyal to the GEO, their life among the natives, especially during the social intimacy of their shows, has begun to turn most of them into native rights sympathizers – and none more so than Dell. The unfortunate thing is that sympathizers or not, if the wrong people were to find out who the players were and what they were actually doing, their lives wouldn't be worth ... well ... dead fish.

TIDES OF DISCONTENT (espionage, Incorporate)

Most NIS citizens see little of the city beyond the arcology. Those who do regard the indentured population as unskilled labor and interact with them as little as possible. A small segment of the Incorporate citizenry works full time in the residential zones, however, acting as residential zone administrators or providing social and medical services to the residents of the stacks. These few are at the bottom of the NIS social hierarchy, their station marginalized by their association with the indentured. Such positions are usually assigned to employees as punishment. Their virtual ostracism from NIS and firsthand experience of the squalor in the slums has led more than one zone administrator to question NIS policy. Some turn Robin Hood, building black markets of consumption points, goods, and services that they funnel into the stacks, drastically undercutting NIS fees. Most still see Simushir, not NIS, as the problem, and such charity eases their consciences. A few citizens are a bit more extreme, though.

Tsimuno Sakai, NIS director for Residential Zone Two's administration facility, is the leader of Critical Mass, a small band who seek to incite a revolution and free Simushir. Tsimuno intended the group to wear down the NIS and bring about positive change through non-violent means. Knowing that general strikes and peaceful marches would be utterly ineffective in the face of NIS security, he's been gathering the ultimate weapon: information. His accumulated evidence includes video of environmental violations, snatched electronic correspondences revealing Incorporate corruption, and evidence of the hideous human rights violations in Simushir. Critical Mass is creating a huge volume of evidence it calls the Archive, which it hopes to broadband onto CommCore. A GEO investigation will likely ensue that could result in NIS's exile from Poseidon. Plans for starting a new, free colony afterwards are also being laid. Tsimuno's access to Simushir's computer network is essential, and the group has been quietly recruiting members from the more skilled segment of the indentured.

UNION JACK (espionage, Incorporate)

Dundalk Shipbuilding's Colonial Station rests in safe orbit around Lambda Serpentis II, churning out heavy industrial goods hundreds of kilometers above the tense political atmosphere on Poseidon. In the last three months, however, a number of projects have met with delays because of industrial sabotage. Colonial Station security has claimed in press releases that the saboteur may be a politically motivated British national, one they have code-named Union Jack.

Deirdre Clay, a reporter for Colonial TimesNet, has intimated in her recent stories that Union Jack is a red herring, a scapegoat manufactured by Dundalk to excuse the company's failure to meet contract deadlines. She cites Atlas Materials' expanding planetside facilities and Hydrospan's growing share of the submerged habitat market as chief motivations for the alleged ruse.

Both Clay and Colonial Station security are on the right track. The saboteur is a former British Secret Service agent named Merrill Grant. He has become an ecoterrorist for hire, and is currently holding a loose affiliation with Zero Nation. Posing as Larry Horner, a line foreman from Belfast, Grant has been able to use his newfound access to disrupt several projects, usually by causing equipment malfunctions.

Grant's recent work has not been politically motivated, though – at least not personally. He was contracted by Reginald DeFries, a Hydrospan executive in charge of submerged habitat production. DeFries is vying for position to succeed Steward as the head of Hydrospan on Poseidon. The human DeFries would need the weight of profitable accomplishments to hold such a lofty position in the largely cetacean-controlled company. DeFries is independently wealthy, and appears motivated to be only by his competitive ego.

Colonial Station security is getting close to Grant. They are tracking incoming and outgoing communications at the station and think they have found a pattern that will lead them to their perpetrator. Dundalk had carefully established their spin that Union Jack is politically motivated so as not to give away their belief that he is in the employ of a rival. Their intention is not to catch him immediately. Once they are certain of his identity they will give him enough rope to hang himself – and, they hope, whoever contracted him, as well.

CHARACTER GENERATION GUIDE

The following is a step-by-step guide through the process of character generation in Blue Planet. As you complete the steps, you should record the adjustments to your character's attributes and skills on the character design sheet.

1. Develop a basic character concept and discuss it with the game moderator (BP 250).

2. Select a Species for your character (BP 252-256). The default values of your character's attributes are based on Species. Most of the base scores for each Species are listed below. Education and Experience are determined later in character creation.

Humans have a base of 50 for all attributes. Dolphins start with 50/1 in DEX, 40 in both APP and INT, 50 in AGI, CHA, SPE, and WIL, 60 in AWA and INI, 65 in CON, 50/6 in STR, and 70/7 in END. Orcas have base attributes of 50/0 in DEX, 20 in INT, 30 in AGI, CHA and SPE, 50 in AWA, 60 in CON, 70 in APP, CHA, and WIL, 50/7 in STR, and 70/8 in END.

3. Advantage and disadvantage selected attributes (BP 251). Advantaging an attribute allows you to roll an open-ended d10 and add the result to the base score. However, for each attribute you advantage, you must also disadvantage an attribute, rolling an open-ended d10 and subtracting the result from the base score.

