



IDET

FRINGEWORTHY

EXPLORING
THE PATHWAYS
TO INFINITY



SCIENCE FICTION ROLE-PLAYING

FRINGEWORTHY



Index

Fringeworthy Introduction.....	01
Materials Needed & Terms.....	02
Examples of Play Intro.....	03
Character Generation.....	05
Military Training.....	05
Improving Characteristics.....	08
Skills and Education.....	09
Skill Types.....	10
Language.....	14
Skills / Difficulty Levels / Experience....	15
Medical Skills / Healing Rates.....	18
History of the Fringes.....	20
Portals, Pathways and Special Information..	21
Hatsumi Station.....	28
Alternate Worlds and Other Earths.....	30
DAMAGE TABLES	
Hydrostatic Shock.....	39
Asphyxiation.....	51
Initiative / Physical Combat.....	52
Animal Attacks / Animals.....	54
Blade / Knife.....	56
Burn / Electrical.....	57
Atmospheric / Explosion.....	53
Falling Objects / Falling Characters.....	58
Radiation / Strength Related.....	59
Starvation / Food Values.....	60
Temperature / Exhaustion.....	61
Toxins / Poisons.....	62
Vehicle Impact and Specials.....	63
Disease.....	64
Food Poisoning.....	66
Health Modifiers / Wound Infection.....	67
WEAPONS	
Armor.....	34
Weapons Fire Resolution.....	35
Automatic Weapons Fire.....	36
Weapons Fire Modifiers.....	37
Projectile Types and Damage, Misfires.....	39
Weapon Specials.....	38
Pistols.....	40
Rifles.....	42
Sub-Machine Guns, Heavy Weapons.....	43
Shotgun Use and Types.....	44
Early Firearms.....	45
Special / Heavy Weapons.....	46
Explosives and Grenades.....	47
Martial Arts.....	47
Bows.....	48
Weapons Generation.....	49
Human and Animal Fast Kill.....	50
Wound Shock and Stun.....	68
DETAILED BODY TABLES	
Locations and Use.....	69
Head / Chest.....	70
Abdomen / Arm.....	71
Leg / Foot.....	72
Hand / Body Specials.....	73
Quadruped Charts.....	74
Temperament.....	75
Tehrmelern, Mellor, and Artifacts.....	76
Vehicles, Air Vehicles.....	82
Equipment.....	86
Campaign Notes.....	93
Alien Design.....	94
Other than Human.....	95
Society.....	96
Law.....	97
Technology.....	98
Environments and Geology.....	99
Reference / Metric Conversion / Afterward..	102
Number Breakdown.....	103
Armor & Equipment / World / Character blanks	

Credits

GAME DESIGN	Richard Tucholka Robert Sadler
TEHRMELERN TECHNICIAN	Kathy Tucholka
TECHNICAL ADVICE	William Welsh Ken Farris Ken Hartson
ART	Doug Blanchard Kathy Tucholka Stewart Robertson William Wardrop Starla Stocking
EDITING	Chris Beiting Elise Horowitz Mike Portues
COMPUTER TECH	Lloyd Stillwell
SPECIAL THANKS	Mr. and Mrs. John Harlan Walter Carter Terry Grossman Greg Kiselis Karl Koenig Grady Bailey Cynthia Gwilym Dave and Mary Peters Bruce Scheffer Mike Walden Susan Kitch Dave Donahue Jeff & Doug Matthews John Reiher Dennis Tabaczewski Sherril Gilbert Howard Devore Ree & Al Pruehs Roy Osterhout Bob and Joyce Boyle Detroit Gaming Center Thunderhead Gamers Pete Rogan Order of Leibowitz M.U.P.P.E.T.S.
Morris Ramonat Harry Loo Dan Jones Ted McAdam Dave & Diana Stein Steve Chekel Harlan Electric Kevin Siembieda CWI / CWA MDG	

...and those fine folks from GDW who shared their opinions with us at GenCon 83.

FRINGEWORTHY © 1982, 1984 by Tri Tac Inc.
All rights reserved. No part of this book may be reproduced in any manner whatsoever without the permission of Tri Tac Inc. except for brief quotations in articles and critical reviews.

Fringeworthy, FTL 2448, Rogue 417, Helix, Portals & Pathways, Vortex 1995, Stalking the Night Fantastic, Other Earths, Hagu, and Weirldzone are trademarks of Tri Tac Inc.

FRINGEWORTHY

#1001

FRINGEWORTHY

1.2 Million Years Ago

Before the dawn of recorded history, a race of beings called the Tehrmelern created a vast network of inter-dimensional pathways that spanned both space and time. For hundreds of thousands of years the Tehrmelern travelled and traded these alternate worlds in space and time, spreading their love of peace.

Then, almost overnight, an unforeseen terror ended the Tehrmelern commonwealth, leaving their greatest creation to those who could follow.

1990

A Japanese research team investigating the ecological effects of an unusually warm Antarctic summer made a startling discovery that was destined to change man's role in the universe.

The alien building they found buried deep in the melting Antarctic ice contained a 25 foot, gleaming silver ring. The party stepped through the center of the ring without harm. They turned, and to their surprise, one of the expedition had vanished without a trace.

In a week, Sayuri Tanuma reappeared from the ring with a wondrous story. She told of other portals, and of walkways that led to other worlds, alternate Earths, and to a strange guardian called Schmert who had talked in rhymes and gave her a key to the portals. They stared at her in disbelief until she opened her hand and showed them the softly glowing pyramid shaped crystal.

Their data, presented to the United Nations, sparked a UN seizure of the first portal as a second was discovered in Canada and a third deep in the Soviet Union.

It was quickly discovered that only one person in a hundred thousand possessed that unknown mental quality which allowed them to travel the alien pathways.

A desperate, world-wide search began to find and train explorers for this greatest frontier. The world press soon began to label these pathways "Fringes" as the first Interdimensional Exploration Teams were established. The IDET personnel became the first of humanity to cross the Fringes. Young, old, rich and poor, from every nation they came.

These are the FRINGEWORTHY, sent to unlock a modern day Pandora's box...or die trying.

As humanity began its adventure to the stars and beyond, they failed to realize that the Tehrmelern's old enemy was still out there, waiting...

FRINGEWORTHY

"Infinity is ours. What do we do with it now?"

...Gen. Walter Cartwright

Fringeworthy is the first role playing game of inter-dimensional and planetary exploration set in the very near future.

You will become an explorer of the greatest frontier ever opened to a limited number of mankind. You will travel to other times and see histories that never were. You will see fantastic alternate Earths, meet alien life and walk to the stars on pathways that cross countless worlds.

You are of the elite that can walk through the portals to that place where infinity can be a step across the Fringe.

You are one in a hundred thousand.
You are Fringeworthy.

The Game

Fringeworthy was written to be realistic, concise and easy to play. It was designed by role players who understand the problems of running a game with overlong text and complex systems that make game play a burden for the player and GM.

The most difficult part of Fringeworthy will be the necessary set-up time for more complex adventures and social interaction.

Materials Needed

- A One or more copies of Fringeworthy
- B Paper, Pencils, Notebooks, Maps, and Index cards.
- C A set of common polyhedral dice, the more the better. These will include four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), the twenty-sided (d20), and the percent % or (d100).
- D One to twenty players and a gamesmaster.
- E A Tri Tac "Game Systems Shield" (#5001) is an optional playing aid that screens the GM's notes as well as providing necessary information for player and GM utility.
- F A pocket calculator, home computer, or slide rule may be helpful but not of great necessity.
- G Miniature figurines and buildings are handy at times for placing the setting of your adventure.
- H Photocopies of Fringeworthy's Character, Equipment, and Vehicle sheets are almost a must.*
- I An outstanding imagination or a keen interest in history.
- J A time to plan and a place to play.

Photocopying

* Photocopying is for personal use only. Any resale of Fringeworthy playing aids is a violation of copyright laws and punishable by legal action. If you are interested in designing or publishing Fringeworthy playing aids, contact Tri Tac Inc. for information.

TERMS

ROLEPLAYING

Is the ability of the game player to design a character he wishes to become with that character's strengths and limitations. The character is guided through a series of adventures and general living by the Games Master. The player makes the character's decisions, right or wrong, as he continues his character's life within the framework of the game.

GAMESMASTER

The records keeper and designer of the adventure. This is the person who sets the stage of events your player character will experience. The abbreviated term for Gamesmaster is GM.

PLAYER CHARACTER

The individual(s) created by the player for the game. This character is controlled entirely by the player. Player characters may also include animals as long as they are played true to intelligence, personality, and temperament.

NON-PLAYER CHARACTERS

These are the characters created by the GM that become the friends and foes in the game. Their characters and development may range from simple to complex, colorful individuals.

FRINGEWORTHY

Fringeworthy is the term to describe those few people who have the ability to cross the dimensional fringes.

TEHRMELERN & MELLOR

Pronounced (Terr - Mell - Ern), The race that built the Fringepaths. The Mellor are the race that exterminated the Tehrmelern.

DICE ROLLS **4d6**

This is the indicator for rolling a random number on any of a series of types of dice. The initial number (4) is always the number of dice to roll of the type designated by the (d). The example 4d6 has the player or GM rolling four six sided dice and totalling the resulting numbers.

DICE ROLLS **4d6 +2**

The +2 modifier is added to the total of the first dice rolling operation. Always follow operations from left to right.

DICE ROLLS **4(d6+2)**

This +2 dice modifier is attached to the individual type of dice being rolled. For each die rolled, 2 is added to the total of the die.

Measurement

Fringeworthy was designed with the English system of measurement. A metric conversion table is included in the appendix.

DICE ROLLS **4d6 (x.50)**

The (x.50) is a modifier for the final total result. Most of these modifiers can be found in the Number Breakdown Chart in the appendix. Fractions are always rounded down.

UTILITY SHEETS

These are example sheets that can be photocopied for player / GM use. Do not use the original for game play. There is a large utility appendix at the end of this book.

Time & Action

Throughout Fringeworthy, time will be listed as actions, turns, and real time.

ACTION = 2 Seconds Real Time
TURN = 1 Minute or 30 Actions
TIME = In game Hours and Days

In any action characters can perform short physical movements as:

MOVE	THROW AN OBJECT
SAY A FEW WORDS	FIRE A WEAPON
PUSH TWO BUTTONS	DRAW A WEAPON

A high agility may increase your number of movements per action. See Agility.

Movement

CRAWL = 04 feet per action
WALK = 05 feet per action
DODGE = 07 feet per action
RUN = 10 feet per action
RUNNING JUMP = 01 foot is cleared per point of character's strength (+d4 feet). If the character is an athlete add a (d10).
IMPAIRED MOVEMENT = .50 x your movement rate. This may include broken limbs, intoxication wounds, pain, shock and stun. Also see terrain modifiers in Weapons Fire.

Each action a character makes a decision to:

ATTACK

Attempt to hit a target by rolling a d20 under your character's dexterity. Use size and speed modifiers from the projectile and weapons fire section. You may also use the optional motion modifiers from the same section.

DEFEND

To protect from physical attack. Roll a d20 under the character's dodge number for success in dodging an attack. This choice of action does not allow a return attack. High velocity projectiles cannot be dodged.

MARTIAL ARTS

These varied skills give the character a special range of physical combat skills and / or the second chance to repeat an action.

Always roll under your martial arts percentage on a d100 for successful use. See Martial Arts in the Damage and Skill section.



PORTALS

Portals come in two sizes. The standard is the 25 foot ring. Only in fringe space are there 50 foot rings that link platforms. All rings have ramps leading into them. All 25ft. portals have control pylons on their right side.

FRINGE SPACE

A place between dimensions where the alien Tehrmelern built their transit system.

WARPS

Warps are rifts in space caused by portals to disguise entry / exit points. Warps may have a rainbow-colored glow to show their presence.

PLATFORMS

The 600 foot disks that float in fringe space, connected by metal pathways and portal rings.

FRINGEPATHS or PATHWAYS

The wide metal pathways or walkways that connect the platforms in fringe space. All pathways are 49 miles in length.

CRYSTAL KEYS

Small four-sided pyramids of crystal that glow when held by or in the presence of the Fringeworthy. These unlock control pylons.

CONTROL PYLONS

Control surfaces for portal rings.

REMEMBER

Throughout the text will be small blocks of instructions to help you use the game systems. These are usually started with the word "Remember". These rules will help you step by step.

IDET: INTER-DIMENSIONAL EXPLORATION TEAMS

An agency created by the United Nations to explore the pathways in the name of humanity.

EXAMPLES: The Ed Powers Story

As you progress through the ideas and systems of Fringeworthy you will meet and get to know one of the IDET explorers.

The life and adventures of Ed Powers will guide you through the book as an example of how to use the game systems.

This is the saga of a reluctant explorer, whose life begins here.

Fringeworthy

To begin character generation you must first assume that the character you design will be Fringeworthy. We assume you have been found by the U.N. or your local government. From there you are transferred to the Geneva Fringe Center, run through a quick training course, and then transferred to the Antarctic Portal Station to meet other Fringeworthy and become familiar with IDET procedures and goals.

History

1983 Government and private reports confirm the polar ice caps are melting at an unprecedented rate due to the industrial pollution of the last century.

1990 Japan and other nations send scientific expeditions to Antarctica to investigate the warming ice.

1991 Hatsumi Antarctic Expedition vanishes MAR. for seven weeks before turning up in New York at the United Nations World Headquarters with absolute proof of alien visitation to Earth more than a million years ago. The see-saw battle begins for control of the Antarctic artifacts with the third world and UN finally winning over the technological might of the United States and stubborn determination of the Soviet Union. World Fringe Treaty signed.

The "real" nature of the artifacts are discovered with notebooks from a lost polar explorer who vanished in 1912. This data proves invaluable in opening the Fringe Portals to a limited number of humanity. Sayuri Tanuma explores a near area and meets the alien Schmert.

1991 Gordon Conrad bicycles to another world. DEC. He leaves a permanent radio transmitter on the Martian surface. Construction of Hatsumi Antarctic Station begins.

1992 The Eight portal stations on Earth are JAN. secured. The first IDET teams begin the exploration of the near worlds and discover an endless road to space and Alternate Worlds.

1992 UN begins searching for people with the Fringeworthy quality.

"Fringe" worthy

The world press quickly named the stations a "Fringe" dimension between universes. The term Fringe became popular in the mass media and soon anything connected with the Alien transit system was prefixed with the term. Fringegate, Fringepath, Fringetech, Fringe world and finally the explorers themselves became "Fringeworthy".



Finding Fringeworthy

The odd ability to travel the Fringepaths became the most elusive quality searched for in mankind. The Inter-Dimensional Authority in Geneva, Switzerland could find no common factor that linked the people who were found to be Fringeworthy.

The only way to detect the Fringeworthy was the first few crystal keys that glowed softly only in the presence of one who could use them.

As the alien crystals were displayed in countries throughout the world, millions flocked to see them.

The Ed Powers Story

At 32 years of age, Ed Powers was a content computer programmer in a large banking conglomerate in Midwestern America.

Ed was a bachelor with few family ties, who spent most of his non-working hours watching television and occasionally bowling on Thursday nights. Sometimes he had a few beers with the office crew.

Like most of the world's population, Ed was fascinated and a little frightened when the Fringepaths were discovered. Soon the excitement wore off and Ed went back to his day-to-day routine.

Ed Powers did not know he had that special quality that makes him Fringeworthy.

1992

She was a good-looking lady from the company's accounting office and Ed didn't mind taking her to see the alien crystal on display for three days at the state capitol.

The crystal was one of those "Fringe" finds he had read about a few months back. They were supposed to be the keys that unlocked the rings that went to other worlds.

In truth, Ed didn't really care much. He knew only one in a hundred thousand had that special something that made the portals work. Most people in business were unconcerned with the Fringes because they were useless for wholesale economic development.

People quickly passed the crystal under its heavy glass shield. Guards watched the lines of the curious and the hopeful.

Uniformed military, UN, and IDA personnel scrutinized the crowds.

As they passed the crystal Ed saw that it was a small dull-blue pyramid of glass. It was not at all impressive.

Ed jumped back as the crystal pulsed flaming blue for a second and settled back to a warm blue glow. "Got one!" came a yell from a uniformed guard.

Before Ed could recover his wits, he was surrounded. The official-looking figures smiled broadly as the UN's representative extended his hand and shook Ed's vigorously.

"Congratulations son," he exclaimed in a German accent, "You are Fringeworthy."

It took a full two hours for the statement to sink into Ed's dazed mind, but by that time he was in a jet bound for Switzerland with a check for \$100,000 in his pocket. In his entire life he had explored little more than his home state of Kansas. How tough could being an IDET member possibly be? he smiled to himself. Ed would soon learn.

CHARACTERS

There is nothing as important as your character, his personality, and history. Many of these factors influence his day-to-day life, his reactions under stress, and his general attitudes.

Before you begin character generation and play, think about your character and remember a few basic rules for role playing.

REMEMBER

- 01 When your character is generated decide on his or her personal makeup.
- 02 Keep in character. Think; will the character's next reactions be logical for this character? Will a devout coward rush into battle or hide behind a truck to save himself?
- 03 Once having established a personality, stick with it. A good way to drive a GM crazy is a character with half a dozen personalities. A drunk one week doesn't become a saint the next without a little work. When he becomes a lost corporate president the third, there may be a credibility gap.
- 04 Remember you can always roll a new character to replace the old if you become discouraged with the character's personality. Temporary retirement gives the benefit of having a character for a later date.
- 05 When a favorite character is lost, dead or eliminated there may be a moment of grief, but remember, any anger or active hostility against the GM or players is not in the spirit of gaming.

Start

As you begin you will need to photocopy or hand copy a character and equipment sheet for play. Use a pencil, not ink, as you design your player character. Many of your statistics will change and you will want to erase outdated information. You may also wish to make an extra copy for the GM in case you lose your master copy. This sheet will often require updating.

REMEMBER

- 01 Follow instructions, rolling only once for each of your player character's statistics. There is no best of three rolls or picking the best of 5 dice.
- 02 When you roll a statistic it is yours permanently unless developed later in the course of the game.
- 03 Think about the character before you develop his or her talents and skill areas. With this system you will have the ability to create a character of your choice. This character will be as colorful or as dull as the designer wishes.
- 04 Be reasonable and realistic.
- 05 The equipment sheet is an option that can list the character's body armor, equipment, weapons, tools, and general clothing style.



Character Sheet

NAME

The name of the character you design. The name may be simple or colorful. Characters from other countries should be named with reasonably realistic ethnic names.

RACE

The race of the character.

OCCUPATION

The primary skill of the character, what he or she did for a living before discovering they were Fringeworthy.

COUNTRY

This is the character's country of origin. This may include adopted countries and will not necessarily predetermine race.

COMMAND

This is a character's rank from current or past military experience. This may add to skills relating to the military and weapons use. See Military Rank generation in skills.

AGE

This is the age of the character.

SEX

The character's sex.

LEVEL

The current experience point level of the character.

EXPERIENCE

The number of experience points the player character has earned on his or her life and adventures.

FRINGEWORTHY

NAME _____	COUNTRY _____	RACE _____
OCCUPATION _____	MILITARY _____	EXPERIENCE _____
WORLD _____	PLATFORM _____	CIRCA _____
STR _____	INT _____	THR _____
CON _____	WIZ _____	DOD _____
DEX _____	LCK _____	ACC _____
AGL _____	CRZ _____	CRY _____
PSI _____	SEX _____	HPT _____
HEIGHT _____	AGE _____	75% _____
WEIGHT _____	BLOOD TYPE _____	50% _____
HANDED _____	L or R _____	25% _____
Skills		
SKILL _____	LEVEL _____	SKILL _____
LEVEL _____	PHYSICAL COMBAT _____	
Punch or Kick _____		

Characteristics

These are the randomly generated numbers that give your character his strengths and limitations. The character sheet above shows the block of statistics you will generate.

Strength

STR

Strength is the force a character can exert to lift or move objects. Each point of strength allows a character to carry 4 pounds with reasonable comfort.

STRENGTH HAS FIVE OPTIONS:

- 01 CARRY : 4 pounds per point of STR with reasonable comfort. For every additional 10 pounds carried over a time reduce your character's Agility by 2 points.
- 02 DEAD LIFT : Double STR. Use in a lift situation for d4+2 actions in a 5 minute period.
- 03 DRAG : Four times STR. Use for d4+2 actions in a 5 minute period. Double this in an emergency situation.
- 04 COMBAT : To punch or strike with an object or self. See damage relating to strength.
- 05 THROW : The limit of distance an object may be thrown. See weight throwing.

For your strength roll 4d6 and subtract four from the result.

Constitution

CON

Constitution is the general health of the character, his or her basic life force. Constitution can be reduced by sickness or critical damage to the character. At -1 CON a character is unconscious. At -5 CON a character suffers death shock and will die unless aided. (See Medical section.)

For a character's constitution roll 4d6 and subtract four from the result.

Dexterity

DEX

Dexterity is the character's measure of hand to eye co-ordination that allows him to do a precision task. This is also the hand-to-hand combat number that allows physical or hand held weapon attacks. Always roll a d20 under your DEX to strike at a target, but remember the modifiers in the combat charts and other "to hit" modifiers due to skill and martial arts training.

For dexterity roll 4d6 and subtract four from the result.

Agility

AGL

Agility is the speed of action of the character and the co-ordination of his or her movements.

For agility roll 4d6 and subtract four from the result.

Determine your character's movement and action rate from the table below. Index across from your character's agility.

AGILITY	RATING	ACTIONS	MOVEMENT
01-04	Low	x0.50	x0.50
05-16	Average	x1.00	x1.00
17-20	Above Average	x1.50	x1.50
21-25	High	x2.00	x2.00
26-30	Very High	x2.50	x2.50
31-40	Fast	x3.00	x3.00
41+	Very Fast	x3.50	x3.50

Agility is also used for determining the success or failure of difficult acrobatic stunts, jumping, and the rate of speed of physical combat. See the character Experience and Difficulty tables.

Intelligence

INT

Intelligence is the learning ability of the character you design. A lower INT may limit the character's skills but will in no way make him or her any less of a playable character.

For intelligence roll 4d6 and subtract four from the result.

Wisdom

WIZ

Wisdom is the character's ability to use sound judgement in an alien society or learn the purpose of items of unknown function. Always roll under your wisdom on a d20 for successful use.

Your wisdom score is found by rolling 4d6 and subtracting four from the result.

Luck

LCK

Luck helps the player character in adverse situations, mostly when he needs that extra point on the dice to make a fortune or not fall off a thousand foot cliff. It is used at the discretion of the games master. Luck does not affect situations of combat or equipment failure. Luck can be used for repair percentages.

Luck is always a critical roll. Luck adds one or two points to a percent (%) dice roll. Always roll under your luck for success.

For luck roll 4d6 and subtract four from the result of the roll.

Charisma

CRZ

Charisma is the rating of a character's personality and physical appearance. Charisma is mostly irrelevant when dealing with alien or hostile life.

For charisma roll 4d6 and subtract four from the result.

Psionics

PSI

Treat Psionics as you would a skill with its use limited to four times per hour. A d4 is used as the starting level.

This also gives its user the chance to develop their talent at a cost of 5 gained skill points per level of increase.

01 TELEPATHY

The ability to read surface thoughts in a 50 foot range.

02 TELEKINESIS

The ability to move up to 2 ounces of dead weight within 20 feet for d10 minutes.

03 PYROKINESIS

The ability to spark or start a small fire in a 20 foot range. Does 1 point of burn.

04 PRE / POSTCOGNITION

The ability to see d100 minutes into the future or past.

05 EMPATHY

The ability to feel the emotions of others in a 50 foot range.

06 WILD TALENT

The manifestation of any of these talents with no regard to time or circumstance. This is controlled by the GM.

Psionics are a flat 3% chance on a d100 roll. Your roll of 3 or under is also the number of talents you possess.

Throw

THR

Throw is the character's natural ability to physically propel an object toward a still or moving target in the hope of hitting the target. Always roll under your throw on a d20 to hit a target. Your ability to throw is limited by optional modifiers.

01 ATTACKER / DEFENDER MOVEMENT

02 SIZE / SPEED OF TARGET

03 WEIGHT / SIZE OF THE OBJECT THROWN

For your ability to throw add your ratings of Strength, Accuracy, and Dexterity. Divide the result by three. Round fractions down to the nearest number.

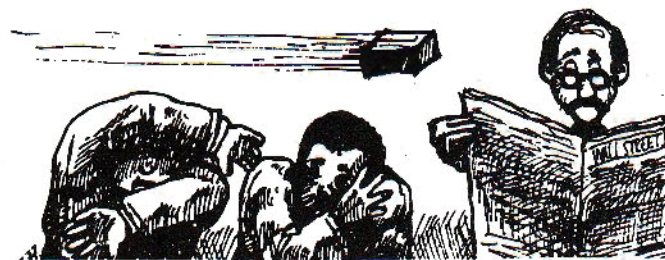
$$\frac{\text{STRENGTH} + \text{ACCURACY} + \text{DEXTERITY}}{\text{DIVIDE BY THREE}}$$

Accuracy

ACC

Accuracy is your base number for any type of projectile weapons combat. Optional combat modifiers are added to this number. Always roll a d20 under your accuracy to hit.

For accuracy roll 4d6 and subtract four from the result.



Dodge

DOD

Dodge is the ability to avoid a physical strike or move out of the way of a thrown or dropped object, if not surprised. Arrows and high velocity projectiles cannot be dodged. Always roll under your dodge rating on a d20 for success.

For your ability to dodge add your ratings in Strength and Agility. Divide the result by two, rounding fractions down to the nearest number.

$$\frac{\text{STRENGTH} + \text{AGILITY}}{\text{DIVIDE BY TWO}}$$

Hit Points

HPT

Hit points are the physical structure of your character. Hit points are the total number of points a character can take in damage before he or she is incapacitated or killed. At 0 hit points a character is unconscious. At -10 hit points a character is dead.

Hit points are the product of Strength added to double your Constitution rating with the addition of a d10. Your character sheet also has the space for a breakdown of your hit points by percentage to aid with shock, stun and unconsciousness.

$$\text{STRENGTH} + (2 \times \text{CONSTITUTION}) + \text{d10}$$

Crystal Use

CRY

Crystal use is a Fringeworthy skill that allows the character to attempt to use the "specialized" functions of the crystal keys. This skill is usable six times per 24 hours.

Overuse of this Fringe skill causes a 10% cumulative chance of the crystal user falling unconscious for d10 hours.

Always roll under your key percentage on a d100 for success. Gained skill points add 1% per skill point used to increase this skills percentage, rather than the standard 5% value on other skills.

A Crystal Use percentage starts at 2d10 +5 points on the scale of 1 to a maximum of 99.



Military Training

Player characters have the option to decide on past or current military training. This training allows the player to choose skills listed with the M prefix without a self-learned penalty.

REMEMBER

- 01 Generate the character's military rank or equivalency by rolling a d100.
- 02 Note the special bonuses for skills. If the character is retired or out of the military for over five years, there are no skill bonuses given.
- 03 Actual titles of rank may vary with service and country.

Rank

ROLL	RANK (Enlisted)	B	ROLL	RANK (Officer)
01-75	Private		01-55	Lieutenant
76-85	Corporal		56-85	Captain
86-90	Sergeant		86-90	Major
91-95	First Sergeant		91-95	Lt. Colonel
96-98	Sergeant Major		96-98	Colonel
99	Master Sergeant		99	Major General
00	Go to table B		00	General

Service

Military service can be divided into two major categories for skill and training. These are Combatants and Non-Combatants.

Combatants

Combatants gain a +1 on any skill relating to direct combat skills or use of weapons. This does not include any technical skills or accuracy modification.

Non-Com

Non-Combatants gain a +1 on any technical skills directly related to training or their specialty. This +1 does not carry on into weapons or direct combat skills.

Military Training

Military physical training will give the character a +1 on Strength and Constitution if the character has a rating under 15.

Sergeants

Any Sergeants gain a +2 on all military skills and a +2 on Strength, Constitution and Charisma.

ROTC

Any enlisted personnel have a 70% chance of starting on (Table B) if they have pre-military training oriented towards officer training. This may include Military School or ROTC training.



Even if your character is a bit under-developed or lacking in characteristics you think are important, you have the chance to develop your character as he or she gains experience.

First read the experience and skill point system, develop your character's education, then return here.

Body Building

As a character gains experience and moves to higher plateaus of development, he or she gains skill points to improve education.

These gained skill points will also allow a character to develop personal statistics to a higher level.

REMEMBER

- 01 Statistics can only be improved after the character has gained experience and higher levels.
- 02 Skill points gained can be used for improvement with the listed costs.
- 03 There is no trading skill points back or separate accumulation from one level to the next.
- 04 Only statistics of Strength, Dexterity, Constitution, Wisdom and Agility can be developed.
- 05 Throw and Dodge are refigured after statistics are improved.
- 06 Hit points are not refigured.
- 07 Improving Accuracy is a specific skill relating to firearms familiarity. See the Weapons section.
- 08 Statistics cannot be improved over 15.

Costs

CHARACTER'S STATISTIC (Current)	COST IN SKILL POINTS (Per Point of Increase)
0 to 5	1 Point
6 to 9	2 Points
10 to 13	4 Points
14 to 15	6 Points

The Ed Powers Story

As training begins, Ed Powers starts to wonder why he accepted the offer. Ed has a strength of 11. Fringe training begins to develop Ed's few, out of shape muscles with body building exercises. Months later, at the point of changing from second to third level Ed gains 5 skill points for general use.

With 4 points he raises his strength from 11 to 12. With his remaining skill point he develops a new specialized weapon skill of target shooting with a (.45 Colt).

SKILLS

Every character is assumed to have a general range of skills necessary to survive day to day life. This primary education is taken for granted by the GM.

As the character gains advanced education there is a choice of skill and specialization of educational area.

Skill Acquisition

Use the table of skill acquisition to pick the type of knowledge you wish your character to have. Concentrate types of skills in a specific area or have several skill areas of general experience.

Education

Skills have five different letter prefixes that designate your character's past method of learning. These include:

W	WORK EXPERIENCE	10 years
T	TECHNICAL SCHOOL	04 years
M	MILITARY EDUCATION	06 years
H	HIGHER EDUCATION	06 years
S	SELF-TAUGHT	

Choose any one letter for your character's education, then any skills with that letter prefix. Any additional Military Training allows the character to use skills with the prefix M.

Self-taught skills are the hardest way to acquire skills. These are mostly for the character who wants a special skill not in the realm of his or her education. The initial taking of a Self - Taught skill requires the use of 2 skill points. This initial cost is only for a self-taught skill's initial generation. The development of the skill is handled like any normal skill.

Extra-Legal Skills

Extra-Legal skills are always self-taught skills. Many of these skills are beneficial to the Fringeworthy explorer in many adverse situations.

Medical Skills

Medical Skills require a different process than normal skills. If you decide to become a certified doctor, go to the medical skills section after the experience tables.

Bonus Skills

Characters may have a skill or natural talent with a skill level bonus.

HOBBY / SPORTS

+1 Any 2 hobby related skills.

LONG USED SKILL / WORK SKILLS

+1 Any 1 skill in semi-constant use. This includes a +1 bonus for every 10 years of a skill used in day-to-day work.

CREATIVE TALENT (GM's Decision)

+2 Any Creative Type Skill (This may include art, writing, music etc.)

Skill Generation

Skills are an integral part of the player character. A skill is a specialized area of knowledge and training developed by your character after study and time.

Each point of skill level gives a player a +5% chance to accomplish a task relating to that skill. Levels for skills range from 0 to a maximum of 20. As a character gains experience he can develop existing skills or entirely new skills.

REMEMBER

- 01 Choose a primary occupational skill. Your starting level for this skill is d4 +4.
- 02 Choose two skills that relate or help you in this primary skill. Start the level of these skills as d4 +2.
- 03 Index from the player character's intelligence to find the number of additional types of skills you may choose. Try to relate these skills to your primary skills, but do not forget hobbies or special areas of interest. Start the level of these skills as a d4.
- 04 Add Skill Bonus for hobby or talent.

Number of Skills

INTELLIGENCE

ADDITIONAL SKILLS

01-04	Slow Learner	06
05-09	Average Learner	12
10-16	Excellent Learner	15
17-19	Fantastic Learner	19
20-21	Genius	22
22-24	More Than Human	26

Ed Powers

Ed's old job of computer programming was his primary skill. His two other related skills were higher math and accounting.

SKILL

LEVEL SUCCESS %

Computer Programming	07	35%
Higher Math	03	15%
Accounting	03	15%
Bowling (hobby)	01	05%

Ed's player now chooses 15 additional skills because of Ed's intelligence of 11.

A (+1) is added to the bowling skill as a hobby bonus (he likes to bowl occasionally). Bowling now becomes a specialized skill.

Skill Design

Skills are what you design and make of them. In Fringeworthy the character is encouraged to pick or design his or her own varied skills with the GM's supervision.

Skill Types

ABNORMAL PSYCHOLOGY - - H M S
The study of deviant social behavior in humans or animals. Requisite (psychology)

ACCOUNTING W - H M S
The ordered process of keeping track of funds earned and spent by a single source.

ADMINISTRATION W T H M S
The operation of directing a government agency or business.

AIR SEA NAVIGATION - T - M S
The ability to direct the course of a boat or aircraft with accuracy over distances.

AERODYNAMICS - T H M S
The study of forces acting on bodies in air or liquid. Requisite (aeronautics)

AERONAUTICS - T H M S
The study of the operation of aircraft, their use, flight, or manufacture.

AGRICULTURE W T H M S
The science and application of farming.

ARCHEOLOGY - - H - S
The study of past life and civilization as revealed by relics left by ancient peoples.

ANIMAL HUSBANDRY W T H M S
The care and use of domestic animals.

ANIMAL TRAINING W - H M S
The behavioral training of domestic or wild animals for a specific purpose.

ANTHROPOLOGY - - H M S
The science of man, his cultures, origins and development.

AQUATIC VEHICLES TECHNOLOGY - T - M -
The care and repair of aquatic vehicles and equipment. Requisite (engineering)

AQUATICS (Diving) - T - M S
The study and use of artificial aids to survive underwater. Requisite (swimming)

ARCHERY TECHNOLOGY - - H M S
The care and use of archery-type weapons, including design and construction.

ARCHERY - - H M S
Every 3 levels of archery give accuracy a +1 in the use of bow-type weapons only.

ART, COMMERCIAL - T H M S
Use of art for commercial applications.

ART, DRAFTING W T H M S
The specific use of technical drawing for use in industry. Requisite (related science)

ART, PAINTING - T H - S
Application of pigments to a surface to form an idea or concept.

ART, SCULPTURE - T H - S
The creation of three-dimensional objects to form an idea or concept.

ART, HISTORY - - H - S
The history and styles of art, including painting, sculpture, and other aspects.

ASTRONOMY - T H M S
The study of stars, planets, and phenomena of space. Requisite (mathematics)

ASTROPHYSICS - - H M -
The physics of space, the operational and theoretical mechanics and chemistry of stars and planets. Requisite (Higher Math)

ATMOSPHERICS (Weather) - T H M S
The science of weather, its structure, effects, cause, and often its prediction.

BANKING W - H - -
The operation of custody, loan or exchange of currency or valuables.

BALLOON TECHNOLOGY - - H M S
The building, maintenance, and piloting of lighter-than-air or hot air balloons.

BARBERING W T - M S
Cutting hair and hair styling.

BIO-CHEMISTRY - T H M -
The chemistry of living things, including analysis and practical use. (Requisite Chem)

BIOLOGY, ANIMAL - - H - S
The study of the general structure and living processes of animals.

BIOLOGY, HUMAN - - H M S
The study of the general structure and living processes of humans.

BIOLOGY, MARINE - - H M S
The study of aquatic life.

BLADE FIGHTING - - - M S
Use of this skill in combat gives a +1 to hit per three levels of this skill only when knife fighting.

BLADE WEAPONS TECHNOLOGY W - H M S
Design and manufacture of blade weapons.

BOATING, SMALL W - H M S
The operation and use of small boats.

BOATING, LARGE W T H M S
Operation and use of larger boats or small commercial boats with under 6 crew.

BOATING, LARGE COMMERCIAL W T H M -
Operation of large commercial freighters with larger 25+ crews.

BOATING, SAIL W T H M S
The operation of sail boats.

BROKERING, COMMERCIAL W - H - S
The agenting of merchandise for resale.

BUSINESS LAW - - H M -
The branch of law that specifically deals in business applications.

CALLIGRAPHY W T H M S
The art of hand lettering.

CERAMICS, CLASSICAL W T H M S
The design and creation of ceramics in the form of tiles, pots, and functional shapes.

CERAMICS, INDUSTRIAL W T H M S
The application of Ceramics in industry for special uses.

CHEMISTRY, GENERAL W T H M S
The general use of chemistry in research or chemical analysis.

CHEMISTRY, ORGANIC - T H M -
The chemistry of carbon compounds, their analysis and applications.

CHEMISTRY, INORGANIC - T H M -
The chemistry of non-carbon compounds.

CHILD CARE W - H M S
The care and feeding of children with some emphasis on psychological and social growth.

CIVIL ENGINEERING - T H M S
Engineering relating to public works and construction. Requisite (engineering)

CIVIL LAW - - H M S
Law relating to the public or individual.

COLD SURVIVAL - - - M S
The ability to survive in dangerously cold environments.

COMMANDO TRAINING - - - M S
Training to fight and survive in hostile surroundings. Every 5 levels of this skill add a +1 to hit with blade, projectile, and special weapons. This also adds 5% for any use of survival training or combat agility.

