



GAMING CENTRAL

* GM SCREEN, NEW CARDS &
48 PAGES OF GM STATS FOR
HUNDREDS OF PEOPLE, GADGETS, AND GEAR!

DREAM PARK

GAMEMASTER PACK

WEAPONS & ARMOR

PERSONAL WEAPONS

ANCIENT	COST	RANGE	DAM
Battle Axe	6	H	D
Blowgun	6	M	VLPSN
Bola	4	M	VL
Broadsword	5	H	D
Crossbow	6	M	S
Dagger	1	H/C	VL
Halberd	5	H	C
Javelin	6	M	S
Katana	6	H	C
Long Sword	4	H	S
Longbow	8	L	D
Naginata	5	H	C
Nunchaku	4	H	S
Quarterstaff	4	H	S
Shiriken (3)	6	M	VLPSN
Short Sword	3	H	L
Shortbow	6	M	S
Sling	2	M	VL
Spear	7	M	C
Throwing Axe	4	C	L
Throwing Knife	3	C	VL
Tonfa	3	H	L
Whip	2	H	L
HISTORICAL	COST	RANGE	DAM
Arquebus	7	M	C
Bayonet	1	H	VL
Bowie Knife	3	H	L
Derringer	4	C	L
Flintlock Pistol	5	C	S
Flintlock Rifle	7	L	C
Heavy Revolver	8	M	D
Heavy Rifle	10	L	VD
Light Revolver	6	M	S
Light Rifle	8	L	C
Medium Revolver	7	M	C
Medium Rifle	9	L	D
Musket	7	M	C
Rapier	5	H	C
Saber	4	H	S
Shotgun	9	BLST	D
MODERN	COST	RANGE	DAM
Autoshotgun	11	BLST	D
Compound Bow	8	L	D
Dart Rifle	10	M	STUN
Flamethrower	11	BLST	VD
Grenade Launcher	12	M	ED/SAE
Gyrojet Pistol	8	M	D
Heavy Autopistol	8	M	D
Hvy. Auto Rifle	12	L	VD

Hvy. SMG	11	M	D
Knife	1	H/C	VL
Light Auto Rifle	10	L	C
Light Autopistol	6	M	S
Light SMG	9	M	S
Med. Auto Rifle	11	L	D
Med. SMG	10	M	C
Medium Autopistol	7	M	C
Taser	9	C	STUN
Tech Crossbow	7	M	S
FUTURE	COST	RANGE	DAM
Cyb. Hand Blades	6	H	S
Cyber Dart	4	C	VLPSN
Cyberfangs	4	H	VLPSN
Cybersnake	10	H	L/D
Cyborg Arm Gun	8	M	S
Cyborg Crush Hand	6	H	C
Cyborg Energy Gun	10	M	C
Energy Pistol	8	M	D
Energy Rifle	9	L	D
Energy Sword	5	H	D
Gauss Pistol	8	M	D
Gauss Rifle	9	L	D
Microwaver	8	M	L
Mini-missile	12	M	VD/SAE
Mono Katana	6	H	D
Needler	10	M	VLPSN
Stun Weapon	10	M	STUN
Reloads (all types)	1	—	—

Hvy. Energy Cannon	14	E	SD/LAE
Lt. Energy Cannon	12	BEAM/E	VD
Med. Energy Cannon	13	E	ED/SAE
Mega Energy Cannon	15	E	COS/LAE

ARMOR

ANCIENT	COST	STOPS (LVL)
Chainmail	4	3 W (L)
Lacquered Plate	4	5 W (M)
Leather & Cap	2	1 W (VL)
Plate Mail	8	7 W (H)
Shield	6	3 W (L)

HISTORICAL	COST	STOPS (LVL)
Back & Breast/Helmet	8	5 W (M)
Body Padding	4	3 W (L)

MODERN	COST	STOPS (LVL)
Bulletproof Clothing	8	5 W (M)
Kevlar Body Armor	10	7 W (H)

FUTURE	COST	STOPS (LVL)
Battle Armor	10	9 W (VH)
Light Body Arm&r/Helmet	8	7 W (H)
Personal Forcefield	10	7 W (H)
Power Armor	17	11W (SH)
Smartsuit/Helmet	6	3 W (L)
Spacesuit	5	3 W (L)
Subdermal Armor	6	3 W (L)

HEAVY WEAPONS

ANCIENT	COST	RANGE	DAM
Ballista	12	E	VD
Catapult	13	E	VD/SAE
HISTORICAL	COST	RANGE	DAM
Cannon	13	E	ED/SAE
Gatling Gun	13	BEAM	VD
MODERN	COST	RANGE	DAM
Autocannon	15	BEAM/E	VD
Bomb	14	E	SD/LAE
Hvy. Proj. Cannon	14	E	SD/LAE
Light Proj. Cannon	12	E	VD/SAE
Machinegun	12	BEAM	VD
Med. Proj. Cannon	13	E	ED/LAE
Missile	14	E	SD/LAE
Torpedo	14	E	SD/LAE

FUTURE	COST	RANGE	DAM
Energy Melee Weap.	12	E	VD
Energy Torpedo	14	E	SD/LAE

VEHICLE ARMORS

ARMOR	COST	STOPS (LVL)
Heavy Vehicle	8	11 W (SH)
Hvy Vehicle Force Field	20	20 W (COS)
Light Vehicle	4	7 W (H)
Medium Vehicle	6	9 W (VH)
Superheavy Vehicle	12	20 W (COS)
Vehicle Force Field	12	11 W (SH)
Very Heavy Vehicle	10	15 W (MH)
Very Light Vehicle	2	5 W (M)

KEY FOR WEAPONS

H=Hand	C (Range)=Close	M=Medium
L (Range)=Long	E=Extreme	STUN=Stun
BLST= Blast	BEAM= Beam Effect	VL= Very Light
L=LightDamage	S=Serious	C=Critical
D=Deadly	VD= Very Deadly	ED=Ext. Deadly
SD=SuperDeadly	LAE= Large Area Effect	COS=Cosmic
VLPSN=Very/Light Poisoned	SAE= Small Area Effect	
BEAM/E= Beam to Extreme Range		



GAMING CENTRAL

CHARACTERS

CLERIC

SUBPROFESSIONS: MEDIC, PRIEST

Clerics are healers and preservers of life. In addition to their medical skills, Clerics may call upon their faith to accomplish miraculous cures. This type also includes Medics and non-magical healers.