4. Record your character's abilities, as determined by your choice of Species (BP 252-256).

5. Select biomods for your character (BP 225). Discuss your choices with the game moderator to determine those modifications that are appropriate. Certain genie packages (see Species) require specific modifications. Record any changes to your character's attributes and abilities.

6. Select your character's Origin (BP 259). Each option gives your character a +10 bonus in two attributes, and -10 penalty in two others. In addition, each selection provides 10 points in each of six specific skills. Each Origin is listed in the following format – Origin / bonus attributes / penalized attributes / modified skills.

Belt Colonies / CON, END / APP, CHA / Electronics Operation, Electronics Repair, Freefall, Mechanics Operation, Mechanics Repair, Spacer Culture

Earth Orbit / AGI, EDU / END, STR / Computer Operation, Earth Culture, Economics, Electronics Operation, Freefall, Incorporate Culture

Earth, Free Zone Enclave / CON, EXP / CHA, EDU / Computer Operation, Driving, Electronics Operation, Farming, Hydroponics, Mechanics Operation

Earth, Free Zone Wasteland / AWA, INI / CHA, CON / Driving, any Firearms, First Aid, Foraging, any Hand-to-Hand Combat, Stealth

Earth, Urban / CHA, EDU / AWA, END / Bureaucracy, Earth Culture, Language, Negotiation, Persuasion, any Vehicles

Lunar / AGI, AWA / CON, END / Bureaucracy, Economics, Hydroponics, Political Science, Spacer Culture, Stealth

Mars Colony / CON, EXP / CHA, EDU / Driving, Electronics Operation, Electronics Repair, Mechanics Operation, Piloting, Spacer Culture

Poseidon, Colonist / AWA, END / CHA, EDU / Any Agriculture, Aquatics, Colonial Culture, Driving, Piloting, any Survival

Poseidon, GEO / EDU, INT / END, EXP / Bureaucracy, Colonial Culture, Computer Operation, GEO Culture, any Human Sciences, any Life or Physical Sciences

Poseidon, Incorporate / APP, EDU / EXP, WIL / Bureaucracy, Colonial Culture, Economics, Incorporate Culture, Management, Negotiation

Poseidon, Laborer / END, EXP / EDU, INI / Any Agriculture, Colonial Culture, any Construction, Driving, any Electronics, any Mechanics

Poseidon, Native / AWA, END / DEX, EDU / Aquaculture, Aquatics, Artisan, Fishing, Foraging, Native Culture

7. Select your character's Background (BP 260). Each option gives your character a +10 bonus in two attributes, and a -10 penalty in two others. In addition, each selection provides 10 points in each of six specific skills. Each Background is listed in the following format - Background / bonus attributes / penalized attributes / modified skills.

Abusive / EXP, WIL / CHA, INT / Fast Talk, any Fine Arts, any Hand-to-Hand Combat, Persuasion, Pharmacology, Psychology

Byzantine / AWA, INI / CHA, WIL / Bribery, Fast Talk, Hacking, Persuasion, Political Science, Stealth

Cosmopolitan / CHA, EXP / INI, WIL / Anthropology, any Culture, any Fine Arts, History, Language, Persuasion

Criminal / AWA, EXP / CHA, INT / Any Culture, Fast Talk, Law, Stealth, Street Culture, any Subterfuge

Dangerous / AWA, EXP / CHA, EDU / Fast Talk, any Firearms, Foraging, any Hand-to-Hand Combat, Persuasion, Physical Training

Illness / EXP, WIL / CON, END / First Aid, General Medicine, Pharmacology, Psychology, Surgery, Theology

Independent / EXP, WIL / EDU, INT / Any Culture, Economics, Leadership, Negotiation, Persuasion, any Survival

Minority / EXP, WIL / CHA, EDU / Anthropology, any Culture, any Firearms, any Hand-to-Hand Combat, History, Political Science

Poor / EXP, WIL / CON, EDU / Any Computers, Economics, any Electronics, any Mechanics, Street Culture, any Survival

Religious / CHA, WIL / AWA, INT / Anthropology, Archeology, History, Language, Persuasion, Theology

Rural / CON, END / EDU, INT / Carpentry, Driving, Farming, Mechanics Operation, Mechanics Repair, any Survival

Sheltered / APP, EDU / AWA, EXP / Computer Operation, Electronics Operation, any Fine Arts, any Human Sciences, any Life Sciences, any Physical Sciences

Street / AWA, EXP / APP, EDU / Brawling, Fast Talk, any Firearms, Persuasion, Street Culture, any Subterfuge

Tragic / EXP, WIL / CHA, INT / Artisan, any Hand-to-Hand Combat, any Fine Arts, any Firearms, Psychology, Theology

Wealthy / APP, EDU / AWA, WIL / Economics, any Human Sciences, Incorporate Culture, any Life Sciences, Negotiation, any Physical Sciences

8. Determine your character's educational background and basic Education score (BP 262). Each selection offers a base score for the Education attribute, as well as discretionary ChIPs that should be spent on additional skills. ChIPs awarded for basic education may be spent on any skills appropriate to the character's education.