COMMUNICATIONS TECHNOLOGY W T H M S
The design, repair, and use of many types of communications equipment.

COMPUTER PROGRAMMING W T H M S
The skill of computer programming in the various computer languages.

COMPUTER OPERATION W T H M S
The operational skills of using a computer for work and specific purpose.

CORPORATE MANAGEMENT W - H - -
The ability to manage the operations of large or diversified business interests.

CORPORATE STRUCTURE W T H M -
The study of corporate management and the structure of large business.

COSMETOLOGY W T H - S
The use of artificial aids to change the structure or appearance; -often disguise.

CRIMINAL INVESTIGATION W - H M S
The investigation of illegal activities, with technical or general techniques.

CRIMINAL LAW W - H M S
The branch of law dealing with criminal defense and prosecution.

CRIMINAL SCIENCE W T H M S
The science dealing with criminal activity and techniques.

CRYPTOLOGY - - - M -
The science of encoding or breaking codes that hide information.

CRUDE WEAPONS - - - M S
The design and building of crude natural or simple technological weapons for use. This may also include traps for animals or man.

CUISINE W T H - S
The art of the alteration of food for consumption. Basic to complex cooking.

DANCING W - H - S
The art of movement (usually to music) for entertainment or social function.

DATA MANIPULATION W T H M S
Use of information storage and retrieval to find specific needed information.

DEMOLITION W T - M S
Effective use of explosives to demolish or damage structures.

DESERT SURVIVAL - - - M S
The ability to survive in hot climates, to find food and shelter in the areas of dangerously high temperature.

DIPLOMACY - - H M S
The art of negotiation between disagreeing parties with emphasis on peaceful resolution.

DOMESTIC TECHNOLOGY W - H - S
The management of living conditions in homes or apartments, general living skills.

DOMESTIC TRADE W T H - S
Retail and trade on the domestic scale, small scale trade.

DRAMA, THEATRE ARTS W - H - S
The art of creating the illusion of being someone else for entertainment purposes.

ECOLOGY W - H - S
The study of nature; relations between organisms and their environment.

EDUCATION - - H M -
Learning the ability to teach a subject, to make teaching effective.

ELECTRONIC DIAGNOSIS W T H M S
The ability to find problems and flaws in electronic equipment.

ELECTRONIC ENGINEERING W T H M S
The design and repair of large or small electronic equipment.

ELECTRONICS, MICRO W T H M S
The design, use, and repair of electronic sub-miniature components.

EMERGENCY MEDICAL CARE W T H M S
The ability to cope with emergency medical problems ranging from simple cuts to the resuscitation of life.

ENTERTAINER W - H - S
The skill to entertain or amuse small or large numbers of people with a talent or developed ability. Characters have a 5% chance of a natural talent that starts their talent area at (4 +d4) in skill level.

TALENT EXAMPLES
01 Voice 04 Comedy 07 Art 10 Gymnastics
02 Craft 05 Sport 08 Writing
03 Music 06 Memory 09 Management

ENVIRONMENTAL ENGINEERING W T H M S
Creation or design of a specific type of environment and its maintenance.

FABRICATION, METAL W T H M S
The design and creation of metal parts.

FABRICATION, WOOD W T H M S
The design and creation of wooden parts.

FABRICATION, PLASTIC W T H M S
The design and creation of plastic parts.

FASHION W - H - S
Design and construction of clothing for daily use or the creation of costumes.

FENCING - - H M S
Combat skill with foil, epee, or sabre that adds a +1 on hit ability per three levels of fencing skill with these specific weapons.

FIGHTER PILOT - - - M -
The skill to fly and effectively use the weapons of fighter-type aircraft. The user is required to have a skill of (Pilot 4).

FINANCE W T H M S
The ability to manipulate sums of money for loan or profit.

FOOD PROCESSING W T H M S
The mass processing of food substances for consumption by large numbers of people.

FUSION TECHNOLOGY - T H M -
The design and maintenance of fusion power systems. Requisite Skills (electronics, physics, laser technology, computer)

FLUID SYSTEMS W T H M S
The technology of the motion of liquids under pressure, including plumbing, steam, or coolant. This may include waste disposal.

FOREST SURVIVAL - - H M S
The ability to find food and shelter in forest environments.

GEOGRAPHY - - H M S
Science that deals with natural features, climate, and products of the earth.

GEOLOGY - T H M S
Science that deals with the history of the earth as shown through rock and structure.

GRENADE WEAPONS - - - M S
Creation and use of grenade-type weapons. Includes their disarmament.

GUERRILLA TACTICS - - - M S
Tactics for quiet subversion. Usually a small unit that fights intermittently.

GYMNASTICS	W - H M S	
Long physical training and exercise that improves the overall flexibility of the body.		
GLIDER TECHNOLOGY	- - H M S	
The design and flight characteristics of ultralight aircraft, glider or powered.		
HEALTH CARE	W T H M S	
The care of people. The prevention or general treatment of health problems.		
HEAVY EQUIPMENT OPERATION	W T - M S	
The ability to operate heavy industrial equipment including cranes and bulldozers.		
HISTORY	- - H M S	
The study of the causes and effects of past events. Sometimes a specialized area.		
HORSEMANSHIP	W - H M S	
The ability to ride a horse with skill.		
INTERIOR DESIGN	- T H - S	
The effective design of the interior of structures, arrangement of space and the general appearance.		
INTERROGATION	- - - M S	
The removal of needed information from an individual by trickery, force, or psychology.		
JOURNALISM	W T H M S	
Creative writing to convey information through news, story, or audio-visual means.		
JUNGLE SURVIVAL	- - - M S	
The ability to find shelter and food in jungle and rain forest areas.		
LABOR RELATIONS	W - H M S	
The ability to mediate between workers and management in a business.		
LANGUAGE (Additional)	W T H M S	
Several more languages may be added to the character instead of additional skills. See the language page.		
LASER TECHNOLOGY	W T H M S	
The building, repair and use of lasers for many purposes. Requisite (electronics)		
LAW ENFORCEMENT	- - H M -	
The codes and practical use of techniques of law enforcement. Requisites (Criminal Science 4, Criminal Investigation 4, Criminal Law 1 and Martial Arts 2)		
LINGUISTICS	- - H M -	
The study of language, its structure, use, and history. May be specialized.		
LIFESAVING	W T H M S	
The ability to save lives in situations of drowning. Requisite (Swimming 4, Emergency Medical 4) See CPR in Medical.		
MARKETING	W T H - S	
The skill of selling a product, to make it competitive across a wide market.		
MARTIAL ARTS	- - H M S	
See Martial Arts in the Damage Section.		
MATHEMATICS	- T H M S	
The ability to use math upto trigonometry.		
MATHEMATICS, HIGHER	- - H M -	
Higher math that borders on theoretical.		
MECHANICAL DIAGNOSIS	W T H M S	
The ability to diagnose and repair most mechanical problems in familiar equipment.		
METALLURGY	- T H M -	
Knowledge of metals, structure, strengths, and limitations. Requisite (Chemistry)		
MICROWAVE TECHNOLOGY	- T H M -	
The use of microwaves for communications and industrial work. Requisite (Electronics)		
MOUNTAIN CLIMBING	- - H M S	
The skill of scaling sheer rock faces.		
MORTUARY SCIENCE	W T H M S	
The science of preservation of the dead.		
MUSIC TECHNOLOGY	W T H - S	
The understanding of music, techniques, instrument repair, and mechanics of sound.		
MUSIC PERFORMANCE	- - H - S	
The ability to play an instrument of a specific type. Requisite (Music Tech. 1)		
NUCLEAR PHYSICS	- T H M -	
The science of the atom relating to atomic theory and applications for industrial and weapons use. Requisite (High Math 5, Physics 4, Chemistry 4)		
NUCLEAR WEAPONS TECHNOLOGY	- - H M -	
The use and repair of Nuclear Weapons.		
NURSING	W T H M -	
This medical assistance skill aids use of medical skills with a +5% per 5 levels. Requisite (Emergency Medical 4, Chemistry 5, Health Care 5 and Biology Human 4)		
OCEANOGRAPHY	- T H M S	
The study of the ocean, its environments, life, and structure.		
OPTICS	- T H M S	
The science which deals with the nature and properties of light.		
PHILOSOPHY	- - H - S	
A critical study of fundamental beliefs and the grounds for them.		
PHOTOGRAPHY	W T H M S	
The use of equipment to capture images on a sensitized surface.		
PHYSICAL SURVEILLANCE	- - - M S	
To watch or spy without detection.		
PHYSICS	- - H M S	
The science of natural laws of matter, light, motion, energy, and sound.		
POLITICAL SCIENCE	- - H M S	
The art or science of influencing, guiding, or taking control of a government.		
PROJECTILE WEAPONS TECHNOLOGY	W T H M S	
The ability to repair and maintain a firearm. At PWT 5 the character gains the title of Gunsmith. This does not improve the accuracy of the character.		
PUBLIC SPEAKING	- - H M S	
The science of talking to large numbers of people and holding their interest through use of voice or action.		
PSYCHOLOGY	- - H M S	
The science of mind and behavior that may include behavior modification.		
PILOT, MOTOR VEHICLE	W T H M S	
The driving of a motor vehicle. At a level of 1 any automatic, 2 any manual, 3 any antique, 4 any high-speed civilian vehicle.		
PILOT, HEAVY MOTOR VEHICLE	W T - M S	
The driving of larger motor vehicles that include buses, semis, and large transports.		
PILOT, ULTRALIGHT AIRCRAFT	- - H M S	
The piloting of ultralight aircraft.		
PILOT, FIXED WING (PROP)	- T H M -	
The flying of prop-driven aircraft with a requirement of two skill levels per engine of the aircraft flown.		

PILOT, JET - T H M -
The piloting of jet aircraft requires the skills of (Pilot, Fixed Wing 6) as prior training. The user must have two levels of Jet Pilot per engine of aircraft flown.

PILOT, ROTARY WING - T H M -
Piloting of helicopters requires the skill of (Pilot, Fixed Wing 4).

PSYCHOLOGY - - H M S
The study of the human mind, its motives and behavior.

RELIGION W - H - S
Study of man's relation to higher forces.

RETAIL SCIENCE W T H M S
The science of selling on the small scale.

ROBOTICS - T H M S
The science of robot technologies, to design, repair or construct.

SANITATION ENGINEERING W T H M S
The design and maintenance of sanitation.

SECURITY W T H M S
The protection of man or property.

SKIING W T H M S
The ability to ski.

SOCIOLOGY - - H M S
The science of understanding societies.

SOLAR ELECTRIC TECHNOLOGY W T H M S
The technologies of converting sunlight to electric power and heat.

SWIMMING W - H M S
The ability to move through water and survive without drowning.

STRUCTURAL ENGINEERING - T H M -
The diagnosis and repair of large or small structures, bridges, or buildings.

TAX LAWYER - T H M -
Branch of law dealing with taxes. From skill levels 1 to 6 the title is CPA.

TACTICS - - - M S
The use of tactics gives a +5% per three levels of skill when dealing with large military situations.

UNDERSEA ENGINEERING - T H M -
Engineering under water and pressure.

UNDERSEA SURVIVAL - - H M -
Skill of surviving undersea mishaps.

ULTRALIGHT AIRCRAFT TECHNOLOGY W T H M S
The design and repair of ultralight craft.

VEHICLE REPAIR, AUTO W T H M S
Repair of common and uncommon problems of motor vehicles, gas or diesel.

WEAPONS, MILITARY LIGHT - - - M S
The effective maintenance and repair of light military weapons.

WEAPONS, MILITARY HEAVY - - - M -
The effective maintenance and repair of complex weapon systems.

Extra-Legal Skills

Extortion	Illegal Gaming	Fraud
Espionage	Assassination	Forgery
Assault	Computer Crime	Smuggling
Pickpocketing	Organized Crime	Terrorism
Tax Evasion	Bookie (bets)	Procuring
Safe Cracking	Drug Traffic	Arson
Kidnapping	Counterfeiting	Traps
Petty Theft	Grand Theft	Brawling
Breaking & Entering		
Electronic Countermeasures		

These skills, while not normal skills of the typical character, can be useful.

IDET Skills

As Fringeworthy are indoctrinated into the IDET training program they receive an added number of skills. By adding 2 to a d4 roll a team member gains (3 to 6) new skills. These special skills start at a level of d4.

REMEMBER

- 01 Add (2 + d4) skills from the Special Skills table listed below.
- 02 Start these new skills at a level of d4 as you would start normal skills.

- 01 XENO BIOLOGY / XENO PSYCHOLOGY
The study of the possibilities of alien life and their mental configuration.
- 02 TEHRMELERN TECHNOLOGY
Study of Tehrmelern artifacts and the ability to use them.
- 03 HISTORY + (LANGUAGE)
A detailed study course in history with a side course that starts the character with the language of the player's choice.
- 04 PARA-TERRESTRIAL PSYCHOLOGY
The study of the unusual human or animal patterns of thought and action.
- 05 CRIMINAL PSYCHOLOGY
Study of deviant human behavior.
- 06 WIRETAPPING
The use of modern wiretapping devices, to install, repair, or remove them.
- 07 DOCUMENT FORGERY
The use of identification designed by the character. This is supplemented by use of the portable Document Designer. (see Equipment)
- 08 PSIONIC STUDY
Study of the possible powers of the mind and their uses. (This does not give the user PSI.)
- 09 HEAVY WEAPONS
The use of military weapons.
- 10 DEMOLITION
The effective destruction of inanimate or animate objects with conventional or military explosives.
- 11 COMPUTER TAPPING
Use of portable computer systems to tap other computer information systems.
- 12 COMBAT DRIVING
The added ability to drive under adverse conditions or in combat situations.
- 13 AUTO REPAIR
The ability to diagnose and repair most automotive problems in diesel, propane, and gas-powered vehicles.
- 14 PILOT (ULTRALIGHT)
Piloting skill for any of the ultralight vehicles used by IDET. These include the powered hang glider, ultralight air scout, gyrocopter, or powered parasail.
- 15 FIRST AID
The ability to stop bloodloss and treat minor injuries that could become serious in time without minor care.
- 16 DISGUISE
Use of Cosmetics and Costuming to blend into other cultures.
- 17 ANY SURVIVAL SKILLS at a +1 bonus.

LANGUAGE

A character learns one language in his or her formative years. This becomes his native language. As a character gains skills he may elect to learn additional languages in place of new skills.

Bilingual

Characters raised in a double language or bilingual environment automatically add the second language as an additional skill.

REMEMBER

- 01 Start your character with his native language at a level of 20.
- 02 Additional languages may be added as regular skills. Languages start at a level of d4.
- 03 Characters who are from a bilingual environment start their second language at a level of 16 + d4.
- 04 Any character who studies a foreign language or stays in a foreign language situation can gain d6 points of level in that language per year of total immersion. Immersion is the complete dedication to learning a language.
- 05 See the language bonus section.

Language Levels

LANGUAGE LEVEL	DESCRIPTION	CHANCE OF COMMUNICATION
01-03	Totally Unintelligible	15%
04-06	Mostly Unintelligible	30%
07-09	Somewhat Understandable	45%
10-12	Almost Understandable	60%
13-15	Understandable	75%
16-18	Fluent	90%
19	Fluent / Can Translate	95%
20	Talks Like A Native	99%

Languages

01 Arabic	16 Japanese
02 Chinese	17 Korean
03 French	18 Latin
04 Gaelic	19 Polish
05 German	20 Portuguese
06 Greek	21 Russian
07 Hebrew	22 Spanish
08 Hindi	23 Swahili
09 Hungarian	24 Swedish
10 Italian	25 Vietnamese
11 English	26 Danish
12 Turkish	27 Bantu
13 Bulgarian	28 Rumanian
14 Czech	29 Albanian
15 Norwegian	30 Icelandic

Language Bonus

Languages are a special branch of skills that may be awarded a slightly higher skill level rating to start. Find your character's language learning modifiers.

Education

	LEVEL START	SPECIAL BONUS
Normal Learning	d4	no
Self Teaching	1	no
Primary School Training	d4	+3
Secondary School Training	d4	+3
Higher Education Training	d4	+3
Primary + Secondary	d4	+4
Secondary + Higher Education	d4	+6
Primary + Secondary + Higher	d4	+10

Contact

	BONUS
In own country, some contact	+1
In another country, constant contact	+3
Little use of language in family	+1
Language used by family constantly	+3

Related Languages

Knowing a language closely related to the new language you wish to learn gives you .25 times the level of the related language in extra skill points. This has a three point bonus maximum.

REMEMBER

- 01 These bonuses are for initial language generation only.
- 02 School training is in three stages.
 - 1 PRIMARY: Children's Basic School
 - 2 SECONDARY: A high school equivalency
 - 3 HIGHER: College Study
- 03 Any of these three stages may have been skipped in the development of the character.

The Ed Powers Story

As a child, Ed Powers had a neighbor named Franco who taught Ed a few words in Spanish.

As an adult, Ed really begins to study Spanish. His starting level, to begin, with is 1, but because of his intermittent learning he gains a bonus of +1. With a language level of (SPANISH 2), Ed can understand the word Taco and order a dinner in a Spanish restaurant without making much of an idiot of himself.



Character Skill Levels

Skill levels (0 to 20) are a measure of the character's ability to perform a task. Each point of skill level is worth +5% on the attempt to successfully accomplish such a task.

Difficulty ratings are the toughness of a task a player character wishes to accomplish.

All skill attempts of any importance have GM rated difficulty potential. This is the number a player must roll under on a d100 (percent dice roll).

This number for success is modified by resources available, time, and situation.

REMEMBER

- 01 Each point of skill is worth +5% toward your needed number.
- 02 Related skills from a single player can be combined for the attempt at a task under the discretion of the GM.
- 03 Skills cannot be combined with those from other players. The highest skill level that is available is the level used for the task attempt. Each player helping adds +1% on the final totals.
- 04 On the GM's decision the luck roll can be used where a percentage roll fails and falls short by one or two points.
- 05 An unmodified roll of a 01 on a d100 is always a success. A roll of 00 is always a crashing failure.

Difficulty Rating

The difficulty rating is the measurement of difficulty of an attempted task. It can be used for fabrication, repair, feats of agility and dexterity, etc.

DIFFICULTY RATING	PERCENT CHANCE OF SUCCESS	
01	+95%	+ Skills +)- optional modifiers
02	+80%	+ Skills +)- optional modifiers
03	+65%	+ Skills +)- optional modifiers
04	+35%	+ Skills +)- optional modifiers
05	+20%	+ Skills +)- optional modifiers
06	+05%	+ Skills +)- optional modifiers
07	0%	+ Skills +)- optional modifiers
08	-05%	+ Skills +)- optional modifiers
09	-20%	+ Skills +)- optional modifiers
10	-35%	+ Skills +)- optional modifiers
11	-65%	+ Skills +)- optional modifiers
12	-80%	+ Skills +)- optional modifiers
13	-95%	+ Skills +)- optional modifiers



The ED Powers Story

After his first exposure to the Antarctic, Ed Powers finds himself in the partially completed ice cavern that will become Hatsumi Station in the near future. Ed grows bored.

Ed decides to take on the challenge of a hobby. He tries to build a still.

From Ed's many skills four are chosen as relevant to the project. The GM breaks the production of cheap moonshine into a two step process. This attempt at the task is divided into:

(Still Fabrication)
(Still Operation).

Ed's skills that relate to the project are:

(STILL FABRICATION)	(STILL OPERATION)
Metal Fabrication 2 (10%)	Cuisine 1 (05%)
Plumbing 2 (10%)	Chemistry 3 (15%)

The GM assigns the difficulty of the still fabrication as 5 or 20% chance of success plus the percentages of his related skills of Metal Fabrication and Plumbing. His total chance of success is 40%.

Ed's player must roll under a 40% on a d100 for successful construction.

A 24 is rolled and the still is complete. Operation is another matter.

Again the GM assigns the difficulty of brewing as 5 or 20% chance of success. Ed's related skills of Cuisine and Chemistry are added giving him a 40% chance for success.

A 99 is rolled and the still's operation fails miserably.

Never one to quit, Ed tries again in a week.

This time a 12 is rolled on a d100 and Ed watches the first few drops of liquid splash into a beaker.

Difficulty Randomization

This chart allows for the randomization of difficulty by generating a level of difficulty from general information.

REPAIR	RATING
Simple Repair or Fabrication	d4
Repair or Fabrication	d4 +1
Complex Replacement	d4 +2
Complex Fabrication	d4 +3
Very Complex Replacement	d6 +3
Very Complex Fabrication	d6 +4
Specialty Fabrication / Repair	d6 +6
Unlikely Fabrication or Repair	d6 +7
AGILITY	
Easy Acrobatics	d4
Difficult Acrobatics	d4 +2
Almost Impossible Acrobatics	d4 +4
Impossible Acrobatics	d6 +4
Unlikely Acrobatics	d6 +6
Ridiculous Stunts	d6 +7

Skill Modifiers

REPAIR / FABRICATION

	MODIFIER
01 Lack of Tools	-05%
02 Lack of Technology	-10%
03 Lack of Materials	-10%
04 Fabrication Under Stress or Combat	-05%
05 Fabrication in Hostile Environment	-10%
06 Old Parts, Undependable	-10%
07 Lack of Instructions	-10%
08 Complete Tools Available	+10%
09 Complete Information Available	+10%
10 Prepackaged "How-To" Kit	+15%
11 Familiar Design	+15%
12 Semi-Familiar Design	+05%
13 Unfamiliar Design	-05%
14 Something Never Attempted	-10%
15 More Than Three Failures at Attempt	-10%
16 More Than Six Failures at Attempt	-20%
17 Semi-Foreign Design	-10%
18 Foreign Design	-15%
19 Totally Foreign Design	-20%
20 Archaic / Old Design	-05%

AGL/DEX Modifiers

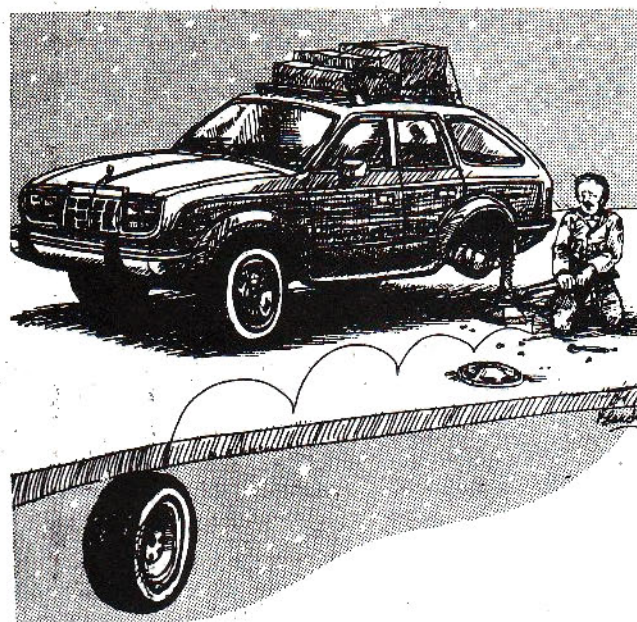
A character's agility or dexterity may be used in the same way as a skill level to accomplish a difficult acrobatic or balance saving feat. Each point of a character's agility is worth a +5% in an attempt.

AGILITY / DEXTERITY

	MODIFIER
01 Attempt at a well known activity while under no stress.	+15%
02 Character plans a complex action in a non-stress situation.	+05%
03 Character plans a complex action in a moderate stress situation.	- 0%
04 Character plans a complex action in a high stress situation.	-10%
05 Action attempted for the first time without practice.	-15%
06 Character is wounded with less than half hit points remaining.	-20%
07 Character under weight burden.	-10%
08 Character under heavy or light gravity situation.	-10%
09 Character wounded in arm or leg.	-15%
10 Less than half constitution is remaining in character.	-25%

REMEMBER

These modifiers are options for the GM or players use at the GM's discretion.



Optional Modifiers

These modifiers are optional for personal difficulty. The GM may wish to use them for special situations. They can apply to most repair, fabrication, dexterity, and agility feats.

Health

	MODIFIER
01 Fresh, Healthy	+05%
02 Very Healthy	+03%
03 Healthy	+01%
04 Sick	-03%
(character at 75% of constitution)	-05%
(character at 50% of constitution)	-10%
(character at 25% of constitution)	-15%
05 Tired	-05%
06 Pushed to Limit	-10%
07 Under Effects of Drugs	-10%
08 Tipsy (drunk)	-05%
09 Drunk	-20%
10 Roaring Drunk	-40%
11 Fighting Stun or Sleep Drugs	-15%
12 Under Hallucinogenics	-25%

Annoyance

	MODIFIER
01 General Annoyance	-02%
02 Continued Annoyance	-05%
03 Rampant Annoyance	-08%
04 Total Annoyance	-10%
05 Pain, Light	-05%
06 Pain, Heavy	-10%
07 Pain, Agony	-25%
08 Stun, Fast	-15%
09 Stun, Light	-25%
10 Stun, Heavy	-40%
11 Forced Against Will	-05%
12 Forced at Gunpoint	-10%

The GM may create other modifiers for general use as he or she decides.

Experience

Experience points are a system of reward points for positive action in the game. With these points characters reach new plateaus of level where they are able to improve and gain skills. With each additional level chances of survival are improved by an increase in hit points.

Experience may be awarded for individual or group action. This experience is usually accumulated by the playing group as a whole and divided equally to characters who survive the game.

REMEMBER

- 01 Experience is the GM's decision.
- 02 Do not give experience for every small action that adds to the general welfare of the party.
- 03 Do not award experience for killing, looting, burning, or unjust mayhem by the players. Players who have their brains in their trigger fingers should be limited by Negative Experience.
- 04 Negative Experience is a system of not allowing a character to progress in level until a GM set amount of new experience is returned as penalty.
- 05 A character can never lose experience already gained from past games.

Explorer Levels

0	Mellor Bait	08	Team Leader
01	Fringe Fodder	09	Team Commander
02	Green	10	Team Teacher
03	Rookie	11	Director
04	Novice	12	Explorer
05	Experienced	13	Mellor Hunter
06	Pro	14	Fringeworthy
07	Leader		

Experience Points

LEVEL	POINTS	ADDITIONAL HIT POINTS GAINED	ADDITIONAL SKILL PTS. GAINED
01	100-	1000	d10
02	1001-	2000	d10
03	2001-	4000	d10
04	4001-	8000	d10
05	8001-	16000	d10
06	16001-	32000	d10
07	32001-	64000	d10 +01
08	64001-	120000	d10 +01
09	120001-	240000	d10 +02
10	240001-	480000	d10 +02
11	480001-	730000	d10 +03
12	730001-	980000	d10 +03
13	980001-	1230000	d10 +04
14	1230001-	1480000	d10 +04
15	250,000 per level		d10 +05

The ED Powers Story

After minor adventures in the wilds of Antarctica, Ed has gained a little experience by helping in a rescue.

He is a little tougher and a little more experienced in his skills' use.

Now at first level he gains the roll of a d10 to increase his hit points and a d4 more skill points to increase his levels in old skills or start new skills.

Ed Powers's player rolls a 7 on a d10, bringing his character's hit points to 50. He then rolls a 4 on a d4 for additional skill points.

Ed decides to add 1 point to his old skill of Cuisine and take a new skill in Ecology. He allocates two points to Ecology and uses his last skill point to improve his Russian.

Ed's skills are now:

SKILL	LEVEL	SKILL	LEVEL	PHYSICAL COMBAT
COMP	7	CHEMISTRY	3	Punch or Kick <u>d6</u>
HIGH MATH	3	METALBER	2	Light <u>2d6</u>
ACCOUNTING	3	PLUMBING	2	Medium <u>3d6</u>
CUISINE	2	SPANISH	2	Heavy <u>4d6</u>
DANCING	1	LATIN	2	
HEALTH CARE	1	DOMESTIC TECHNOLOGY	3	
RANKING	1	PILOT AUTO	4	Martial Arts
BOWLING	1	AUTO REPAIR	2	Passive Defense
ELECTRONIC REP	1	ADMINISTRATION	1	Passive Offense
ECOLOGY	2	RUSSIAN	2	Active Defense
				Active Offense

Examples

	Total PARTY EXPERIENCE
Reconnaissance	50 pts.
Outstanding Reconnaissance	100 pts.
Good Judgement, Sound Reasoning	200 pts.
Outstanding Reasoning, Insight	600 pts.
Outstanding Planning	550 pts.
Infiltration into an Hostile Camp	500 pts.
Aiding the Needy	1000 pts.
Going Out of Their Way to Aid	1500 pts.
Risking Their Lives to Aid	2000 pts.
Outstanding Aid	3000 pts.
No use of Violence	2000 pts.
Minimal Use of Weapons	750 pts.
Effective Use of Weapons as Needed	300 pts.
Avoiding Traps / Setting Traps	400 pts.
Outsmarting a Superior Force	1000 pts.
Outfighting a Superior Force	550 pts.
Playing in Character	100 pts.
Good Group Organization	500 pts.
Good Organization After	
Leadership Loss	400 pts.
Dealing Peacefully with Others	500 pts.
Removal of a Mellor Threat	1000 pts.
Effective Use of Equipment	500 pts.
Not Jeopardizing Civilians	1000 pts.
Avoiding Authorities	400 pts.

Medical Skills



Separate from general skills are the special medical skills a character may have when he or she plays a doctor.

A character who becomes a doctor uses a separate skill generation and experience system.

REMEMBER

- 01 The only requisite for becoming a doctor is a minimum intelligence of 12.
- 02 Choose a primary medical specialty. Start this skill at a level of d4 +4.
- 03 Choose four other medical skills, start their level at d4 +1.
- 04 Choose 12 skills from the general skill table with the prefix H. Start these skills at a level of d4. A character with military training may also use the M prefix skills.

Skill Types

ANATOMY

The study of the structure of life.

ANESTHESIOLOGY

The science of administering local and general anesthetics.

AUDIOLOGY

The science of hearing.

AUTOPSY

The science of medical examination after death to ascertain the cause of death.

BACTERIOLOGY

The science and study of bacteria.

BEHAVIOR MODIFICATION

The study of the total response of a living organism to internal and external happenings. The alteration of behavior.

BIONICS / REPLACEMENT SURGERY

The science of replacing human or alien parts with fabricated parts that serve a similar function.

BIOCHEMISTRY

Study of the chemistry of living tissues.

BIO-PLASTIC SURGERY

The alteration of living tissue to change it's shape and general appearance.

BOTANY

The study of plants and their medical use.

BURN TECHNOLOGY

The use of high technology to treat and repair burn damage.

CHEMISTRY

A working knowledge of general and specialized chemistry in the lab or field.

COMMUNITY MEDICINE

The knowledge of the medical needs of a community often specialized by race.

DENTISTRY

Science of the prevention, diagnosis, and treatment of disease of the mouth & teeth.

DERMATOLOGY

Science of the structure, function, and diseases of the skin.

DRUG THERAPY

The use of drugs to treat diseases and disorders over a period of time.

FREEZING / CRYO-SLEEP TECHNOLOGY

The science and use of cold hibernation to preserve life over an extended time.

GENETICS / GENETIC ENGINEERING

The science of heredity and variation, the engineering of traits in living things.

IMMUNOLOGY

The science of dealing with the reactions of living tissues to foreign biological material.

INTERNAL MEDICINE

Medicine that deals with the diagnosis and medical therapy of diseases of internal organs by non-surgical methods.

MICROSURGERY

Surgical methods for correcting problems at the microscopic level that most often require special equipment.

MEDICAL TECHNOLOGY USE

The knowledge and the use of the latest in available medical technology and hardware.

NEUROLOGY / NEUROSURGERY

The study of the anatomy, physiology, and pathology of the nervous system. This also includes general repair and restructuring.

OBSTETRICS

The study and care of prenatal life, including birth and infant care.

ONCOLOGY

The study and care of neo-plastic growths, the formation of new tissues commonly called cancers and tumors.

ORTHOPEDECS

The branch of surgery concerned with the correction of deformities and diseases of the muscle and skeletal system.

OPHTHALMOLOGY

Science of the anatomy, physiology, and diseases of the eye.

PATHOLOGY

The science of disease and its treatment.

PARASITOLOGY

The study of parasitic organisms.

PHARMACOLOGY

The science of the nature and properties of drugs, particularly in their actions on living things.

PSYCHOLOGY

The science that studies the function of the mind.

PSYCHIATRY

The medical science that deals with the origins, diagnosis, and treatment of mental and emotional disorders.

RADIOLOGY

The branch of medicine that deals with the treatment of disease by radioactive substances.

SCAN TECHNOLOGY

The branch of medicine that deals with the diagnosis of injury and disease by use of special systems.

SPACE MEDICINE

The study and treatment of disease and disorders common to people working and living in space.

SURGERY

The branch of medicine dealing with trauma and diseases requiring any operative restructuring procedures.

TOXICOLOGY

The science of the nature and effect of poisons, their detection, and treatment of their effects.

VIROLOGY

The study of viruses and virus diseases.

FRINGEWORTHY

NAME W. FASTNER COUNTRY USA RACE CAU.
OCCUPATION MD. MILITARY No EXPERIENCE 4600
WORLD EARTH PLATFORM 0 CIRCA 1990

STR 10 INT 15 THR 13 PSI 8 SEX M HPT 58
CON 12 WIZ 14 DOD 10 HEIGHT 5'6 AGE 42 75% 43
DEX 16 LCK 10 ACC 12 WEIGHT 146 BLOOD TYPE B+ 50% 29
AGL 10 CRZ 12 CRY 14% HANDED L or R (R) 25% 14

Skills

SKILL	LEVEL	SKILL	LEVEL	PHYSICAL COMBAT
<u>SURGERY</u>	<u>6</u>	<u>TOXICOLOGY</u>	<u>3</u>	Punch or Kick <u>4d6</u>
<u>PATHOLOGY</u>	<u>3</u>	<u>MEDICAL CARE, EMERGENCY</u>	<u>8</u>	Light <u>d6</u>
<u>BACTERIOLOGY</u>	<u>2</u>	<u>COMPUTER</u>	<u>2</u>	Medium <u>2d6</u>
<u>SOCIOLOGY</u>	<u>2</u>	<u>PILOT, AUTO</u>	<u>3</u>	Heavy <u>3d6</u>
<u>CHEMISTRY</u>	<u>4</u>	<u>SKIING</u>	<u>1</u>	
<u>CHILD CARE</u>	<u>1</u>	<u>PILOT, PROP</u>	<u>4</u>	
<u>PHYSICS</u>	<u>2</u>	<u>HUMAN BIO.</u>	<u>3</u>	Martial Arts
<u>CUISINE</u>	<u>2</u>	<u>PRIMATOLOGY</u>	<u>1</u>	Passive Defense <u>3</u>
<u>RELIGION</u>	<u>3</u>	<u>UZLUSE</u>	<u>2</u>	Passive Offense <u>1</u>
				Active Defense <u>3</u>

Medical Levels

0	Medic	08	Junior Resident
01	Medic 4	09	Resident
02	Medic 3	10	Senior Resident
03	Medic 2	11	Chief Resident
04	Medic 1	12	Doctor
05	Intern 3	13	Specialist
06	Intern 2	14	Research Physician
07	Intern 1		

Medical Experience

LEVEL	POINTS	ADDITIONAL HIT POINTS GAINED	ADDITIONAL SKILL PTS. GAINED
01	100-	1000	d10
02	1001-	2000	d10
03	2001-	4000	d10
04	4001-	8000	d10
05	8001-	16000	d10
06	16001-	32000	d10 +01
07	32001-	64000	d10 +01
08	64001-	120000	d10 +01
09	120001-	240000	d10 +02
10	240001-	480000	d10 +02
11	480001-	780000	d10 +03
12	780001-	1080000	d10 +04
13	1080001-	1380000	d10 +05
14	1380001-	1680000	d10 +06
15	300,000 per level	d10 +06	d4 +12

Medical Abilities

RESUSCITATION

For every level of experience a doctor possesses he or she has a 5% cumulative chance to save a victim from death shock.

This resuscitation is the attempt to restart the victim's life functions after they have stopped. Each attempt takes d4 minutes. During the attempt the victim's constitution remains stable until the attempt succeeds or fails.

Roll a d100, scoring under the Doctor's "ability to resuscitate", level percentage, for success. This may also be taken as a separate skill.

A successful roll gives the victim a second death shock roll to survive. This procedure can be continued 6+ d6 attempts before it is no longer effective.

A second type of failure to resuscitate is where the attempts go over a maximum time. At this time the character becomes hopelessly brain damaged and useless.

CONSTITUTION

TIME TO BRAIN DEATH

0 - 02	03 minutes
03 - 08	04 minutes
09 - 14	05 minutes
15 - 18	06 minutes
19 - 22	07 minutes
23 - 26	08 minutes
27 - 30	09 minutes
31 - 40	10 minutes
41+	12 minutes

Emergency Healing

Emergency healing has a base of 5% for every level a doctor possesses.

This ability allows the doctor to repair physical damage. This ability is limited to one use per day per patient. The attempt takes d100 minutes of the doctor's time.

Healing restores a limited number of hit points to the character or NPC character.