MELEE WEAPON 3	RANGED WEAPON 1
HAND TO HAND 1	KNOWLEDGE 2
TINKERING 1	DODGE 2
ATHLETICS 1	STEALTH 2
AWARENESS 3	WILLPOWER 4

BASE WOUNDS: 5+1D6

ENGINEER

SUBPROFESSIONS: TECH, NETRUNNER

Engineers are tinkerers and fixers. They invent new devices, fix damaged tools and weapons, and are famous for getting just that little bit extra out of any engine.

MELEE WEAPON 3	RANGED WEAPON 1
HAND TO HAND 1	KNOWLEDGE 3
TINKERING 4	DODGE 2
ATHLETICS 2	STEALTH 1
AWARENESS 2	WILLPOWER 1

BASE WOUNDS: 5+1D6

FIGHTER

SUBPROFESSIONS: WARRIOR, MERCENARY, MARTIAL ARTIST, BARD, ROCKERBOY

Fighters use their honed combat abilities to defeat physical threats. They are experts in all types of weapons and methods of hand to hand combat.

MELEE WEAPON 4	RANGED WEAPON 3
HAND TO HAND 3	KNOWLEDGE 2
TINKERING 1	DODGE 2
ATHLETICS 2	STEALTH 1
AWARENESS 1	WILLPOWER 1

BASE WOUNDS: 6+1D6

LOREMASTER

SUBPROFESSIONS: DETECTIVE, SCIENTIST, SAGE

Loremasters are sages and seekers of knowledge. Only a Loremaster has the special deductive skills to be able to unravel the many puzzles and tricks of each adventure.

MELEE WEAPON 1	RANGED WEAPON 1
HAND TO HAND 1	KNOWLEDGE 3
TINKERING 2	DODGE 2
ATHLETICS 2	STEALTH 1
AWARENESS 4	WILLPOWER 3

BASE WOUNDS: 4+1D6

MAGIC USER

SUBPROFESSIONS: SHAMAN, SORCEROR

Magic Users are spell-casters; wizards, shamans, and sorcerers, manipulating the forces of the universe through their mental powers and knowledge.

MELEE WEAPON 2	RANGED WEAPON 1
HAND TO HAND 1	KNOWLEDGE 4
TINKERING 1	DODGE 2
ATHLETICS 2	STEALTH 1
AWARENESS 3	WILLPOWER 3

BASE WOUNDS: 4+1D6

MULTICLASS

SUBPROFESSIONS: NONE

The Multiclass character combines the special abilities of two other professions; like a Fighter-Thief or Cleric-Magic User. They start out weaker, but can use both types of professional skills without penalty (see pg. 40)

MELEE WEAPON 1	RANGED WEAPON 1
HAND TO HAND 1	KNOWLEDGE 1
TINKERING 1	DODGE 2
ATHLETICS 2	STEALTH 1
AWARENESS 2	WILLPOWER 1

BASE WOUNDS: 4+1D6

PSIONIC

SUBPROFESSIONS: NONE

The Psionic character is the master of the mental arts, using abilities of paranormal origins. She is often labelled a "mutant" by those fearful or envious of her powers.

MELEE WEAPON 1	RANGED WEAPON 1
HAND TO HAND 2	KNOWLEDGE 2
TINKERING 1	DODGE 3
ATHLETICS 2	STEALTH 1
AWARENESS 4	WILLPOWER 3

BASE WOUNDS: 4+1D6

SUPERHERO

SUBPROFESSIONS: NONE

The Superhero uses the abilities of comic book crusaders to defeat opponents. A fighter with enhanced powers, she relies on her fists when super skills won't do the job.

MELEE WEAPON 2	RANGED WEAPON 1
HAND TO HAND 4	KNOWLEDGE 1
TINKERING 2	DODGE 3
ATHLETICS 3	STEALTH 1
AWARENESS 2	WILLPOWER 1

BASE WOUNDS: 6+1D6

THIEF

SUBPROFESSIONS: NINJA, SPY

Thieves are specialists in infiltration. The Thief category covers more than just catburglars; it also includes Ninjas, Spies and any other profession that depends on silence and stealth.

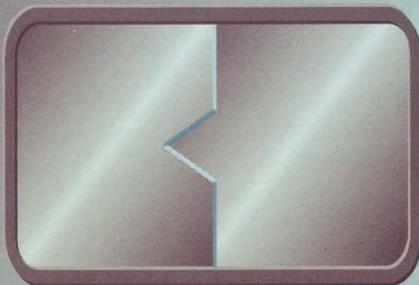
MELEE WEAPON 1	RANGED WEAPON 3
HAND TO HAND 1	KNOWLEDGE 1
TINKERING 2	DODGE 4
ATHLETICS 2	STEALTH 3
AWARENESS 2	WILLPOWER 1

BASE WOUNDS: 4+1D6

SKILL & SPELL COSTS

Easy	1 Game point buys 1 point of Skill
Simple	2 Game points buy 1 point of Skill
Hard	3 Game points buy 1 point of Skill
Very Hard	4 Game points buy 1 point of Skill
Extremely Hard	5 Game points buy 1 point of Skill