Education Level	Score	ChIPs
Minimal	10	0
Elementary School	20	50
Secondary School	30	100
Undergrad University	50	150
Graduate University	70	200

9. Select advanced education options for your character (BP 262). These are optional, and if chosen, modify your character's Education attribute and provide additional ChIPs to allocate among specific skills. Each type of advanced education is listed in the following format - Education type / Education score modifier / bonus ChIPs / available skills.

Law School / +10 / 50 / Computer Operation, Economics, Fast Talk, GEO Culture, History, Incorporate Culture, Law, Negotiation, Persuasion, Political Science, Writing

Medical School / +15 / 50 / Computer Operation, Electronics Operation, any Life Sciences, any Medicine, any Scientific Methods

Military Training / +5 / 50 / Any Athletics, Bureaucracy, any Computers, any Culture, Driving, any Electronics, any Firearms, any First Aid, Leadership, any Mechanics, any Military Weapons, Military Hand-to-Hand, Piloting, Stealth, any Survival

Technical Training / +5 / 50 / Any Computers, any Electronics, any Mechanics

Vocational Training / +5 / 50 / Any Agricultural skills, and any skills related to specialty

10. Select your character's Goal (BP 263). This choice does not modify your character's attributes and skills, but helps to flesh out the character's personality. While you can create your own, original Goals, the listed choices include: accomplishment, altruism, contentment, enlightenment, fame, freedom, immortality, justice, love, oblivion, power, revenge, revolution, survival, and wealth.

11. Select your character's Motivation (BP 264). The listed options include: adventure, compassion, curiosity, discontent, duty, faith, fear, guilt, hatred, honor, loyalty, obsession, pride, professionalism, and social.

12. Select your character's Attitude (BP 265). The listed choices include: arrogant, brooding, confident, cooperative, depressed, disciplined, energetic, holistic, humble, introspective, manic, optimistic, paranoid, pessimistic, and rebellious.

13. For Player's Choice, create an original element for your Character Profile describing one of your character's quirks or traits (BP 266).

14. Determine and list your character's physical features (BP 266). These include name, age, gender, height, weight, build, complexion, hair color, and hair style.

15. Choose your character's Profession. The following is an alphabetical listing of the professions available in Blue Planet, along with the page numbers in the rulebook where they can be found.

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SETTLEMENT DATA

City Name	Affiliation	Pop	Region	Location	
Adobe Walls	Native	195	Northwest Territories	00°44'29"S	10°11'36"W
Alderberg	Colonial	1,100	Prime Meridian	19°56'12"S	03°06'47"E
Al-Mamlakah	Atlas Materials	27,500	Prime Meridian	24°33'18"S	00°58'21"W
Atlantis	Native	9,000	New Hawaii	00°48'28"N	03°29'47"W
Baffin Settlement	Native	400	Northwest Territories	00°08'36"N	14°03'55"W
Böse Strand	Hanover Industries	245	Westcape	31°47'48"S	38°51'40"W
Bright Savanna	Colonial	500	Zion Islands	19°14'39"S	22°09'37"W
Byron's Spur	Native	280	Prime Meridian	29°04'23"S	03°07'19"E
Caernafon	Lavender Organics	15,500	Northwest Territories	07°36'50"S	11°41'47"W
Circumstance	Native	68	Haven Cluster	15°00'12"S	01°03'14"E
Cliffside	Biogene	49,450	New Hawaii	05°03'15"N	07°04'53"W
Cooper's Ferry	Colonial	3980	Prime Meridian	21°44'21"S	03°08'14"E
Coronado Station	Biogene	57	New Hawaii	00°31'35"N	03°17'09"W
Dyfedd	Lavender Organics	6,235	Westcape	37°48'S	34°24'W
Fort Pacifica	GEO	5,000	Zion Islands	17°09'33"S	14°37'13"W
Fort Solitude	GEO	124	Northwest Territories	03°46'07"S	09°32'18"W
Goodall	Native	1760	Prime Meridian	24°31'00"S	02°53'54"E
Haven	Colonial	500,000	Haven Cluster	14°11'48"S	00°00'00"
Kansas	Native	8,800	Prime Meridian	29°04'11"S	00°09'07"E
Keepsake	Native	55	Haven Cluster	01°34'30"S	00°09'17"E
Kingston	Colonial	93,000	Zion Islands	16°59'22"S	17°18'41"W
Kraken	GenDiver	800	Haven Cluster	06°58'30"S	00°59'23"W
Lebensraum	Hanover Industries	25,650	Haven Cluster	04°59'08"S	02°13'54"E
Marley	Native	2340	Zion Islands	19°44'23"S	18°33'04"W
New Freemantle	Hydrospan	18,910	Zion Islands	21°03'33"S	19°08'18"W
Newport	Colonial	3100	Haven Cluster	12°08'06"S	02°14'04"E
Nomad	Native	5,000	New Hawaii	03°19'18"S	07°08'23"W
Perdition	Native	8,000	Westcape	35°58'17"S	38°04'18"W
Prosperity Station	GEO	20,000	Orbit	400km polar orbit	
Puerto Del Norte	Colonial	1800	Northwest Territories	00°00'00"	20°11'36"W
Santa Elena	GenDiver	20,150	Northwest Territories	03°37'25"S	12°48'11"W
Second Try	Colonial	29,000	Haven Cluster	14°16'31"S	05°14'22"W
Shady Seas	Native	43	Haven Cluster	05°50'06"S	02°21'02"W
Simushir	NIS	26,450	New Hawaii	02°07'32"N	00°57'23"E
Thor Station	GEO	200	Haven Cluster	05°57'45"S	01°49'57"W
Undersea Habitat 2	Atlas Materials	3,100	Prime Meridian	20°02'59"S	05°23'11"W
Vollhardt	Native	175	Northwest Territories	11°45'48"S	14°40'21"W