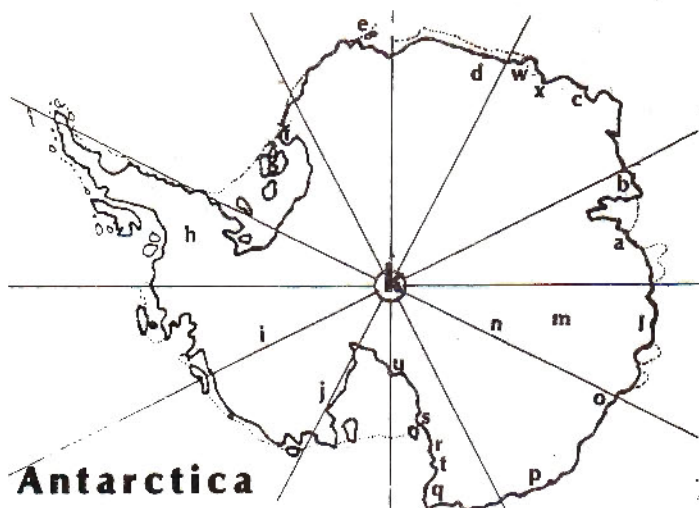
Healing Rates

	PER 48 HOURS	RATE
Natural Healing		d4 +1
Well Equipped Hospital		d10
Poorly Equipped Hospital		d8
Field Hospital		d6 +1
Adverse Conditions		d6
Lack of Equipment, Supplies		d4
Worst Possible Conditions		d4 x.50

Modifiers on situation may come from the difficulty tables in the previous section.

Doctors are an important rarity where office calls are measured in tens of miles or where people cannot afford the services of a full-time resident doctor.

Doctors gain a +1 on their charisma score when dealing with most individuals or groups.



Antarctica

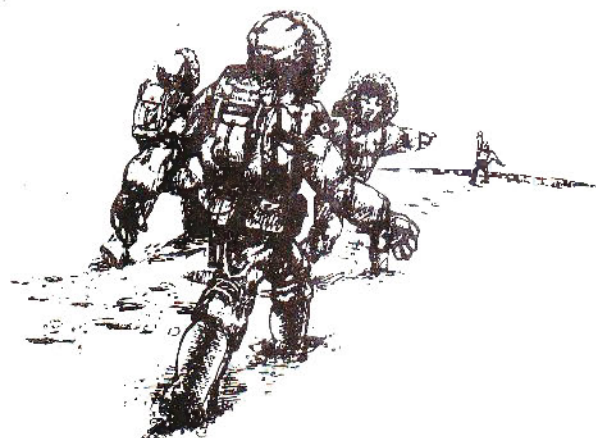
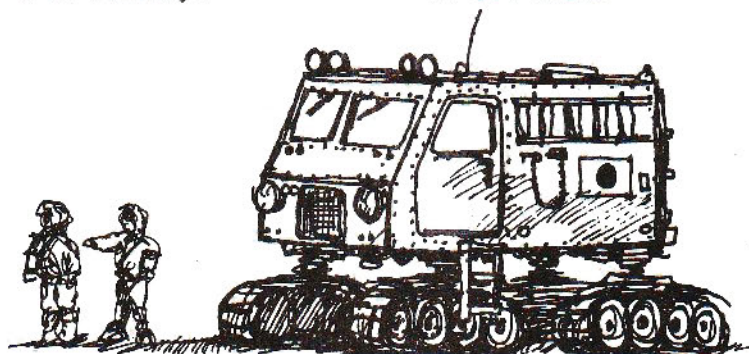
Virtually unknown until the early 20th century, the southern continent remained an ice-covered island surrounded by stormy seas.

With the Amundsen, Scott, Byrd, and US Navy expeditions came an awareness that there was a value to the Antarctic, though it would be a half century before the Antarctic rush began.

The year 1956 and operation "Deep Freeze" brought the first permanent scientific and military encampments.

By 1991 there were 24 active bases under the auspices of the UN and a new Antarctic Treaty.

STATION	OWNERSHIP
A Davis Station	Australia
B Mawson Station	Australia
C Molodezhnaya	Soviet Union
D Novolazarevskaya	Soviet Union
E Tottenbukta / Sanae	South Africa
F Gen. Belgrano Station	Argentina
G Ellsworth Station	Argentina / USA
H Eights (Ski-Hi) Station	USA
I Byrd Station	USA
J Little Rockford Station	USA
K Amundson-Scott Station	USA
L Mirnyy	Soviet Union
M Komsomolskaya	Soviet Union
N Vostok	Soviet Union
O Wilkes Station	Australia / USA
P Dumont D'Urville	France
Q Hallett Station	New Zealand / USA
R McMurdo Station	USA
S Scott Station	New Zealand
T Hatsumi Station	United Nations
U Beardmore Station	USA
W Showa	Japan
X Sovietskaya	Soviet Union



As the long-feared greenhouse effect was proved a reality, Japan, with an eye towards the future of its low coastal areas, began to collect polar weather data from a number of special Antarctic research groups.

One such group was the Takahiro Hatsumi Meteorological expedition from the University of Tokyo.

Braving high winds and an average summer temperature of -60F, the small band followed the Prince Albert Mountains, planting long-term seismic sensors that measured Antarctic ice stress, temperature, and movement.

After a month's work the group stumbled across an ice crevice of little consequence until Takahiro discovered an ice axe that bore the inscription of the ill-fated Scott Antarctic Expedition of 1910-13.

Descending into the ice, Sayuri Tanuma was the first to find that the fissure ended in a deep chamber covered in dead vegetation and the foundations of buildings.

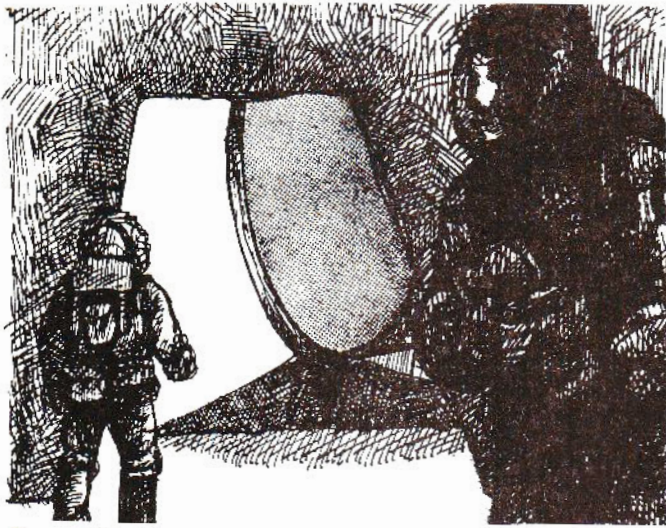
Intact in the center of this oddly-frozen landscape was a building with a body blocking the front entrance.

The missing member of the Scott expedition had been found.

In his hand he held a crystal that pulsed as Sayuri picked it up.

Considering the crystal to be a personal bauble, perhaps of interest to an heir of the unfortunate explorer, she placed it in her pocket and turned her attention to the ruins.





Earthgate

Inside the building, the Hatsumi group found a 25 foot silver ring suspended above the floor with a ramp leading to, and away from, the ring. On touch, the ring was found to be rotating slowly with no visible motive support. On the side, a small pylon showed a few triangular lights.

The center of the ring was a flat black, non-reflecting surface. As Hatsumi touched the black, he was pulled through to the other side of the ramp. Each member of the group experimented with the effect until Sayuri Tanuma passed through the ring and vanished.



Journal

Under the body of the polar explorer was another remarkable find, a dried orchid and a journal that covered the tragic Scott Antarctic journey of 1911-13. Knowing that he was ill and a burden to the group, the British explorer had walked off, thinking he would soon die. He awoke and found himself in a temperate forest where a creature called Schmert had taken him to nurse him back to health. Thus he had begun his ten-year exploration of the Fringepaths and their destinations.

His journal went on to describe a rare talent for finding and being able to travel between worlds as well as a crystal key to the transit system. It also described a danger which had prompted his return to Earth for help, a danger which he called the Mellor but never fully described.

Sayuri's Return

Sayuri returned in a week with a wondrous story of a long walk through the stars on silver walkways. She explained that the other side of the ring was a 600 foot disk of metal that led to eight other points on earth. From this she took a 50 mile hike to a second disk that led to other worlds and a guardian that told her of the walkways between dimensions.

UN Response

Realizing the importance of their find, Hatsumi decided to take their evidence to the United Nations in hopes of averting a war over the ownership of the gate.

In a surprise move the UN quickly seized and occupied the installation in the name of all mankind.

The furor over this action dissipated with minimal bloodshed when it was discovered only one in a hundred thousand could actually cross the portal to the space beyond.

The UN formed UNISS, the United Nations Interdimensional Survey Service, and extended an invitation to all nations to participate and benefit from any discoveries made.

The major and minor powers alike cast aside their differences and began to work together. It was common logic that working under the auspices of the UN would ensure no one nation would gain a strategic advantage over the other with advanced technologies or information secured from other worlds.

A permanent Antarctic base was established at the site. An under-ice facility was built and the fledgling IDET or Interdimensional Exploration Teams were established.

At Home

Sayuri Tanuma became leader of the first three-member team to learn the restrictions of Fringepath travel. Using ten-speed bicycles and simple cameras they mapped the general locations of the Earth's seven other portals and confirmed the first of the multi-universe theories.

Of the new portals, only four were usable with available technology. One of these, the Isle De Pascua station, was made inaccessible by the Chilean government who collapsed the cavern with the ring station rather than sanction control of the base by the UN.

The three remaining stations were placed under tight military guard to prevent a recurrence of this incident.

In the true tradition of freedom of the press, the world news media was kept informed of all events and discoveries from the main Fringe Station in the Antarctic. Every aspect of new science from the Fringes was printed over and over again until eventually the coverage became backpage news and a monthly journal.

The populations of the Earth had now accepted the existence of the Fringeworlds and had gone back to worrying about things closer to home.



Earth Stations

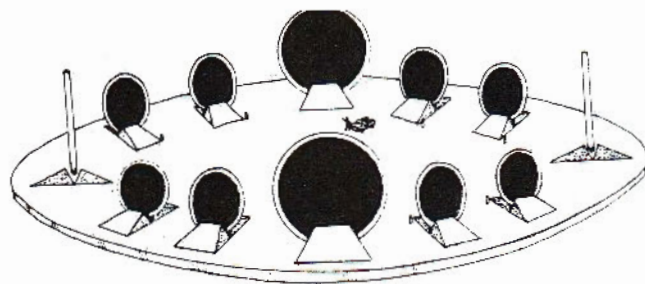
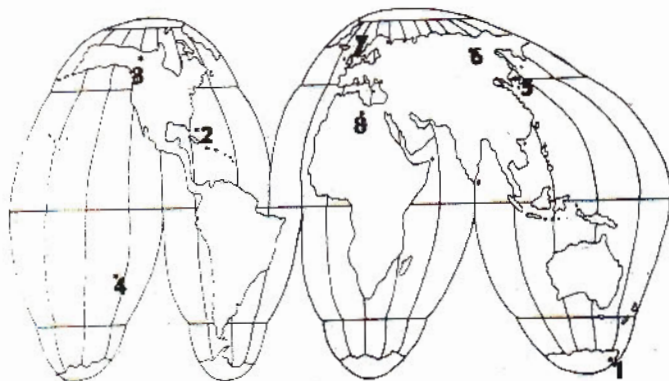
The locations of the Earth stations were varied, and had obviously been rendered inaccessible by the drastic changes in the Earth's climate and structure. Studies of the Antarctic station have concluded the latest possible building time to be 850,000 years BC.

LOCATION	COUNTRY
01 Hatsumi Station	UN Antarctic
02 NW Providence Channel	Bahamas
03 Richardson Mountains	Canada
04 Isle De Pascua	Chile
05 Sea of Japan	Japan
06 Cherskiy Mountains	Soviet Union
07 North Sea	Britain
08 Rabina Sand Sea	Libya

STATION	STATUS	ACCESS	DEVELOPMENT
Hatsumi	ACT	ACC	Main Operation
Exploration center for the Fringe Paths.			
NW Channel	INA	OFF	Not Usable
Underwater			
Richardson	ACT	LAC	Planned
A sealed station at the top of a mountain that will become receiving laboratories.			
Pascua	INA	LAC	Uncertain
With a change in political climate the Pascua portal could become a major center.			
Sea, Japan	INA	OFF	Not Usable
Underwater			
Cherskiy	ACT	OFF	Planned
This mountain valley station will become a main outfitting and equipment base.			
North Sea	INA	OFF	Not Usable
Underwater			
Rabina	DAM	OFF	Uncertain
The Rabina portal fails to work or shocks the user into unconsciousness.			

Codes

ACT: Active Use ACC: Accessible
 INA: Inactive OFF: Off
 DAM: Damaged LAC: Limited Access



Platforms

Platforms are a nexus, or crossing point between dimensions.

Shown above is an example of a "Fringe Platform." This is the general design of all platforms with the exception of the "Prime Platform."

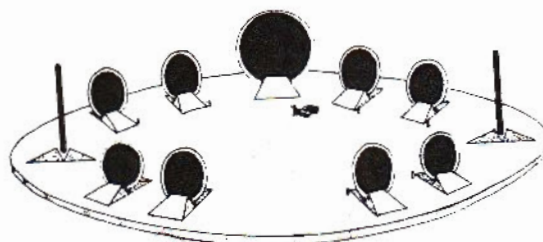
Platforms exist in an extra-dimensional space designated as "Fringespace". These transit ways, called the Fringes, cut across the weakest points between the largest number of universes.

These disk shaped platforms are always 613 feet in diameter, 4.37 feet thick.

Stars seen from the surface and edge of the platform show no relation to any known star positions. From time to time these stars ripple and change position.

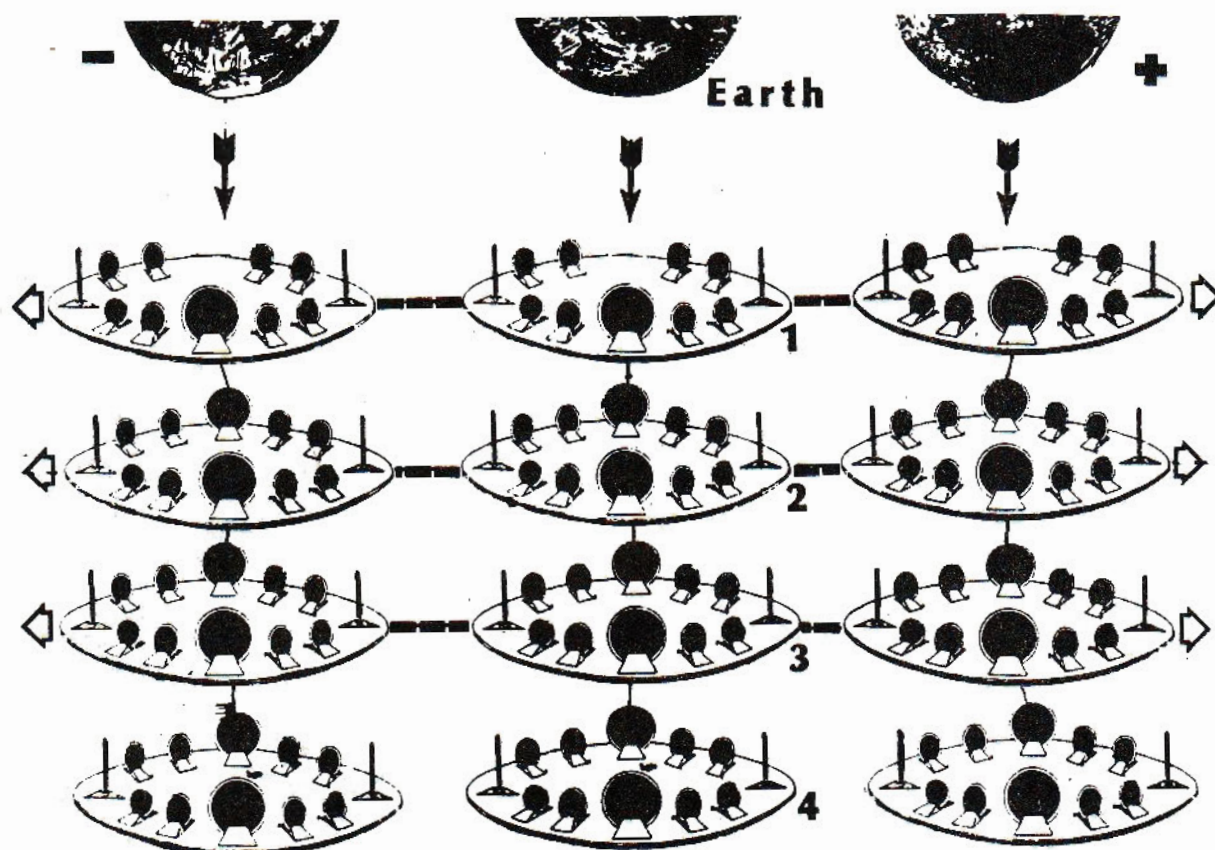
Platforms are climate - controlled with atmosphere, temperature, and pressure set at a comfortable constant for human types. The gravity of the platforms is a constant .96 on the "up" side. Off the sides and underneath the disc is a zone of zero-gravity. The climate control is extended in a 97 foot radius from the edge of the platform. Beyond 97 feet the climate control ends, and anyone unlucky enough to drift that far out is subjected to the harsh vacuum and cold of space.

After drifting 47 feet out into vacuum, the object falls back into real space. It is hypothesized that any matter which re-enters real space from this point is totally destroyed in a complete mass - to - energy conversion.



Prime Platforms

On the other side of the building's gateway was a prime platform. The design above shows this unique platform type associated with the "Prime" worlds.



Platforms

1 Primes

PRIME PLATFORMS

Prime Platforms are the jump off points to a world with eight planetary portal locations. The prime has only one large portal and eight of the smaller portals.

EXAMPLE

The portals on Earth's Prime Platform lead to:

01 Hatsumi Station	05 Sea of Japan
02 Providence Channel	06 Cherskiy Mnts.
03 Richardson Mnts.	07 North Sea
04 Isle De Pascua	08 Rebiiana Sand Sea

The larger portals exit on a Fringepath that connects with Earth Prime's Alternate Platform.

2 Alternates

ALTERNATE PLATFORMS

The alternate platform leads to eight separate and distinct worlds, each with only one portal station or warp. These are numbered the same way as the Prime Platform. A and B lead up and down the line, to Fringepaths that connect in a line to other alternate platforms. These are the 34+ possible types of worlds created by the GM.

EXAMPLES

See the Earth Prime Alternate List.

3 Systems

SYSTEM PLATFORMS

System Platforms lead to eight separate locations in the Prime World's solar system.

EXAMPLE

Earth's System platform leads to:

01 Surface of Titan	05 Surface of Mars
02 Surface of Io	06 Surface of Mars
03 Surface of Venus	07 Surface of Mars
04 Surface of Venus	08 Asteroid

4 Stars

The small rings on these platforms lead to eight other solar systems where the Fringe mapping process ends with a single, eight exit, Prime Platform at that star.

EXAMPLE

Earth Prime's Star Platform leads to eight close star systems.

01 Alpha Centauri	05 Lalande 21185
02 Proxima Centauri	06 Sirius
03 Barnard's Star	07 Luyten 726-8
04 Wolf 359	08 Ross 154

REMEMBER

- 01 Other stars do not have Alternate and System Platforms.
- 02 Earth's Star Platform leads to other Star Platforms, not the Alternates of other stars.

Ring Stations

The Antarctic Fringe Gate is the standard design used on planetary surfaces and on the platforms that lead to other worlds and alternate Earths.

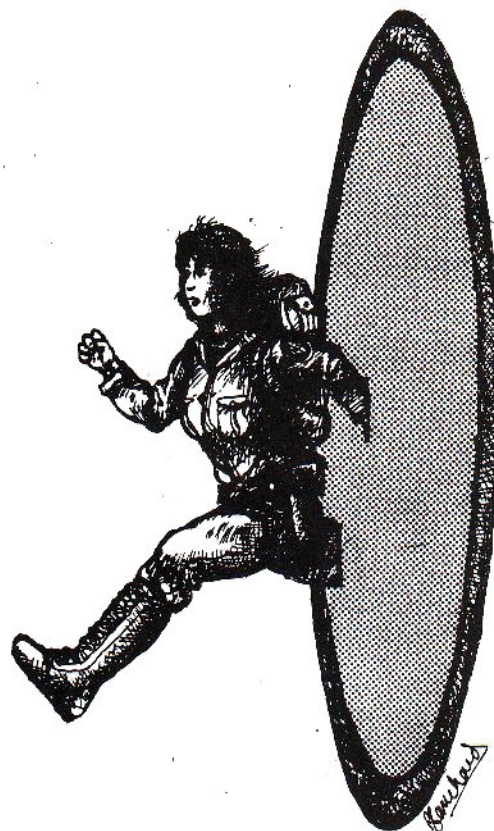
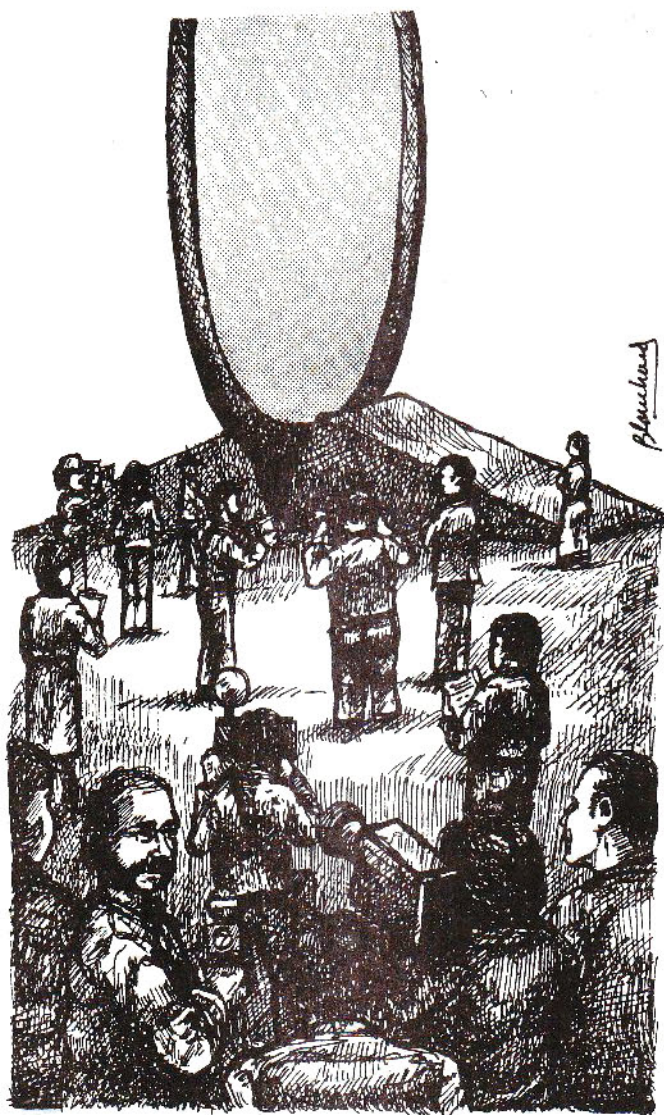
These portals are a rotating silver ring with a dull black center. All portals of this design possess a ramp leading to and away from the ring as well as a control and information pylon on the right side. This ring is 25.37 feet in diameter.

Platform Rings

The platform ring follows the same design but does not possess a control pylon. These rings are exclusive to the platforms and lead only to the Fringe Paths that link platforms.

These main transit rings measure 53.37 feet in diameter.

Rotation of both types of rings varies between 113 and 229 seconds per complete revolution. The metal is frictionless, warm to the touch, and indestructible by known means.



Warps

A second type of portal has no visible components and may be an extension of a buried ring. Invisible warps in the fabric of space that function like the rings, these are the most common type of portal to populated worlds and alternate Earths.

The warp appears as a faint, blurry, rainbow-colored ring that is visible only to the Fringeworthy. These portals are always at ground level.

At 50 feet the rainbow ring effect begins to fade from the direct line of sight of the Fringeworthy. At 100 feet there is no visible sign that a warp exists.

From the platform side of the portal the outline or "rainbow effect" can be eliminated with the use of a function of the control pylon.

It can be assumed that this warp function was designed to be used for undercover work with cultures too fragile to have contact with alien beings.

There has been no way devised to tell if a platform portal exits in a ring station or a warp. On planet, entry into a warp or ring always exits the user on the inner side of the platform ring. If an object blocks a ring it creates a warp in the closest open space.



Fringepaths

"If they were so advanced, then why did they walk?" Ed Powers 1991

Stretching across "Fringespace" are the pathways that connect the platforms. These are the roads that cut across space and other dimensions.

Fringepaths appear as an unbroken metal strip that extends through space. At the end of a Fringepath is a large ring portal without the ramp. The path extends into the black ring.

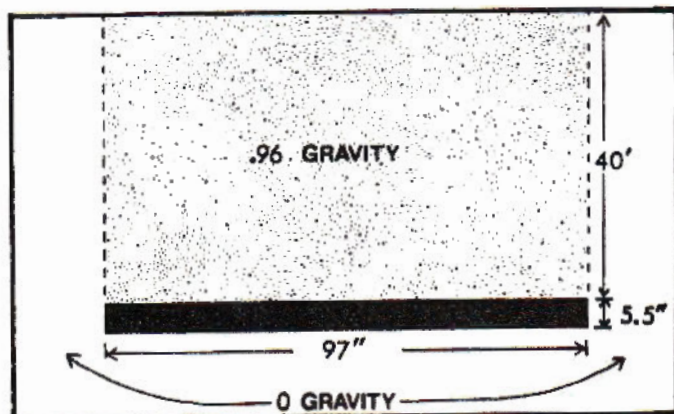
Climate

Like the platforms, the paths have the same climate-controlled atmospheric envelope that extends to protect its users. Like the Transit Rings, the Fringepath is made of an indestructible metal.

Speculations

Whether these paths were the tracks for vehicles, a subway-like system, or actually the walkways used by the "Tehrmelern" is conjecture. It is believed an advanced race would use high speed transit to travel across such a massive inter-dimensional construction as the Fringepaths.

Unfortunately the only brief contact with the Tehrmelern is shrouded in improbability and riddles. There is some question as to the sanity of the creature that called itself Schmert.



Mapping

As the first IDET teams explored the Transit Portals, they discovered they were in a vast network of inter-connected platforms or stations.

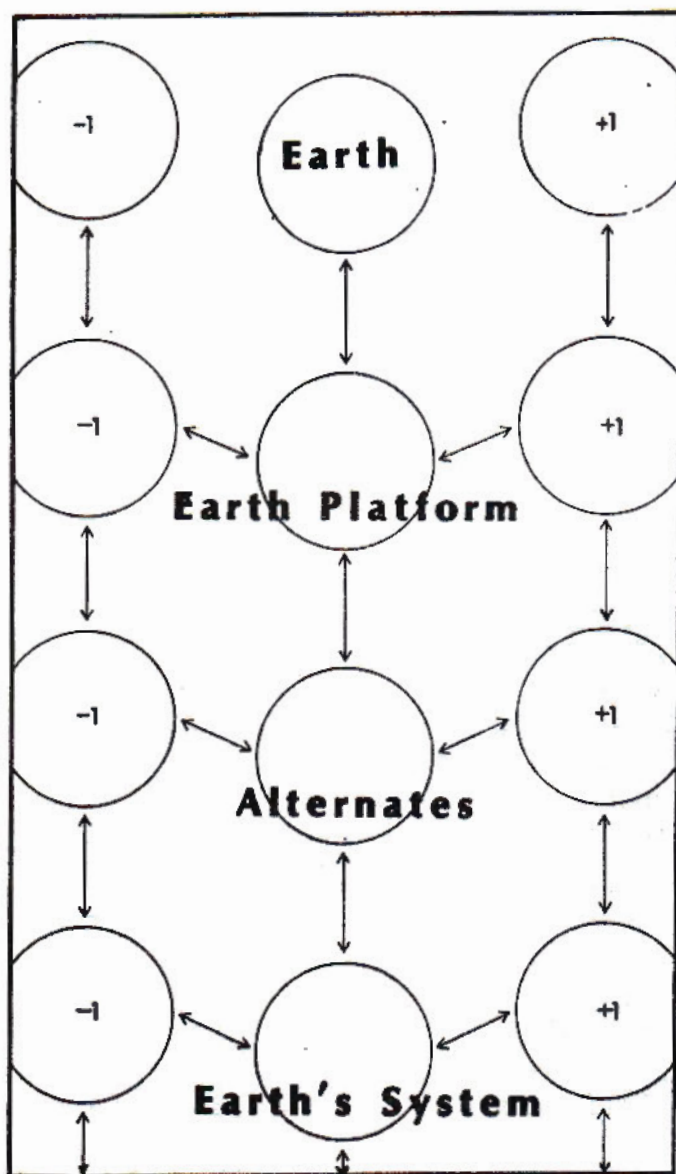
In any direction IDET traveled there were worlds without end. To successfully travel the Fringepaths, a very simple system of navigation was devised. Earth, now Earth Prime, was designated 0. South was designated as heading out of system. West was given a (-) number classification and East a (+) classification.

The Ed Powers Story

"Alternate +3,7" inquired Ed Powers while holding his Fringe Directional Map upside down.

"That's down to the Alternate Platform, turn left, and three over. The 7 is the #7 portal, the one we tagged with masking tape a few days ago," said Willie Robinson, ex-bus driver from Los Angeles. "Easy as pie".

"Clear as mud," muttered Ed to himself.



Crystal Keys

Though not a necessity for Fringe travel, the crystal keys discovered and explained in the Antarctic journal gave the explorers a head start on exploration.

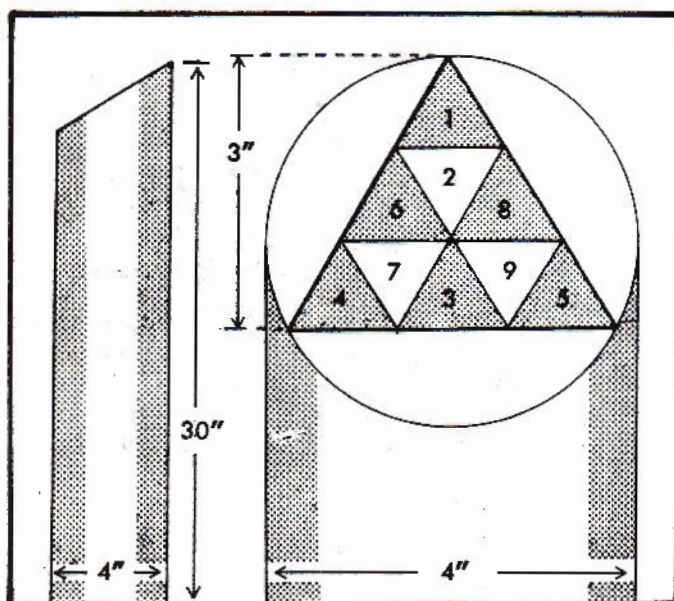
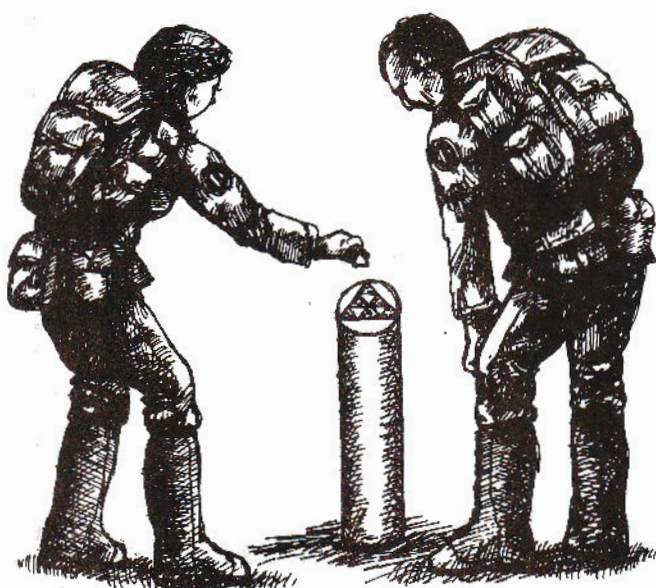
The four-sided crystal is a simple key to turning the smaller portals off and on. One simply inserts the crystal, makes the changes necessary, and removes it.

Each crystal has a rating that can be used to open or close any portal locks equal to or under its rating.

Crystal Ratings

This fool-proof system cannot be altered nor the crystal's rating changed. Thirteen were described in the journal.

RATING	COLOR	TYPE
-	Black	PLANETARY CRYSTAL Allows station-to-station transportation on any world with more than one station. Cannot be used on the platform pylons.
-	Orange	Operates Tehrmelern heavy machinery. Has no transit capabilities and cannot operate pylons.
1	Grey	LIMITED ACCESS TOURIST
2	White	TOURIST
3	Pale Green	PRIVILIGED TOURIST
4	Brown	LIMITED ACCESS COMMUTER
5	Red	COMMUTER
6	Clear	PRIVILIGED COMMUTER
7	Blue	LIMITED SECURITY
8	Yellow	GENERAL SECURITY
9	Dark Green	HIGH RISK
10	Purple	QUARANTINE
11	Rainbow	TOP SECURITY



Control Pylons

Control pylons are 30 inches high and 4 inches in diameter. The top of the cylinder is truncated and inset with a triangular pattern of lights and a single crystal-sized depression in the #1 position.

Inserting the crystal in position #1 activates the system's ability to receive programming changes of a limited nature.

KEY	FUNCTION
#1	KEY DEPRESSION Open depression for a key crystal. Without the key crystal, the portal functions on its last setting. Keys must remain inserted during changes in programming.
#2	ACTIVATION LIGHT Shows the portal is active if lit.
#3	OFF / ON Touching this spot turns the portal on or off.
#4	RAINBOW EFFECT When lit this indicates a warp is present with a rainbow effect.
#5	RAINBOW EFFECT ON / OFF Touching this button will turn the rainbow effect off or on.

#6	STEADY LIGHT LOW PRESSURE Low Pressure	LIGHT BLINKS LOW PRESSURE Vacuum
#7	LOW TEMPERATURE Low Temperature	LOW TEMPERATURE Dangerously Cold
#8	HIGH PRESSURE High Pressure	HIGH PRESSURE Dangerously High
#9	HIGH TEMPERATURE High Temperature	HIGH TEMPERATURE Dangerously Hot



Notes on Pathways

01 Any nuclear or radioactive material passing through a portal or warp decays into a non-radioactive isotope. Shielding does not stop this process.

02 Any electrical storage device is drained as it passes through a portal or warp. On the platforms and Fringepaths all electricity is neutralized, with the exception of biologically generated electricity. Again, shielding cannot stop this loss.

03 Magnetic properties cease to exist while in the portal system. This destroys magnetic tapes and disks.

This destruction of energy does not harm the equipment. If power is restored outside the Fringe system, equipment will function properly. Magnetic properties return in d10 minutes. Batteries must be recharged.

Portals

01 Touching the black of a portal or warp is a commitment toward transition by the Fringeworthy. A person or object will be pulled through regardless of the restraining force applied. A restrained object will break at its weakest point.

02 Only the Fringeworthy can make the transition to the platforms. Any material carried or thrown through a portal or warp by a Fringeworthy will make the transition.

03 Materials thrown through by a normal person will fall to the floor on the other side of the Fringe gate without making the transition. A non-Fringeworthy walking through a ring or warp can only step through to the other side of that ring.

04 Portals, Pathways, Rings, and Control Pylons are virtually idiot-proof and can not be damaged by any known means. Weapons fire against the portal results in a blast of d100 points of burn energy being returned to the point of weapons fire.

Contamination

01 Portal transition tends to kill harmful bacteria and cleans a traveller's system of any odd organisms that he or she didn't have at the last portal use.

02 Non- or minimally intelligent life can enter the Fringe system if brought through by a Fringeworthy. Children, great apes, the extremely aged, and the mentally unstable have a generally higher percentage of being Fringeworthy.

Blocked Portals

01 Stations will always move a warp to a reasonably safe spot if blocked, submerged, or inaccessible.

IDET's Mission

01 Under UN Charter, the mission of IDET is to learn, aid, and not interfere with life unless that life is endangered or endangering IDET personnel.



Crystal Use

As players find and use crystals they gain an automatic skill of;

CRYSTAL USE Level 0

Always roll under your CRY percentage on a d100 for success. Gained skill points add 1% per skill point used to increase this skills percentage, rather than the standard 5% value on other skills.

A Crystal Use percentage starts at 2d10 +5 points on the scale of 1 to a maximum of 99.

REMEMBER

- 01 Crystal use may be attempted once per half hour.
- 02 A crystal must be held to be used.

DEFENSE

Crystals 8 to 11 have the ability to defend their holder from energy discharges. These crystals can absorb up to 10 times their rating in damage points from Electrical Shock, Burn, and Radiation dose. When it has absorbed its limit it becomes useless for defense until discharged by walking through a warp or ring station. This does not stop projectiles, blast, or physical attacks.

OFFENSE

Crystals 9 to 11 have the ability to temporarily convert a point of the user's constitution into a blast of stunning energy that is equivalent to a heavy stun. A second function of the crystal allows it to be used as a cutting torch for d4 +10 minutes. This function will automatically cease if living tissue is burned. This can be used against Mellor. The third function triggers a beam of light not unlike a flashlight for d4 hours.

Constitution recovery is one point per hour.

WARP ADJUSTMENT

A warp can be moved up to 10 feet per day with the use of crystals 9 to 11. The successful use of this skill moves the warp up to 10 feet in the direction the user wishes.

PORTAL DETECTION

A warp or Transit Station may be found with this function even if the Fringeworthy user is out of visual range of the portal. If held in the direction of the portal, the crystal will pulse once each minute for the span of d100 minutes. This ability is limited to 10 miles.