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POWERS, SPELLS & SKILLS

SUPER POWERS

MOVEMENT	POWER	COST	RANGE
Super Leap	12	SELF	
Tunnelling	24	SELF	
Fast Ground Speed	12	SELF	
Superfast Grnd Speed	24	SELF	
Slow Flying Speed	16	SELF	
Medium Flying Speed	20	SELF	
Fast Flying Speed	24	SELF	
Superfast Flying Speed	36	SELF	
FTL Speed	48	SELF	
Limited Teleport	48	SELF	
Teleport	60	SELF	
Blind Teleport	72	SELF	

DEFENSIVE POWERS

POWER	COST	RANGE
Tough	6	SELF
Resistant	12	SELF
Highly Resistant	18	SELF
Super Resistant	24	SELF
Near Invulnerability	36	SELF
Forcefield	24	S.AREA
Advanced Forcefield	36	S.AREA
Missile Deflection	24	SELF
Energy Deflection	24	SELF
Energy Reflection	36	SELF
Absorption	24	SELF

OFFENSIVE BLASTS & BEAMS

POWER	COST	RANGE
Average	12	TYPE
Powerful	16	TYPE
Deadly	20	TYPE
Stun	20	TYPE
Very Deadly	24	TYPE
Super Deadly	40	TYPE
Cosmic	48	TYPE

INTERNAL POWERS

POWER	COST	RANGE
Animal Ability	28	SELF
Animal Affinity	14	S.AREA
Chameleon	16	SELF
Invisibility	14	SELF
Cling to Walls	14	SELF
Drain Power	35	TOUCH
Steal Power	42	TOUCH
Transfer Powers	35	TOUCH
Duplication	20	S.AREA
Elasticity	14	SELF
Gaseous Form	20	SELF
Pass Through Walls	28	SELF
Gills	14	SELF
Life Support	16	SELF
Machine Affinity	20	S.AREA
Regeneration	21	SELF
Advanced Regeneration	30	SELF
Grow/Shrink	21	SELF
Shapechange	30	SELF
Adv. Shapechange	40	SELF
Mass-Shape Change	50	SELF
SlowTime	24	SELF
Solid Energy Creation	48	S.AREA
Super Agility	20	SELF
Super Charisma	20	SELF
Super Intelligence	20	SELF
Sonar/Radar Sense	12	SELF
Danger Sense	21	S.AREA
Super Hearing	12	SELF
Radio Hearing	12	SELF
Microscopic Vision	14	SELF
Telescopic Vision	12	SELF
X-Ray Vision	12	L.AREA
Adv. X-Ray Vision	16	L.AREA

AREA EFFECT POWERS

POWER	COST	RANGE
Animal Control	14	L.AREA
Create Darkness	14	S.AREA
Create Light	14	S.AREA
Element Control (Air)	24	S.AREA
Element Control (Earth)	24	S.AREA
Element Control (Fire)	24	S.AREA
Element Control (Water)	24	S.AREA
Entangling Attack	21	S.AREA
Gravity Control	60	S.AREA
Illusion	21	S.AREA
Machine Control	24	S.AREA
Magnetic Control	48	S.AREA
Plant Control	24	S.AREA
Telekinesis	5pts per 10lbs	S.AREA
Weather Control	28	L.AREA

STRENGTH AND POWER

POWER	COST	RANGE
Amazing Strength	14	SELF
Extraordinary Strength	21	SELF
Super Strength	28	SELF
Unbelievable Strength	35	SELF
Cosmic Strength	42	SELF

PSIONICS

POWER	COST	RANGE
Advanced Forcefield	E.HARD	S.AREA
Astral Projection	V.HARD	SELF
Aural Battle	HARD	L.AREA
Aural Defense	HARD	SELF
Blind Teleport	E.HARD	SELF
Cryokinetics	HARD	S.AREA

Emotion/Attack	SIMPLE	S.AREA
Empathy	SIMPLE	L.AREA
Forcefield	V.HARD	S.AREA
Hydrokinesis	HARD	S.AREA
Levitation	SIMPLE	S.AREA
Limited Teleport	HARD	SELF
Locate	SIMPLE	L.AREA
Machine Telepathy	HARD	S.AREA
Mental Command	V.HARD	S.AREA
Mental Domination	E.HARD	S.AREA
Mental Enfeeblement	HARD	S.AREA
Mental Illusion	HARD	S.AREA
Mental Link	V.HARD	-UNLMT
Mental Transfer	V.HARD	S.AREA
Mind Wire	E.HARD	TOUCH
Psibolt	V.HARD	S.AREA
Psiscreen	HARD	SELF
Psychokinesis	HARD	S.AREA
Pyrokinesis	HARD	S.AREA
Read Mind	HARD	L.AREA
Regeneration	HARD	SELF
Sense Emanations	SIMPLE	L.AREA
Telekinetic Flight	HARD	SELF
Telekinetic Move	SIMPLE	S.AREA
Telekinetic Throw	HARD	S.AREA
Telepathic Invisibility	HARD	SELF
Telepathic Stun	HARD	S.AREA
Teleport Other	E.HARD	S.AREA
Teleport	V.HARD	SELF

MAGIC SPELLS

SUMMONING

SPELL	COST	RANGE
Summon Animal	HARD	S.AREA
Summon Demon	E.HARD	S.AREA
Summon Elemental	V.HARD	S.AREA
Summon Monster	V.HARD	S.AREA
Summon Spirits	HARD	S.AREA