VEHICLE RANGE, SPEED, AND ENDURANCE

Type	Range(km) (cruise/max)	Speed(kph) (cruise/max)	Endurance(hrs) (cruise/max)
Motorcycle	200 / 108	72 / 216	2.8 / .5
APC Hovercraft	900 / 648	72 / 144	12.5 / 4.5
Heavy Hovercraft	1,200 / 720	72 / 144	16.7 / 5
Light Hovercraft	1,600 / 1038	86 / 173	18.5 / 6
Assault Jumpcraft	1,000 / 648	216 / 360	4.6 / 1.8
Cargo Jumpcraft	800 / 403	144 / 288	5.6 / 1.4
Jumpbike	150 / 47	144 / 468	1.0 / 0.1
Patrol Jumpcraft	900 / 734	288 / 432	3.1 / 1.7
Utility Jumpcraft	900 / 720	216 / 360	4.2 / 2.0
Fighter	2,000 / 720	1080 / 3600	1.8 / 0.2
Utility VTOL	1,200 / 778	432 / 864	2.8 / 0.9
Sub Interceptor	800 / 518	72 / 144	11.1 / 3.6
Research Sub	3,200 / 2480	14 / 29	222.2 / 85.5
Utility Sub	3,600 / 2349	29 / 58	125.0 / 40.5
Hydrofoil	500 / 249	72 / 144	6.9 / 1.7
Power Ski	100 / 69	43 / 86	2.3 / 0.8
Sailboat	unlimited	30 / 45	n / a
Hypersail	unlimited	29 / 43	n / a
Native Catamaran	unlimited	14 / 22	n / a

INTERSETTLEMENT DISTANCES (KILOMETERS)