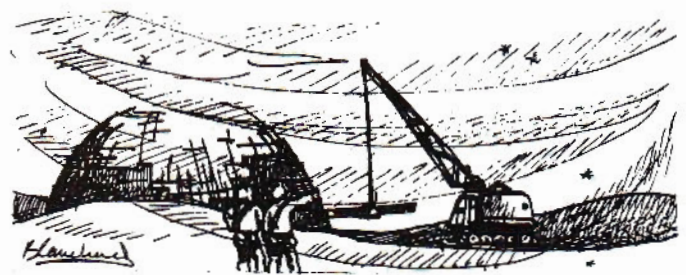
ATTUNING

There is a cumulative 1% chance per year that a person who is non-Fringeworthy will become Fringeworthy if he or she keeps a crystal in their possession and handles it at least once per year.

Hatsumi Station

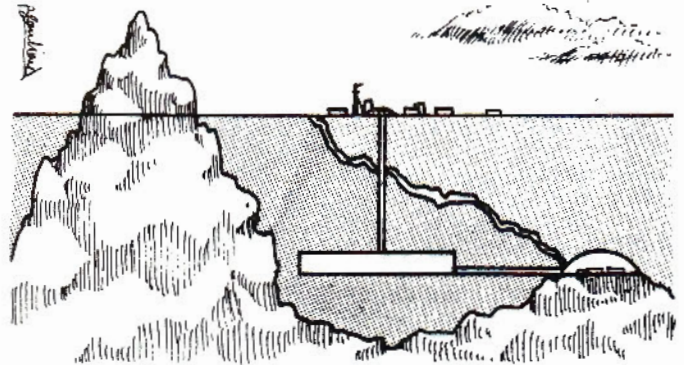


Realizing the importance of isolating the explorers and finds of those who travel the pathways, the original ice fissure was sealed and a straight shaft was bored down to the dome level where construction of a permanent under-ice station was begun. This became the primary Hatsumi operations center.

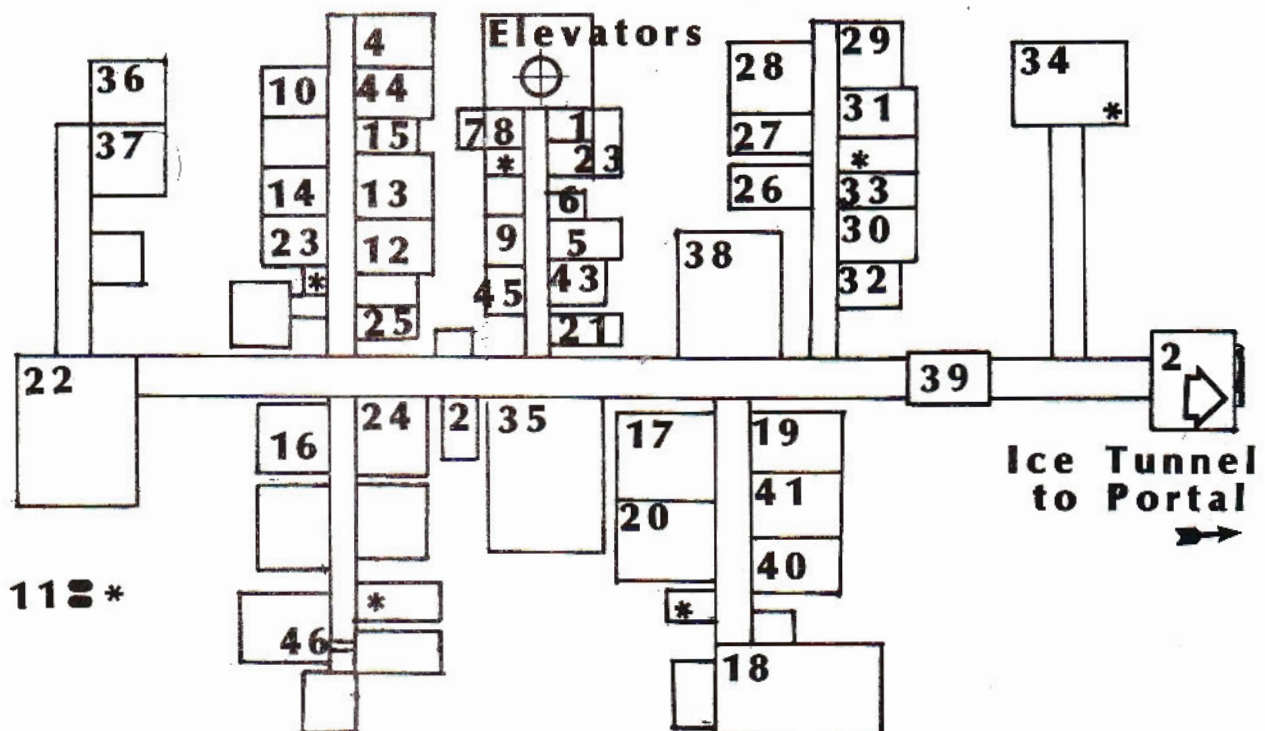


Primary Base

In a fantastic rush, the UN constructed a primary base in the Antarctic ice. Shown here is the outer support complex of Hatsumi Station.



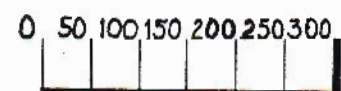
Underground

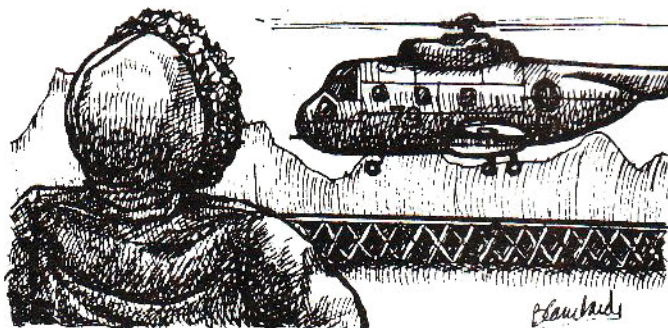
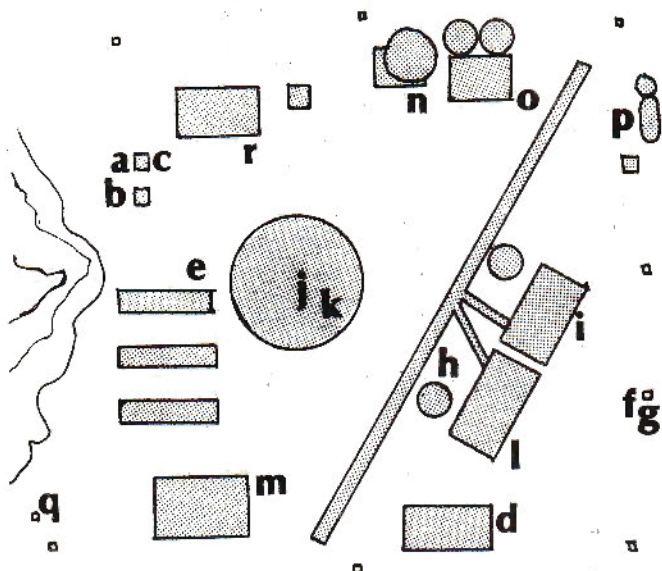


Floor Plan

While cramped at first it quickly grew to a small independent city and began to plan for growth on two more levels.

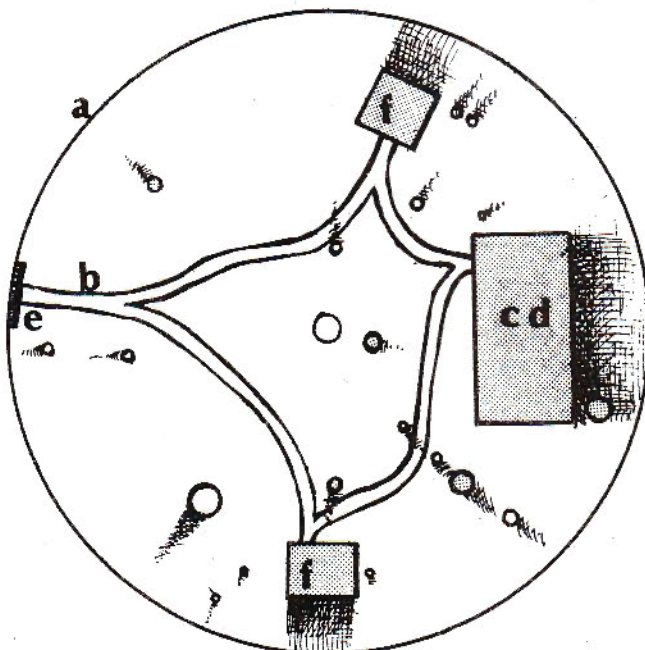
Scale ft.
Hatsumi





Alien Artifact Area

Untouched by millennia of Antarctic ice, the Tehrnelern complex rested, protected by an electro static barrier that kept the ice from crushing it.



Key

ABOVE GROUND

- a Communications Building
- b Antenna
- c Satellite Receiver
- d Storage Sheds
- e Barracks
- f Security Perimeter
- g Security Stations
- h Heli-Pads / Airstrip
- i Hangars
- j Elevator 50 x 50
- k Elevator, Personnel
- l Motor Pool
- m Special Vehicle Storage
- n Reactor Station
- o Generators
- p Oil / Gas Storage
- q Explosives Shack
- r General Offices

HATSUMI OPERATIONS

- 01 Security Offices
- 02 Security Stations
- 03 Brig
- 04 Marine Barracks
- 05 Information Office
- 06 Commander's Offices
- 07 Communications Offices
- 08 Computer Center
- 09 Briefing Room
- 10 Armory
- 11 Bathrooms
- 12 Visitor's Quarters
- 13 Fringeworthy Barracks
- 14 Rec Room
- 15 Greenhouse
- 16 Physical Training Center
- 17 Supply Shops
- 18 Machine Shops
- 19 Wood Shops
- 20 Plastic Fabrication
- 21 Photography Department
- 22 Vehicle Storage
- 23 Laundry & Costuming
- 24 Base Commissary & Bar
- 25 Store
- 26 Medical Offices
- 27 Medical Center
- 28 Trauma Center
- 29 Isolation
- 30 Natural Sciences Lab
- 31 Chemistry Lab
- 32 Anthropology / Sociology Office
- 33 Psychology / Psychiatry Office
- 34 Artifact Analysis & Testing
- 35 General Storage Areas
- 36 Reactor
- 37 Generators
- 38 Cooling Plant
- 39 Airlocks
- 40 Electronic Repair
- 41 Electronic Storage
- 43 Print Shop / Records
- 44 Meeting Rooms
- 45 TV Station
- 46 New Construction Areas

TEHRNELERN STATION

- a Electrostatic Barrier
- c Main Building
- e Security Station
- b Roadway
- d Portal Ring
- f Foundations

Alternate Worlds

Alternates are the worlds bridged by the Alternate Platforms. These worlds are a close copy of our Earth with differences that can be subtle or outstanding. Listed here are the 34 types of alternate worlds that were the focus of Tehrmelern life and commerce.

	TYPES
ALTERNATE EARTHS	9
TEHRMELERN UTILITY WORLDS	8
MILITARY AREAS	4
RECREATIONAL WORLDS	3
HOME AREAS	5
DANGER AREAS	5

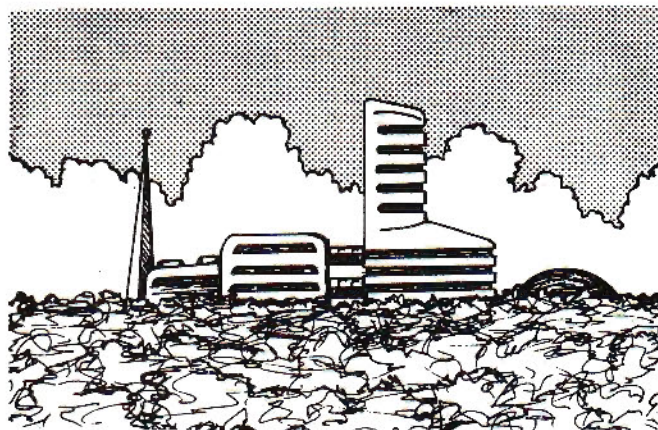
Other Earths

- A ALTERNATE BIOLOGICAL
- B ALTERNATE CLIMATIC
- C ALTERNATE CULTURAL
- D ALTERNATE GEOLOGICAL
- E ALTERNATE HISTORICAL
- F ALTERNATE PSYCHOLOGICAL
- G ALTERNATE PHYSIOLOGICAL
- H ALTERNATE TECHNICAL
- I ALTERNATE TEMPORAL

- A ALTERNATE BIOLOGICAL
Where life and intelligence have developed into different forms.
- B ALTERNATE CLIMATIC
Worlds that have undergone far different climatic changes or upheaval than Earth.
- C ALTERNATE CULTURAL
Earths that have given birth to vastly different peoples and cultures.
- D ALTERNATE GEOLOGICAL
These are Earths where geological action has produced far different results in the formation of continents.
- E ALTERNATE HISTORICAL
Worlds where history took a minor turn from the course we know.
- F ALTERNATE PSYCHOLOGICAL
Where humans and animals have different motivations, reasoning, and temperament from the expected norm.
- G ALTERNATE PHYSIOLOGICAL
In this type of world humans and animals have developed with physical differences which may or may not be obvious to the casual observer.
- H ALTERNATE TECHNICAL
Where the technical progress is ahead or behind the Earth's 1990's technical norm.
- I ALTERNATE TEMPORAL
These are the Other Earths where time is slightly retarded by years or centuries. Often these are identical to Earth Prime's history.

EXAMPLES OF ALTERNATE WORLDS

See the end of this section for Earth Prime's alternate worlds.



Commercial Worlds

These are the commercial and utility worlds used by the Tehrmelern for general industry and trade.

- A FARMING
- B FOOD PROCESSING
- C GATHERING
- D HEAVY INDUSTRIAL
- E LIGHT INDUSTRIAL
- F STORAGE
- G TRADE CENTER
- H TRADE WORLD

- A FARMING
The natural areas and technological farms set aside for the production of food materials.
- B FOOD PROCESSING
Where food was processed for immediate use or storage. These areas may cover a small area to a huge industrial complex.
- C GATHERING
Worlds with an easy access to needed materials that include mineral, chemical, and biological resources.
- D HEAVY INDUSTRIAL
Where masses of material were processed for use or special purpose. These may be small or world-spanning operations.
- E LIGHT INDUSTRIAL
Small buildings of light or specialty manufacturing.
- F STORAGE
From the size of a shed to vaults covering a thousand miles, these are the areas of processed or raw materials storage.
- G TRADE CENTER
Areas where Tehrmelern gathered to trade goods and services on a small scale.
- H TRADE WORLD
Cities or groups of cities where large scale trading was common.

Many of these installations were highly automated and can often still be found to be partially functional.

Military Areas

Before the Tehrmelern abandoned the Fringe Paths, they began to create a military to fight the enemy that destroyed them. With little knowledge of fighting or military tactics, they began to design a defense and finally an offense.

- A MANUFACTURING
- B STORAGE
- C TESTING
- D TRAINING

A MANUFACTURING

These were the light and heavy industrial centers where weapons were designed and created. Many of these were small centers where specific items or components were manufactured.

B STORAGE

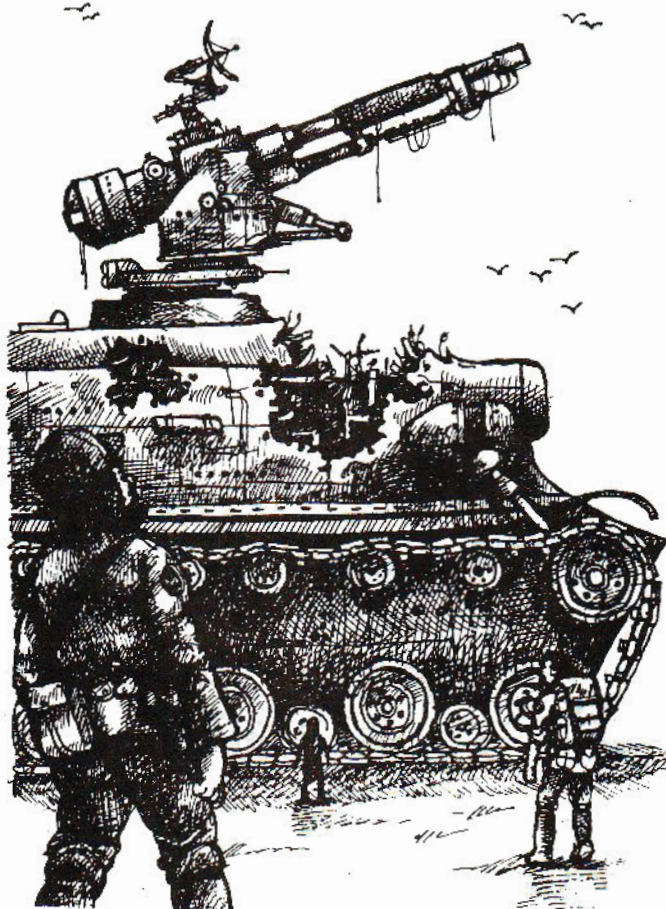
The high security areas where Tehrmelern weapons and hardware were stored.

C TESTING

Dead or uninhabited worlds where weapons were tested. Many are still littered with abandoned projects and materials.

D TRAINING

Stations and barracks for the individuals who kept Fringepath security in the last days of the Tehrmelern era.



Recreational Areas

The Tehrmelern had an extensive number of worlds set aside for recreation. These alternate Earths included entire worlds terraformed into vast automatically tended parks as well as preserves for unusual life and true alien life brought from the stars.

- A NATURE PRESERVE
- B NATURE PARK
- C TECHNICAL PARK

A NATURE PRESERVE

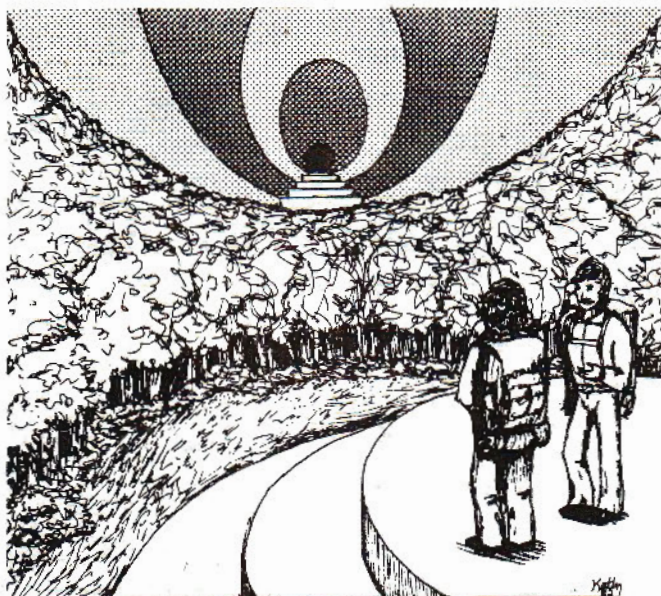
Large areas that were set aside to protect fragile ecologies or species. Many of these were natural areas of unprecedented beauty that the Tehrmelern wished to preserve for future generations.

B NATURE PARK

Safe, quiet, convenient worlds designed for simple recreational fun. These often resembled vast picnic areas with scattered shelters or apartment-like structures.

C TECHNICAL PARKS

Second to their love of nature, the Tehrmelern loved the concept of the amusement park. From gigantic world-covering complexes to their Pocket Stop playgrounds, these technological wonders were the showplaces of fun and ingenuity.



Danger Areas

The IDET explorers first doubted the existence of these places until a team stumbled into a Hell at Alternate +7,3.

The survivors told of a vast plain that always led back to the gate no matter which direction was walked. While measuring this 10 mile enclosed universe, the explorers were attacked by Mellor.

- A MELLOR INFESTATIONS
- B BATTLEGROUND
- C POCKET STOPS
- D HELLS
- E OTHERPLACES

A MELLOR INFESTATIONS

Worlds where the Mellor have, or are in the process of, exterminating the native life. The longevity of the Mellor make these areas a continuing threat.

B BATTLEGROUND

Often masses of equipment and ruins will litter these places where the Tehrmelern took a stand against the Mellor.

C POCKET STOPS

Small enclosed universes, often not more than a few miles across. These are the rest stops of the pathways. Pocket Stops tend, through a minor design fault and a lack of maintenance, to collect life and objects from near worlds.

D HELLS

Hells are the Mellor - controlled Pocket Stops designed to trap and kill the Fringeworthy as they did the Tehrmelern. These areas always have an entry portal and a separate exit portal often separated by miles of desolation or ruins.

E OTHERPLACES

These are the worlds the Tehrmelern and Mellor avoided. Otherplaces have the dubious distinction of being totally alien to natural laws and life forms.

Home Areas

Across the Fringepaths the Tehrmelern left many designs of distinctive home areas. These range in size from the fantastic mile - high super structures to simple bio - engineered plants that grew to become shelters.

- A INDIVIDUAL
- B SMALL VILLAGE
- C SETTLEMENT
- D LARGE SETTLEMENT
- E LONG SETTLED WORLD

A INDIVIDUAL

Usually a single structure as simple as a shed or as complex as a 50 room mansion.

B SMALL VILLAGE

A small number of structures in close proximity to each other.

C SETTLEMENT

A large number of structures in varied or close architectural design.

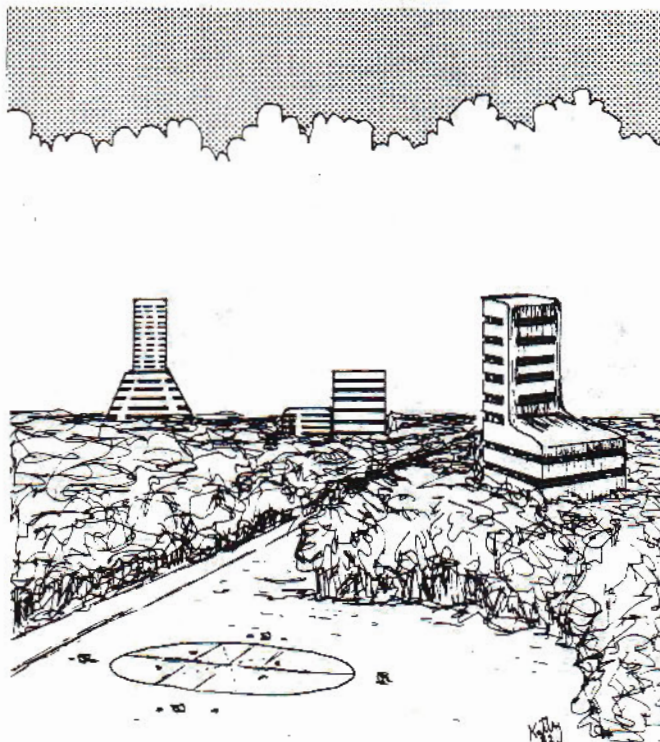
D LARGE SETTLEMENT

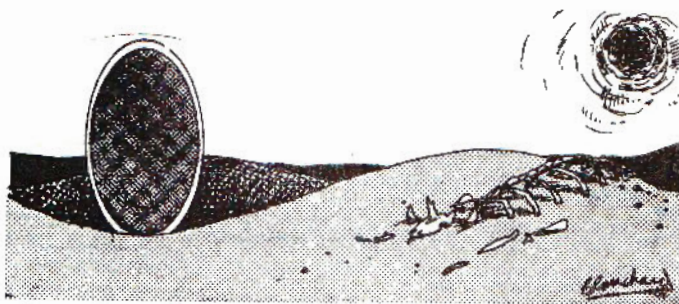
Large numbers of structures showing urban planning or a large city designed with an aesthetic theme.

E LONG SETTLED WORLDS

Large and small Tehrmelern buildings in mixed groups, scattered across a world with no regard to climate or geography.

Most low - tech Tehrmelern buildings are little more than ruins. Many of the higher tech buildings are complete, though stripped and abandoned without maintenance.





Designing Alternates

This is a simple generator for designing Alternate platforms, the base percentages of finding any type of the listed worlds.

REMEMBER

- 01 Roll a d100 for the General Type.
- 02 Roll a second d100 for Specific Type.

01-50 OTHER EARTHS

- 01-50 Alternate Historical
- 51-65 Alternate Technical
- 66-76 Alternate Cultural
- 77-80 Alternate Physiological
- 81-84 Alternate Psychological
- 85-90 Alternate Geological
- 91-95 Alternate Climatic
- 96-99 Alternate Biological
- 00 Alternate Temporal

51-75 UTILITY WORLDS

- 01-50 Gathering
- 51-75 Farming
- 76-85 Trade Center
- 86-90 Food Processing
- 91-95 Light Industrial
- 96-97 Storage
- 98-99 Heavy Industrial
- 00 Trade World

76-95 RECREATIONAL WORLDS

- 01-97 Nature Preserve (wild)
- 98-99 Nature Park
- 00 Technical Park

96-97 HOME AREAS

- 01-75 Individual
- 76-85 Small Village
(Up to 20 buildings)
- 86-95 Settlement
(Up to 100 buildings)
- 96-97 High-Tech Settlement
- 98 Large Settlement
(Up to 500 buildings)
- 99 Large High Tech Settlement
- 00 Long Settled World
(Mixed styles and technology)

98-99 MILITARY AREAS

- 01-75 Testing Areas
- 76-85 Training Areas
- 86-99 Manufacturing Areas
- 00 Storage Areas

00 DANGER AREAS

- 01-75 Pocket Stop
- 76-85 Mellor Infestation
Roll again to find the type
of world infested by Mellor.
- 86-90 Battlegrounds
- 91-98 Hells
- 99-00 Other Places

Earth's Alternates

Listed here are the first eight worlds on Earth's Alternate Platform from the first Fringeworthy campaign.

0,1 BINARY SKY

Alternate Climate

Somewhere in the remote history of this Other Earth, the sun captured a wandering star, drastically changing the solar system and the climate. This Earth has an extra sun in its sky. The only explorer who entered through a warp was lucky to return a few minutes later with only a severe sunburn.

0,2 VICTORIAN EARTH

Alternate History

In this world the British Empire never dwindled. England and its colonies have continued to expand until they cover most of the world. The first explorers found themselves in a colonial 1870's America where thoughts of rebellion against the British Crown are again growing in an over-taxed population.

0,3 ICEFIELDS

Alternate Climate

This third alternate was quickly found to be the city of Chicago buried under almost a mile of new glacial ice. The excavated records showed that the ice had overtaken the city around 1957 A.D. The location is now a semi-permanent UNISS scientific station.

0,4 SOVIET AMERICA

Alternate History

This warp opened into a semi-rural area of Minnesota in the United States. The team found a world of conquered people under the heel of a harsh communistic government that won a Third World War in the 1980's.

0,5 ALIEN BATTLEFIELD

Alien Battlefield

The first team to this world stepped out of a Portal Ring to find a blasted landscape and Tehrmelern buildings shattered by war. Investigation of the ruins showed it to be a minor home area of the Tehrmelern. Spots of high radiation limited access and excavation.

0,6 THE YACHT

Pocket Stop

Stepping from a solid ring, the first team to enter here found a small, easily circumnavigated world that apparently had only one exit. This was the first of many artificial universes known as Pocket Stops. Several interesting objects were found in this world that later were found to have an Earth Prime origin. This garbage dump of material contained items that ranged from 40 year old candy wrappers to a full yacht that had vanished off Bermuda in 1969.

0,7 RAINFOREST

Alternate Cultural

This portal warp led to a dense rain forest where one could easily lose sight of the warp. The indigenous savages are hostile and will kill.

0,8 HUNTING LODGE

Alternate Geological

This full portal station led to a pine forest in rugged mountains. First calling it a hunting lodge, the explorers quickly found that this world contained small, furry humanoids and large furry saurians (lizards).

ARMOR

Armor is any material which forms a physical barrier for the protection of a character, NPC, or target.

In Fringeworthy, all armor reduces the penetration or damage from projectile and physical attack.

Index the defender's type of armor by the attacker's type of damage to find the number of damage points stopped by the armor.

DAMAGE TYPES

EN: Energy, Laser PU: Puncture, Stab
BI: Bite BL: Blade
CL: Claw FA: Firearms
LV: Low Velocity Impact (punch, strike etc.)

-AGL Is the character's loss of agility because of the bulk of the armor worn.
-ACC Is the character's loss of accuracy during stress or movement situations.

ARMOR TYPE	EN	BI	CL	PU	BL	FA	LV	-AGL	-ACC
CLOTH									
Bare Skin	0	0	0	0	0	0	0	0	0
Fabric	01	01	02	01	0	0	01	0	0
Heavy Fabric	02	02	03	01	02	0	02	0	0
Padded Fabric	03	03	04	02	03	01	04	-01	0
LEATHERS									
Leather	03	03	05	03	03	01	03	0	0
Heavy Leather	04	05	07	04	05	02	05	-01	0
Hard Leather	05	07	09	06	06	03	06	-02	0
PLASTIC									
Thin Plastic	05	04	07	05	05	01	04	-01	0
Plastic Chain	05	06	05	04	08	01	03	0	0
Plastic Plate	07	08	09	07	10	04	08	-01	-01
Carb Filament	09	10	12	09	12	04	10	-01	0
METAL									
Light Metal	12	14	16	10	14	02	15	-01	-01
Metal Chain	14	16	18	12	16	02	17	-02	-01
Metal Plate	16	18	20	16	18	06	21	-04	-02
BALLISTIC, ARAMID FIBER									
Cloth	07	08	06	14	12	16	10	0	0
Layered	12	15	17	16	15	21	15	-01	-01
Layered w/metal	14	16	18	18	18	19	22	-02	-01
PROTECTIVE SUIT									
Minimal	06	05	08	06	06	01	03	-01	-01
Light	08	07	10	08	08	02	06	-01	-01
Medium	10	09	12	10	10	02	09	-02	-02
Heavy	13	12	15	13	13	10	12	-03	-03
Vac Suit	18	17	20	18	18	20	18	-04	-04
Heavy Vac	23	22	25	23	23	30	22	-05	-06
NATURAL ARMOR									
Light Hide	01	01	02	01	01	0	01	0	0
Heavy Hide	02	02	04	02	02	0	03	0	0
Chitin	04	02	03	05	03	01	04	-01	-01
Stony Hide	05	03	05	07	04	01	06	0	-01
Bone	06	04	07	09	05	01	07	-01	-01
Fur Layer	03	02	03	01	02	01	02	0	0
Dense Fur	06	04	05	02	03	02	04	-01	-01
Soft Wood	04	06	08	05	07	02	04	-01	-01
Hard Wood	06	08	10	07	09	03	08	-01	-01

Armor for a player character is the choice of the players with the GM's agreement.

Mapping Armor

This is an example of armor mapping for characters in combat situations. Armor will stop damage up to the value of the armor per type of attack. Use the sheet provided in the utility sheet section for armor mapping.

Choice of Armor Example:

ARMOR

Hat

Shirt

Elbow Pads

Heavy Fabric Jacket

Ballistic Vest

Chronograph Band

Belt Pouch

Pants

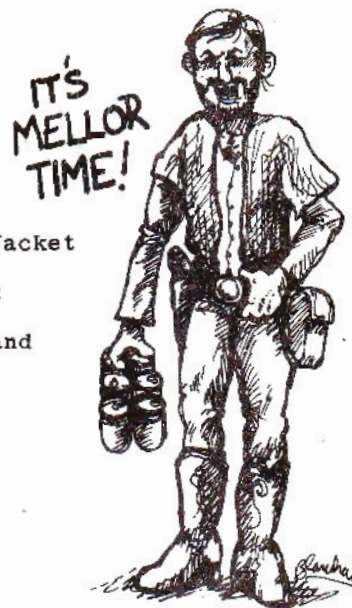
Knee Pads

Fabric Socks

Boots

AGILITY MODIFIER = 0

ACCURACY MODIFIER = 0



The Ed Powers Story

Ed begins serious exploration on a near Alternate Earth.

This 1850's America is sparsely inhabited and still the home for a large number of American Indians.

A concealed native with a flintlock takes careful aim at Ed and easily puts a round into his back.

Unfortunately for the native, Ed has been wearing a Layered Plastic vest. The ball imparts 15 points of damage into the vest. The unsuspecting Ed is thrown forward by the impact. He is only bruised as the vest stopped the entire 15 points. Ed stands up and brushes his clothes off, still not realizing what has happened.

The native makes a quick decision to remove himself from the area and not bother the odd newcomers to the territory.

Character Maps

The armor map is also broken down for quick reference of area hit. See the Detail Body Tables.

Weapons Fire



WEAPONS FIRE RESOLUTION

REMEMBER

- 01 Total the modifiers you are using. This will give you a + or - modifier.
- 02 Add this modifier to your accuracy. This is the number you must roll under on a d20 to hit a target.
- 03 If the player's roll is below half the number needed to hit the target, the player has the choice of where he puts the shot on the target.

The Ed Powers Story

A second savage attacks the IDET group. After burying an axe in the team teacher, the native charges Ed who is 40 feet away.

Ed has three actions before the charging attacker can cover the distance and bring a knife into use.

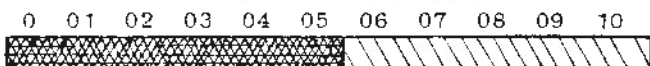
Ed takes a head on the attacker.

MODIFIERS	Size / Speed.....-1
	Movement.....-1
	Weapon Modifier...+2
	TOTAL +0

There is a 0 on Ed's ability to hit the savage. He quickly fires two of his three shots remaining in the HP35.

With an accuracy of 12 he now needs an 11 or below to hit. A 16 is rolled for the first shot and results in a miss. The second shot hits with a 4 rolled, striking the savage in the heart as planned.

Shot Breakdown



11 12 13 14 15 16 17 18 19 20

	MISS
	RANDOM HIT IN AREA AIMED AT (randomize from detail body areas)
	HIT IN SPECIFIC AREA AIMED AT

First Action

First action is the ability of a character to complete an action first. Always roll a d10 and add this number to your agility per attempted action. The player with the highest total is first. In cases of tie the actions happen at the same time.

Multiple Shots

NUMBER OF SHOTS ON TARGET

REMEMBER

- 01 Total all modifiers for range, size, recoil, and target spread.
- 02 Roll a d100 and add modifiers.
- 03 Index the number of shots fired by the result in 2 to find the number of shots that hit the target.

RANGE MODIFIER

Point Blank	+25
Very Short	+15
Short	+10
Medium	+05
Long	0
Very Long	-10
RECOIL MODIFIER	
No Recoil	0
Light Recoil	-05
Heavy Recoil	-10

SIZE MODIFIER

Very Small	-10
Small	0
Medium	+05
Large	+10
Very Large	+15
Gigantic	+20

TARGET SPREAD

Close Spread	-05
Medium Spread	-10
Wide Spread	-15

d100	04	05-06	07-08	09-10	11-12	13-15	16-20
	ROUNDS FIRED						
01-05	01	01	01	01	01	01	01
06-10	01	01	01	02	02	02	02
11-15	01	01	01	02	02	03	03
16-20	01	01	01	03	03	04	04
21-25	01	01	02	03	03	04	05
26-30	01	02	02	04	04	05	05
31-35	01	02	02	04	04	05	06
36-40	01	02	02	04	05	06	06
41-45	01	02	03	05	06	06	07
46-50	01	02	03	05	06	07	07
51-55	02	03	03	05	06	07	08
56-60	02	03	04	06	07	08	08
61-65	02	03	04	06	07	08	09
66-70	02	03	04	06	08	09	09
71-75	02	03	05	07	08	09	10
76-80	03	04	05	07	09	10	11
81-85	03	04	05	07	09	10	12
86-90	03	04	06	08	10	11	12
91-95	03	04	06	08	10	12	13
96-00	03	04	06	09	11	12	13

For bursts of over 20 shots, index the table a second or a third time for the remainder of the shots.

Under Fire

Seeing three savages charging his team leader, Ed Powers flips the safety off his M-16 and fires a burst of 20 shots.

Medium Range.....	+05
Medium Size	+05
Light Recoil.....	0
Total	+10

A d100 is rolled and the +10 is added to the result of 70.

20 ROUND BURST

The result of 70 becomes an 80.

80 indexed by a 20 round burst = 11

TOTAL NUMBER OF SHOTS ON TARGET 11

Eleven shots slam into the three charging savages, killing two instantly. Now, totally demoralized, they flee in terror.

Weapons

ACC Modifiers

There are four main modifiers to take into account when firing a weapon at a target.

- 01 SIZE / SPEED
- 02 RANGE OF TARGET
- 03 ATTACKER / DEFENDER MOVEMENT
- 04 EQUIPMENT BONUSES
- 04b ANY OPTIONAL MODIFIERS

REMEMBER

- 01 All modifiers 1 to 4 are combined to create a final accuracy modifier.
- 02 These modifiers can be used for any modifiers including:

- 01 Bows
- 02 Thrown and Grenade Weapons
- 03 Firearms and Lasers
- 04 Thrown Edged Weapons

Size / Speed

SIZE	TYPE	EXAMPLE
VSM	Very Small	The size of a rat.
SMA	Small	A medium - sized dog.
MED	Medium	Generally man sized.
LAR	Large	The size of a horse.
XLA	Extra Large	An average elephant.
GIA	Gigantic	Semi-Truck sized.