CONJURATION

SPELL	COST	RANGE
Breathe Water	SIMPLE	TOUCH
Control Fire	SIMPLE	S.AREA
Control Water	SIMPLE	S.AREA
Control Weather	HARD	L.AREA
Create Air	SIMPLE	L.AREA
Create Darkness	SIMPLE	S.AREA
Create Defender	V.HARD	S.AREA
Create Food	HARD	S.AREA
Create Light	SIMPLE	S.AREA
Create Water	SIMPLE	S.AREA
Door Ward	HARD	TOUCH
Enchant Weapon	V.HARD	TOUCH
Enlarge/Reduce	HARD	TOUCH
Greater Shapech.	E.HARD	TOUCH
Growth of Plants	HARD	L.AREA
Magewind	HARD	L.AREA
Mend	SIMPLE	TOUCH
Move Earth	SIMPLE	S.AREA
Noise	SIMPLE	S.AREA
Shapechange	V.HARD	TOUCH
Silence	SIMPLE	S.AREA
Stone to Sand	HARD	S.AREA
Transmutation	E.HARD	TOUCH
Vaporous Body	V.HARD	TOUCH
Weapon of Power	E.HARD	TOUCH

NECROMANTIC

SPELL	COST	RANGE
Aura of Death	SIMPLE	S.AREA
Awaken the Dead	V.HARD	TOUCH
Corruption	HARD	TOUCH
Plague	V.HARD	TOUCH
Poison	SIMPLE	TOUCH
Speak w/Dead	HARD	S.AREA
Steal Life Force	V.HARD	TOUCH
Touch of Death	E.HARD	TOUCH
Zombie Master	E.HARD	L.AREA

ILLUSION

SPELL	COST	RANGE
Cascade of Lights	SIMPLE	S.AREA
Illusion	HARD	S.AREA
Invisibility	V.HARD	TOUCH
Mage Fire	HARD	S.AREA
Multi-Mirrored Image	HARD	S.AREA

OFFENSIVE

SPELL	COST	RANGE
Arrow of Fire	HARD	BOW
Bind Person	V.HARD	S.AREA
Bind Soul	E.HARD	TOUCH
Blast of Force	HARD	BLAST
Blinding	HARD	L.AREA
Charm	HARD	S.AREA
Curse	E.HARD	S.AREA
Deathward	E.HARD	S.AREA
Dehydrate	HARD	TOUCH
Disintegrate	E.HARD	BEAM
Earthquake	HARD	L.AREA
Fireball	V.HARD	BLAST
Flesh to Stone	V.HARD	TOUCH
Hands of Flame	SIMPLE	TOUCH
Ignite	V.HARD	TOUCH
Lava Eruption	E.HARD	L.AREA
Mists/Obscurement	SIMPLE	L.AREA
Mystic Arrow	SIMPLE	L.AREA
Paralyze	HARD	BEAM
Repulsion	SIMPLE	S.AREA
Rust	HARD	TOUCH
Shatter	HARD	TOUCH

Sleep	SIMPLE	L.AREA
Stunning Grasp	SIMPLE	TOUCH
Swallowed by Earth	V.HARD	L.AREA
Thunderbolt	V.HARD	BEAM
Transformation	E.HARD	S.AREA

DEFENSIVE

SPELL	COST	RANGE
Absorb Spell	E.HARD	SELF
Armor of Light	V.HARD	SELF
Armor of Thought	V.HARD	SELF
Banish Animal	HARD	S.AREA
Banish Demon	E.HARD	S.AREA
Banish Elemental	V.HARD	S.AREA
Banish Monster	V.HARD	S.AREA
Banish Spirits	HARD	S.AREA
Break Binding	HARD	TOUCH
Breakspell	HARD	S.AREA
Concealment	HARD	SELF
Dispel Sorcery	HARD	S.AREA
Dome of Invulnerability	E.HARD	S.AREA
Extinguish Fires	SIMPLE	S.AREA
Mystic Shield	E.HARD	SELF
Prot. From Sorcery	E.HARD	TOUCH
Reflect Spell	E.HARD	SELF
Remove Paralysis	HARD	TOUCH
Resist Fire	HARD	TOUCH
Rune	HARD	SELF
Shield Against Fire	V.HARD	SELF
Spell Ward	E.HARD	SELF
Stone to Flesh	V.HARD	TOUCH
Turn Spell	V.HARD	SELF
Wall of Fire	HARD	L.AREA
Wall of Force	V.HARD	S.AREA
Wall of Ice	HARD	L.AREA
Wall of Stone	V.HARD	L.AREA
Wall of Thorns	HARD	L.AREA

KNOWLEDGE

SPELL	COST	RANGE
Alarm	HARD	TOUCH
Clairvoyance	E.HARD	SELF
Crystal Scrying	V.HARD	SELF
Detect Illusion	HARD	S.AREA
Detect Invisible	V.HARD	S.AREA
Detect Lifeforce	SIMPLE	L.AREA
Detect Material	HARD	L.AREA
Detect Sorcery	SIMPLE	L.AREA
Follow	HARD	TOUCH
Infra-vision	SIMPLE	SELF
Locate Object	V.HARD	L.AREA
Magesight	SIMPLE	L.AREA
Reveal Danger	HARD	L.AREA
Understand Speech	HARD	S.AREA

MOVEMENT

SPELL	COST	RANGE
Astral Projection	E.HARD	SELF
Fast Ground Speed	HARD	TOUCH
Featherweight	SIMPLE	TOUCH
Great Leap	SIMPLE	TOUCH
Levitate	HARD	S.AREA
Limited Teleport	V.HARD	SELF
Mystic Gate	E.HARD	S.AREA
Pass Through Walls	V.HARD	SELF
Slow Flight	HARD	TOUCH
Slow Time	E.HARD	SELF
Teleport	E.HARD	SELF