	Adobe Walls	Alderberg	Al-Mamlakah	Atlantis	Baffin Settlement	Böse Strand	Bright Savanna	Byron's Spur	Caernafon	Circumstance	Cliffside	Cooper's Ferry	Coronado Station	Dyfedd	Fort Solitude	Fort Pacifica	Goodall	Haven	Kansas	Keepsake	Kingston	Kraken	Lebensraum	Marley	New Freemantle	Newport	Nomad	Perdition	Puerto Del Norte	Santa Elena	Second Try	Shady Seas	Simushir	Thor Station	Undersea Habitat 2	Vollhardt	
	-	3375	3949	1043	578	6610	3322	4922	1035	2470	1061	3757	1948	7045	293	2575	4122	2592	4783	1566	2783	1670	2070	3113	3826	2556	730	6958	1427	436	2418	1409	1775	1496	3208	1741	
	3375	-	620	3235	3862	6505	3618	1211	2678	2609	4052	278	4574	6314	3079	2765	571	852	1165	2748	2923	1983	2279	3026	3183	1148	2644	6644	4470	3079	975	2191	3339	2157	1069	2696	
	3949	620	-	3966	4348	6036	3444	708	3096	3444	4731	530	5305	5705	3635	2731	373	1583	613	3531	2853	2714	3079	3444	2853	1965	3252	6123	4835	3583	1600	2923	4139	2887	1030	2887	
	1043	3235	3966	-	1600	7479	4122	4905	1809	1566	738	3583	1142	7809	1043	3270	4001	2400	4783	678	3514	1287	1304	4122	4505	2191	975	7809	2522	1322	2383	1061	616	1096	3366	2609	
	578	3862	4348	1600	-	6331	-	3392	1192	3113	1357	4244	2226	6853	785	2539	4592	3096	5148	2191	2714	2296	2696	3149	3757	3130	1287	6697	864	714	2887	2018	2349	2104	3545	1756	
	6610	6505	6036	7479	6331	-	-	6262	5688	8227	7636	6679	8505	1270	6488	4297	6523	6610	6070	7636	4070	7027	7688	3774	3339	7045	6557	504	5810	6209	6331	6958	8140	7009	5723	4905	
	3322	3618	3444	4122	3130	3392	-	-	2330	4871	4366	3896	5218	3723	3149	975	3931	3461	3896	4278	766	3687	4366	574	939	3844	3183	3670	2870	3149	3600	4783	3653	2693	1548		
	4922	1211	708	4905	5323	6262	4105	-	4070	4261	5705	1013	6262	5757	4626	3545	678	2522	137	4470	3600	3552	3949	3565	3392	2818	4244	6296	5774	4557	2575	3844	5027	3826	1980	3792	
	1035	2678	3096	1809	1192	5688	2330	4070	-	2748	2157	3061	2992	6019	814	1496	3375	2035	3896	2000	1722	1617	2244	2035	2731	2191	870	6000	1656	599	2070	1444	2470	1513	2218	750	
	2470	2609	3444	1566	3113	8227	4871	4261	2748	-	2400	2853	2435	8314	2313	3931	3305	1873	4192	895	4174	1180	537	4453	4974	1458	1965	8471	4001	2556	2041	1298	1113	1230	3267	3409	
	1061	4052	4731	738	1357	7636	4366	5705	2157	2400	-	4418	723	8088	1287	3618	4835	3235	5566	1566	3826	2140	2191	4157	4888	3096	1530	7984	2157	1530	3149	1896	1116	1983	4119	2940	
	3757	278	530	3583	4244	6679	3896	1013	3061	2853	4418	-	4888	6418	3461	3061	346	1218	994	3061	3218	2313	2539	3322	3427	1444	3044	6783	4835	3444	1357	2539	3653	2488	1347	3061	
	1948	4574	5305	1142	2226	8505	5218	6262	2992	2435	723	4888	-	8957	2122	4453	5340	3740	6140	1844	4696	2592	2435	5010	5722	3478	2261	8871	2974	2366	2714	2400	1127	2435	4792	3757	
	7045	6314	5705	7809	6853	1270	3723	5757	6019	8314	8088	6418	8957	-	6870	4557	6192	6574	5583	7862	4331	7166	7809	3983	3375	7009	6853	852	6471	6592	6314	7148	8436	7201	5545	5218	
	293	3079	3635	1043	785	6488	3149	4626	814	2313	1287	3461	2122	6870	-	2349	3826	2296	4470	1444	2575	1426	1878	2904	3618	2279	435	6819	1585	278	2122	1165	1756	1252	2891	1549	
	2575	2765	2731	3270	2539	4297	975	3545	1496	3931	3618	3061	4453	4557	2349	-	3200	2522	3357	3375	226	2731	3618	539	1252	2887	2330	4574	2575	2104	2191	2661	3879	2714	1861	696	
	4122	571	373	4001	4592	6523	3931	678	3375	3305	4835	346	5340	6192	3826	3200	-	1635	663	3531	3305	2748	3026	3357	3357	1896	3427	6610	5148	3809	1739	2974	4105	2940	1445	3270	
	2592	852	1583	2400	3096	6610	3461	2522	2035	1873	3235	1218	3740	6574	2296	2522	1635	-	2400	1884	2714	1089	1458	2940	3305	446	1878	6800	3792	2313	301	1298	2539	1260	1287	2261	
	4783	1165	613	4783	5148	6070	3896	137	3896	4192	5566	994	6140	5583	4470	3357	663	2400	-	4366	3409	3548	3896	3357	3183	2748	4105	6087	5601	4400	2435	3757	4940	3704	1842	3583	
	1566	2748	3531	678	2191	7636	4278	4470	2000	895	1566	3061	1844	7862	1444	3375	3531	1884	4366	-	3583	822	628	3896	4505	1614	1148	7914	3096	1687	1926	738	626	719	3089	2731	
	2783	2923	2853	3514	2714	4070	766	3600	1722	4174	3826	3218	4696	4331	2575	226	3305	2714	3409	3583	-	2974	3635	331	1061	3096	2539	4348	2714	2313	2400	2887	4139	2940	2000	905	
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	2070	2279	3079	1304	2696	7688	4366	3949	2244	537	2191	2539	2435	7809	1878	3618	3026	1458	3896	628	3635	644	-	3913	4453	1097	1530	7948	3583	2087	1584	777	1113	708	2772	2870	
	3113	3026	3444	4122	3149	3774	574	3565	2035	4453	4157	3322	5010	3983	2904	539	3357	2940	3357	3896	331	3252	3913	-	748	3322	2870	4052	2957	2644	2626	3200	4436	3235	2079	1252	
	3826	3183	2853	4505	3757	3339	939	3392	2731	4974	4888	3427	5722	3375	3618	1252	3357	3305	3183	4505	1061	3792	4453	748	-	3723	3548	3531	3670	3357	3009	3774	5078	3826	2257	1948	
	2556	1148	1965	2191	3130	7045	3844	2818	2191	1458	3096	1444	3478	7009	2279	2887	1896	446	2748	1614	3096	906	1097	3322	3723	-	1826	7253	3896	2366	700	1157	2226	1101	1743	2539	
	730	2644	3252	975	1287	6557	3183	4244	870	1965	1530	3044	2261	6853	435	2330	3427	1878	4105	1148	2539	975	1530	2870	3548	1826	-	6853	2122	591	1687	713	1600	817	2554	1652	
	6958	6644	6123	7809	6697	504	3670	6296	6000	8471	7984	6783	8871	852	6819	4574	6610	6800	6087	7914	4348	7288	7948	4052	3531	7253	6853	-	6226	6540	6540	7218	8453	7288	5861	5218	
	1427	4470	4835	2522	864	5810	2870	5774	1656	4001	2157	4835	2974	6471	1585	2575	5148	3792	5601	3096	2714	3130	3583	2957	3670	3896	2122	6226	-	1420	3548	2940	3980	3980	1920		
	436	3079	3583	1322	714	6209	2870	4557	599	2556	1530	3444	2366	6592	278	2104	3809	2313	4400	1687	2313	1583	2087	2644	3357	2366	591	6540	1420	-	2104	1340	2052	1426	2772	1306	
	2418	975	1600	2383	2887	6331	3149	2575	2070	2041	3149	1357	2714	6314	2122	2191	1739	301	2435	1926	2400	1104	1584	2626	3009	700	1687	6540	3548	2104	-	-	1271	1600	1249	1089	1948
	1409	2191	2923	1061	2018	6958	3600	3844	1444	1298	1896	2539	2400	7148	1165	2661	2974	1298	3757	738	2887	266	777	3200	3774	1157	713	7218	2835	1340	1271	-	1357	80	2356	2087	
	1775	3339	4139	616	2349	8140	4783	5027	2470	1113	1116	3653	1127	8436	1756	3879	4105	2539	4940	626	4139	1461	1113	4436	5078	2226	1600	8453	3235	2052	1600	1357	-	1357	3723	3235	
	1496	2157	2887	1096	2104	7009	3653	3826	1513	1230	1983	2488	2435	7201	1252	2714	2940	1260	3704	719	2940	198	708	3235	3826	1101	817	7288	2940	1426	1249	80	1357	-	2337	2157	
	3208	1069	1030	3366	3545	5723	2693	1980	2218	3267	4119	1347	4792	5545	2891	1861	1445	1287	1842	3089	2000	3089	2772	2079	2257	1743	2554	5861	3980	2772	1089	2356	3723	2337	-	1941	
	1741	2696	2887	2609	1756	4905	1548	3792	750	4009	2940	3061	3757	5218	1549	696	3270	2261	3583	2731	905	2209	2870	1252	1948	2539	1652	5218	1920	1306	1948	2087	3235	2157	1941	-	