SPEED	TYPE	EXAMPLE
VSL	Very Slow	1 foot per action
SLO	Slow	2 feet per action
MED	Medium	5 feet per action
FST	Fast	10 feet per action
VFS	Very Fast	20 feet per action
LFS	Lightning Fast	40 feet per action

	SIZE OF TARGET					
SPEED	VSM	SMA	MED	LAR	XLA	GIA
STILL	0	+01	+02	+04	+06	+08
VSL	-01	0	+01	+02	+03	+04
SLO	-02	-01	0	+01	+02	+03
MED	-03	-02	-01	0	+01	+02
FST	-04	-03	-02	-01	0	+01
VFS	-05	-04	-03	-02	-01	0
LFS	-06	-05	-04	-03	-02	-01

Inherent ACC

Each weapon has a modifier for range from the target. These inherent modifiers differ with style of weapon and manufacture.

Example

PISTOL	Semi-Auto	"Welsh 10 Mk II"
ROF 1or2	AMO GHJOP	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +3 +2 0 -1 -3
CAP 13+1	WTE 3.0	EFFECTIVE EX+
CIR 1991	MIS 01% d	4d 2d
HSM +1	KDM +2	SPC (cdgjk1)
An IDET preferred weapon. (*10mm Caseless*)		

Range

RANGE	TYPE	EXAMPLE
PB	Point Blank	Under 5 feet to target
VS	Very Short	06- 25 feet to target
SH	Short	26- 100 feet to target
ME	Medium	101- 500 feet to target
LO	Long	501-1000 feet to target
EX	Extreme	1001+ feet to target

Movement

Index attacker and defender's movement rates for the target movement modifier.

RATES

A	Still	F	Running
B	Slow Walk	G	Dodging
C	Walk	H	Wild Dodge
D	Fast Walk	I	Evasion
E	Slow Run / Jog	J	Roll, Tumble

ATTACKER	DEFENDER									
	A	B	C	D	E	F	G	H	I	J
A	+3	+2	+1	0	-1	-2	-3	-4	-5	-6
B	+2	+1	0	-1	-2	-3	-4	-5	-6	-7
C	+1	0	-1	-2	-3	-4	-5	-6	-7	-8
D	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
E	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
F	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
G	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
H	-8	-10	-12	-14	-16	-18	-20	-22	-24	-26
I	-10	-12	-14	-16	-18	-20	-22	-24	-26	-28
J	-12	-14	-16	-18	-20	-22	-24	-26	-28	-30

Evasion

Attempting to dodge wildly, a character has a chance of falling. Roll a d10 each action you move at rates H to J.

RESULT

- 01-07 No effect or regain balance.
- 08-09 Stumble, roll a d10 again on your next action with a modifier of +2
- 10 Fall, spend d4 actions in recovery.

Special Equipment

Target Sighting Devices are the special optional equipment that improves the accuracy of a character.

TYPES OF WEAPON

H = Handgun	R = Rifle / Assault Rifle
S = Shotgun	M = Sub / Machine Gun
L = Hand Laser	E = Laser Rifle

TYPE	MODIFIER	WEAPON				
Optical Scope	+02	H	R	-	M	L E
Electronic Scope	+04	-	R	-	M	- E
Laser Lock-On	+06	H	R	S	M	L E
Radar Lock-On	+07	-	R	-	-	- E
Quick Point Sight	+01	H	R	S	M	L E
Still Stand, Bipod	+01	-	R	S	M	- E
Computer Omni-Sight	+10	-	R	-	-	- E

Optional Modifiers

These modifiers are optional for movement and weapons fire in adverse situations.

TERRAIN

Grass, High (crops)	-02
Hills	-02
Hills, Low	-02
Rocky	-03
Mountainous	-03
Jungle	-03
Jungle, Dense	-04
Sandy	-01
Sand Dunes	-02
Swamp	-01
Swamp, Dense	-02
Swamp, Tropical	-03
Trees, Widely Spaced	-01
Trees, Light Forest	-01
Trees, Heavy Forest	-02
Trees, Coniferous	-03
Tundra	0

WEATHER

Fog, Light	-02
Fog, Medium	-04
Fog, Heavy	-08
Light, Attacker Facing, Bright	-03
Light, Target silhouetted	+02
Rain, Light	-02
Rain, Heavy	-04
Rain, Downpour	-06
Smog	-02
Smog, Heavy	-03
Snow, Dry	-01
Snow, Wet	-02
Snow, Heavy	-03
Snow, Blizzard	-06
Sunny, Clear	0
Sunny, Hazy	-01
Water, Clear (target submerged)	-02
Water, Murky (target submerged)	-04
Wind	-01
Wind, High	-03
Wind, Hurricane	-07
Windblown Sand (no eye protection)	-06
Windblown Sand (with eye protection)	-03
Smoke	-02
Smoke, Dense	-06

CITIES

Close Buildings	-01
Cobblestones	-01
Dawn / Dusk	-03
Falling / Jumping (target)	-04
Falling (recovering from)	+04
Ladders / Rope (climbing)	-02
Ladders / Rope (descending)	-04
Rope (swinging)	-06
Moonlight	-06
Night, Overcast	-12
Roof, Major Incline	-03
Roof, Minor Incline	-02
Rubbish, Low	-03
Rubbish, High	-04
Steps	-02
Steps, Narrow	-03
Swimming	-03
Water, Waist Deep	-01

VEHICLES

Fast Moving (attacker or target inside)	-04
Slow Moving (attacker or target inside)	-02
Very Rough Road -04 Cratered Road	-06

Specific Shots

MODIFIERS FOR MEDIUM AND LONG RANGE

TARGET POSITION	AREA AIMED AT:				
	HEAD	HAND	CHEST	LEG	ARM
Standing	-04	-06	-02	-03	-05
Stooping	-05	-07	-03	-04	-06
Crouching	-06	-08	-04	-05	-07
Prone	-07	-09	-05	-06	-08

WEAPONS FIRE FROM MOVING ANIMAL OR ANIMAL DRAWN WAGON

A =	Excellent Riding Ability
B =	Fair Riding Ability
C =	Poor Riding Ability
D =	Firing From Flatbed Wagon
E =	Firing From Coach

QUADRUPED PACE	A	B	C	D	E
Walking	0	-01	-02	-02	-02
Canter	-02	-03	-04	-03	-02
Gallop	-03	-05	-07	-04	-03
Run	-04	-07	-09	-05	-04
Trot	-05	-09	-12	-06	-05

Material Strength

MATERIAL	ACCURACY DEFLECTION	
Glass	-1	per quarter inch
Double Strength Glass	-2	per quarter inch
Reinforced Glass	-3	per quarter inch
Bulletproof Glass	-4	per quarter inch
Plexiglass	-1	per quarter inch
Bulletproof Plastic	-6	per quarter inch
Vehicle Windshield	-2	per quarter inch
Vehicle Side Windows	-1	per quarter inch

Below are the strengths of common building materials and the damage needed to penetrate or destroy them.

LVI: Low Velocity Impact (strength related)
HVI: High Velocity Impact (most firearms)
BLA: Blast Damage To Destroy (explosives)
(q) = Quarter Inch (h) = Half Inch (i) = Inch

Material	PER	LVI	HVI	BLA
Glass	(q)	2	1	5
Plastic	(q)	4	1	10
Soft Wood	(h)	8	2	20
Hard Wood	(h)	16	3	30
Loose Earth	(i)	4	2	20
Packed Earth	(i)	6	3	30
Sand	(i)	5	2	30
Plasterboard	(q)	5	1	10
Concrete	(h)	18	6	60
Block, Hollow	2x(h)	10	3	25
Brick	2(i)	15	5	50
Stone	(h)	21	7	70
Metal, Thin	(h)	8	2	20
Metal, Plate	(h)	18	6	60
Metal, Hard	(h)	27	9	90
Metal, Super Hard	(q)	60	20	200
Tehrnelern Metal	(q)	900	300	3000
Tehrnelern Armor	(q)	2700	900	9000
Tehrnelern Plastics	(q)	450	150	1500
Tehrnelern Ceramics	(i)	600	200	2000

Codes

Each weapon type is broken into a number of statistics and codes for general use.

ROUND: A single unit of ammunition, the "bullets" a weapon holds.
ROF : Rate of Fire is the number of times a weapon can be fired in an action. When divided into more than one rate the weapon is capable of firing more than a single round and can often be set to the number of rounds fired per pull of the trigger. Example 1to3 (see CYC for automatic weapons ROF.)
ROL : Rate of Load is a weapon's reload time. This time is in actions, 2 seconds per action. (See the reload chart.)
CAP : Capacity is the number of rounds a weapon can hold.
CIR : The year of a weapon's introduction.
HSM : The Hydrostatic Shock Modifier is a bonus for adjusting final damage.
AMO : Ammunition is the type of projectile or round that can be fired. See the Projectile or AMO table for specific and special types.

	PB	VS	SH	ME	LO	EX
	+4	+3	+2	0	-2	-6
DICE OF DAMAGE	EFFECTIVE			EX+		
	➡ 5d			2d		

The numbers listed under each weapon's range modifiers are the number of "dice" of damage the weapon does at that general range.

CYC : Cyclic rate is the number of rounds an automatic weapon fires in an action if the trigger is held continuously.
WTE : This is the unloaded weight of the weapon in pounds.
MIS : This is the percent chance of improper function per 10 actions use and the table to index the result of misfire.
KDM : The Knockdown modifier is a bonus for "stopping" man-sized targets.
SPC : Specials are the general information and idiosyncracies of weapons.
EFF : The "EFFECTIVE Range" is the maximum distance at which a weapon may be held and fired with a reasonable chance of hitting a man-sized target, unless modified by equipment or modifiers.

Load Time

CODE	TYPE	DESCRIPTION	ACTIONS
A	Box/Clip	Complete Reload	01
B	Manual	1 Step Reload	01
C	Manual	2 Step Reload	02
D	Manual	3 Step Reload	03
E	Manual	4 Step Reload	04
F	Manual	5 Step Reload	05

Multiple barrels or chambers multiply the time of loading. The above rates are for single barrel loading only. Multiply load time by the number of barrels or chambers.

Specials

Many weapons have special characteristics or information inherent to a number of types of listed weapons. Listed here are specials.

Many weapon accessories can be ordered from IDET supply in d4 +3 weeks or found in the arms room. AVA = Availability to find in IDET supply or storage facilities.

- a Revolvers. ROL = B x CAP. Speedloaders change ROL to B x 2. Availability 15%.
- b Accessory silencer decreases noise. Shot can be heard within 20 feet outdoors but not outside a closed room. AVA 20%.
- c Weapon concealable in normal holster.
- d Modest recoil, minimum strength 5.
- e Sharp recoil, minimum strength 10.
- f Heavy recoil, minimum strength 15.
Note; shooter takes one point bruising damage for each point under the minimum strength necessary. This can result in loss of balance or broken bones in extreme cases. Roll under your agility on a d20 when firing weapons with heavy recoil to avoid losing balance and taking damage.
- g Accessory silencer eliminates sound of the shot. AVA 50%.

Holster

- h Weapon concealable in special holster or under bulky clothing only. AVA 20%.
- i Weapon concealable in brief case, tool box, musical instrument case etc.
- j Scope. AVA 50% (If used on handguns add special type h).

Handgrips

- k Target handgrips give +1 to hit at short and medium. AVA 15%.
- l Combat handgrips give +1 to hit at point blank and very short. AVA 10%.

Bipod

- m Bipod. A two-legged rest for a firearm that steadies the weapon for more accurate shooting. AVA 20%.
- n Folding or collapsing stock, AVA 20% (if used add special type o).

- o Concealable in a large suitcase or guitar case.
- p Concealable in pocket.

Choke

- q Removable Choke. This is a replaceable device which changes the shape of the barrel constriction and shot pattern. See Shotguns. AVA of 20%.
- r Adjustable Choke. Like (q) but easily adjustable with a twist of the choke. AVA 20%.
- s Rapid Burst. Roll to hit (under ACC) once for all shots fired.
- t Bullet Tumbles. Use HSM modifier.

Projectile Damage

DAMAGE OF PROJECTILES TYPE	OLD CODE	TYPE OF DICE USED	HYDRO. SHOCK	KNOCK DOWN
A Rocks (gravel)	B	d4		
LEAD PROJECTILES				
B Round Ball	C	d4	+1	0
C Conical Bullet	D	d6 +1	0	0
D Flat Point	E	d4 +1	+2	+1
E Hollow Point	-	d6	+3	+1
JACKETED PROJECTILES				
F Full Jacket, Round or Pointed Nose	F	d8 +2	0	0
G Tracer (add d6 burn)	F1	d8 +1	0	0
H Armor Piercing	F2	d8 +3	0	0
I Armor Piercing (Pointed)	-	d8 +6	0	-2
J Flat Point	P	d8	+2	+1
K Air Space Point	O	d6 +2	+2	0
L ASP Tracer (add d6 burn)	O1	d6 +1	+2	0
M Soft Point	H	d6 +2	+2	0
N Protected Soft Point	-	d6 +3	+2	0
O Flat Soft Point	-	d6 +2	+3	+1
P Hollow Point	G	d6 +1	+3	+1
Q Pointed Hollow Point	-	d6 +2	+3	0
SPECIAL PROJECTILES				
R Explosive Light	-	d6	+3	+1
S Explosive Standard	F3	d6 +2	+5	+2
T Explosive High	-	d6 +6	+8	+4
U Flechette	I	d8	+1	0
V Dart	J	(See V Under Pistols)		
W Stun Bullets	R	d4 -2	0	+4
X Depleted Uranium	U	d12 +6	+2	+3
Y Tagging (paint pellet)	K	1 pt.	0	0
Z Laser Capacitor Cartridge		d6 Burn	0	+4

OLD: First edition FTL, FW, STNF codes.

Misfires

TYPE B	RESULT FOR BLACK POWDER WEAPONS
01-80	Hangfire (d6 +1 actions)
81-90	Mechanical Break or Jam of Weapon
91-95	Weapon Explodes go to Critical 1
96-00	Weapon Explodes go to Critical 2

TYPE D	RESULTS FOR CARTRIDGE WEAPONS
01-80	Cartridge Jam
81-90	Mechanism Jam
91-98	Mechanical Break
99	Weapon Explodes go to Critical 1
00	Weapon Explodes go to Critical 2

TYPE F	RESULTS FOR CASELESS AMMUNITION
01-85	Jammed Shell
86-98	Smashed Shell
99	Weapon Explodes go to Critical 1
00	Weapon Explodes go to Critical 2

TYPE G	RESULTS FOR REVOLVERS
01-80	Dud Round
81-98	Bullet pops out of case, jams gun and requires Weapons Technology 2 to repair.
99	Weapon Explodes go to Critical 1
00	Weapon Explodes go to Critical 2

CRITICAL 1 Victim takes 2d6 from detonating weapon and d4 x.50 fragments that hit at d6 penetration in random areas.

CRITICAL 2 Victim takes 3d6 from detonating weapon and d4 fragments that hit at d10 +3 penetration in random areas.

Hydrostatic Shock & Knockdown

As living objects take damage from high velocity projectile's the phenomenon of hydrostatic shock damage often occurs.

When a high velocity bullet hits soft tissue, it creates a wavefront of energy that can disrupt and severely damage the surrounding tissues.

Whenever this (HSM) code is listed roll on the Hydrostatic Shock table with the listed modifiers.

REMEMBER

- 01 Hydrostatic shock does not add to the penetration of a projectile.
- 02 Add the additional HS damage as Whole Body Damage after the general body damage has been calculated.

REMEMBER

- 01 HYDROSTATIC SHOCK =
Bullet HS + Weapon HS
+ HS Modifier
- 02 KNOCKDOWN =
Bullet KD + Weapon KD
+ KD Modifier

Modifiers

	HYDRO. MODS	KNOCK MODS
Tumbling Bullet	+4	-
Shrapnel, Small	-	+1
Shrapnel, Large	+1	+2
Multiple Hit, Each round after first Range Modifier		+1.50
Add a (-1) to any hydrostatic shock and knockdown modifier at EX and EX+ ranges.		

Hydrostatic Shock

ROLL A d10	ADDITIONAL DAMAGE
01-08 No Effect	No
09 Minimal	d6
10 Light	d6 + 2
11 Medium	d6 + 4
12 Heavy	d6 + 6
13 Very Heavy	d6 + 8
14 Critical	d6 +10 (* Add 5%)
15 Terminal	d6 +12 (* Add 10%)

(*) Add the additional percentage to any Wound Shock or Death Shock rolls.

Knockdown

ROLL A d10	RECOVERY TIME IN ACTIONS
01-07 No Effect	
08 Jerk	d4 -1
09 Shove	d4
10 Jerked Back	d4 +1
11 Knocked on Rump	d4 +2
12 Bowled Over	d4 +4
13 Knocked Flat	d4 +8
14 Slammed Flat	d4 +10

Ammunition

Interchangeable ammunition is listed by an ammunition code between two stars. Whenever weapons are "like" listed, the ammunition is the same. Any differences in accuracy and range are due to differences between the individual weapons. Example (*.45 ACP*)



Pistols

The firearms most frequently used by the Fringeworthy explorers are handguns. Handguns are popular because they are often easily concealable and can be available for use at a moment's notice without attracting much attention. Some of these handguns are large or are shaped in such a way as to require a special holster for concealed carry.

- (c) = Concealable With Holster
(h) = Special Holster Only
(p) = Concealable in Pocket

PISTOL	Semi-Auto	"COLT M1911-A1"
ROF 1or2	AMO FGHJP	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +2 0 -4 -8
CAP 7+1	WTE 2.5	EFFECTIVE EX+
CIR 1920	MIS 1½d	3d 1d
HSM -	KDM +3	SPC (cdgk)

The "government model" .45 is one of the most widely used combat handguns today. In modified form it has been used for target shooting on the Olympic level. (*.45 ACP*)

PISTOL	Semi-Auto	"Luger P.08"
ROF 1or2	AMO FGHJ	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +3 +2 -1 -4 -8
CAP 8+1	WTE 2.2	EFFECTIVE EX+
CIR 1908	MIS 1½d	4d 1d
HSM +1	KDM -	SPC (cg)

The popular German Luger was the first successful semi-auto pistol to be issued to military personnel. A 25% chance of misfire if dirty or dropped in mud. (*9mm Parabellum*)

PISTOL	Semi-Auto	"Browning BDA .380"
ROF 1or2	AMO FP	PB VS SH ME LO EX
ROL A	CYC n/a	+4 +4 +2 -4 -8 -12
CAP 12+1	WTE 2.0	EFFECTIVE EX+ 3
CIR 1980	MIS 1½d	3d 1d
HSM -	KDM -	SPC (gp)

Popular because of its concealability and large magazine capacity. Has a double action trigger. (*.380 ACP*)

PISTOL	Semi Auto	"Walther PPK"
ROF 1or2	AMO FP	PB VS SH ME LO EX
ROL A	CYC n/a	+4 +4 +2 0 -5 -9
CAP 7+1	WTE 1.5	EFFECTIVE EX+
CIR 1929	MIS 1½d	3d 1d
HSM -	KDM -	SPC (gp)

First popular pocket pistol to incorporate a double-action trigger. This allows a semi-auto pistol to be carried with the hammer down, without setting the safety. (*.380 ACP*)

Capacity +1

The +1 in the capacity is an indicator that the weapon may have a round in the chamber as well as a full magazine.

PISTOL	Semi-Auto	"Browning High Power"
ROF 1or2	AMO FGHJ	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +2 0 -4 -8
CAP 13+1	WTE 2.1	EFFECTIVE EX+
CIR 1935	MIS 1½d	4d 1d
HSM +1	KDM -	SPC (cgk)

The HP 35 is the most widely used military sidearm. (*9mm Parabellum*)

PISTOL	Semi-Auto	"Wildy .45 Mag."
ROF 1or2	AMO FHIJMP	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +2 0 -2 -4
CAP 8+1	WTE 3.25	EFFECTIVE EX+
CIR 1980	MIS 1½d	5d 2d
HSM +3	KDM +4	SPC (bdhjk)

The Wildy is a gas-operated pistol with little recoil. (*.45 Magnum*)

PISTOL	Semi Auto	"Ruger Mk II"
ROF 1or2	AMO CDE	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +2 -1 -3 -7
CAP 10+1	WTE 1.2	EFFECTIVE EX+
CIR 1982	MIS 1½d	3d 1d
HSM -	KDM -	SPC (cjk)

This new model of the best selling .22 pistol in the world is also available with a built-in silencer. (*.22 Long-Rifle*)

PISTOL	Semi Auto	"Wilkison A.P."
ROF 1or2	AMO FGHJ	PB VS SH ME LO EX
ROL A	CYC n/a	+2 +4 +2 +1 -1 -4
CAP 32	WTE 4.75	EFFECTIVE EX+
CIR 1980	MIS 1½d	4d 1d
HSM +1	KDM -	SPC (ghj)

With accuracy and an outstanding capacity, this is one of the most popular assault pistols used by IDET. (*9mm Parabellum*)

PISTOL	Semi Auto	"Foster .577"
ROF 1or2	AMO FN-Q	PB VS SH ME LO EX
ROL B	CYC n/a	0 +1 +3 +1 0 -3
CAP 3+1	WTE 3.5	EFFECTIVE EX+
CIR 1984	MIS 1½d	5d 3d
HSM +4	KDM +5	SPC (eghj)

The Foster was designed for police use in breaking through barricades and crippling vehicles. (*.577 x 2.1")

PISTOL	Semi Auto, Dart	"Whisper Mk I"
ROF 1or2	AMO V	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +0 -2 -4 -8
CAP 4+1	WTE 3.5	- - - - -
CIR 1984	MIS 2½g	SPC (hj)

DRUG DART PENETRATION (in d4)	PB	VS	SH	ME	LO	EX	BREAK%
V	2	1	1	.50	.50	.25	02%
V2	3	2	2	1	1	.50	03%
V3	4	3	3	2	1	1	03%
V4	5	4	4	3	2	1	05%
V5	6	5	5	4	3	2	10%
V6	7	6	6	5	4	3	20%

Weapons Skills

Weapons skills can be developed with a single "specific" weapon. A character's skill points used for this specific skill will give a +1 on weapons fire accuracy per three levels of skill achieved.

PISTOL	Semi-Auto					"H&K P-7"
ROF 1or2	AMO FGHJMP	PB	VS	SH	ME	LO EX
ROL A	CYC n/a	+3	+3	+2	-1	-4 -8
CAP 8+1	WTE 1.75	EFFECTIVE				EX+
CIR 1980	MIS 1% ^d	4d				1d
HSM +1	KDM -	SPC (bdhjk)				

The P-7's small size makes it concealable for undercover work. (*9mm Parabellum*)

PISTOL	Double-Barrel					"H-S Derringer"
ROF 1or2	AMO CDE	PB	VS	SH	ME	LO EX
ROL Bx2	CYC n/a	+5	+3	0	-4	-8 -12
CAP 2	WTE .50	EFFECTIVE				EX+
CIR 1965	MIS 1% ^g	2d				1d
HSM -	KDM -	SPC (p)				

A dependable, modern derringer capable of being fired from a pocket. (*.22 Long Rifle*)

Pistols

PISTOL	Semi-Auto					"Auto-Mag"
ROF 1	AMO FJOP	PB	VS	SH	ME	LO EX
ROL A	CYC n/a	+2	+2	+2	0	-1 -4
CAP 6+1	WTE 4.5	EFFECTIVE				EX+
CIR 1969	MIS 1% ^d	5d				2d
HSM +3	KDM +4	SPC (fghj)				

The first high - powered, semi - automatic pistol produced. (*.44 AMP*)

PISTOL	Semi-Auto					"A.M.T. Back-Up"
ROF 1or2	AMO FP	PB	VS	SH	ME	LO EX
ROL A	CYC n/a	+4	+3	+1	-4	-8 -12
CAP 5+1	WTE .50	EFFECTIVE				EX+
CIR 1978	MIS 1% ^d	3d				1d
HSM -	KDM -	SPC (gp)				

First produced for off-duty police, it is often holstered on the ankle. (*.380 ACP*)

PISTOL	Semi-Auto					"Beretta 92-SB"
ROF 1or2	AMO FGHJMP	PB	VS	SH	ME	LO EX
ROL A	CYC n/a	+3	+3	+3	+2	0 -2
CAP 15+1	WTE 2.5	EFFECTIVE				EX+
CIR 1980	MIS 1% ^d	4d				1d
HSM +1	KDM -	SPC (cg)				

Popular, military sidearm, characterized by its large magazine. (*9mm Parabellum*)

PISTOL	Slide-Action					"Semmerling"
ROF 1	AMO FGHJP	PB	VS	SH	ME	LO EX
ROL A	CYC n/a	+4	+3	+1	-4	-8 -12
CAP 4+1	WTE 1.0	EFFECTIVE				EX+
CIR 1980	MIS 1% ^d	3d				1d
HSM -	KDM +3	SPC (egp)				

This expensive, hand crafted, manually operated pistol has the size of a PPK with the punch of a 1911A1. (*.45 ACP*)

PISTOL	Semi-Auto					"Mauser M1912"
ROF 1or2	AMO FGHJM	PB	VS	SH	ME	LO EX
ROL A	CYC n/a	+2	+3	+3	+1	-3 -7
CAP 10+1	WTE 3.0	EFFECTIVE				EX+
CIR 1912	MIS 1% ^d	4d				1d
HSM +1	KDM -	SPC (gh)				

The popular German "Broomhandle" often had a holster/shoulder stock. (*9mm Parabellum*)

EX Ranges

The EX+ of the new edition of Fringeworthy corresponds to the old VL or very long range listed in the first edition and systems' shield.

Revolvers



REVOLVER						"S & W M10"
ROF 1or2	AMO CDEG	PB	VS	SH	ME	LO EX
ROL B	CYC n/a	+3	+3	+2	0	-3 -7
CAP 6	WTE 2.5	EFFECTIVE				EX+
CIR 1933	MIS 1% ^g	3d				1d
HSM -	KDM -	SPC (abckl)				

The M10 or "Police Special" is the most commonly used police handgun. (*.38 Special*)

REVOLVER						"S & W Chief's Special"
ROF 1or2	AMO CDEG	PB	VS	SH	ME	LO EX
ROL B	CYC n/a	+4	+3	+1	0	-4 -8
CAP 5	WTE 1.0	EFFECTIVE				EX+
CIR 1934	MIS 1% ^g	3d				1d
HSM -	KDM -	SPC (blp)				

An extremely popular weapon used by police and private detectives. This weapon is also known as the "Snub Nose .38" (*.38 Special*)

REVOLVER						"S & W .357 Magnum"
ROF 1or2	AMO GHJOP	PB	VS	SH	ME	LO EX
ROL B	CYC n/a	+3	+3	+2	0	-2 -4
CAP 6	WTE 4.0	EFFECTIVE				EX+
CIR 1935	MIS 1% ^g	4d				1d
HSM +2	KDM +1	SPC (abcdjkl)				

The first .357 magnum built on a heavy frame. (*.357 Magnum*)

REVOLVER						"S & W M29"
ROF 1	AMO DJOP	PB	VS	SH	ME	LO EX
ROL B	CYC n/a	+2	+3	+2	+1	-1 -3
CAP 6	WTE 4.0	EFFECTIVE				EX+
CIR 1955	MIS 1% ^g	5d				2d
HSM +3	KDM +4	SPC (abfhjkl)				

With accuracy and stopping power, the M29 became popular in movies. (*.44 Magnum*)

REVOLVER						"Colt Python"
ROF 1or2	AMO GHJOP	PB	VS	SH	ME	LO EX
ROL B	CYC n/a	+3	+4	+3	+1	-1 -3
CAP 6	WTE 3.5	EFFECTIVE				EX+
CIR 1955	MIS 1% ^g	4d				1d
HSM +2	KDM +1	SPC (abcdjkl)				

The Python was designed to be a high-power target pistol although it became popular with police agencies. (*.357 Magnum*)

REVOLVER						"Colt Detective Special"
ROF 1or2	AMO CDEG	PB	VS	SH	ME	LO EX
ROL B	CYC n/a	+4	+3	+2	-1	-5 -7
CAP 6	WTE 1.5	EFFECTIVE				EX+
CIR 1940	MIS 1% ^g	3d				1d
HSM -	KDM -	SPC (ablp)				

Has the light weight and concealability of the "Snub Nose .38" or Chiefs Special with a better accuracy. (*.38 Special*)

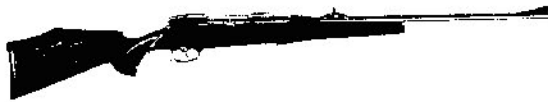
REVOLVER						"Nighthunter .357"
ROF 1or2	AMO GHJOP	PB	VS	SH	ME	LO EX
ROL B	CYC n/a	+2	+4	+8	+6	+4 +2
CAP 7	WTE 4.75	EFFECTIVE				EX+
CIR 1985	MIS 1% ^g	4d				1d
HSM +2	KDM +1	SPC (abdhkl)				

The Nighthunter has an added laser night-sight that boosts accuracy. (*.357 Magnum*)

.357 Rounds

All weapons that will fire the .357 Magnum round will also fire the .38 Special round as an alternate, at the damage of the .38 round.

Rifles



RIFLE	Bolt Action	"Weatherby .460 M&E"
ROF 1	AMO FM	PB VS SH ME LO EX
ROL B	CYC n/a	-2 -1 +1 +3 +2 +1
CAP 3	WTE 10.0	EFFECTIVE EX+
CIR 1960	MIS 1%b	9d 5d
HSM +4	KDM +10	SPC (fj)

The .460 Weatherby was designed for large dangerous game. (*.460 Weatherby Magnum*)

RIFLE	Lever Action	"Marlin 1894"
ROF 1	AMO JOP	PB VS SH ME LO EX
ROL B	CYC n/a	-1 0 +3 +2 -1 -5
CAP 10	WTE 7.0	EFFECTIVE EX+
CIR 1970	MIS 1%b	5d 3d
HSM +4	KDM +5	SPC (dgj)

Modernization of an 1894 design that takes modern handgun rounds. (*.44 Magnum*)

RIFLE	Semi-Auto	"M21 Sniper Rifle"
ROF 1	AMO FGI	PB VS SH ME LO EX
ROL A	CYC n/a	-3 +1 +4 +4 +4 +4
CAP 20	WTE 11.0	EFFECTIVE EX+
CIR 1960	MIS 1%b	7d 4d
HSM +5	KDM +2	SPC (bem)

A popular military sniper rifle with built in silencer and scope. (*7.62mm NATO*)

RIFLE	Semi-Auto	"M1 Carbine"
ROF 1or2	AMO FGIMP	PB VS SH ME LO EX
ROL A	CYC n/a	0 +2 +3 +1 -2 -7
CAP 5/15	WTE 5.5	EFFECTIVE EX+
CIR 1940	MIS 1%b	3d 1d
HSM +1	KDM -	SPC (jmno)

This weapon was issued in WWII in an attempt to replace the .45 automatic. A 30 round "Banana Clip" was produced for use in Korea. (*.30 cal U.S. Carbine*)

RIFLE	Bolt-Action	"M40-A1"
ROF 1	AMO FG1JM-Q	PB VS SH ME LO EX
ROL B x5	CYC n/a	-2 -1 0 +2 +5 +5
CAP 5+1	WTE 14.0	EFFECTIVE EX+
CIR 1979	MIS 1%b	7d 4d
HSM +5	KDM +2	SPC (jm)

A custom made rifle for American Marine snipers. Specials listed for this weapon are standard issue. (*7.62mm NATO*)

RIFLE	Semi-Auto Dart	"Hartson 13A1"
ROF 1or2	AMO V	PB VS SH ME LO EX
ROL A	CYC n/a	-2 0 +3 +2 0 -2
CAP 6+1	WTE 10.0	EFFECTIVE EX+
CIR 1981	MIS 1%b	See Projectile V
HSM -	KDM -	SPC (jmn)

The Hartson 13A1 is designed for the quiet administration of drugs from a distance.

RIFLE	Lever Action	"Winchester Model 94"
ROF 1	AMO O	PB VS SH ME LO EX
ROL B	CYC n/a	0 0 +3 +2 0 -2
CAP 6+1	WTE 7.0	EFFECTIVE EX+
CIR 1894	MIS 1%b	6d 2d
HSM +2	KDM +1	SPC (dj)

The most popular deer rifle ever produced in the United States. (*.30-30 Winchester*)

Assault Rifles

ASSAULT RIFLE	"M16 A2"
ROF 1to3	AMO FGI PB VS SH ME LO EX
ROL A	CYC 6a -1 +1 +3 +3 -2 -3
CAP 20/30	WTE 6.5 EFFECTIVE EX+
CIR 1984	MIS 1%b 4d 1d
HSM +4	KDM - SPC (jmns)

The standard weapon for the US Military and many NATO countries. (*5.56mm*)

ASSAULT RIFLE	"M14-A1"
ROF 1or2	AMO FGI PB VS SH ME LO EX
ROL A	CYC 25a +1 +1 +2 +1 0 -2
CAP 20	WTE 8.0 EFFECTIVE EX+
CIR 1958	MIS 1%b 7d 2d
HSM +5	KDM +2 SPC (emn)

The American M-14 rifle. (*7.62mm NATO*)

ASSAULT RIFLE	"AK-47 Soviet"
ROF 1or3	AMO FGI PB VS SH ME LO EX
ROL A	CYC 20a -1 0 +2 +2 0 -2
CAP 30	WTE 9.0 EFFECTIVE EX+ 2
CIR 1948	MIS 1%b 5d 2d
HSM +3	KDM +1 SPC (dn)

The standard Soviet Army, Warsaw Pact, and Third World assault rifle. (*7.62mm M43*)

ASSAULT RIFLE	"H & K G3"
ROF 1or3	AMO FGI PB VS SH ME LO EX
ROL A	CYC 20a -1 0 +2 +2 0 -2
CAP 20/80	WTE 9.75 EFFECTIVE EX+
CIR 1958	MIS 1%b 7d 2d
HSM +5	KDM +2 SPC (bdjmn)

Used by West German Police forces, widely used in the free world. (*7.62mm NATO*)

ASSAULT RIFLE	"Israeli Galil"
ROF 1or2	AMO FGI PB VS SH ME LO EX
ROL A	CYC 21a -1 +1 +3 +3 +2 +1
CAP 35/50	WTE 8.0 EFFECTIVE EX+
CIR 1973	MIS 1%b 4d 1d
HSM +4	KDM - SPC (mnt)

Israeli weapon which combines features of the FN-FAL and the Soviet AK-47. (*5.56 mm*)

ASSAULT RIFLE	"FN-FAL"
ROF 1or2	AMO FGI PB VS SH ME LO EX
ROL A	CYC 22a -1 0 +2 +2 +1 0
CAP 20	WTE 9.0 EFFECTIVE EX+
CIR 1958	MIS 1%b 7d 2d
HSM +5	KDM +2 SPC (bdjmn)

The Belgian FN is a popular military rifle in the free world. (*7.62mm NATO*)

ASSAULT RIFLE	"AKS-74 Soviet"
ROF 1or2	AMO KLI PB VS SH ME LO EX
ROL A	CYC 20a -1 +1 +2 +1 -2 -4
CAP 40	WTE 7.5 EFFECTIVE EX+
CIR 1975	MIS 1%b 4d 1d
HSM +4	KDM - SPC (mn)

Rapidly replacing the AK-47, the 74 uses a smaller round. (*5.45 x39mm*)

ASSAULT RIFLE	"H & K G11"
ROF 1to3	AMO FGI PB VS SH ME LO EX
ROL D	CYC 20a -1 +3 +4 +4 +4 +4
CAP 50	WTE 8.0 EFFECTIVE EX+
CIR 1983	MIS 1%b 4d 1d
HSM +4	KDM - SPC (s)

The world's first assault rifle using caseless ammunition. (*4.7x21mm CASELESS*)

Sub-Machine Guns

SUB-MACHINE GUN		"MP-38/40 Schmeisser"					
ROF 1to3	AMO FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC 16a	0	+1	+2	0	-2	-4
CAP 32	WTE 9.0	EFFECTIVE					EX+
CIR 1938	MIS 1½d	4d					1d
HSM +1	KDM -	SPC (1)					

Standard issue to WW2 German troops. It has a folding stock. (*9mm Parabellum*)

SUB-MACHINE GUN			"Israeli Uzi"					
ROF 1or3	AMO FGH		PB	VS	SH	ME	LO	EX
ROL A	CYC 20a		0	+1	+1	0	-2	-4
CAP 25	WTE 9.0		EFFECTIVE				EX+	
CIR 1952	MIS 1½d		4d				1d	
HSM +1	KDM -		SPC (gh)					

Standard Israeli military weapon with a folding stock. (*9mm Parabellum*)

SUB-MACHINE GUN			"Ingram M10"					
ROF 1or3	AMO FGH		PB	VS	SH	ME	LO	EX
ROL A	CYC 34a		+1	+1	0	-2	-4	-8
CAP 30	WTE 7.0		EFFECTIVE				EX+	
CIR 1960	MIS 1½d		4d				1d	
HSM +1	KDM -		SPC (ghs)					

First used by the CIA, the MAC 10 has now become the IDET sidearm. (*9mm Parabellum*)

SUB-MACHINE GUN		"M61 Skorpion"					
ROF 1or3	AMO F	PB	VS	SH	ME	LO	EX
ROL A	CYC 24a	+2	+1	0	-2	-4	-8
CAP 10/20	WTE 3.0	EFFECTIVE				EX+	
CIR 1961	MIS 1½d	2d				1d	
HSM -	KDM -	SPC (cgs)					

Small Czechoslovakian weapon popular for Soviet KGB undercover work. This weapon comes with a folding stock. (*.32 ACP*)

SUB-MACHINE GUN			"M3A1 Grease Gun"				
ROF 1to3	AMO FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC 15a	0	+1	+2	0	-3	-7
CAP 30	WTE 8.0	EFFECTIVE				EX+	
CIR 1944	MIS 1½d	3d				1d	
HSM -	KDM +3	SPC (dgi)					

Produced for WW2 and Korea. Comes with a collapsing stock. (*.45 ACP*)

SUB-MACHINE GUN				"H&K P5K"			
ROF 1or4	AMO FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	+2	+2	+1	-2	-4	-8
CAP 15/30	WTE 5.0	EFFECTIVE				EX+	
CIR 1979	MIS 1½d	4d				1d	
HSM +1	KDM -	SPC (ghjs)					

A light and concealable SMG due to its lack of a shoulder stock. Fired single shot, 4 round burst, or CYC. (*9mm Parabellum*)

SUB-MACHINE GUN			"Beretta 93R"					
ROF 1or3	AMO FGH		PB	VS	SH	ME	LO	EX
ROL A	CYC 3a		+3	+3	+2	0	-3	-7
CAP 15/20	WTE 2.0		EFFECTIVE					EX+
CIR 1980	MIS 1½d		4d					1d
HSM +1	KDM -		SPC (cgs)					

Popular Italian police weapon, it comes with a folding stock. (*9mm Parabellum*)

REMEMBER

When ROF has the word "or", the weapon has a burst control limiting fire to the second number. A "to" indicates no burst control.