CLERICAL SPELLS

SPELL	COST	RANGE
Banish Animal	SIMPLE	S.AREA
Banish Demon	V.HARD	S.AREA
Banish Elemental	HARD	S.AREA
Banish Monster	HARD	S.AREA
Banish Spirits	SIMPLE	S.AREA
Banish Undead	V.HARD	L.AREA
Bless	SIMPLE	TOUCH
Cast Off Curse	HARD	TOUCH
Create Food	SIMPLE	S.AREA
Create Water	SIMPLE	S.AREA
Cure Disease	HARD	TOUCH
Curse	HARD	S.AREA
Detect Evil	HARD	L.AREA
Detect Falsehood	SIMPLE	S.AREA
Exorcise	V.HARD	TOUCH
Find True Path	SIMPLE	L.AREA
Heal	HARD	TOUCH
Invoke Gods	E.HARD	S.AREA
Neutralize Poison	SIMPLE	TOUCH
Part Water	V.HARD	L.AREA
Protection From Evil	SIMPLE	L.AREA
Purify	HARD	TOUCH
Regeneration	HARD	SELF
Resurrection	E.HARD	TOUCH
Turn Undead	HARD	L.AREA
Walk on Air	E.HARD	SELF
Walk on Water	V.HARD	SELF

SKILL LIST

ATHLETIC SKILLS

SKILL	COST	LIMITS
Acrobatics	HARD	NONE
Sport (specific)	SIMPLE	NONE
Zero-G Movement	HARD	F

MOBILITY SKILLS

SKILL	COST	LIMITS
Animal Riding	EASY	NONE
Drive Heavy Vehicle	SIMPLE	M.F
Driving	SIMPLE	M.F
Mecha Piloting	V.HARD	F
Motorcycle	SIMPLE	M.F
Pilot Helicopter	V.HARD	M.F
Pilot Lighter Than Air	HARD	M.F
Pilot Plane	HARD	M.F
Pilot Spacecraft	HARD	F
Sailing	SIMPLE	NONE
Wagon Driving	SIMPLE	NONE

FIGHTER SKILLS

SKILL	COST	LIMITS
Archery	SIMPLE	NONE
Fencing	HARD	H.M.F
Demolitions	HARD	H.M.F
Heavy Weapon	SIMPLE	H.M.F
Marital Arts	HARD	NONE
Marital Arts Weapons	HARD	NONE
Polearms	SIMPLE	NONE
Vehicle Weapons	SIMPLE	H.M.F

LOREMASTER SKILLS

SKILL	COST	LIMITS
Arcane Lore	HARD	NONE
Cryptography	V.HARD	NONE
Deduction	HARD	NONE
Hunch	HARD	NONE
Identify Magic Object	HARD	NONE
Research	SIMPLE	NONE
Speak to Animals	V.HARD	NONE
Understand Tech	HARD	H.M.F

CLERICAL/MEDIC SKILLS

SKILL	COST	LIMITS
Diagnose Illness	HARD	NONE
Physician	V.HARD	NONE

KNOWLEDGE SKILLS

SKILL	COST	LIMITS
Archeology	HARD	H.M.F
Anthropology	SIMPLE	H.M.F
Biology	SIMPLE	H.M.F
Botany	SIMPLE	NONE
Bribery	EASY	NONE
Disguise	EASY	NONE
First Aid	EASY	NONE
Gamble	EASY	NONE
Hypnotism	HARD	NONE
Languages	SIMPLE	NONE
Machine Interface	HARD	F
Navigation	HARD	NONE
Physics	HARD	H.M.F
Programming	HARD	M.F
Psychology	SIMPLE	M.F
Sign Language	HARD	NONE
Tracking	SIMPLE	NONE
Survival	SIMPLE	NONE
Xenology	HARD	F
Zoology	SIMPLE	NONE

ENGINEER SKILLS

SKILL	COST	LIMITS
Adv. Materials Tech	V.HARD	F
Bioengineering	V.HARD	F
Chemistry	SIMPLE	NONE
Craftsmanship	HARD	NONE
Cybertech	HARD	F
Electronics	SIMPLE	M.F
FTL Tech	V.HARD	F
Gravitic Tech	V.HARD	F
Hyper-Energy Tech	V.HARD	F
Mechanics	SIMPLE	NONE
Set/Disarm Trap	SIMPLE	NONE

THIEF SKILLS

SKILL	COST	LIMITS
Escape Artist	HARD	NONE
Forgery	V.HARD	NONE
Pick Lock	SIMPLE	H.M.F
Pick Pocket	SIMPLE	NONE

PERFORMANCE SKILLS

SKILL	COST	LIMITS
Acting	EASY	NONE
Animal Handling	SIMPLE	NONE
Artist	SIMPLE	NONE
Dancing	EASY	NONE
Photography	SIMPLE	H.M.F
Play Instrument	SIMPLE	NONE
Sing	EASY	NONE
Slight of Hand	SIMPLE	NONE
Ventriloquism	SIMPLE	NONE
Writer/Composer	SIMPLE	NONE

PERCEPTION SKILLS

SKILL	COST	LIMITS
Lipread	SIMPLE	NONE
Persuasion & Fast Talk	EASY	NONE
Seduction	EASY	NONE
Streetwise	EASY	NONE