DAMAGE TABLES

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

Cut with negligible bleeding, or raised swollen bruise. Painful to touch but no other effect.

Cut with excessive bleeding, or split and bloody welt, bone possibly showing through wound.
Temporarily unable to echolocate 45%.
Unconscious 25%.
Concussion 50%.
Fracture 25% if concussion.
Mental actions -2 levels.

Cut with severe bleeding, or torn and crushed flesh, bone showing through wound.
Temporarily unable to echolocate 100%.
Permanent loss of echolocation 30%.
Unconscious 40%.
Concussion 85%.
Fracture 45% if concussion.
Brain damaged 15% if fracture; death 25% if brain damaged.
Trauma -1 level.
Mental actions -4 levels.
Physical actions -3 levels.

Horrendous wound, blood everywhere, dent or puncture in skull.
Temporarily unable to echolocate 100%.
Permanent loss of echolocation 70%.
Unconscious 70%.
Concussion 100%.
Fracture 65%.
Brain damaged 40% if fracture; death 55% if brain damaged.
Trauma -1 level.
Totally incapacitated.

Massive head wound, blood and tissue flung in all directions, bone fragments jut from wound and into brain.
Permanent loss of echolocation 100%.
Unconscious 100%.
Brain damaged 85%; death 80% if brain damaged.
Convulsions 50%.
Trauma -2 levels.
Totally incapacitated.

Cut or bruised around eyes/ear, tearing or ringing, throbbing pain.
Temporary blindness/deafness one eye/ear 60%.
Temporary blindness both eyes 35% if temporary in one eye.

Excessive bleeding or bruising around eyes/ears.
Temporary blindness/deafness, one eye/ear 75%.
Temporary blindness both eyes 40% if temporary in one eye.
Permanent blindness/deafness one eye/ear 60% if temporary in both eyes/one ear.
Permanent blindness both eyes 30% if permanent in one.
Physical actions -2 levels.
Mental actions -3 levels.

Severe bleeding and torn tissue around eyes/ears.
Temporary blindness/deafness both eyes/one ear 100%.
Permanent blindness/deafness one eye/one ear 75%.
Permanent blindness both eyes 50% if permanent in one.
Concussion 50%.
Skull fracture 25%.
Trauma -1 level.
Physical actions -3 levels.
Mental actions -5 levels.

Ruined flesh around eyes/ears.
Temporary blindness/deafness 100%.
Permanent blindness/deafness one eye/ear 100%.
Permanent blindness both eyes 80%.
Unconscious 40%.
Concussion 100%.
Fracture 60% if concussion.
Punctured skull and brain damage 75% if fracture; death 50% if brain injured.
Trauma -1 level.
Totally incapacitated.

Horrific bleeding, nose/ear torn away, eyes useless and oozing, ear running with fluid.
Permanent blindness both eyes 100%.
Permanent deafness one ear 100%.
Unconscious 100%.
Brain damaged 75%.
Death 70% if brain injured.
Trauma -1 level.
Totally incapacitated.