Machine Guns

MACHINE GUN, LIGHT				"MG-82"			
ROF 1to5	AMO FGI	PB	VS	SH	ME	LO	EX
ROL D	CYC 41a	-2	0	+1	+3	+5	+5
CAP 100	WTE 14.5	EFFECTIVE				EX+	
CIR 1984	MIS 1½d	4d		1d			
HSM +4	KDM -	SPC (gjmst)					

This weapon feeds from a belt in a box. It can be disassembled into a briefcase, and re-assembled in 20 +d10 actions. (*5.56mm*)

MACHINE GUN, LIGHT				"M60B"			
ROF 1to5	AMO FGI	PB	VS	SH	ME	LO	EX
ROL D	CYC 20a	-2	0	+2	+3	+5	+5
CAP 100	WTE 18.0	EFFECTIVE				EX+	
CIR 1983	MIS 1½d	7d				4d	
HSM +5	KDM +2	SPC (jm)					

A special harness can be used to carry this weapon and includes a plastic guide for the AMO belt. (*7.62mm NATO*)

MACHINE GUN, SQUAD				"Mini-Gun"			
ROF *	AMO FGI	PB	VS	SH	ME	LO	EX
ROL D	CYC 200a	0	0	+2	+3	+5	+4
CAP 5000	WTE 30.0	EFFECTIVE				EX+	
CIR 1965	MIS 1½d	4d				1d	
HSM +4	KDM -	SPC (n/a)					

A tripod or vehicle-mounted, 6 barrel, electrically operated, belt-fed machine gun. Belts of 500 rounds each are packed in boxes. The (ROF) is controlled by a switch, and is variable between 10, 20, and 50 rounds per burst. (*5.56mm*)

MACHINE GUN, LIGHT			"Soviet RPD"					
ROF 3	AMO FGI		PB	VS	SH	ME	LO	EX
ROL C	CYC 25a		0	0	+1	+2	+3	+3
CAP 100	WTE 15.5		EFFECTIVE				EX+	
CIR 1957	MIS 1½d		5d				2d	
HSM +3	KDM +2		SPC (m)					

An older Soviet machine gun with an AMO belt fed from a drum. (*7.62mm Soviet*)

MACHINE GUN, OBSOLETE		"British, Lewis Mk1"					
ROF 3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL B	CYC 18a	0	0	+1	+2	+3	+3
CAP 47/97	WTE 27.0	EFFECTIVE					EX+
CIR 1912	MIS 1½d	6d					3d
HSM +3	KDM +2	SPC (m)					

A reliable but heavy WW I veteran, with a horizontal drum and fat barrel shroud on infantry versions. (*.303 British*)

MACHINE GUN, LIGHT				"Bren L4"			
ROF 1to3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 17a	-2	0	+2	+3	+5	+5
CAP 30	WTE 19.0	EFFECTIVE				EX+	
CIR 1944	MIS 1½d	7d				4d	
HSM +5	KDM +2	SPC (im)					

Popular with British troops in World War II, and still in use. (*7.62mm NATO*)

MACHINE GUN, HEAVY		"M2-HB 50 CAL."					
ROF 1to3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL D	CYC 18a	-2	0	+2	+4	+5	+5
CAP 100	WTE 84.0	EFFECTIVE					EX+
CIR 1935	MIS 1½d	11d					9d
HSM +7	KDM +8	SPC (1)					

Heavy military weapon for use against armored vehicles, aircraft, and buildings. Vehicle or tripod mounted only. (*.50 CAL M2*)

Shotgun Damage

The most effective close combat weapon is the shotgun. These pellet firing descendants of the simple cannon have versatility and outstanding stopping power. Shotguns often have a "choke" that controls the spread of the pellets fired.

REMEMBER

- 01 Shotgun damage is controlled by the diameter of the muzzle of the barrel, commonly called the choke.
- 02 At closer ranges shotguns have the effect of hitting targets like a single projectile over a wider area. At longer ranges shotgun damage becomes HBD or Whole Body Damage.
- 03 Damage is indexed from pellet type and the damage dice of the pellet listed under type of dice. Damage listed is in dice of damage, the number of dice at that general range.

TYPE	PELLETS HITTING	PB	VS	SH	ME	LO	VL	DICE
Slug	1	6a	6a	5a	4a	3a	2a	d10
000 Buck	d8	8a	7b	5c	3d	1h	1h	d6
00 Buck	d10	7b	6c	4d	2e	1h	1h	d6
0 Buck	d12	6c	5d	3e	2f	1h	1h	d6
#1 Shot	2d8	4d	3c	2f	1g	1h	1h	d4
#4 Shot	3d20	3d	2c	1f	1g	1h	1h	d2

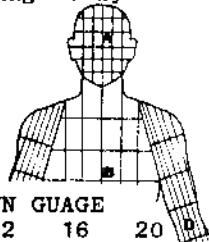
Run the number of pellets shot through the Automatic Weapons Hit Chart for true quantity of pellets hitting.

All listings above are for a shotgun set on normal fire. If a choke is used consult the table below for a change in the pattern of the damage spread.

FUL = Full Choke HAF = Half Choke OPE = Open

FUL	HAF	OPE	AREA EFFECT
a	a	b	a Single Area Hit
a	b	c	b Two Adjacent Areas Hit
b	c	d	c Three Adjacent Areas Hit
c	d	e	d Four Adjacent Areas Hit
d	e	f	e Wide-Spread Same Area
e	f	g	f Very Wide-Spread (2 areas)
f	g	h	g Extreme-Spread (d4 areas)
-	h	-	h Whole Body Damage Only

Always pick a central point for the first pellet that hits. Randomize the direction of the adjacent hits.



Pellets

SHOT TYPE	SHOT DIAMETER	SHOTGUN GUAGE
L 000 Buck	.36"	10 12 16 20
L1 00 Buck	.33"	12 08 06 03
L2 0 Buck	.32"	16 09 07 04
L3 1 Buck	.30"	18 12 09 05
L4 3 Buck	.25"	20 16 12 07
L5 4 Buck	.24"	37 25 22 18
M BB Shot	.18"	54 27 25 21
M6 7.5 Shot	.095"	100 63 56 50
Q SLUG	See AMO D	7d 6d 5d 4d
HSM MODIFIER		+3 +2 +1 +1
KDM MODIFIER		+9 +6 +4 +2



Shotguns

SHOTGUN	Double Barrel	"Sporting"
ROF 1or2	AMO LMQ	PB VS SH ME LO VL
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 2	WTE 6.5	- - - - -
CIR 1910	MIS 1%b	SPC (eq)

This is a generic listing for a myriad of different brands of firearm fitting the same description. (*10,12,20 or .410 guage*)

SHOTGUN	Pump	"Sport or Police"
ROF 1	AMO LMQ	PB VS SH ME LO VL
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 5+1	WTE 7.5	- - - - -
CIR 1930	MIS 1%b	SPC (enr)

A generic term for a number of different weapon brands. Sporting versions usually have the magazine plugged for CAP of 3+1 due to game hunting regulations. (*12 guage*)

SHOTGUN	Single Barrel	"Light Hunting"
ROF 1	AMO LMQ	PB VS SH ME LO VL
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 1	WTE 5.0	- - - - -
CIR 1950	MIS 1%b	SPC (d)

A lightweight, sporting gun for use on small game or varmints. (* .410 guage*)

SHOTGUN	Semi-Auto	"Ithaca Roadblocker"
ROF 1	AMO LMQ	PB VS SH ME LO VL
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 2+1	WTE 9.0	- - - - -
CIR 1980	MIS 1%b	SPC (fr)

Variant of a long - range goose gun, this massive weapon was developed for police use for stopping cars. (*10 guage 3.5" magnum*)

SHOTGUN	Semi-Auto?	"SPAS 12"
ROF 1or2	AMO LMQ	PB VS SH ME LO VL
ROL B	CYC n/a	0 +1 +2 +1 0 0
CAP 8+1	WTE 9.5	- - - - -
CIR 1983	MIS 1%b	SPC (dqr)

An imported European military and police weapon, it bears the distinction of being the only shotgun convertible from pump action to semi-auto in 4 actions. Folding stock is standard. (*12 guage*)

SHOTGUN	Assault	"Atchisson Streetsweeper"
ROF 1to3	AMO LMQ	PB VS SH ME LO VL
ROL A	CYC 10a	-1 0 +2 +1 0 0
CAP 7or20	WTE 11.0	- - - - -
CIR 1981	MIS 1%b	SPC (dqr)

The popular Atchisson combat shotgun has a standard 7 round box magazine, or a 20 round drum which must be wound. (*12 guage*)

SHOTGUN	Semi-Auto	"Double Auto"
ROF 2	AMO LMQ	PB VS SH ME LO VL
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 8 x2	WTE 16.0	- - - - -
CIR 1984	MIS 1%b	SPC (fqr)

A once custom - made semi-auto with two separate barrels and a magazine to feed each barrel. Both barrels are fired with each trigger pull. If a jam occurs, roll for R or L barrel; the other will continue to function normally. (*12 guage*)

Early Firearms

The Fringeworthy often encounter primitive firearms during their explorations. These are general examples. See explosives for the IG, Ignition of weapon and PD, Powder Type.

PRECURSOR		Black Powder		"Pesselbroch"	
ROF 1	AMO A	PB	VS SH ME LO EX		
ROL F	CYC n/a	+1 -2 -6 -14 -18 -20			
CAP 1	WTE 4.0	EFFECTIVE	EX+		
CIR 1350	MIS 75%b	4d	1d		
HSM -	KDM +3	SPC (1)	IG(A) PD(A)		

This ancient weapon is the first of the European hand-held firearms. (*rocks*)

HAND GONNE		Black Powder		"Tannenberger Buche"	
ROF 1	AMO AB	PB	VS SH ME LO EX		
ROL E	CYC n/a	0 +2 +1 -4 -14 -18			
CAP 1	WTE 11.0	EFFECTIVE	EX+		
CIR 1400	MIS 25%b	3d	1d		
HSM -	KDM +3	SPC ()	IG(AB) PD(B)		

The first "production" hand-held, brass firearm mounted on a pole. (*.75cal.Ball*)

WHEELLOCK		Black Powder		"Dag"	
ROF 1	AMO B	PB	VS SH ME LO EX		
ROL E	CYC n/a	+2 +1 0 -3 -6 -12			
CAP 1	WTE 5.0	EFFECTIVE	EX+		
CIR 1520	MIS 15%b	3d	1d		
HSM -	KDM +2	SPC (h)	IG(E) PD(c4)		

The first firearm that did not require an external flame for ignition. It was near-concealable in period costume. (*.45cal.ball*)

FLINTLOCK		Black Powder		"Kentucky Pistol"	
ROF 1	AMO B	PB	VS SH ME LO EX		
ROL E	CYC n/a	+2 +1 0 -1 -4 -8			
CAP 1	WTE 2.5	EFFECTIVE	EX+		
CIR 1720	MIS 15%b	3d	1d		
HSM -	KDM -2	SPC (h)	IG(F) PD(c4)		

Early American handgun. (*.45cal.ball*)

FLINTLOCK		Black Powder		"Dueling Pistol"	
ROF 1	AMO B	PB	VS SH ME LO EX		
ROL E	CYC n/a	+2 +3 +1 -1 -4 -8			
CAP 1	WTE 2.0	EFFECTIVE	EX+		
CIR 1777	MIS 10%b	2d	.50d		
HSM -	KDM -	SPC (h)	IG(F) PD(c5,4)		

Used among "gentlemen" to settle "affairs of honour" for many years. (*.45cal.ball*)

PERCUSSION		Black Powder		"Deringer"	
ROF 1	AMO B	PB	VS SH ME LO EX		
ROL D	CYC n/a	+4 +3 0 -2 -6 -10			
CAP 1	WTE .50	EFFECTIVE	EX+		
CIR 1840	MIS 8%b	3d	1d		
HSM -	KDM +2	SPC (ep)	IG(G) PD(c4)		

The size and power of this weapon made it popular with gamblers and assassins in the American Civil War. (*.41cal.ball*)

REVOLVER		Cartridge		"Colt Peacemaker"	
ROF 1	AMO C	PB	VS SH ME LO EX		
ROL B x5	CYC n/a	+3 +2 +2 0 -3 -7			
CAP 6-1	WTE 3.0	EFFECTIVE	EX+		
CIR 1873	MIS 5%g	4d	1d		
HSM -	KDM +4	SPC (cd)	IG(J) PD(c4)		

Popular western "cowboy" weapon. ROL and CAP listed above reflect the practice of carrying this weapon with the hammer down on one empty chamber for safety. (*.45cal.Colt*)

FLINTLOCK		Smooth-Bore		"Blunderbus"	
ROF 1	AMO AB	PB	VS SH ME LO EX		
ROL E	CYC n/a	+1 +2 0 -2 -6 -12			
CAP 1	WTE 5.0	EFFECTIVE	EX+		
CIR 1690	MIS 15%b	5d	1d		
HSM -	KDM +4	SPC (ei)	IG(F) PD(c2)		

The first coach gun or sawed-off shotgun, frequently made with folding bayonet. Fires a 1" lead ball, shot, rocks, or scrap metal.



FLINTLOCK		Rifle		"Kentucky Rifle"	
ROF 1	AMO B	PB	VS SH ME LO EX		
ROL E	CYC n/a	-1 +1 +3 +2 +1 -3			
CAP 1	WTE 6.5	EFFECTIVE	EX+		
CIR 1700	MIS 15%b	4d	1d		
HSM +1	KDM +1	SPC (d)	IG(F) PD(c4)		

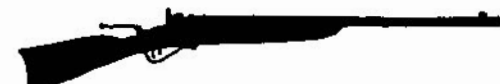
Made famous by Daniel Boone, this was an excellent small-game weapon and a good sniper rifle in the American Revolution. (*.44 Ball*)

HANDGUN		Cartridge		"Remington Derringer"	
ROF 1	AMO C	PB	VS SH ME LO EX		
ROL B x2	CYC n/a	+4 +2 0 -3 -8 -12			
CAP 2	WTE 1.0	EFFECTIVE	EX+		
CIR 1874	MIS 5%b	3d	1d		
HSM -	KDM +1	SPC (dp)	IG(H) PD(c4)		

The gambler's friend was designed for close range combat only. (*.41 Rimfire*)

RIFLE		Cartridge		"Springfield 1873"	
ROF 1	AMO C	PB	VS SH ME LO EX		
ROL B	CYC n/a	-1 0 +2 +3 +1 0			
CAP 1	WTE 6.0	EFFECTIVE	EX+		
CIR 1873	MIS 1%b	5d	2d		
HSM +1	KDM +4	SPC (d)	IG(J) PD(c3)		

The Springfield "Trap-door" was introduced for Army and Cavalry use. (*.45-70*)



RIFLE		Cartridge		"Sharps Big 50"	
ROF 1	AMO CE	PB	VS SH ME LO EX		
ROL B	CYC n/a	-3 0 +2 +5 +4 0			
CAP 1	WTE 12.0	EFFECTIVE	EX+		
CIR 1874	MIS 1%b	7d	3d		
HSM +2	KDM +5	SPC (ejm)	IG(J) PD(c3)		

The classic buffalo rifle. (*.50-90 SS*)

RIFLE		Cartridge		"Winchester M73"	
ROF 1	AMO D	PB	VS SH ME LO EX		
ROL B x10	CYC n/a	-1 0 +3 +1 -1 -6			
CAP 10 +1	WTE 6.5	EFFECTIVE	EX+		
CIR 1873	MIS 1%b	4d	1d		
HSM -	KDM +3	SPC (d)	IG(J) PD(c4)		

The Winchester carbine was used for home defense and hunting. (*.44-40*)

MACHINE GUN		Cartridge		"Gatling Gun"	
ROF 1to40	AMO D	PB	VS SH ME LO EX		
ROL D	CYC n/a	0 0 0 +2 +1 0			
CAP 240	WTE 205	EFFECTIVE	EX+		
CIR 1874	MIS 5%b	5d	2d		
HSM +1	KDM +4	SPC ()	IG(J) PD(c3)		

Developed for military use in controlling access to bridges. The modern equivalent is the heavy machine gun. The ROF depends on how fast the crank is turned. (*.45-70*)

Launchers



LAUNCHER Grenade Launcher "M-79 Thump Gun"
 ROF 1 AMO 40mm Variable
 ROL B CYC n/a MINIMUM MAXIMUM
 CAP 1 WTE 8.0 RANGE RANGE
 CIR 1958 MIS 1% d 50 ft. 1500 ft.

A simple, shotgun-styled grenade launcher.

LAUNCHER Grenade Launcher "M203"
 ROF 1 AMO 40mm Variable
 ROL B CYC n/a MINIMUM MAXIMUM
 CAP 1 WTE 3.0 RANGE RANGE
 CIR 1968 MIS 1% d 50 ft. 1500 ft.

A 40mm grenade launcher for the M16.

LAUNCHER Grenade Launcher "H&K 69A1"
 ROF 1 AMO 40mm Variable
 ROL B CYC n/a MINIMUM MAXIMUM
 CAP 1 WTE 4.0 RANGE RANGE
 CIR 1972 MIS 1% d 50 ft. 1500 ft.

Pistol styled, with a collapsing stock.

Rounds

		BLA	BUR	FRA
M381	High Explosive	750*	2d6	d 4-1
M381b	Armor Piercing	650*b	d10	d10-1
M381c	Anti-Personnel	50*	d10	See C
M433	HEAP Anti-Personnel	500*c	2d6	See B
M433d	Incendiary	100*	6d10	See A
M651E1	Tear Gas	25	d6	n/a
M651E2	Tear & Vomit Gas	25	d6	n/a
M651E3	BZ, BX, BN Agents	25	d6	n/a
M583	White Parachute Flare			(1 minute)
M585	Star Shell (wh., gr., rd.)			(15 seconds)
SPEC	Stunbag 200 ft. range	See Heavy Stun		
SPEC	Smoke in Red, White, Green			

* = Standard use of blast and burn.

*b = Blast is uni-directional, reduce value by 50% in other directions.

*c = Combines * and b with no reduction of blast due to shaped charge.

LAUNCHER MORTAR "81mm Mortar"
 ROF 1 AMO 81mm Variable
 ROL A CYC n/a MINIMUM MAXIMUM
 CAP 1 WTE 90.0 RANGE RANGE
 CIR 1951 MIS 0% d 150 ft. 3 mi.

An 81mm mortar. Use the 40mm shell tables with a damage or flare burn multiplier of x4.

Indirect Fire

REMEMBER:

For missile fire use accuracy with normal modifiers and a d10 bonus for any special missiles when sensors aid targeting. For indirect fire imagine a clock face over your target, roll a d12 for the direction of the shell fall. Index the indirect fire distance chart. Moving targets always index from #3.

For every three levels of specific type of launcher skill, add 1 to your shot number.

SHOT NUMBER	STILL TARGET	NUMBER OF FEET FROM TARGET
01	First Shot	3x d100
02	Second Shot	2x d100
03	Third Shot or Moving	d100
04	Fourth Shot	5 d10
05	Fifth Shot	3 d10
06	Sixth Shot	2 d10
07	Seventh Shot	d10

LAUNCHER LIGHT, ANTI-TANK "M72A2 LAW"
 ROF 1 AMO HE Rocket
 ROL B CYC n/a MINIMUM MAXIMUM
 CAP 1 WTE 6.0 RANGE RANGE
 CIR 1965 MIS 1% fails 165 ft. 3250 ft.
 BLAST 2400 BURN 6d10 BACKBLAST d10

A one-shot, disposable launcher.

LAUNCHER LIGHT, ANTI-TANK "Armburst 300"
 ROF 1 AMO HE Shell
 ROL A CYC n/a MINIMUM MAXIMUM
 CAP 2 WTE 14.0 RANGE RANGE
 CIR 1971 MIS 1% fails 100 ft. 3000 ft.
 BLAST 2600 BURN 6d10 BACKBLAST d10

Disposable launcher with no recoil, flash, or loud noise.

LAUNCHER MEDIUM, WIRE GUIDED "M47 Dragon"
 ROF 1 AMO HE Rocket
 ROL C CYC n/a MINIMUM MAXIMUM
 CAP 1 WTE 76.0 RANGE RANGE
 CIR 1976 MIS 1% fails 100 ft. 3200 ft.
 BLAST 4500 BURN 10d10 BACKBLAST 6d10

A portable, guided missile.

LAUNCHER HEAVY, WIRE GUIDED "Hellfire"
 ROF 1 AMO HE Rocket
 ROL C CYC n/a MINIMUM MAXIMUM
 CAP 1 WTE 95.0 RANGE RANGE
 CIR 1984 MIS 1% fails 75 ft. 16400 ft.
 BLAST 6400 BURN 15d10 BACKBLAST 6d10

A helicoptered or vehicle fired missile.

LAUNCHER LIGHT, ANTI-AIRCRAFT "Seeker"
 ROF 1 AMO HE Rocket
 ROL C CYC n/a MINIMUM MAXIMUM
 CAP 1 WTE 49.0 RANGE RANGE
 CIR 1986 MIS 1% fails 1000 ft. 14000 ft.
 BLAST 1000 BURN 3d10 BACKBLAST 4d6

A "smart", heat-seeking missile.

FLAME THROWER, LIGHT "M9A1-7"
 ROF 1 AMO 5 Uses
 ROL D CYC n/a MINIMUM MAXIMUM
 CAP 4.5g WTE 49.0 RANGE RANGE
 CIR 1956 MIS 4% fails 6 ft. 195 ft.
 BLAST n/a BURN 20d10 BACKBLAST -

Backpack-styled, flame thrower with 5 uses. Fuel may be ignited or cold when sprayed.

FLAME THROWER, LIGHT "German HAFLA 35L"
 ROF 1 AMO Shell
 ROL A CYC n/a MINIMUM MAXIMUM
 CAP 1 WTE 1.5 RANGE RANGE
 CIR 1972 MIS 1% fails 25 ft. 265 ft.
 BLAST 30 BURN 6d10 BACKBLAST -

Fires a phosphorus incendiary shell from a pistol-styled, disposable launcher.



Explosives

Explosives come in many variable strengths and types. Some general examples include:

NAME	STYLE	FUSE	DAMAGE PER UNIT
TNT	BL	ABC	200 pts.
C-4	BL	BC	268 pts.
C-4 (Demo-Pack)	12BL	BC	3216 pts.
C-6	BL	BC	560 pts.
C-6 (Demo-Pack)	10BL	BC	5600 pts.
Fuse (waterproof)	Cord	-	1 per inch.
Primer Cord	Cord	-	4 per inch.
Military Dynamite	ST	ABC	184 pts.
Dynamite			
Early	ST	ABC	122 pts.
Commercial 60%	ST	ABC	166 pts.
Gelatin 60%	ST	ABC	152 pts.
Black Powder	PD	ABC	110 pts.
Nitro	DI	ABC	220 pts.

BL A small, rectangular block.

ST Stick. 12" long, 1" wide.

DI A 2 inch by .25 inch disk.

PD Packed powder.

Detonators

Detonators	DETONTATOR FIRING DETONTATOR							
	A	B	C	H	E	M	I	
A= Fuse	A	y	y	y	y	n	y	n
B= Blasting Cap	B	y	y	y	n	y	n	n
C= Primer Cord	C	y	y	y	n	n	n	y
H= Heat Source								
E= Electrical	RESULT							
H= Chemical	n= No							
I= Impact	y= Yes							

Explosive detonators may be mechanical or electrical. Special detonators can be timed up to 30 minutes or fired immediately at the player's or GM's choice.



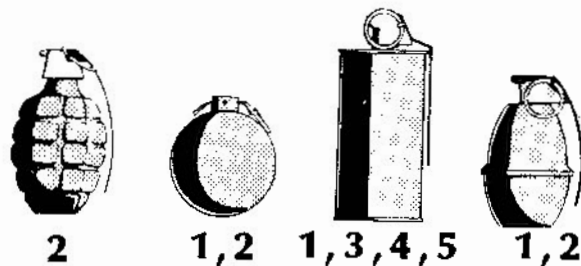
Powders

ARCHAIC POWDERS	CHANCE OF IGNITION		
	WET	DAMP	NORM
A Serpentine Powder	0%	35%	80%
B Corned-Black Powder	0%	35%	80%

GRADED BLACK POWDER	CHANCE OF IGNITION			TYPE
		WET	DAMP	NORM
C1 Cannon Powder	05%	45%	95%	
C2 Large-Bore Weapons	04%	50%	98%	Fg
C3 Medium-Bore	02%	45%	98%	FFg
C4 Small-Bore	01%	35%	95%	FFFg
C5 Priming Powder	0%	30%	95%	FFFFg
D Modern Smokeless	20%	90%	99%	

WEAPONS IGNITION	WET	DAMP	NORM
A Burning Stick	02%	30%	75%
B Hot Wire	04%	35%	85%
C Slow-Burning Match	01%	30%	80%
D Slow-Burning Fuse	05%	45%	85%
E Wheellock	10%	50%	85%
F Flintlock	10%	50%	85%
G Percussion Cap	20%	58%	95%
H Rim-Fire Cartridge	75%	89%	95%
I Pin-Fire Cartridge	65%	85%	90%
J Center-Fire Cartridge	85%	95%	99%
K Caseless	98%	99%	99%
L Modern Percussion Cap	90%	97%	99%

Grenades



1	CHEMICAL & SMOKE	
2	FRAGMENTATION	MK2 "Pineapple"
		M33 "New Style"
3	PHOSPHORUS	M34 "Willie Pete"
4	STUN	"Flash Grenade"
5	BLASTING (HE)	MK3A2

TYPE	BLAST	BURN
High Explosive	200	d10
Smoke (see accuracy modifier)	-	d6
Incendiary (80 foot circle)	50	6d10
Illumination (as a flare)	-	d10
Phosphorus (see burn damage)	65	-
Fragmentation (low-yield)	110	-
Fragmentation (high-yield)	140	d6
Stun	25	d6

Fragments

	DISTANCE IN FEET						
	40	30	25	20	15	10	05
(A) LOW-YIELD	0	1	d2	d4	d4	d6	d8
(B) HIGH-YIELD	1	d2	d4	d6	d8	d10	d20
(C) PHOSPHORUS	0	0	1	d2	d4	d4	d6

REMEMBER

- Grenades explode with damage from blast and metal fragments that travel with penetration equal to the force of the blast divided by the distance of the target in feet.
- Smoke, chemical, and gas grenades create a dense cloud, 50 feet in diameter, that travels in the direction of the wind.

Gas Grenades

BZ	Happy Hallucinogenic	
DE:	d4 min.	DU: d4+4 hrs. DX: 05%
BX	Bad-Trip Hallucinogenic	
DE:	1 min.	DU: 3d8 hrs. DX: 08%
BN	Optic Disruptive	
DE:	1 min.	DU: d6+9 hrs. DX: 01%
CN	Tear Gas	
DE:	Contact	DU: d6 hrs. DX: 01%
DM	Vomit Gas	
DE:	Contact	DU: d4 hrs. DX: 01%
SL	Sleep Gas	
DE:	1 min.	DU: d6+6 hrs. DX: 01%
NG	Nerve Gas	
DE:	1 min.	DU: DX: 95%
PO	Poison Gas	(see toxin types)
SM	Smoke	DU: 2 min.
	Creates a dense cloud of smoke.	

DE=DELAY TO EFFECT

Time until the full effect takes place.

DU=DURATION

The duration of the effects of the agent.

DX=Death %

The chance of an allergic or highly toxic reaction to the agent. Treat as a d10 poison. This is a one time roll.

Bows

EARLY BOW	PB	VS	SH	ME	LO	VL
ARROW TYPE:ABC	0	+1	+4	+3	0	-3
BREAK 06%a	3	3	2	2	1	1
LONG BOW	PB	VS	SH	ME	LO	VL
ARROW TYPE:A-D2	0	+1	+4	+4	+2	0
BREAK 03%a	4	4	3	2	1	1
MODERN BOW	PB	VS	SH	ME	LO	VL
ARROW TYPE:E1-5	0	+1	+4	+3	+1	0
BREAK 02%a	4	3	2	2	1	1
COMPOUND	PB	VS	SH	ME	LO	VL
ARROW TYPE:E1-5	0	+1	+5	+5	+3	+1
BREAK 01%b	4	4	3	3	2	1
ARBALIST	PB	VS	SH	ME	LO	VL
BOLT TYPE:A-D3	-1	+1	+4	+3	-4	0
BREAK 07%b	4	4	4	3	3	1
CROSSBOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:E1-5	-1	+1	+4	+3	+2	+1
BREAK 01%b	5	5	4	3	3	2
PISTOL CROSSBOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:E1-5	+4	+3	+2	0	-4	-8
BREAK 03%b	3	3	3	2	1	1
WRIST BOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:E1-5	+3	+2	+1	0	-8	-12
BREAK 05%b	3	3	2	2	1	1
VAC CROSSBOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:F1-4	-6	-2	+2	+4	+2	0
BREAK 10%b	1	2	3	4	6	6
JAPANESE BOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:A-E	0	+2	+4	+3	+2	+1
BREAK 01%a	4	4	3	2	2	1

ARROW TYPE	BREAKAGE %	DAMAGE DICE
A Blunt Wood	30%	d4
B Pointed Wood	40%	d4 +1
C ARROWHEAD:		
Stone, Bone, Shell	55%	d6
D EARLY METAL		
01 Bronze	40%	d6
02 Iron	20%	d6
03 Steel	10%	d6
E MODERN		
01 Target	03%	d4 +1
02 Broadhead	01%	d6
03 (3) Blade	02%	d6 +1
04 (4) Blades	03%	d6 +2
05 Fishing	03%	d4 +2
F SPECIAL		
01 Rocket Assisted	05%	d6 +4
02 Explosive	99%	(blast 3d6)
03 Incendiary	95%	(burn 2d4)
04 Stun	25%	(stun d10 +3)
05 Tagging	95%	(splashes paint)
06 Gas	95%	(see gas effects)
07 Electric	10%	d4 -1
Arrow creates a heavy stun effect if it penetrates skin on human-sized targets.		

Breaks

BREAK A	BREAK B
01-07 String Snaps	01-07 String Snaps
08-09 Bow Cracks	08-09 Mechanical
10 Bow Breaks	10 Bow Breaks

Martial Arts

Martial arts is a range of fighting skills that may be divided into several categories of attack and defense.

AO = ACTIVE OFFENSE

Punches, Kicks, Chops and other methods of inflicting injury to an opponent.

PO = PASSIVE OFFENSE

Arm Locks, Holds, Throws and other methods of controlling movement of an opponent.

AD = ACTIVE DEFENSE

Blocking, Deflecting, Grabbing and other methods of preventing injury or physical incapacitation of oneself by an opponent.

PD = PASSIVE DEFENSE

Dodging, Rolling, Twisting and other methods of avoiding an attack.

SW = Special Weapons or Martial Arts Weapons

AW = Available Weapons

PW = Personal Weapons

Types

	TYPE	SPECIAL
Wrestling	PO,AD	
Brawling	AO	AW
Boxing	AO,AD	
Street Fighting	AO,AD	DW
Defendu	PO,AD	SW
Savate	AO,AD	
Karate	AO,AD,PO,PD	SW
Judo	PO	
Kung Fu	AO,AD,PO,PD	SW
Aikido	PO,PD	
Tae Kwon Do	AO,AD	
Tai Boxing	AO	
Ninjutsu	AO,AD,PO,PD	AW,SW
Knife Fighting	AO,PD	SW only
Tantojutsu	AO,AD	SW only
SCA Sword & Shield	AO,AD	SW only
Kendo	AO,AD	SW only

SKILL LEVEL

ATTACKER	DEFENDER						
	01-02	03-04	05-06	07-09	10-12	14-16	18-20
0	0	-1	-2	-3	-4	-5	-6
01-02	0	0	-1	-2	-3	-4	-5
03-04	0	0	0	-1	-2	-3	-4
05-06	+1	0	0	0	-1	-2	-3
07-08	+2	+1	0	0	0	-1	-2
09-10	+3	+2	+1	0	0	0	-1
11-12	+4	+3	+2	+1	0	0	0
13-14	+5	+4	+3	+2	+1	0	0
15-16	+6	+5	+4	+3	+2	+1	0
17-18	+7	+6	+5	+4	+3	+2	+1
19-20	+8	+7	+6	+5	+4	+3	+2

Index skill levels of the attacker and the defender to find a dexterity modifier that can also be used as a initiative modifier.

Also see Physical Combat and Initiative.



Weapons Generation

These tables allow for the random creation of firearms that could be found on alternate worlds.

The GM may generate a few dozen to have on the side. Results may go from outstanding to whimsical for random designs, though they may be surprisingly effective.

Start with a blank card or use the bottoms of photocopied equipment sheets.

01-10 Handgun
11-16 Rifle
17-20 Shotgun

RATE OF FIRE / CYCLIC ACTION

Roll a d6 for the rate of fire and index over to find the weapon's cyclic action. Where there is no cyclic action the weapon is semi-auto or other.

RESULT	ROF	CYCLIC	RESULT	ROF	CYCLIC
01	1	n/a*	04	1/3	20a
02	1/2	n/a*	05	1/3	30a
03	1/3	n/a*	06	1/3/6	40a

* Weapons with this designation may be of these types.

	TYPE	CAPACITY
01	Bolt-Action	d6 Rounds
02	Manual Load	d10 Rounds
03-06	Separate Box	3d10 Rounds
07-08	Grip Box	4d4 Rounds
09	Cylinder	2d4 Rounds
10	Feed Tube	2d6 Rounds

Weapons without the * designation may be of these types.

	TYPE	CAPACITY
01-04	Separate Box	4d10 Rounds
05-06	Grip Box	5d4 Rounds
07-08	Drum	6d10 Rounds
09	Belt Fed	Any Amount
10	Manual Load	2d10 Rounds

WEIGHT IN POUNDS

PISTOL	TYPE	WEIGHT	RIFLE	TYPE	WEIGHT
01-02	Light	.50	01-02	Light	4.00
03-04	Medium	1.50	03-04	Medium	7.00
05-06	Heavy	3.00	05-06	Heavy	10.00

SHOTGUN	TYPE	WEIGHT
01-02	Light	5.00
03-04	Medium	8.00
05-06	Heavy	12.00



Ammunition (AMO) is the choice of the GM, depending on availability of the shells required and technology of manufacture.

Players are allowed to request that IDET manufacture specialty shells of the types listed in the weapon section.

Accuracy

TYPE	RATING	PB	VS	SH	ME	LO	VL
01 Handgun	Awful	0	-1	-3	-5	-7	-10
Rifle	Awful	-4	-4	0	-2	-4	-8
Shotgun	Awful	0	-1	-2	-3	-5	-8
02 Handgun	Bad	0	0	-2	-3	-6	-8
Rifle	Bad	-3	-3	-2	-1	-3	-5
Shotgun	Bad	-1	0	0	-1	-5	-8
03 Handgun	Poor	+2	+1	0	-1	-3	-6
Rifle	Poor	-3	-2	-1	0	-1	-2
Shotgun	Poor	-1	0	+1	0	-2	-6
04 Handgun	Average	+3	+2	+2	0	-2	-4
Rifle	Average	-2	-1	0	+1	+1	0
Shotgun	Average	-1	0	+2	+0	-1	-4
05 Handgun	Good	+4	+3	+2	+1	0	-2
Rifle	Good	-1	+1	+2	+1	+1	+2
Shotgun	Good	-1	0	+2	+1	0	-4
06 Handgun	Great	+4	+4	+3	+2	0	-2
Rifle	Great	0	0	+1	+2	+3	+3
Shotgun	Great	-1	+1	+2	+2	+1	0

Damage

TYPE	RATING	PB	VS	SH	ME	LO	VL
01 Handgun	Awful	EFFECTIVE 1d				EX+	1d
Rifle	Awful	EFFECTIVE 2d				EX+	1d
Shotgun	Awful	Damage x.25 on Total					
02 Handgun	Bad	EFFECTIVE 2d				EX+	1d
Rifle	Bad	EFFECTIVE 3d				EX+	1d
Shotgun	Bad	Damage x.50 on Total					
03 Handgun	Poor	EFFECTIVE 3d				EX+	2d
Rifle	Poor	EFFECTIVE 4d				EX+	2d
Shotgun	Poor	Damage x.75 on Total					
04 Handgun	Average	EFFECTIVE 4d				EX+	1d
Rifle	Average	EFFECTIVE 5d				EX+	2d
Shotgun	Average	Damage x1.0 on Total					
05 Handgun	Good	EFFECTIVE 4d				EX+	2d
Rifle	Good	EFFECTIVE 6d				EX+	3d
Shotgun	Good	Damage x1.25 on Total					
06 Handgun	Great	EFFECTIVE 5d				EX+	2d
Rifle	Great	EFFECTIVE 7d				EX+	3d
Shotgun	Great	Damage x1.50 on Total					

These weapon damages are the combined factors of a weapon's efficiency and the AMO specific to that type of weapon.