WOUND TABLE		ROLL	NONE -0	V.LIGHT -1	LIGHT -3	MEDIUM -5	HEAVY -7	V.HEAVY -9	S.HEAVY -11	M.HEAVY -15	COSMIC -20
VERY LIGHT 2W		1	0	0	0	0	0	0	0	0	0
Dagger	All Knives	2	1	0	0	0	0	0	0	0	0
Bola	Blowgun	3	1	0	0	0	0	0	0	0	0
Sling	Shuriken	4	2	1	0	0	0	0	0	0	0
Bayonet	Cyberfangs	5	2	1	0	0	0	0	0	0	0
Cyberdart	Needler	6	2	1	0	0	0	0	0	0	0
Club	Punch, Kick, etc.										
Tiny Bite	Small Claw										
LIGHT 4W		1	1	0	0	0	0	0	0	0	0
Short Sword	Throwing Axe	2	2	1	0	0	0	0	0	0	0
Tonfa	Bowie Knife	3	2	1	0	0	0	0	0	0	0
Cybersnake rake	Whip	4	3	2	0	0	0	0	0	0	0
Martial Arts	Microwaver	5	3	2	0	0	0	0	0	0	0
Small Bite	Med. Claw	6	4	3	1	0	0	0	0	0	0
Derringer											
SERIOUS 6W		1	1	0	0	0	0	0	0	0	0
Longsword	All Crossbows	2	2	1	0	0	0	0	0	0	0
Javelin	Quarterstaff	3	3	2	0	0	0	0	0	0	0
Nunchaku	Saber	4	4	3	1	0	0	0	0	0	0
Flintlock Pistol	All Light Pistols	5	5	4	2	0	0	0	0	0	0
Shortbows	Light SMG	6	6	5	3	1	0	0	0	0	0
Cyberarm Gun	Cyberblades										
Super Blast/Beam	Med. Bite										
Large Claw											
CRITICAL 8W		1	3	2	0	0	0	0	0	0	0
Halberd	Naginata	2	4	3	1	0	0	0	0	0	0
Rapier	Flintlock Rifle	3	5	4	2	0	0	0	0	0	0
Arquebus	Musket	4	6	5	3	1	0	0	0	0	0
Katana	All Med. Pistols	5	7	6	4	1	0	0	0	0	0
All Lt. Rifles	Med. SMG	6	8	7	5	3	1	0	0	0	0
Cybercrush	Cyber E.Gun										
Super Blast/Beam	All Spears										
Large Bite	Very Large Claw										
DEADLY 10W		1	5	4	2	0	0	0	0	0	0
All Med. Rifle	All Hvy. Pistols	2	6	5	3	1	0	0	0	0	0
Hvy SMG	Gyrojet Pistol	3	7	6	4	2	0	0	0	0	0
Energy Pistol	Energy Rifle	4	8	7	5	3	1	0	0	0	0
Cybersnake rip	Gauss Pistol	5	9	8	6	4	2	0	0	0	0
Gauss Rifle	Super Blast/Beam	6	10	9	7	5	3	1	0	0	0
Very Large Bite	Huge Claw										
Battle Axe	Broadsword										
Compound Bows	Longbows										
Monokatana	Energy Sword										
Shotgun	Autoshotgun										
VERY DEADLY 12W		1	7	6	4	2	0	0	0	0	0
Shotgun	All Hvy. Rifles	2	8	7	5	3	1	0	0	0	0
Flamethrower	Autocannon	3	9	8	6	4	2	0	0	0	0
Lt. Energy Cannon	Mini-missile	4	10	9	7	5	3	1	0	0	0
Ballista	Catapult	5	11	10	8	6	4	2	0	0	0
Machinegun	All Lt. Cannons	6	12	11	9	7	5	3	1	0	0
E. Melee Weapon	Gatling Gun										
Super Blast/Beam	Huge Bite										
Monstrous Claw											
EXTR. DEADLY 17W		1	12	11	9	7	5	3	1	0	0
Cannon	Med. Proj.Cannon	2	13	12	10	8	6	4	2	0	0
Med. E. Cannon	Grenades, Mines	3	14	13	11	9	7	5	3	0	0
Monstrous Bite		4	15	14	12	10	8	6	4	0	0
Gigantic Claw		5	16	15	13	11	9	7	5	1	0
SuperBlast/Beam		6	17	16	14	12	10	8	6	2	0
SUPER DEADLY 20W		1	15	14	12	10	8	6	4	0	0
Hvy. Proj. Cannon	Missile	2	16	15	13	11	9	7	5	1	0
Torpedo	Bomb, TNT	3	17	16	14	12	10	8	6	2	0
Hvy. E. Cannon	Energy Torpedo	4	18	17	15	13	11	9	7	3	0
Super Blast/Beam	Titanic Claw	5	19	18	16	14	12	10	8	4	0
Gigantic Bite		6	20	19	17	15	13	11	9	5	0
COSMIC 24W		1	19	18	16	14	12	10	8	4	0
Nuclear Weapons		2	20	19	17	15	13	11	9	5	0
Titanic Bite		3	21	20	18	16	14	12	10	6	1
Immense Claw		4	22	21	19	17	15	13	11	7	2
Super Blast/Beam		5	23	22	20	18	16	14	12	8	3
Mega Energy Cannon		6	24	23	21	19	17	15	13	9	4

SPECIAL EFFECTS ATTACKS

The list below covers the majority of common Special Attacks and their costs. You can also create your own Special Effect attacks by working with the Gamemaster of your particular adventure. Effects are listed below in order of NAME, COST and DESCRIPTION