HEAD/MELON

EYES/EARS

JAW/MOUTH

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
Minor cut or bruise, some bleeding and painful swelling but no other effect. Temporarily unable to echolocate 30%.	Serious bleeding, nasty contusions. Chipped tooth 50%. Shattered tooth 25% if chipped tooth. Jaw dislocated 30%. Temporarily unable to echolocate 75%. Permanent loss of echolocation 30%.	Torn cheek or lip, blood flowing freely. Chipped teeth 100%. Shattered teeth 75%. Jaw dislocated 75%. Minor jaw fracture 50% if dislocated. Temporarily unable to echolocate 100%. Permanent loss of echolocation 65%. Physical actions -1 level. Mental actions -3 levels.	Mangled flesh between eyes and neck. Shredded lips hang loosely. Shattered teeth. Jaw dislocated 100%. Minor jaw fracture 80%. Jaw shattered 50% if minor fracture. Temporarily unable to echolocate 100%. Permanent loss of echolocation 90%. Unconscious 40%. Concussion 50%.	Jaw wrenched from skull with horrible spray and crunching sound. Jaw shattered. Jaw completely removed from head 45%. Permanent loss of echolocation 100%. Unconscious 75%. Concussion 75%. Totally incapacitated. Death 35%.

THROAT/BLOW HOLE

Skin torn or cut and bleeding freely. Bruised and raw but no other effects.	Heavy bleeding and serious tissue damage. Trachea crushed 20%. Suffocation 75% if trachea crushed; incapacitated. Mental actions -1 level.	Major injury, gaping cut or ragged crushed flesh. Trachea crushed 50%. Suffocation 75% if trachea crushed; incapacitated. Artery severed 45%, trauma -2 levels. Unconscious 20%. Physical actions -2 levels. Mental actions -2 levels.	Horrific wound, gushing blood, ripped muscle. Trachea crushed 70%. Suffocation 75% if trachea crushed; incapacitated. Artery severed 70%, trauma -2 levels. Unconscious 40%. All actions -4 levels.	Massive injury to throat, arterial spray, ruined trachea, panicked suffocation. Artery severed 100%, trauma -2 levels. Unconscious 55%. Totally incapacitated.
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NAPE

Skin scratched or cut and bleeding freely. Swollen and tender but no other effects.	Painfully rent flesh and steady bleeding. Vertebra fractured 20%. Temporary paralysis 30% if vertebra fractured; incapacitated. Mental actions -1 level.	Terrible wound, gouged tissue, heavy bleeding, bones possibly visible through hole in flesh. Vertebra fractured 80%. Vertebra crushed 50% if fractured. Temporary paralysis 60% if vertebra fractured; incapacitated. Permanent paralysis 60% if vertebra crushed; incapacitated. Unconscious 30%. Physical actions -1 level. Mental actions -2 levels. Death 20% if vertebra crushed.	Frightening injury and disastrous bleeding, spine definitely damaged. Vertebra fractured 100%. Temporary paralysis 90%; incapacitated. Vertebra crushed 70%. Permanent paralysis 80% if vertebra crushed; incapacitated. Unconscious 65%. Severed artery 50%, trauma -2 levels. All actions -4 levels. Death 30%.	Catastrophic damage, arterial gush of blood, spine and spinal cord a pulpy ruin. Permanent paralysis 100%. Unconscious 85%. Death 60%. Totally incapacitated.
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LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
<p>Skin torn and ragged, steady but minor bleeding. No other effects.</p>	<p>Bleeding freely through rent skin, muscles cut or ripped. Fractured collar bone/shoulderblade/hip 20%; -5 levels from physical actions using wounded joint if fractured. Joint dislocated 20%; limb incapacitated. Mental actions -1 level.</p>	<p>Major injury, dangerous bleeding, ravaged tissue. Fractured collar bone/shoulderblade/hip 65%; -5 levels from physical actions using wounded joint if fractured. Joint dislocated 30%; limb incapacitated. Unconscious 10%. Mental actions -2 levels.</p>	<p>Horrid wound, muscle and gristle protrude through damaged flesh. Fractured collar bone/shoulderblade/hip 100%; -5 levels from physical actions using wounded joint. Joint dislocated 45%; limb incapacitated. Unconscious 30%. Shattered collar bone/shoulderblade/hip 40%; joint incapacitated. All actions -3 levels.</p>	<p>Hellacious rend or tear in tissue and bone. Blood and bits of flesh everywhere. Shattered collar bone/shoulderblade/hip 100%; joint incapacitated. Joint dislocated 65%; limb incapacitated. Unconscious 55%. Totally incapacitated.</p>
<p>Minor bleeding, serious bruising, significant pain. Fractured ribs 35%.</p>	<p>Skin torn or shredded, messy muscle damage, ribs possibly exposed through wound. Fractured ribs 75%. Shattered ribs 40% if fractured. Lung punctured 20% if ribs shattered; physical actions -3 levels if punctured.</p>	<p>Severe bleeding, nasty rents in flesh, tissue torn away from ribs. Fractured ribs 100%. Shattered ribs 65%. Lung punctured 40% if shattered ribs; physical actions -3 additional levels if punctured. Heart injured 30% if hit on chest over heart, trauma -2 levels. Fractured vertebra 30% if hit on back over spine. Temporary paralysis 35% if vertebra fractured; incapacitated Physical actions -1 level.</p>	<p>Horrendous bleeding, ruined flesh and broken bones. Shattered ribs 100%. Lung punctured 60%; physical actions -3 additional levels if punctured. Heart injured 45% if hit on chest or back over heart, trauma -2 levels. Death by heart failure 40% if heart injured. Fractured vertebra 50% if hit on back over spine. Temporary paralysis 35% if vertebra fractured; incapacitated. Physical actions -2 levels. Mental actions -1 level.</p>	<p>Hellacious injury, blood everywhere. Shattered ribs 100%. Lung punctured 85%; physical actions -3 additional levels if punctured. Heart injured 80% if hit on chest or back over heart, trauma -2 levels. Death by heart failure 60% if heart injured. Fractured vertebra 80% if hit on back over spine. Temporary paralysis 60% if vertebra fractured; incapacitated. Shattered vertebra 45% if vertebra fractured. Permanent paralysis 80% if vertebra shattered; incapacitated. Physical actions -5 levels. Mental actions -2 levels.</p>
<p>Significant bleeding, nasty bruising. Hemorrhage 10%; trauma -1 level.</p>	<p>Skin ravaged and muscle laid open. Hemorrhage 35%; trauma -1 level. Vital organ damaged 20% if hemorrhage.</p>	<p>Horrible bleeding, ruined flesh and tissue, wound possibly open to abdominal cavity. Hemorrhage 45%; trauma -1 level. Vital organ damaged 35% if hemorrhage. Fractured vertebra 30% if hit on back over spine. Temporary paralysis 35% if vertebra fractured; legs incapacitated. Physical actions -1 level.</p>	<p>Ruptured abdominal wall, muscle torn, blood everywhere. Hemorrhage 65%; trauma -1 level. Vital organ damaged 45% if hemorrhage. Fractured vertebra 50% if hit on back over spine. Temporary paralysis 35% if vertebra fractured; legs incapacitated. Physical actions -2 levels. Mental actions -1 level.</p>	<p>Abdominal cavity ripped open, terrifying gout of blood, organs exposed and possibly pouring from body. Hemorrhage 100%; trauma -1 level. Vital organ damaged 70%. Fractured vertebra 80% if hit on back over spine. Temporary paralysis 60% if vertebra fractured; legs incapacitated. Shattered vertebra 45% if vertebra fractured. Permanent paralysis 80% if vertebra shattered; legs incapacitated. All actions -4 levels</p>