These damages can be modified by one with a character's research and use of gunsmithing or the purchase (GM approved) of better grades of ammunition.

A shotgun's design changes pellet damage by the modification of final (HBD) damage.

It is always fun to add idiosyncracies to weapons including: jamming, sticking, hard to get ammunition, sensitivity to specific environment and unpopularity.

A GM may also wish to alter the range modifiers. Remember, in a tight situation, weapons are useful but your campaign should not rely on weapons and equipment only.

Human Fast Kill

In fast action situations the complete generation of protagonists is a waste of the GM's time. Other than accuracy and agility, disposable NPCs should be generated in batch and kept on file.

The following charts speed disposal of NPC characters and animals in a simple fashion.

If the GM wishes to add a little realism and uncertainty to the game, roll on the options table when a fast kill is attempted.

REMEMBER

- 01 Every projectile striking a target per action adds a +1 on the result total.
- 02 Modifiers do not affect a roll on the options table.
- 03 In some cases an option will not work for a particular situation.
- 04 This table may also be used for alien life. It is recommended this table not be used for player character wounds.

Result

- 01 Victim is grazed.
- 02 Victim is grazed and loses next action.
- 03 Minor wound lightly stuns victim.
- 04 Wound stuns victim for d6 minutes.
- 05 Wound stuns victim for d6+10 minutes.
- 06 Critical wound, NPC falls unconscious after next action.
- 07 Critical wound, NPC falls unconscious after one action, dies in d10 minutes.
- 08 Critical wound, NPC falls unconscious immediately. Dies in d10 minutes.
- 09 Critical wound, NPC falls unconscious and dies in d4 minutes without aid.
- 10 Victim falls unconscious, dies.
- 11+ Victim dead before he hits the ground.

GM Option

- 01 Victim is spun by shot. Must take d4 actions to recover.
- 02 Victim's armor reduces first table roll by d4 on the initial d10 roll.
- 03 Victim's armor reduces first table roll by d4 +2 on the initial d10 roll.
- 04 Victim fumbles next action.
- 05 Victim is knocked d4 feet backwards by shot. Takes d6 actions to recover.
- 06 Obstruction or possession deflects the shot. Knocks victim backwards as #5.
- 07 Fear reduces the victim's accuracy by d6 on the next shot if the next action is weapons fire.
- 08 Obstruction or possession deflects the shot totally. No action penalty to NPC.
- 09 NPC's weapon jams or disfunctions on the next or last action.
- 10 If NPC is still alive and conscious after being hit, he will feign death, (play possum) until he has an advantage.

Animal Fast Kill

Use this table in the same way as the first set of tables with these results:

Result

- 01 Victim is grazed.
- 02 Victim is grazed and loses next action.
- 03 Minor wound lightly stuns victim.
- 04 Wound stuns victim for d6 minutes.
- 05 Wound stuns victim for d6 +4 minutes.
- 06 Critical wound, victim falls unconscious after next action.
- 07 Critical wound, victim falls unconscious after next action and dies in d10 minutes.
- 08 Critical wound, victim falls unconscious after next action and dies in d6 minutes.
- 09 Victim falls unconscious, dies d4 minutes.
- 10 Victim falls unconscious, dies.
- 11 Victim dropped in its tracks.

GM Option

- 01 Victim flees in terror if alive.
- 02 Victim flees in terror in direction of attacker if still alive.
- 03 Deflection reduces attacker's primary dice result by d4.
- 04 Victim will feign death until attacker leaves or death occurs.
- 05 Victim will feign death and attack the attacker at the first opportunity.
- 06 Victim begins to thrash and die violently.
- 07 The kill attracts scavengers, if any.
- 08 The kill attracts predators, if any.
- 09 This kill attracts more of the victim's type, if any.
- 10 Victim panics, runs off to die.

TEMPERAMENT IN ANIMALS

Most wild animals will avoid contact with the Fringeworthy whenever possible.

Only when sick, cornered, wounded, or protecting young will they attack with a berserk fury. See the Temperament charts.

DEXTERITY IN ANIMALS

An animal's Dexterity and Agility is the choice of the GM. Averages may be:

	DEXTERITY	AGILITY
VERY SLOW	d6 +04	d6 +04
SLOW	d6 +06	d6 +06
MEDIUM	d6 +08	d6 +08
FAST	d6 +10	d6 +10
VERY FAST	d6 +12	d6 +12
LIGHTNING FAST	d6 +14	d6 +14

The detailed body tables may be used for damage to quadrupeds with minor structural modifications.

Animals may have different skin armor ratings, bone values and tissue thicknesses. Body areas may generally have the same function though the GM may wish to change death shock percentages and structure.

DAMAGE

In Fringeworthy damage is defined as the amount of punishment a character or structure can withstand before ceasing to function.

Damage to your character may come in three forms during play.

01 WHOLE BODY DAMAGE

This is damage from concussion, shock, and other types that affect a wide body area and reduce hit points.

02 SPECIFIC BODY DAMAGE

This damage is taken in a specific area from impact, high-velocity projectiles, contact burns, and energy. These areas have only a limited number of the body's structure or hit points. Specific damage that is over the area's total value will continue to travel through the body to exit and possibly hit a second target.

03 SYSTEMIC DAMAGE

This is continuing damage to the health of the character. Systemic damage will reduce the constitution for a critical period of time. This is mostly in the case of suffocation, poisoning, and the general or specific metabolic disruption of disease.

Many forms of damage can combine several or all of these types of damage. A laser, for example, causes burn, damage from fragments of penetrated armor and blast if it pulses.

Level of Play

Fringeworthy uses two levels of damage for play. This level of complexity is the GM's decision.

LEVEL ONE

(Fast Play)

Straight hit point reduction, ignoring all specific area damage.

EXAMPLE

Shot in the leg, Mike takes 14 points of damage, walks to the hospital, and has the damage repaired. In a few days he's out as good as new. While simple and direct, this lacks realism.

LEVEL TWO

(Recommended Play)

This level makes use of the complete medical system including specific area damage that includes bloodloss, shock, stun and the added realism of a medical emergency.

EXAMPLE

Shot in the leg, Mike takes 14 points of damage. The bullet slices through the knee, severing an artery and splintering the bone. The bone splintering adds 5 points to the 14 already suffered and the artery wound adds d6 points per round in damage until he can stop the bloodloss.

In some ways the recommended system is a little more harsh than taking straight structure without side effects. This system is not recommended for NPC's or animals.

Asphyxiation

Asphyxiation is the condition caused by a lack of breathable atmosphere to a life form.

TYPES OF ASPHYXIATION DAMAGE PER MINUTE

TYPE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
DROWNING		
Non-Panicked	d4	1
Panicked	2d4	d4
CHOKING ON FOOD OR OBJECT		
Non-Panicked	1	1
Panicked	d4	d6
CRUSHING WEIGHT		
Chest	Variable	d6
Back	Variable	d4 +01
DAMAGED OR SWOLLEN BREATHING PASSAGE	Variable	2
PHYSICAL STRANGULATION		
Hands	d4	d4
Rope / Cord	d6	d4 +01
Chain	d6 +01	d4
Pipe	d6 +02	d4 +02
Wire Garrote	d10	d4 +03

BREAKING STRANGULATION

ONE CHANCE PER MINUTE

INDEX ATTACKER'S / DEFENDER'S STRENGTH

DEFENDER'S PERCENT CHANCE TO BREAK

Attacker has 6 times defender's strength	04%
Attacker has 5 times defender's strength	11%
Attacker has 4 times defender's strength	25%
Attacker has 3 times defender's strength	38%
Attacker has 2 times defender's strength	50%
Attacker and defender have equal strength	62%
Attacker has .75 of defender's strength	75%
Attacker has .50 of defender's strength	88%
Attacker has .25 of defender's strength	94%

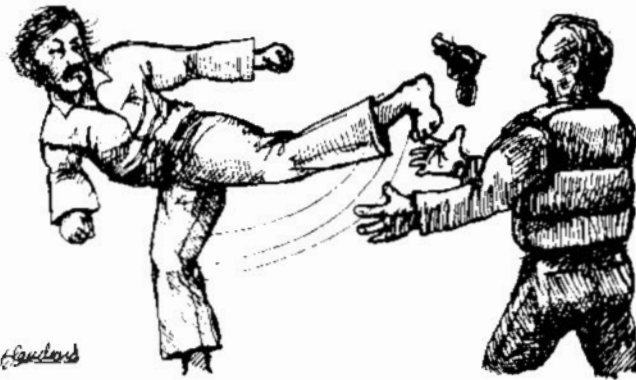
STRANGULATION MODIFIERS

BREAK AWAY MODIFIER

Attacker is behind victim	-20%
Attacker is in side position	+10%
Attacker is face-to-face with victim	+05%
Attacker has medical skills	-10%
Attacker has combat training	-15%
Attacker has complete surprise	-10%
Attacker has martial arts training:	
per level of attack training	-05%
Victim is combat trained	+15%
Victim is warned of the attack	+10%
Victim has martial arts training:	
per level of attack training	+05%

REMEMBER

- 01 Total all modifiers for a final break-away modifier, positive or negative.
- 02 Index Attacker's / Defender's strength to find the break percentage.
- 03 Add modifier to percentage and roll under this number on a d100 for a breaking of physical strangulation.
- 04 Wear a protective collar next time.



Initiative

Initiative is speed of action of the character in a situation where physical movement is critical to the character's survival or accomplishment of a task.

Always rate the highest speed as the first action and the lesser speeds after the first.

Finding Initiative

Initiative is found by adding a d10 to your agility roll. The highest is the faster. Use modifiers if applicable.

Modifiers

INITIATIVE MODIFIER

SURPRISE	
Total Surprise	+5
Moderate Surprise	+2
No Surprise	0
Total Expectation	-3
HEALTH	
Wounded, Bleeding, Shock	-3
Suffering Blast Damage	-3
Stunned	-2
Sick	-1
Very Sick	-3
Critically Sick	-4
Lack of Sleep	-2
STRESS & DRUGS	
Drunk	-2
Roaring Drunk	-4
Under Heavy Medication	-2
Under Stress	-2
Under Heavy Stress	-3
OTHER FACTORS	
Distracted Momentarily	-1
Sunlight in Eyes	-1
PSYCHOLOGY	
Defending a Loved One	+1
Realizing You Don't Have a Chance	-1
Fear	+1
Stark Fear	+2
Knowing You are Morally Right	+1

Morale

Morale is the players' decision. The continued fight or retreat decision in a role playing game can only come from the players.

Physical Combat

Physical combat and hand to hand fighting are dependent on initiative and the player's weapon skills.

REMEMBER

- 01 Roll Initiative.
- 02 Decide to Attack or Defend from an Attack. In a case of fighting with hand-held weapons this may be called a Parry.
- 03 Roll under your Dexterity to succeed with an attack or parry.
- 04 Add modifiers for combat skills, a +1 per three levels of knife fighting, wrestling or related combat skill.
- 05 A defender may choose to attack instead of defending, but this gives the attacker a +1 on ability to hit.

Result

ATTACKER	DEFENDER	RESULT
A Fails	Fails	No Result
B Fails	Succeeds	Defender gets the next Initiative.
C Succeeds	Fails	Attacker Does Damage
D Succeeds	Succeeds	No Result.

After each round of an A, C or D result, initiative is re-rolled to determine who attacks the next round.

Special Attacks

Fancy attacks, knife, breaking bones, or special damage are found after a successful attack by rolling under the attacker's combat skill level % on a d100. Use of this gives initiative to the defender during the next combat round. See martial arts skill bonus for modifiers when characters fight with "like" combat skills.

Combat continues until one character is incapacitated or both agree to quit.

Remember

- 01 To physically strike a target, roll under the character's DEX for success.
- 02 Add Size and Movement modifiers if applicable.

Index the attacker's size to find a combat "to hit" modifier, if any. This is only for physical combat. All sizes are listed in feet of height.

Size	AT= Attacker DF= Defender											
	AT	DE	01	02	03	04	05	06	07	08	09	10
01		0	0	+1	+1	+1	+2	+2	+2	+3	+3	
02		0	0	0	+1	+1	+1	+2	+2	+2	+3	
03		-1	0	0	0	+1	+1	+1	+2	+2	+2	
04		-1	-1	0	0	0	+1	+1	+1	+2	+2	
05		-1	-1	-1	0	0	0	+1	+1	+1	+2	
06		-2	-1	-1	-1	0	0	0	+1	+1	+1	
07		-2	-2	-1	-1	-1	0	0	0	+1	+1	
08		-2	-2	-2	-1	-1	-1	0	0	0	+1	
09		-3	-2	-2	-2	-1	-1	-1	0	0	0	
10		-3	-3	-2	-2	-2	-1	-1	-1	0	0	

Atmospheric

Atmospheric damage is sustained when a character is exposed to any environment that has the wrong pressure or atmosphere mixture.

Pressure

DAMAGE PER MINUTE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
Vacuum	2d10	2d10
Very Thin	d10	d6
Thin	No Damage	1
Thin Standard	No Damage	*
Standard	No Damage	No Damage
Heavy Standard	No Damage	*
Heavy	No Damage	1
Super Heavy	2d10	d6
Dense	3d10	d10

* These atmospheric pressures only affect characters who are exerting a high degree of physical action. Reduce constitution one point per minute until they rest or fall unconscious. At this time they begin to recover constitution normally.

Lung Damage

Atmospheric damage can also be sustained by breathing gasses that damage lung tissue or inhibit proper respiration.

These problems often manifest in the form of fuzzy thinking, coughing, a loss of AGL, DEX, ACC, STR, THR, DOD, and choking.

Content

DAMAGE PER MINUTE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
Light Corrosive	d6	d6
Medium Corrosive	d10	2d6
Heavy Corrosive	2d10	3d6
Light Noxious	No Damage	1
Medium Noxious	No Damage	d4
Heavy Noxious	d4	d6

Noxious atmospheres are higher in:

Ammonia*	Hydrogen	Fluorine
Methane	Chlorine*	Other Flourides*
Cyanides	Sulfur Dioxide*	

In higher concentrations many of these become corrosive and deadly to unprotected life. (*)

In some cases the wrong mixtures of common breathable gasses will also cause side effects of giddiness, dizziness, difficult respiration, unconsciousness, or death.

Protective Suits

Most normal vac and environmental suits are designed to withstand the extremes of pressure and temperature. Punctures to suits allowing atmospheric entry that are not re-sealing cause normal damage. Punctures in extremities cause half damage.

Explosion

Objects are affected in two different ways by explosives.

- 01 Concussion
- 02 Fragmentation

CONCUSSION DAMAGE

The first type of damage from explosion is straight concussion damage. This slap of force is divided by the object or victim's distance in feet from the blast center.

FRAGMENTATION

The second type of damage is created by fragmentation that is deliberate or caused by material disintegration. These fragments travel with the same penetration as the force of the blast. Treat fragments as bullet wounds. Fragment velocity is divided by the victim's distance in feet from the blast.

REMEMBER

- 01 Divide the total points of blast damage or fragmentation velocity by the distance, in feet, from the blast.

MODIFIERS

Different circumstances will change the configuration of the blast wave and the resulting damaging slap of force.

TYPE	MULTIPLIER	TYPE	MULTIPLIER
Unprepared	Full	Mud	x.50
Prone	x.75	Sand	x.75
Shallow Hole	x.50	Debris	x.50
Deep Hole	x.25	Rock	x.25
Heavy Wall	x.50	Brush	x.75
Heavy Trees	x.25	Snow	x.75
Light Trees	x.50	Water	x.75

The Ed Powers Story

Ed fails to see the stick of dynamite that is rolled under the rear of the jeep he has been driving.

The explosive detonates under the rear wheels of the jeep with a force of 150 points of blast.

The metal floor of the back of the jeep can withstand 20 points of blast. From the blast to the floor of the jeep is a two foot gap.

The force of the blast is divided by the distance in feet and the jeep takes 75 points of damage, enough to demolish the vehicle and send Ed and debris flying.

The second stick lands 4 feet in front of Ed, who is picking himself off the ground.

Seeing the sputtering fuse and realizing he's about to be blown to bits, Ed rolls into a ditch at the side of the road.

At 8 feet in distance from the blast the 150 points is divided by 8 to become 18 points. The 18 is reduced by half because of the shallow hole Ed is hiding in.

Ed takes 9 points of Whole Body Damage as the second stick detonates.

Unluckily for Ed, the blast knocks him senseless.

Animal Attacks

Bite

	DAMAGE
BI01 Bite, very small	d4 x.25
BI02 Bite, small	d4 x.50
BI03 Bite, medium	d4
BI04 Bite, large	d6
BI05 Bite, gigantic	d10
BI06 Adds 25% on damage because of rip or slash attack.	
BI07 Adds 50% on damage because of rip or slash attack.	

Claw

	DAMAGE
CL01 Claw, very small	d4 x.25
CL02 Claw, small	d4 x.50
CL03 Claw, medium	d4
CL04 Claw, large	d6
CL05 Claw, gigantic	d10
CL06 Adds 25% on damage because of rip or slash attack.	
CL07 Adds 50% on damage because of rip or slash attack.	

Horn

	DAMAGE
HO01 Horn, very small	d4 x.50
HO02 Horn, small	d4
HO03 Horn, medium	d6
HO04 Horn, large	2d6
HO05 Horn, gigantic	2d10
HO06 Adds 25% on damage because of impaling attack.	
HO07 Adds 50% on damage because of impaling attack.	

Sting

	DAMAGE
ST01 Sting, very small	d4 x.25
ST02 Sting, small	d4 x.50
ST03 Sting, medium	d4
ST04 Sting, large	d6
ST05 Sting, gigantic	d10
ST06 Adds 25% on damage because of impaling attack.	
ST07 Adds 50% on damage because of impaling attack.	

Pincer

	DAMAGE
PI01 Pincer, very small	d4 x.25
PI02 Pincer, small	d4 x.50
PI03 Pincer, medium	d4
PI04 Pincer, large	d6
PI05 Pincer, gigantic	d10
PI06 Adds 25% on damage because of scissors-type attack.	
PI07 Adds 50% on damage because of scissors-type attack.	

Mandible

	DAMAGE
MA01 Mandible, very small	d4 x.25
MA02 Mandible, small	d4 x.50
MA03 Mandible, medium	d4
MA04 Mandible, large	d6
MA05 Mandible, gigantic	d10
MA06 Adds 25% on damage because of puncture attack.	
MA07 Adds 50% on damage because of puncture attack.	

Paw

	DAMAGE
PW01 Paw, very small	d4 x.25
PW02 Paw, small	d4 x.50
PW03 Paw, medium	d4
PW04 Paw, large	d6
PW05 Paw, gigantic	d8
PW06 Adds 25% on damage because of high strength.	
PW07 Adds 50% on damage because of high strength.	

Hoof

	DAMAGE
HF01 Hoof, very small	d4 x.25
HF02 Hoof, small	d4 x.50
HF03 Hoof, medium	d4
HF04 Hoof, large	d6
HF05 Hoof, gigantic	d10
HF06 Adds 25% on damage because of high weight impact.	
HF07 Adds 50% on damage because of high weight impact.	

Tail

	DAMAGE
TA01 Tail, very small	d4 x.25
TA02 Tail, small	d4 x.50
TA03 Tail, medium	d4
TA04 Tail, large	2d4
TA05 Tail, gigantic	3d4
TA06 Adds 25% on damage because of high strength impact.	
TA07 Adds 50% on damage because of high strength impact.	

Tentacle

	DAMAGE
TN01 Tentacle, very small	d4 x.25
TN02 Tentacle, small	d4 x.50
TN03 Tentacle, medium	d4
TN04 Tentacle, large	d6
TN05 Tentacle, gigantic	d10
TN06 Adds 25% to damage because of crushing attack.	
TN07 Adds 50% to damage because of crushing attack.	

Other

	DAMAGE
MS01 Trunk, medium	d6
MS02 Trunk, large	d8
MS03 Trunk, gigantic	d10
MS04 Stampede, small	d10
MS05 Stampede, medium	2d10
MS06 Stampede, large	4d10
MS07 Stampede, concentrated	8d10
MS09 Kick or Butt	
	See Strength Related Damage
MS10 Snake Constriction	
	See Tentacle Damage
MS11 Full Body Impact	
	See Strength Related Damage using Punch Damage

To find an animal's attack damage, add the Strength-Related damage to the attack damage. Index from the type of animal for its STR.

Attack damage may be increased up to 50% by the GM for characteristically nasty types of attacks or unusual animals.

Animals

HABITAT

A Fresh Water
B Salt Water
C Rivers, Streams
D Grasslands/Tundra
E Pastures/Hills
F Forest
G Rain Forest
H Mountains
I Desert
J Cities/Suburbs
K Islands/Isolated
L Domesticated

CLIMATE

M Tropical
N Sub-Tropical
O Temperate
P Sub-Arctic
Q Arctic/Antarctic

EATING HABITS

1 Herbivore
2 Omnivore
3 Carnivore

PHYSICAL

a Membrane/Skin
b Hide/Scales
c Heavy Hide/Heavy Scales
d Fat Layer
e Light Fur/Feathers

TMP = Temper AGL = Agility DEX = Dexterity
TOX = Toxin STR = Strength
INF = Information HPT = Average Hit Points

FISH, SMALL

AGL	DEX	HPT	TMP	STR	TOX	INF ABow
14	08	10	55	02	1-10	

Includes: Small carnivorous fish with teeth or beak. May sting or poison.
Damage: BIO1-BIO2

FISH, MEDIUM

AGL	DEX	HPT	TMP	STR	TOX	INF ABcbow
10	08	30	45	05	1-2 Rare	

Includes: Small Sharks-like species and other predatory fish.
Damage: BIO2-BIO4

FISH, LARGE

AGL	DEX	HPT	TMP	STR	TOX	INF ABcbow
08	08	100+	40	25+	1-2 Rare	

Includes: Large Shark-like or Ray-like fish.
Damage: BIO4-BIO6+

BIRDS

AGL	DEX	HPT	TMP	STR	TOX	INF DEFGHIJKLMNQP123efmopry
14	16	10+	65	3-5	-	

Includes: Smaller predatory birds with a wing span to 6 feet. Often Hawk-like.
Damage: CL01-CL03, BIO1-BIO3

BIRDS, LARGE

AGL	DEX	HPT	TMP	STR	TOX	INF DEFGHIJKMNQOP123fmopry
13	15	20+	65	5-9	-	

Includes: Condor and Great Eagle sized birds.
Damage: CL04, BIO3-BIO5

BIRDS, FLIGHTLESS

AGL	DEX	HPT	TMP	STR	TOX	INF DEIKMNO123flmpty
12	14	40+	45	10+	-	

Includes: Ostrich-like running birds up to 10 feet in height.
Damage: BIO2, Kick (see strength)

PHYSICAL CONTINUED

f Medium Fur/Feathers
g Heavy Fur
h Bony Plates/
Exoskeleton
i Shell
j Spines
k Regenerate Lost Part
BEHAVIOR
l Solitary
m Mated Pairs
n Family Group
o Herd/School/Flock
p Colonies
q Burrower
r Flyer
s Climber
t Runner
u Crawler
v Jumper
w Swimmer
x Sessile
y Migratory
z Hunter

MAMMALS, SMALL INF Most areas, ~ Climates
AGL DEX HPT TMP STR TOX
14 14 05 55 02 1-2
Includes: Small mammals up to the size of a small dog. Often hunters or omnivores.
Damage: BIO1-BIO3, Also slash attack. May be mildly toxic in some rare cases.

MAMMALS, MEDIUM INF Most areas, Climates
AGL DEX HPT TMP STR TOX
14 13 20+ 40 08+ -
Includes: Mammal - like creatures up to the size of a small bear or wolverine.
Damage: BIO1-3, May have slash attack.

MAMMALS, LARGE INF Most areas, Climates
AGL DEX HPT TMP STR TOX
13 12 50+ 50 14+ -
Includes: Great Cats, Bears, and Large Canine like animals.
Damage: BIO3-BIO6

MAMMALS, GRAZERS INF Most areas, Climates
AGL DEX HPT TMP STR TOX
14 10 50+ 70 15+ -
Includes: Deer, Antelope, Most herd animals.
Damage: BIO1-BIO3, Kick, Horn, Stampede, or Hoof in any combinations.

REPTILES, SMALL INF ACEFGIKMNO123bchijklz
AGL DEX HPT TMP STR TOX
09 10 15+ 47 04 01-06
Includes: Snakes, Lizards, may include small running Dinosaurs and Turtles.
Damage: BIO1-BIO2

REPTILES, MEDIUM INF AGIKMN123cbhijklpstuvmwz
AGL DEX HPT TMP STR TOX
08 10 25+ 50 06+ 01-04
Includes: Larger snakes, Lizards, may include extinct Dinosaurs or running Lizards up to the size of a man.
Damage: BIO1-BIO4, Tail, Kick, Claw

REPTILES, LARGE INF AGIKMN123chijklpstuvmwz
AGL DEX HPT TMP STR TOX
07 10 75+ 40 25+ -
Includes: Giant Reptiles and Dinosaurs
Damage: BIO4-BIO6, Tail, Claw, Rip or Slash

REPTILES, GIANT INF ABCGIKMN123chijklpstuvmwz
AGL DEX HPT TMP STR TOX
07 09 150+ 40 50+ -
Includes: Large carnivorous Dinosaurs
Damage: BIO4 x2 Tail, Claw, Rip or Slash

INSECTS INF CDEFGHIJKMNO123hijkprzw
AGL DEX HPT TMP STR TOX
14 09 1 50 - 1-2
Includes: Flies, Bees, Beetles, etc.
Damage: ST01, BIO1, MA01

INSECTS, GIANT INF DEFGHKMN123ijkprz
AGL DEX HPT TMP STR TOX
09 06 10+ 50 03 1-2
Includes: Beetles and Extinct Giant Species
Damage: BIO1-BIO3, ST01-ST02, MA01-MA02

These listing's are generalizations for use by the GM. Use size modifiers.

Remember, animal attacks can be variable and unpredictable. Use logic and consider the animal, its habits, and general reaction to provocation.

Blade Damage

Blade damage and impact are dependent upon four factors. Each of these factors add to the damage and blade penetration. These include:

BASE DAMAGE

Indexed from the type of blade and its use or cutting action.

BLADE LENGTH

- A The length of the blade in inches.
- B The actual area of the blade that impacts into the target.

ATTACKER STRENGTH MODIFIER / BLADE WEIGHT

The general weight of the blade indexed to the strength of the person using it to produce a number of dice of damage.

SHARPNESS

The final damage multiplier dealing with the sharpness of the blade.

BLADE DAMAGE =

BASE BLADE STRENGTH SHARPNESS
DAMAGE + LENGTH + & WEIGHT x MULTIPLIER

Blade Weight

For Strength, go to the Strength Damage table and index the strength of the attacker by the general weight of the blade. Most blades will fall into one of these general categories.

VERY LIGHT

These are the small blades and knives that have little or no weight modifiers. Index these from the PUNCH / KICK column.

LIGHT

A step up from the pocket blades are the small utility, hunting, survival, and cooking knives that are a little heavier. Index these from the LIGHT OBJECT table.

MEDIUM

These are the heavy blades, large survival knives, combat blades, and short swords. Index these larger blades from MEDIUM OBJECT in the Strength Damage table.

HEAVY

Heavy blades are the swords and larger combat weapons. Index these from the HEAVY OBJECT column of Strength Damage.

Sharpness

	DAMAGE MULTIPLIER
BLUNT EDGE	x0.25
VERY DULL	x0.50
DULL	x0.75
AVERAGE	x1.00
SHARP	x1.25
VERY SHARP	x1.50
RAZOR SHARP	x2.00

Blade Use

Blade damage is any structural harm that comes from a sharpened, edged weapon. These weapons may be as simple as chipped flint or complex as a finely balanced throwing knife.

Damage from blades depends on use by the attacker and, in more complex situations, the area hit.

USE OF BLADE WEAPONS

- 01 STAB To impact, a puncture wound. d100% of blade length.
- 02 IMPALE A deep, puncture wound. Up to maximum blade length.
- 03 CUT A shallow, long wound. Up to d4 inches of blade used.
- 04 SLASH A deep, long wound. Up to d6 inches of blade used.
- 05 CHOP Impact from a heavy blade. Thickness of blade.

WTE = Blade Weight Equivalency

LEN = Length of Blade

N = User's Strength, No WTE Bonus

BASE DAMAGE BY IMPACT TYPE

BLADE TYPE	LEN	STB	IMP	CUT	SLA	CHO	WTE
Flint Blade	03"	d4	-	d4	d4	-	N
Stone Axe	04"	-	-	d4	d4	d6	L
Stone Spear	03"	d6	2d6	d4	-	-	H
Short Blade	04"	d6	d8	d6	d4	-	N
Medium Blade	06"	d6	d6	d4	d4	-	L
Long Blade	12"	d8	d8	d6	d6	d4	M
Short Sword	23"	d8	d10	d8	d8	d10	M
Sword	41"	d8	d10	d10	d10	d10	H
Great Sword	70"	d10	2d10	d8	d10	2d10	H

SPECIAL / POPULAR BLADE WEAPONS

Halberd	12"+	d8	2d10	d8	d10	2d10	H
Axe, Double	06"	-	-	d6	d10	3d6	H
Survival Kn.	14"	d8	d6	d8	d8	-	M
Razor	05"	-	-	d8	d10	-	N
Meat Cleaver	06"	-	-	d6	d8	d10	M
Bowie Knife	10"	d6	d8	d8	d8	d6	M
Rapier	35"	2d6	3d6	d6	d8	-	N
Katana	45"	d8	d10	d10	2d10	d10	M

SPECIAL / UNUSUAL BLADE WEAPONS

Star	02"	d4	-	-	-	-	N
Chain Saw	14"	2d10	4d10	2d10	2d10	3d10	H
Scimitar	36"	d6	d10	d10	3d6	2d6	H
Trench Knife	14"	d6	-	d6	d8	-	M

SPECIAL / MISC WEAPONS

Garrote	-	-	d6	-	-	-	N
Brass Knuckles	-	-	d4	-	-	-	L
Bull Whip	-	-	-	d6	-	-	N
Broken Bottle	d4	-	d6	d8	-	-	N
Cat O' Nine Tails	-	-	-	d8	-	-	N
Crowbar	d4	d6	-	d4	d6	-	H

Remember, a blade weapon impact is limited to the amount of blade surface that actually comes into contact with the victim.

EXAMPLE:

As John lunges with a 10" trench knife and hits Jack he impacts with 75% of the blade. The damage from blade length would be 75% of 10 inches or 7.5 rounded down to 7 inches.

Burns

Any source of heat that damages living tissue is a burn. Burns may come from direct contact or projected energy.

Burn Types

	TEMPERATURE DAMAGE PER ACTION		
	HOT	BURN	HIGH TEMP
Radiant Heat	d4	d8	d10
Flashburn*	d6	d10	2d10
(chance blindness)	10%	40%	85%
(natural recovery)	90%	65%	20%

* If eyes are unshielded, blindness may result from flashburns. Natural recovery is within 2d6 days.

Contact Burns

Near contact burns usually do not ignite the victim unless the burn is classified as a high temperature burn. Any high temperature burn has a 25% chance of causing a flammable object to ignite if the burn lasts more than one action.

Burn damage continues from the initial burn damage taken. Each turn the amount of damage will increase by the INCR number until the fire is extinguished.

Burn Size

	TEMPERATURE DAMAGE PER ACTION			
	HOT	BURN	HI-TMP	INCR
Small Area	d4x.25	d4x.50	d4	1
Medium Area	d4x.50	d4	d6	2
Large Area	d4	d4+02	d6+02	4
Fragment Burn*	d6	2d6	3d6	

BURNING LIQUID SATURATION

	HOT	BURN	HI-TMP	INCR
Limited Spotting	d4	d6	d10	2
Saturation				
up to 25% body	d6	2d6	3d6	5
Saturation				
up to 50% body	2d6	3d6	4d6	8
Saturation				
up to 75% body	3d6	4d6	5d6	10
Saturation				
up to 99% body	4d6	5d6	6d6	14

Lung Damage

BURN DAMAGE TO LUNGS PER ACTION

	HOT	BURN	HI-TMP
Constitution Damage	d4	2d4	3d4
Whole Body Damage	d6	2d6	3d6

SMOKE INHALATION PER 30 SECONDS

	LIGHT	HEAVY	DENSE
Constitution Damage	-	1	d4
Whole Body Damage	-	-	1

* Burning fragments do the same damage as projectiles with the added ability to burn until extinguished. This includes tracers, sodium, and phosphorus projectiles.

Extinguishing Fire

Any character may assist the burning victim or object by trying to smother the fire. Each person assisting may add to the damage stopped per turn.

TYPE	EXTINGUISHES PER ACTION	DAMAGE TO RESCUER
Bare Hands	d6	d4
Roll on Ground	2d6	d4 x.50
Roll in Snow	3d6	d4 x.50
Blanket Wrap	2d6	d4 x.50
Fire Blanket	4d6	d4 x.25
Dry Extinguisher	5d6	0
Water Bucket	2d6	0
Sand Bucket	3d6	0
CO2 Extinguisher	4d6	0
Soda Acid	3d6	0
Chem Foam	6d6	0
Water Immersion	10d6	0

Electrical Damage

To find any electrical damage multiply the amperage by a d10. Index the result below.

RESULT	CHANCE OF UNCONSCIOUSNES	CHANCE OF DEATH	HIT POINT DAMAGE
001-010	10%	5%	d4
011-020	15%	10%	2d4
021-030	20%	15%	2d6
031-040	25%	20%	3d6
041-050	30%	25%	4d6
051-060	40%	30%	5d6
061-070	50%	40%	6d6
071-080	60%	50%	7d6
081-090	70%	60%	8d6
091-100	80%	70%	9d6
101-200	90%	80%	10d6
201+	98%	98%	10d6

PHYSICAL CONTACT WITH ELECTRICAL SOURCES

- 01-08 Full damage, victim thrown by shock.
- 09 Two actions full damage then go to 1.
- 10 Victim paralyzed to source until off or contact is broken.

REMEMBER

At death a victim goes automatically unconscious. His or her constitution begins to fail at a rate of two points per minute until death or medical aid.

SURVIVING ELECTRICAL DAMAGE

Any electrical shock that kills has a chance of doing mental damage to the victim.

- 01-95 There is No Mental Damage
- 96-98 Reduce d6 mental skills one point
- 99 Reduce d4 mental skills d4 points
- 00 Reduce skills and statistics d4 points



Falling Objects

Any object dropped on a character may cause damage. All weights listed are in lbs.

DAMAGE IN SIX-SIDED DICE

OBJECT WEIGHT	HEIGHT OF FALL	10	20	30	40	50	60	70	80	90+
01- 09	0	1	1	2	2	3	4	5	6	
10- 20	1	1	2	2	3	4	5	6	7	
21- 30	1	2	3	4	5	6	7	8	9	
31- 40	2	3	4	5	6	7	8	9	10	
41- 50	3	4	5	6	7	8	9	10	11	
51- 60	4	5	6	7	8	9	10	11	12	
61- 70	5	6	7	8	9	10	11	12	13	
71- 80	6	7	8	9	10	11	12	13	14	
81- 90	7	8	9	10	11	12	13	14	15	
91-100	8	9	10	11	12	13	14	15	16	
101-150	9	10	11	12	13	14	15	16	17	
151-200	10	11	12	13	14	15	16	17	18	
201-250	11	12	13	14	15	16	17	18	19	
251-300	12	13	14	15	16	17	18	19	20	
301-350	13	14	15	16	17	18	19	20	21	
351-400	14	15	16	17	18	19	20	21	22	
400+	15	16	17	18	19	20	21	22	23	

The ED Powers Story

A 35 pound crate is dropped from a 40 foot building to finish off the character Ed who is lying dazed in the street.

The falling crate will do 5d6 damage to the victim. As the crate falls Ed makes a wisdom roll and sees the shadow of the crate.

Realizing his fate, he makes a dodge roll and tumbles out of the way as the box smashes into the street.

Crushing Damage

Crushing or severe structural damage to the character's head invariably kills the character.

Index the mass of the object by the height it falls from.

Roll a d100 over this percentage. If the character fails this roll, his head has been crushed and his brain destroyed.