EFFECT NAME	COST	DESCRIPTION
AIM/CONCENTRATE:	0	The attacker spends extra turns to improve his or her chances of hitting a target. Aiming allows you to "loan" up to 3 extra points (1 per turn) to your Attack skill for the final attack. You may take no other action during these "setup" turns.
CUT THROUGH:	-3	The attacker sacrifices 3 points to concentrate a sword or melee weapon blow through an opponent's parry or block. If successful, the parrying weapon or object is cut through and destroyed. A cut through used against a Martial Arts block will mean that the attack penetrates the block and does damage.
DISARM:	-2	The attacker sacrifices 2 skill points to knock a weapon from opponent's hand.
KILLING ATTACK:	-5	The character sacrifices 5 skill points to cause a lethal attack. A successful hit results in the attack causing damage two levels higher than normal (from Light to Critical, for example)
STUN STRIKE:	-4	The character sacrifices 4 skill points to cause a stunning attack. The target is instantly stunned for as many turns as a 1 die roll.
PAIN HOLD:	-1	The target may not move as long as the hold is applied. In addition he takes Very Light damage during the first turn. Costs 1 skill point.
HAYMAKER:	-2	This is a full out punch, raising a Hand attack's damage by 2 points. Costs 2 points.
ENTANGLE:	-4	This skill allows the character to use any type of entangling weapon (such as whips, tentacles, nets, snares, etc.) to immobilize another person. The entangled person may not move or act unless a successful Escape Artist (Average) or Athletics (Hard) roll is made. May only be used with an entangling attack.
PULLED PUNCH:	-1	By sacrificing 1 point, the character can reduce Melee damage to a desired amount.
FEINT:	-2	The character sacrifices 2 skill points to throw the target off balance. A successful feint gives the Attacker a +2 advantage in the next attack on that target.
MOVE THRU/BY	-2	A "ramming attack", allowing the user to hurl his body into the target for extra (+2) blow damage. Can be done as a glancing blow, with continuing movement.

WOUNDS TAKEN FROM ENVIRONMENTAL DAMAGE

EFFECT	TURN	HOUR	DAY	SKILL
Poison (mild)	0	2	0	-1
Poison (deadly)	3	0	0	-4
Disease (mild)	0	0	1	-1
Disease (deadly)	0	2	0	-2
Electrocution (mild)	1	0	0	-2
Electrocution (deadly)	6	0	0	-6
Exposure (mild)	0	0	1	-1
Exposure (deadly)	0	2	0	-2
Suffocation/drowning	3	0	0	-2

FALL TABLE

FALL	DAMAGE
<6"	Very Light
6"	Light
12"	Serious
24"	Critical
48"	Deadly
96"	Very Deadly
>96"	S. Deadly

ARMOR TABLE

CLASS	STOPS	EXAMPLES
None	0 Wounds	Fur, Cloth, Robes
Very Light	1 Wounds	Leather, Hide
Light	3 Wounds	Chainmail, Spacesuit, Horn, Tough, Subdermal Armor, Smartsuit, Shield, Body Padding
Medium	5 Wounds	Lacquered Plate, Carapace, Very Lt. Vehicle Armor, Back & Breast, Bulletproof Clothing
Heavy	7 Wounds	Personal Forcefield, Heavy Carapace, Resistant Superpowers, Light Body Armor, Light Vehicle Armor, Bulletproof Clothing, Plate Mail, Kevlar
Very Heavy	9 Wounds	Highly Resistant Powers, Medium Vehicle Armor, Battle Armor
Super Heavy	11 Wounds	Power Armor, Heavy Vehicle Armor, Vehicle Forcefield
Mega Heavy	15 Wounds	Super Resistant Superpowers, Very Heavy Vehicle Armor
Cosmic	20 Wounds	Near Invulnerable, Super Heavy Vehicle Armor, Hvy. Vehicle Forcefield

NON-COMBAT TASKS

In general, non-combat tasks are rated as **Easy, Average, Hard, Very Hard,** and **Extremely Hard**; each with its own numerical value. To succeed against a task, you must roll a total better than that value.:

NUMBER TO BEAT	DESCRIPTION
■ 6	an Easy Task can be done by anyone under optimum conditions; 1-3 Skill levels would be enough.
■ 8	an Average task takes some knowledge or skill to perform, or could be an easy task under difficult conditions; Skill levels of 4-6 points would be sufficient.
■ 10	a Hard task is something that takes serious training and experience, or an average task performed under tough conditions; Skill levels of 7-9 points would be sufficient.
■ 12	a Very Hard task is something that requires a great deal of specialized knowledge, or a hard task under very bad conditions; Skill levels of 10-12 points would be sufficient.
■ 14	an Extremely Hard task is something that requires the best possible skills, a lot of experience, and a lot of luck.

IMPACT TABLE

	WEIGHT OF OBJECT				
SPEED	LIGHT	MED	HVY	V.HVY	
Walk	NONE	NONE	VL	L	
Run	NONE	VL	L	S	
Sprint	NONE	VL	L	S	
Slow Ground	VL	L	C	D	
Very Slow Flyer	L	S	C	D	
Medium Ground	S	C	D	VD	
Slow Flyer	S	C	D	VD	
Superfast Ground	C	D	VD	ED	
Medium Flyer	C	D	VD	ED	
Fast Flyer	D	VD	ED	SD	
Superfast Flyer	VD	ED	SD	COS	

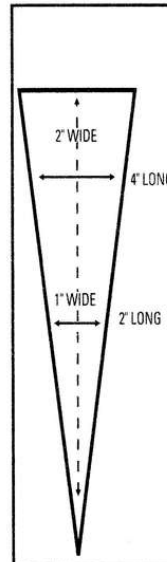
VL=Very Light L=Light S=Serious
C=Critical D=Deadly VD=Very Deadly
ED=Extr. Deadly SD=Super Deadly COS=Cosmic

MOVEMENT TABLE

CLOSE COMBAT SCALE (1 INCH=6 FEET)	# DIRECTION CHANGES	EXAMPLES OF MOVEMENT TYPES AND MPH SPEEDS	TERRAIN EFFECT ON MOVEMENT		
			EASY	ROUGH	VERY ROUGH
Walk	Any Number	Walking man, slow horse (@2.5mph)	6"	3"	2"
Run	Three	Running man, average horse (@5mph)	12"	6"	4"
Sprint/Slow Ground	One	Sprinting man, fast horse, ship (@10 mph)	24"	12"	8"
Very Slow Flyer	One	Slow bird, glider (@50mph)	122"	61"	40"
Medium Ground	One	Auto in city traffic, racing bike (@50mph)	122"	61"	40"