ABDOMEN/LOWER BACK

CHEST/BACK

SHOULDER/HIP

GROIN

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
<p>Damaged flesh and minor bleeding. Physical actions -3 levels due to overwhelming pain.</p>	<p>Wounded tissue, serious bleeding. Fractured bones around groin 20%; prevents walking or running 35% if fractured. Physical actions -3 levels due to overwhelming pain. Mental actions -2 levels due to overwhelming pain.</p>	<p>Horrible rending of flesh, and frightening bleeding. Fractured bones around groin 45%; prevents walking or running 55% if fractured. Incapacitated by overwhelming pain.</p>	<p>Devastating injury, gore everywhere, horrendous pain. Fractured bones around groin 65%; prevents walking or running 80% if fractured. Incapacitated by overwhelming pain.</p>	<p>Catastrophic injury to lower torso, horrid bleeding. Fractured bones around groin 85%; unable to walk or run if fractured. Incapacitated by overwhelming pain.</p>
<p>Negligible bleeding, painful cut or bruise. Minor fracture 20%; physical actions -5 levels to actions using wounded limb if fractured.</p>	<p>Significant bleeding and muscle damage, terrible pain. Minor fracture 65%; physical actions -5 levels to actions using wounded limb if fractured. Major fracture 30%, limb incapacitated. Bone exposed through flesh 30% if major fracture. Trauma +1 level.</p>	<p>Torn flesh and tissue, ragged muscle Minor fracture 100%; physical actions -5 levels for actions using wounded limb. Major fracture 65%, limb incapacitated. Bone exposed through flesh 60% if major fracture. Trauma +2 levels. Mental actions -1 level.</p>	<p>Horrendous wound to limb, muscle and bone crushed or shattered. Major fracture 100%, limb incapacitated. Bone exposed through flesh 80%. Artery severed 40%, trauma -2 levels. Trauma +2 levels. Mental actions -2 levels.</p>	<p>Devastating and horrid wound, portion of limb virtually destroyed. Major fracture 100%, limb incapacitated. Bone exposed through flesh. Limb shorn or ripped from body 70%. Artery severed 70%, trauma -2 levels. Trauma +3 levels. All actions -2 levels.</p>
<p>Painful scratch or contusion. Minor fracture 20%. Physical actions -3 levels for actions using wounded extremity if fractured.</p>	<p>Nasty bleeding and remarkable swelling. Skin torn or ragged. Minor fracture 80%. Physical actions -4 levels for actions using wounded extremity if fractured. Trauma +1 level. Major fracture 45%, extremity incapacitated.</p>	<p>Crushed or shredded tissue, bone shattered. Major fracture 100%, extremity incapacitated. Trauma +2 levels.</p>	<p>Mangled extremity, horrible pain and tremendous bleeding. Extremity incapacitated 100%. Extremity torn from limb 55%, trauma -3 levels if extremity removed. Trauma +2 levels.</p>	<p>Destroyed extremity hanging by shreds of tissue. Horrific pain and potentially fatal bleeding. Extremity incapacitated 100%. Extremity torn from limb 85%, trauma -3 levels if extremity removed. Trauma +3 levels.</p>

ARM/LEG/TAIL STALK

HAND/FIN/FLUKE