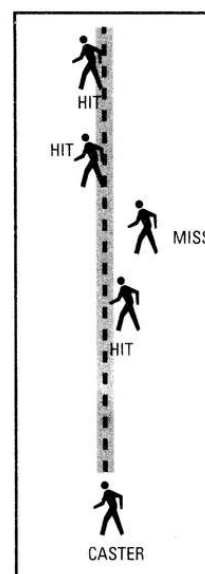
BATTLEFIELD SCALE (1 INCH=60 FEET)	# DIRECTION CHANGES	EXAMPLES OF MOVEMENT TYPES AND MPH SPEEDS	TERRAIN EFFECT ON MOVEMENT		
			EASY	ROUGH	VERY ROUGH
Walk	Any Number	Walking man, slow horse (@2.5mph)	1"	half inch	quarter inch
Run	Any Number	Running man, average horse (@5mph)	2"	1"	half inch
Sprint/Slow Ground	Any Number	Sprinting man, fast horse, ship (@10 mph)	5"	2"	1"
Very Slow Flyer	Any Number	Slow bird, glider (@50mph)	12"	6"	3"
Medium Ground	Three	Auto in city traffic, racing bike (@50mph)	12"	6"	3"
Fast Ground	Three	Automobile, motorcycle (@100 mph)	24"	12"	8"
Slow Flyer	Three	Bird, dragon, blimp (@100 mph)	24"	12"	8"
Superfast Ground	Two	Very fast auto, motorbike (@200mph)	48"	24"	16"
Medium Flyer	Two	Prop liner, helicopter (@200mph)	48"	24"	16"
Fast Flyer	One	Prop fighter, jetliner (@500 mph)	122"	60"	40"
Superfast Flyer	One	Jet fighter, starfighter (@1000 mph)	244"	122"	80"

TRAVEL SCALE (1 INCH=10 MILES)	# DIRECTION CHANGES	EXAMPLES OF MOVEMENT TYPES AND MPH SPEEDS	TERRAIN EFFECT ON MOVEMENT		
			EASY	ROUGH	VERY ROUGH
Walk	Any Number	Walking man, slow horse (@2.5mph)	quarter inch	8th inch	16th inch
Run	Any Number	Running man, average horse (@5mph)	half inch	quarter inch	8th inch
Sprint/Slow Ground	Any Number	Sprinting man, fast horse, ship (@10 mph)	1"	half inch	quarter inch
Very Slow Flyer, Med. Ground	Any Number	Slow bird, glider, racing bike (@50mph)	5"	2.5"	1.6"
Fast Ground, Slow Flyer	Any Number	Automobile, blimp, dragon (@100 mph)	10"	5"	3"
Superfast Ground, Med Flyer	Any Number	Very fast auto, helicopter (@200mph)	20"	10"	6"
Fast Flyer	Any Number	Prop fighter, jetliner (@500 mph)	50"	25"	16"
Superfast Flyer	Any Number	Jet fighter, starfighter (@1000 mph)	100"	50"	33"



BLAST ATTACK MAX RANGE 12"
MAX WIDTH 6"

NORMAL BEAM ATTACK RANGE:
48"
BEAM TO EXTREME RANGE: 72"
WIDTH 1"

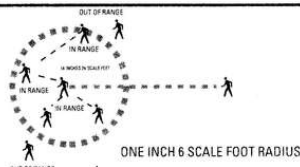


COMBINED ACTIONS

ORIGINAL SKILL RATING

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
2 Actions	N	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11
3 Actions	N	N	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7
4 Actions	N	N	N	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5

AUTOFIRE TEMPLATE

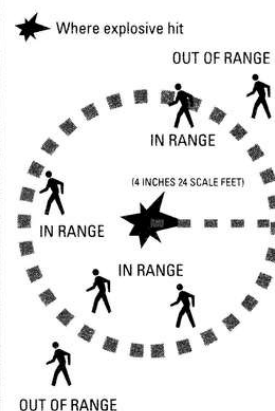


BURST TABLE

	SHORT	LONG
Number Bursts	3	1
Autofire Advantage	+1	+3

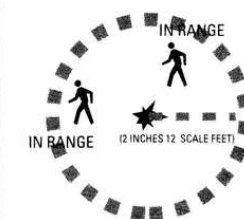
RATE OF FIRE AND RANGE MODIFIERS

WEAPON RANGE TABLE	RATE OF FIRE	HTH	CLOSE	MED	LONG	EXTR.
HAND TO HAND & MELEE [1 inch away]		0	NO	NO	NO	NO
All Swords, Martial Arts Weapons, Daggers, Knives, Axes, Clubs	2x per turn					
Kicks, Punches, Bites, Blows, Throws, Holds	3x per turn					
All Cybersnakes, Cybercrushes, Cyberfangs, Cyberblades	1x per turn					
CLOSE [12 inches]		+1	+0	-1	NO	NO
All Spears	1x per turn					
All Blowguns	1x per turn					
All Thrown Weapons	1x per turn					
All Cyberdarts	1x per turn					
MEDIUM [24 inches away]		+2	+1	+0	-1	NO
All Shortbows, Crossbows, Shotguns, Cyberguns,	2x per turn					
All Pistols, Needlers, Submachineguns, Autoshotguns	3x per turn					
All Blasts, Microwavers	1x per turn					
All Muskets, Arquebuses, Flintlocks	Every 2nd turn					
LONG [48 inches away]		+2	+2	+1	+0	-1
All Rifles, Machineguns	3x per turn					
All Minimissiles, Cannon, Flamethrowers	1x per turn					
Longbows, Compound Bows	2x per turn					
All Spells, Powers	1x per turn					
EXTREME [72 inches away]		+2	+2	+2	+2	+0
All Vehicle & Ship Mounted Weapons	1x per turn					



OUT OF RANGE

LARGE AREA



OUT OF RANGE

SMALL AREA