MASS OF OBJECT	HEIGHT OF FALL	01-05	06-10	11-20	30-40
Very Light		0%	0%	02%	02%
Light		0%	02%	02%	04%
Medium		04%	06%	10%	15%
Heavy		06%	10%	15%	30%
Dense		10%	15%	30%	60%
SIZE MODIFIER					
Very Small		-10%	Chance Brain Damage		
Small		-05%	Chance Brain Damage		
Medium		0%	No Modifier		
Large		+10%	Chance Brain Damage		
Gigantic		+20%	Chance Brain Damage		

Falling Characters



When a character falls, there are two choices of fall. First is the uncontrolled, panic or surprise impact. This type of impact does full damage to the character.

The second type of impact is the no panic, controlled impact. The chance of the accomplishment of a controlled impact is rolled on a d100. The base number to roll under is 20 + Agility + one point per level of martial arts defense skill.

This controlled impact reduces fall damage by 50% (multiply damage by x.50). This ability to control fall is limited to falls under 50 feet in height.

REMEMBER

01 Roll under (20 + Agility +1pt per martial arts level) on a d100 for success.

Fall Damage

DAMAGE IN d10

WEIGHT OF VICTIM	HEIGHT IN FEET OF FALL	0-10	11-20	21-40	41-60	61-80	81-100
001-025		0	0	0	0	1	2
026-050		0	0	0	1	2	3
051-075		0	0	1	2	3	4
076-100		0	1	2	3	4	5
101-150		1	2	3	4	5	6
151-200		2	3	4	5	6	7
201-250		3	4	5	6	7	8
251-300		4	5	6	7	8	9
301-350		5	6	7	8	9	10

IMPACT MODIFIERS ON DAMAGE

TYPE	MODIFIER	TYPE	MODIFIER
Water	x.75	Debris, Small	x.50
Mud	x.50	Debris, Medium	x.75
Damp Earth	x.75	Branches, Light	x.75
Sand	x.50	Branches, Dense	x.50
Gravel	x.75	Coniferous	
Dry Earth	x1.00	Branches	x.50
Swamp	x.50	Partial	
Spongy Plants	x.50	Parachute	x.50

ED Powers Falling

Ed Powers is exploring a Medieval Earth when he is pushed off the top of a building.

As an average human, Ed weighs 175 pounds. He is falling 40 feet to a hard street below.

When Ed hits he will take 4d10 damage.

He attempts a controlled landing. His base percentage of 20 plus his agility of 12 gives him a 32% chance of success. Added to this is his martial arts ability (+1 per skill level) gives him a 34% chance of taking half damage.

The player rolls a 77 and Ed splats into the street. He decides to improve his martial arts in the near future.

BONE BREAKAGE

Bone breakage may be found as a percentage equal to 1% chance per every 2 feet of fall.

The number of bones broken are (4d-1) per 50 feet of fall. Randomize from Body Tables.

Radiation Exposure

In cases of radiation exposure multiply the intensity of the radiation by the time the character spends in the area.

PERCENTAGE OF HOUR IN HOT AREA	RADIATION MULTIPLIER
01-05 Minutes	0.06 Accumulation
06-10 Minutes	0.12 Accumulation
11-15 Minutes	0.25 Accumulation
16-30 Minutes	0.50 Accumulation
31-45 Minutes	0.75 Accumulation
46-60 Minutes	1.00 Accumulation

RADS/HOUR ACCUM.	HIT POINT DAMAGE PER HOUR	CONSTITUTION REDUCTION PER HOUR	STRENGTH REDUCTION PER HOUR
0- 100	0	0	0
101- 150	0	d4 x.25	0
151- 200	d4 x.25	d4 x.50	0
201- 300	d4 x.50	d4 -1	0
301- 400	d4	d4 -1	d4 x.25
401- 500	d6	d4 -1	d4
501-1000	d10	d4	d4
1001-2000	2d10	d6	d4
2001-4000	4d10	d8	d6

DEFINITIONS

RADS

The intensity of the radiation.

DAMAGE

The hit point damage a character suffers per hour while exposed to radiation.

CONSTITUTION REDUCTION

The loss of constitution per hour indexed by the amount of exposure in rads.

STRENGTH REDUCTION

The loss of strength per hour after being exposed to radiation.

REMEMBER

- 01 Radiation exposure is accumulated.
- 02 Every hour after exposure the total accumulated radiation level drops by 3d10 +3 points. This is the ability of the character to recover from exposure.
- 03 At higher levels of exposure the victim begins to take constitution and strength damage until the level of exposure drops to safer levels.
- 04 Specialized hospital care and treatments can double the accumulation reduction per hour. At exposures of 500 rads or above, the character's natural constitution regeneration and hit point healing stops.

At high rad doses characters experience nausea, shaking, vomiting, high temperature, convulsions, and death.

RADIATION SHIELDING

Shielding is any form of material that protects from radiation hazard. Multiply the final radiation exposure by the material used for shielding. In cases of * multiply the final result by .25 a second time.

Light Vehicle	x.75	Light Rad Suit	x.25
Heavy Vehicle	x.50	Heavy Rad Suit*	x.25
Armored APC	x.25	Stone*	x.25
Earth (3 feet)	x.25**	Building	x.25

Strength Damage

Index the strength of the attacker by his or her action to find damage to the victim.

Complete surprise by the attacker gives full damage with no modifiers. Non-surprise and face to face situations allow the victim a dodge action.

ATTACKER STRENGTH	PUNCH or KICK	LIGHT OBJECT	MEDIUM OBJECT	HEAVY OBJECT
01-05	d6x.25	d6x.50	d6	2d6
06-10	d6x.50	d6	2d6	3d6
11-20	d6	2d6	3d6	4d6
21-30	2d6	3d6	4d6	5d6
31-40	3d6	4d6	5d6	6d6
41-50	4d6	5d6	6d6	7d6
51-60	5d6	6d6	7d6	8d6
61-70	6d6	7d6	8d6	9d6
71-80	7d6	8d6	9d6	10d6
81-90	8d6	9d6	10d6	11d6
91-99	9d6	10d6	11d6	12d6

EXAMPLE OBJECTS

Light Object	Broom Handle, Small Stone
Medium Object	Baseball Bat, Large Rock
Heavy Object	Lead Pipe, Tire Iron

REMEMBER

- 01 Strength damage is controllable by the attacker. Attackers can use any level of strength under their own to base damage from. This allows a character to "pull a punch", lessen damage, and not kill a victim.

The ED Powers Story

Furt the Barbarian, with a strength of 25, decides to punch Ed Powers who has just committed a sacrilege by belching in his Temple.

With his massive strength, Furt, can punch for 2d6 points of Whole Body Damage. Furt decides to lessen his punch to a rating of 5 and teach Ed a lesson of only one point.



Starvation

To survive, any life form must consume a determined amount of (food) and (water).

In situations where intake is low or non-existent, a character begins to burn food and water reserves. When reserves reach 0 the character begins to take daily damage from starvation and dehydration.

RESERVES:

WATER POINTS

Constitution +20 points for a normal individual. Add 1 point for every pound overweight.

FOOD POINTS

Constitution +20 points for a normal individual. Add 2 points for every 10 pounds overweight.

POINTS NEEDED FOR DAILY SURVIVAL

ACTIVITY	FOOD POINTS	WATER POINTS
Strenuous	28	160 2.0 gal.
High Activity	25	120 1.5 gal.
Normal Activity	20	80 1.0 gal.
Low Activity	15	40 .5 gal.
No Activity	10	20 1.0 qt.

REMEMBER

- 01 Reduce the character's food and water reserve d6+1 points whenever their daily requirements are not met.
- 02 At water reserve 0 the character begins to take damage in the form of 1 point constitution and d4 hit points per day.
- 03 At food reserve 0 the character begins to take d4 hit points per day.
- 04 Constitution and hit points do not regenerate during periods of water and food deprivation.
- 05 Restoration of food and water restart the character's regenerative abilities.
- 06 Reserves are replenished by over-supply of food and water requirements at a rate of d10 points per day.
- 07 Hotter climates accelerate this loss.

Modifiers

CLIMATE TYPE	TEMPERATURE FAHERENHEIT	CONSTITUTION LOSS	HIT POINT LOSS
Hot	85- 95	x1.00	x1.00
Very Hot	96-105	x1.50	x1.50
Blistering	110-125	x2.00	x2.00
Burning	125+	x3.00	x3.00

EFFECTS OF DEHYDRATION / STARVATION

25% Con Loss:	Nausea, Headache
50% Con Loss:	Giddiness, Hallucinations
75% Con Loss:	Failing Strength
98% Con Loss:	75% Chance Unconsciousness

See the next column for food values. These tables are designed for average human types.

Food

TYPE	VALUE	TYPE	VALUE
Apples	2.0	Noodles	2.0
Apricots	0.5	Nuts	4.0
Asparagus	0.5	Olives	0.1
Bacon	1.0	Olive Oil	0.5
Bakery Mix	0.5	Onions	0.5
Barley	1.0	Oranges	0.5
Beans	1.5		
Beef	3.0	Pasta	2.0
Beets	0.5	Pasta, Enriched	3.0
		Peaches	0.5
Candy	1.0	Peanut Butter	1.5
Carrots	0.5	Pickles	0.2
Cat Food	1.0	Pie Filling	1.5
Catsup	0.2	Pineapple	2.0
Cereal	1.0	Plums	0.5
Cheese	2.0	Pork Chops	3.0
Chewing Gum	0.1	Potato	1.2
Chicken	2.0	Peas	1.0
Chili	2.5	Pears	1.0
Chocolate	1.5	Prunes	0.5
Cocoa	1.0		
Coconut	1.5	Raisins	1.0
Coffee	0.1	Rice	2.0
Cookies	1.5		
Corn	2.0	Salad Dressing	0.7
Crackers	0.5	Salad Oil	0.6
		Salmon	1.0
Cranberries	0.7	Sauce, Meat	0.3
Cream	0.7	Sardines	2.0
Cream (chem)	0.1	Sausage, Pork	1.5
		Shortening	0.5
Dessert Gel	1.5	Shrimp	2.0
Dog Food	1.0	Soup	1.5
		Spaghetti	3.5
Eggs	1.0	Spinach	0.5
		Starch	1.5
Fish	1.7	Sugar	0.5
Flour, Wheat	0.5		
Flour, Rye	0.7	Tea	0.1
Frankfurter	2.0	Tomato	0.3
Fruitcake	0.5	Tuna, Water Pak	1.5
Fruit, Candied	1.5	Tuna, Oil Pak	2.0
Fruit Cocktail	2.0	Turkey	2.0
Gelatin	0.5	Vinegar	0.5
Grapes	0.5	Yeast	0.5
Ham	2.5	Wild Game	2.5
Hamburger	2.0		
		Beer	1.5
Ice Cream	3.0	Hard Liquor	1.0
		Wine	1.0
Jam, Fruit	0.5	Soda Pop	0.5
Jelly, Fruit	0.4		
		SURVIVAL RATIONS	
Lard	1.5	Air	12.0
Lemon	0.5	Sea	12.0
Lunch Meat	1.0	Combat	15.0
		Survival	20.0
Macaroni	2.0		
Margarine	1.0	FRESH FOOD BONUS	
Marmalade	0.6	Add a +.02 to any	
Marshmallow	1.0	food values that are	
Mayonnaise	1.0	fresh.	
Milk	1.5		
Molasses	0.5	CANNIBALISM	
Mustard	0.1	Human, Adult	2.0
Mushrooms	0.1	Human, Child	2.2



Temperature

Exposure to extremes of temperature will cause damage if adequate protection is not available to the character.

PROTECTION

BUFF	This is absolutely no protection.
MINIMAL	This is the lightest or least amount of clothing available.
LIGHT	This is normal summer wear and light foot protection.
MEDIUM	Light protection for cooler climates including light jacket.
HEAVY	Winter protection from cold, snow and frigid climate.
ARCTIC	Special cold protection available for survival in sub-zero cold.
VAC SUIT	Complete body protection for hostile environment and atmosphere.

COLD DAMAGE PER TWO MINUTES

Cold	-200	-174	-149	-124	0
	-175	-150	-125	0	+025
Buff	4d6	3d6	2d6	2d6	d6
Minimal	4d6	3d6	2d6	d6	d6x.50
Light	3d6	2d6	1d6	d6x.50	n/e
Medium	2d6	d6	d6x.50	n/e	n/e
Heavy	d6	d6x.50	n/e	n/e	n/e
Arctic	d6x.50	n/e	n/e	n/e	n/e

HEAT DAMAGE PER ONE HOUR

Hot	+100	+126	+151	+176
	+125	+150	+175	+200
Buff	d6x.50	d6	2d6	3d6
Minimal	n/e	d6x.50	d6	2d6
Light	n/e	n/e	d6x.50	d6
Medium	n/e	n/e	n/e	d6x.50

All *temperatures are given in degrees fahrenheit. Convert to Celsius by subtracting (32) degrees then multiply the result by (5). Divide that result by (9).

$$\frac{((\text{Temperature } F - 32) \times 5)}{(9)}$$

Exhaustion Option

Combat exhaustion is an option for long situations of physical combat or for those special acrobatic stunts done in any quantity the GM suspects of being in excess of human limits.

Exhaustion Points

Use your character's constitution added to strength as a base number for your Exhaustion Points.

Combat

Reduce Exhaustion Points by one point per punch or kick during combat. For acrobatic stunts use the Difficulty Rating of a stunt for the number of points used.

0 Points

When points reach 0, begin to reduce your dexterity, dodge, and strength in the same way as your Exhaustion Points. The player has the choice of which statistics are reduced. This reduction can be split between the three statistics.

- At 0 Dexterity a character cannot hit the broad side of a barn.
- At 0 Dodge the character is clumsy and can fall with little provocation.
- At 0 Strength the character can punch, but not with any effectiveness.

REMEMBER

- 01 This is not a permanent reduction.
- 02 Exhaustion Points are regained at a rate of 2 per minutes of rest.

Modifiers

SLEEP

A lack of sleep will reduce your general Exhaustion Points by 10% cumulative per 24 hours of being awake.

DRUGS

Drugs can add +10% to your Exhaustion Points per 12 hours of use with a penalty of +50% of the needed amount of sleep.

DETERMINATION

Solid mental determination can add d10 Exhaustion Points for a single use in a 24 hour period.

PHYSICAL TRAINING

Special physical training as Martial Arts, Boxing, Gymnastics or Combat Sports teach the ability to weather exhaustion with a gain of 3 Exhaustion Points per skill level.

REMEMBER

- 01 Do not use Exhaustion Points unless specified by the GM.
- 02 General action does not use Exhaustion Points unless the activity is special or determined to be strenuous.

Toxins

Toxins and poisons are any material, ingested, inhaled, or contacted that do 3 possible types of damage.

DAMAGE

- A CAUSTIC TO TISSUES
Does d4 points of damage per level of toxin, per hour, until it is neutralized. Affects hit points.
- B NEURAL TOXINS
Any substance that slows or damages nervous function in living tissue. Affects constitution.
- C HEMO TOXINS
Any substance that impairs or damages the blood transport system.

Each poison listed has an assigned or a variable toxic level. This level is the damage to Hit Points or Constitution per hour. This continues until the victim passes through the critical period of poisoning.

TOXIN RATING	CONSTITUTION REDUCTION PER HOUR
01 d4 x.25	06 d6 +01
02 d4 x.50	07 d6 +02
03 d4	08 d6 +03
04 d4 +01	09 d6 +04
05 d6	10 d6 +06

REMEMBER

- 01 Roll damage once per hour until the poison passes its critical stage.
- 02 Poison antidotes for general types of poisons reduce the loss of hit points and constitution by d4+4 points per hour in the critical phase.
- 03 Specific poison antidotes reduce hit point and constitution damage by d10 points per hour in the critical phase.
- 04 Specific toxin antidotes only affect specific types of poisoning. The wrong antidote type has no effect. It takes one hour per antidote test.
- 05 After the critical hours have passed the victim begins to recover normally.
- 06 Toxins may have lingering side effects or lengthy recovery periods.

Toxin Types

ANIMAL VENOMS

Rating 01-08 Critical Time 4d6 hrs.
Effect Any Symptoms a b c d e g h m
(stings, bites, and contact toxins)

PLANT POISONS

Rating 01-10 Critical Time 4d6 hrs.
Effect Any Symptoms a b c d e f g h i j
(mostly ingested plant toxins)

MISCELLANEOUS PESTICIDES

Rating 01-06 Critical Time 3d4 hrs.
Effect B Symptoms g h
(damages respiration)

RODENTICIDES

Rating 01-06 Critical Time 3d8 hrs.
Effect B Symptoms g j
(damages heart)

NITROGEN COMPOUNDS

Rating 01-08 Critical Time d6 hrs.
Effect C Symptoms a b l m k
(damages blood / respiration)

HALOGENATED HYDROCARBONS

Rating 01-10 Critical Time d4 +01 hrs.
Effect C Symptoms a b c d e g h i
(damages heart)

ALCOHOLS AND GLYCOLS

Rating 01-04 Critical Time 3d4 hrs.
Effect B Symptoms a b c d g h
(drinkable alcohol, rates 1 at 80 proof, 2 at 151 proof and 3 in pure ethyl form)

ESTERS, ALDEHYDES, KETONES

Rating 01-10 Critical Time 2d4 hrs.
Effect A Symptoms b c k g l m
(damage to tissues)

HYDROCARBONS

Rating 01-08 Critical Time 3d6 hrs.
Effect A Symptoms a b c f g m
(damage to tissues)

CORROSIVES

Rating 01-10 Critical Time 3d6 hrs.
Effect A Symptoms c m
(damage to tissues)

METALLIC POISONS

Rating 01-10 Critical Time 3d6 hrs.
Effect C Symptoms a b e h j m
(damage to circulatory system)

CYANIDES, SULFIDES

Rating 01-10 Critical Time 2d6 hrs.
Effect B Symptoms a b c e h k
(damage to central nervous system)



ANESTHETICS

Rating 01-06 Critical Time 4d6 hrs.
Effect B Symptoms a e j g
(impairs respiration)

DEPRESSANTS

Rating 01-08 Critical Time 4d6 hrs.
Effect B Symptoms a g i o
(impairs respiration)

AMPHETAMINES

Rating 01-06 Critical Time 4d6 hrs.
Effect B Symptoms b e i j k l o

Symptoms

- | | |
|-------------------------|---------------------|
| a Nausea | i Coma |
| b Headache | j Muscle Tightness |
| c Vomiting | k Confusion |
| d Cramps | l Dizziness |
| e Tremors | m Pain |
| f Diarrhea | n Fatigue |
| g Difficult Respiration | o Visual Impairment |
| h Convulsions | |

These toxins are generally effective on humans and animals though individuals may have a slightly better or weaker resistance to damage and differing critical times.

Toxin effects are the decision of the GM.

Vehicle Impact

Index the MPH speed of the vehicle and multiply the result by 2. Index this vehicle rate to find the damage to the character. A controlled impact modifier can be used in the same way as a controlled fall modifier. See the Impact tables for information.

VEHICLE RATE	HIT POINT DAMAGE	BONE BREAKAGE	BONES BROKEN
0-025	d10	10%	d4x.50
026-036	2d10	20%	d4 -01
037-050	3d10	40%	d6 -01
051-075	4d10	80%	d8 -01
076-100	5d10	85%	d10 -01
101-200	2x5d10	95%	2d6 -02
201-300	3x5d10	98%	4d6 -04
301-400	4x5d10	98%	6d6 -06

Randomize the bones broken by using the body charts and the bone damage table.

For damage to passengers involved in vehicle collisions, index the MPH of the vehicle and add modifiers for vehicle and restraint.

Modifiers

VEHICLE SIZE	CONSTRUCTION TYPE	DAMAGE MULTIPLIER
Compact	Fragile	x2.00
Midsized	Fragile	x1.50
Fullsized	Fragile	x1.00
Compact	Semi-Tough	x1.50
Midsized	Semi-Tough	x1.00
Fullsized	Semi-Tough	x0.75
Compact	Tough	x1.00
Midsized	Tough	x0.75
Fullsized	Tough	x0.50

Passengers

VICTIM IN REAR SEAT	MULTIPLIER
Unrestrained	x1.00
Lap Belt	x0.75
Shoulder Belt	x0.50
Impact Device	x0.25
VICTIM IN FRONT SEAT	MULTIPLIER
Unrestrained	x1.25
Lap Belt	x1.00
Shoulder Belt	x0.75
Impact Device	x0.50
OTHER MODIFIERS	
On Impact Side of Vehicle	x1.50
Vehicle Rolls 1-2 Times	x1.50
Vehicle Rolls 3-5 Times	x2.00
Impact, Unyielding Object	x2.00
Protective Interior Padding	x0.75
Heavy or Padded Clothing	x0.75

HEAD-ON IMPACT

In head-on vehicle impacts total the speed of both vehicles together. This is the MPH to index for damage in this particular type of crash.

Pedestrians

The HPT damage from vehicle impact on unprotected life can be modified by many factors, some controllable by the victim.

SURPRISE: The pedestrian takes damage from the vehicle, as if it were travelling at twice the current speed / MPH rating.

MODERATE SURPRISE: The victim has a moment to realize he or she is about to be hit by a car. Damage is taken as if the vehicle was traveling at 1.50 times its present speed.

NON-SURPRISED: The victim takes standard damage and bone breakage percentages as he or she has a moment to move or change position before the shock of impact.

PREPARED: In this case the victim has a chance to roll with the impact or dodge in the hope of limiting the damage taken. This works much the way of a controlled fall. A successful use of being prepared will give the character a damage multiplier of (.75).

Run-Over

Most serious of the vehicle impacts on unprotected life is the run-over. While most vehicle impacts throw a victim d6 feet per 10 MPH of speed, there is the small chance the victim may be dragged under the vehicle to suffer devastating structural damage. Index victim's posture by the vehicle's point of impact.

Posture

VICTIM'S POSTURE	VEHICLE FRONT	VEHICLE SIDE
Standing	10%	05%
Kneeling	15%	07%
Crawling	35%	10%
Prone	60%	12%
Attempted Run-over	+30%	+20%

Run-Over Result

Roll a d100 on the special table below to determine the effect of the run-over on the victim.

01-50	Victim Run-Over Effect: Multiply damage by 1.25
51-75	Victim Suffers Multiple Wheel Impact Effect: Multiply damage by 1.50
76-85	Victim Dragged by Vehicle Effect: Multiply damage by 2.0
86-95	Multiple Wheel Impact, Dragged Effect: Multiply damage by 3.0 with a 40% chance of a lost or crushed limb.
96-98	Impact, Dragged, Victim is Mangled Effect: As 86 with a 65% chance of d4 limbs being lost or crushed.
99-00	Head Destroyed Effect: Instant death.

Car-to-Car Combat

For car-to-car combat we recommend use of the game "Car Wars" by Steve Jackson Games and the reading of Autoduel Quarterly #3 "Chassis & Crossbow".

DISEASE

This set of tables deals with infection, the pathological effect on characters exposed to viral and bacterial life.

SEQUENCE OF INFECTION

- 01 Roll severity of infection on a d100.
- 02 Roll incubation of infection on a d10, consulting the time table.
- 03 Roll length of symptoms on the time table. Use a d10.
- 04 Generate symptom number and type.
- 05 Check for Critical Infection.
- 05b Generate time critical symptoms appear by rolling a d10 on the time table.
- 06 Roll length of critical phase on time. Roll a d6 for this time.
- 07 Roll chance recovery hourly during the critical phase until the infection breaks.
- 08 Roll recovery time if infection breaks and the character survives.

SEVERITY OF INFECTION		SYMPTOMS			CRITICAL	
		AB	CD	E	%	F
01-25	Light	d4	no	no	no	no
26-50	Medium	d4	d4	no	no	no
51-75	Heavy	d4	d4	d4	03%	no
76-95	Serious	d4	d4	d4	50%	no
96-98	Dangerous	d4	d4	d4	85%	any
99-00	Terminal	d4	d4	d4	98%	d4

The critical % is the chance an infection will go to a critical phase where death could occur. Randomize the symptom types from the tables in the next column.

TIME IN DAYS AND HOURS

01	d6 +04	Hours	06	03 Days +2d10 Hrs.
02	d6 +06	Hours	07	04 Days +2d10 Hrs.
03	d6 +10	Hours	08	05 Days +2d10 Hrs.
04	01 Day +2d10 Hrs.		09	06 Days +2d10 Hrs.
05	02 Days +2d10 Hrs.		10	10 Days +2d10 Hrs.

During critical illness constitution and hit points do not regenerate.

Constant medical care can restore d4 points of constitution per four hours during treatment of an infection.

Disease and infection can be generated by randomization or specific type.

The Ed Powers Story

Feverish and vomiting, an IDET team camps on a dead world.

As Ed Powers lies in his tent with a 102 degree fever he wonders why the team's doctor had to fall off that mountain a week ago. Failing a wisdom roll, Ed finds an old bottle of penicillin tablets in his backpack. He swallows the last 7 tablets as he faints.

Two days later Ed comes painfully awake and realizes he's still alive. He shouts to the rest of the group, but is answered with the sound of the wind. Only Ed is alive.

Critical Time

As a character enters the critical phase of a disease, he or she begins to roll on the Critical Recovery table in the hopes of breaking the grip of the infection.

REMEMBER

- 01 Total all Health Modifiers.
- 02 Roll a d20 every two hours to lose or gain constitution as the victim fights the infection.
- 03 At the end of the critical phase the character will automatically break the infection and begin a normal recovery.
- 04 Constitution gain does not rise above the character's original score.
- 05 A Doctor can aid with a +1 per three levels of skill. General medical skill adds +1 per five levels of skill.

DRUGS

	MODIFIERS
01 Use of Proper Drugs	+02
02 Use of Almost Proper Drugs	+01
03 Use of Wrong Drugs	0
04 Use of (Allergic) Drugs	-01
05 Use of (Highly Allergic) Drugs	-03
06 Compounding Use of Different Drugs	-02

CONDITIONS

	MODIFIERS
01 Lack of Heat / Chill	-02
02 Damp or Wet Area	-02
03 Lack of Sanitation	-01
04 Lack of Professional Health Care	-01
05 Less Than Half Hit Points	-01
06 Less Than .25 of Hit Points	-02

Fighting Infection

01 Character Loses	2d4	Constitution
02-03 Character Loses	d4+1	Constitution
04-06 Character Loses	2	Constitution
07-08 Character Loses	1	Constitution
09-12 Character is Stable		
13-14 Character Gains	1	Constitution
15-17 Character Gains	2	Constitution
18-19 Character Gains	d4+1	Constitution
20 Infection Breaks, Begin Recovery.		

Each of the diseases listed has a standard survival percentage usable for NPCs or the infected victims.

Blood Types

An option for player characters is the generation of blood type. Roll a d100

RESULT	TYPE	RESULT	TYPE
01-45	O+ *a	81-93	B+
46-50	O- *a	94-95	B-
51-74	A+	96-99	AB+ *b
75-80	A-	00	AB- *b

TRANSFUSION of blood to the wrong match of blood type will result in bloodclotting and death. The transfusion of the wrong "Rh" factor will cause a d100% chance of death due to bloodclotting or kidney / liver problems.

- (*a Universal Donor, can give to any type)
(*b Universal Recipient, can take any type)



Symptoms

TABLE A
Roll a d20

01 No Symptoms
02 Mild Gastritis
03 Loss of Balance
04 Fever +d4 Degrees
05 Hypersensitivity
06 Blocked Sinus
07 Loss of Appetite
08 Skin Color Flush
09 Mild Stomach Cramps
10 Sore Throat
11 Muscle Stiffness
12 Light Sensitivity
13 High Thirst
14 Watering Eyes
15 Abnormal Feeling
16 Migraine Headache
17 Sound Sensitivity
18 Shortness of Breath
19 Appetite Increase
20 Irritability

TABLE C
Roll a d10

01 Lung Congestion
02 Swelling in Joint
03 Fever +d6 Degrees
04 Bleeding, Eyes/Ears
05 Extremity Numbness
06 Internal Swelling
07 Blurred Vision
08 Intense Cramps
09 Lack of Coordination
10 Incapacitating Cramps

TABLE E
Roll a d10

01 Open Sores
02 Loss of Hearing
03 Loss of Sight
04 Paralyzation
05 Fever +4d4 Degrees
06 Hallucinations
07 Glandular Failure
08 Major Loss of Weight
09 Internal Bleeding
10 Lung Collapse

TABLE B
Roll a d20

01 No Symptoms
02 Awful Feeling
03 Dizziness
04 Sweating
05 Itching
06 Nose Bleed
07 Hiccups
08 Drowsiness
09 Insomnia
10 Depression
11 Shakes
12 Mild Rash
13 Irritation
14 Weakness
15 Aches
16 Red Eyes
17 Headache
18 Tingling
19 Numbness
20 Fainting

TABLE D
Roll a d10

01 Vomiting
02 Boils
03 Diarrhea
04 Ulcerations
05 Convulsions
06 Hair Loss
07 Mental Lapse
08 Tremors
09 Choking
10 Dehydration

TABLE F
Roll a d10

01 Kidney Failure
02 Coma
03 Liver Failure
04 Heart Failure
05 Mental Problems
06 Digestive Failure
07 Muscle Breakdown
08 Bloodclotting
09 Leukemia
10 Hemophilia

Transmission

TRANSMISSION OF DISEASE

Roll a d100 for a percent chance of the agent infecting the victim who contracts it.

This becomes the future percentage of a team member contracting the disease.

TRANSMISSION	TYPE	INFECTING AGENT
01 Animal Vector	01-30	Virus
02 Insect Vector	31-80	Bacteria
03 Airborne	81-82	Parasite
04 Waterborne	83-00	Multicellular Organism
05 Contact With Victim		
06 Plant Vector		
07 Food Source		
08 Contact With Infected Material		
09 Roll d8 for 2 different transmitters of the infecting agent.		
10 Roll d8 for 3 different transmitters of the infecting agent.		

Treatment with the proper type of drugs or procedure can reduce the loss of constitution in the critical phase. Successful treatment reduces the loss of constitution d4 points per hour of treatment.

INFECTION WEAKNESSES

01 Chemical Inhibitor
02 Bacterial Inhibitor
03 Broad Spectrum Antibiotic
04 Antibiotic Specific
05 Changes in Body Chemistry
06 Tailored Antibiotic
07 Treat Symptoms / Complications
08 No Treatment Available
IMMU Survivor Gains Immunity

COMMUNICABLE DISEASE

The plagues and medical problems of the past, eliminated by the time of the Twentieth Century, have again re-surfaced to infect the Fringeworthy explorers of Other Earths.

Care should be used by the GN when using the more virulent of these. Remember the explorer may possess an immunity from past vaccination.

COMMON COLD	Transmission:	05
Chance: 65%	Duration:	3d6 days
Symptoms: A4,A15,B14	Critical:	d4 days
(virus) A6,B11,B4	Weakness:	03
20% chance untreated colds lead to pneumonia.		

INFLUENZA	Transmission:	05
Chance: 55%	Duration:	2d4 days
Symptoms: A11,B2,B11	Critical:	d4 days
(virus) A10,A14,C3	Weakness:	03,06
10% chance untreated flu leads to pneumonia.		

PNEUMONIA	Transmission:	05
Chance: 25%	Duration:	3d8 days
Symptoms: A18,C1,D9	Critical:	d6 days
(virus) B11,C3,E10	Weakness:	03
35% chance untreated pneumonia kills.		

SMALLPOX	Transmission:	05,08
Chance: 40%	Duration:	3d8 days
Symptoms: B12,B13,B17	Critical:	d4 days
(virus) D2,E1,E9	Weakness:	04
10% chance untreated smallpox kills. IMMU		

TYPHOID Transmission: 05,07,08
 Chance: 40% Duration: d4 weeks
 Symptoms: B12,C3,D2 Critical: d4 days
 (bact.) E8,E9,F6 Weakness: 02,03,04
 25% chance untreated typhoid kills. IMMU 65%

CHOLERA Transmission: 05,07,08
 Chance: 35% Duration: 4d6 days
 Symptoms: D1,D3,D10 Critical: d4 days
 (bact.) E8, Weakness: 02,03,04,07
 35% chance untreated cholera kills. IMMU 85%

BUBONIC PLAGUE Transmission: 01,03,05
 Chance: 50% Duration: d6 months
 Symptoms: B14,C3,D2 Critical: d6 days
 (bact.) D7,E9,F3 Weakness: 01,02,04
 50% chance untreated bubonic plague kills.

PLAGUE, PNEUMONIC Transmission: 05,08
 Chance: 75% Duration: d4 months
 Symptoms: B14,C3,D9 Critical: d4 days
 (bact.) E10,F2 Weakness: 01,02,04
 85% chance untreated pneumonic plague kills.

TUBERCULOSIS Transmission: 05,07,08
 Chance: 15% Duration: d10 years
 Symptoms: A18,B11,B14 Critical: d4 weeks
 (bact.) D10,E9,F2,F4 Weakness: 01
 Patient relapse every d6 months.

YELLOW FEVER Transmission: 02
 Chance: 75% Duration: 3d6 days
 Symptoms: A11,B15,B11 Critical: d6 days
 (virus) C3,E9,F3 Weakness: 01,04
 25% chance untreated yellow fever kills. IMMU

MALARIA Transmission: 02
 Chance: 50% Duration: d10 years
 Symptoms: B4,B15,B11 Critical: 3d6 hours
 (paras.) B17,C3,D8 Weakness: 01,07
 Patient relapse every d12 days. 05% IMMU
 5% chance untreated malaria kills.

DENGUE FEVER Transmission: 02
 Chance: 40% Duration: d4 months
 Symptoms: B10,B12,B15 Critical: d8 days
 (virus) B17,F9 Weakness: 08
 10% chance untreated Dengue fever kills. IMMU

ANTHRAX Transmission: 05,07,08
 Chance: 85% Duration: 2d6 weeks
 Symptoms: B2,D1,D2 Critical: d6 days
 (bact.) B3,E9,E11 Weakness: 04
 75% chance untreated anthrax kills.

POLIO Transmission: 05,08
 Chance: 10% Duration: d4 weeks
 Symptoms: B14,B17,D3 Critical: d6 days
 (virus) E4,F7 Weakness: 04
 Polio leaves permanent paralyzation (d100 %) of an area of the nervous system. IMMU

COLORADO TICK FEVER Transmission: 02
 Chance: 20% Duration: d4 weeks
 Symptoms: B14,B17,D3 Critical: d4 days
 (bact.) C3,E4,F9 Weakness: 07
 40% chance untreated tick fever kills.

MENINGITIS Transmission: 05
 Chance: 60% Duration: d4 weeks
 Symptoms: B17,C3,D1 Critical: d6 days
 (virus) D7,E8,F2 Weakness: 01,04
 65% chance untreated meningitis kills.

Food Poisoning

As spoiled, unclean, or rotten food is consumed, the character risks the chance of several forms of contamination or poisoning. Index type of food by the roll of a d100.

WATER CONTAMINATION

01-50 No Contamination
 51-75 Bacterial
 76-85 Amebiasis
 86-98 Poisoning level d4
 99-00 Poisoning level d4 +4

FOOD CONTAMINATION

01-50 Molds, slimes, general decay
 51-75 Bacterial
 76-85 Salmonella
 86-95 Amebiasis if fresh, if not go to 51
 96-00 Botulism if canned, if not go to 51

BACTERIAL Transmission: 07
 Chance: 90% Duration: d6 days
 Symptoms: A2,B2,C8 Critical: d6 hours
 (bact.) D1,C8,D3 Weakness: 01,04,07

SALMONELLA Transmission: 07
 Chance: 65% Duration: d6 days
 Symptoms: A2,B2,C8 Critical: 2d6 hours
 (bact.) D1,C8,D3 Weakness: 01,04,07

AMEBIASIS Transmission: 07
 Chance: 90% Duration: d10 years
 Symptoms: A2,B11,C3 Critical: d10 days
 (paras.) E9,F6 Weakness: 01

BOTULISM Transmission: 07
 Chance: 75% Duration: d4 weeks
 Symptoms: A16,C7,C8 Critical: d6 days
 (bact.) E4,E10,F2 Weakness: Anti-Toxin
 85% chance Botulism Toxin will kill without the specific anti-toxin.

POISONING

((Random) see Toxin section of damage tables)

Hepatitis

Another danger of contamination with human or animal wastes is hepatitis.

HEPATITIS A Transmission: 01,05,07
 Chance: 50% Duration: d6 weeks
 Symptoms: B2,E8,F3,A4 Critical: d10 days
 (virus) Jaundice Weakness: 07
 40% chance of relapse if the patient does not rest for d8 weeks. IMMU

HEPATITIS B Transmission: 01,05,07
 Chance: 60% Duration: 2d4 months
 Symptoms: B2,E8,F3,D1 Critical: d10 days
 (virus) Jaundice Weakness: 07,08
 70% chance of relapse if the patient does not rest for 2d8 weeks.

HEPATITIS AB Transmission: 01,05,07
 Chance: 55% Duration: 2d6 weeks
 Symptoms: B2,E8,F3,A4 Critical: d10 days
 (virus) D1, Jaundice Weakness: 07,08
 45% chance of relapse if the patient does not rest for 2d8 weeks.

Health Modifiers

STATISTICS REDUCTIONS FROM MEDICAL PROBLEMS

These are the temporary or continuing modifications on a character's statistics when affected by health or damage problems.

TYPE MINOR	STR	DEX	AGL	WIZ	ACC	DOD	THR
Nausea			-01			-01	
Drowsiness		-01	-01	-01			
Hiccups		-02			-03		
Watery Eyes		-02			-01		
Cramps	-01	-01	-01			-01	
Shakes	-01	-02	-01		-02	-01	
Headache		-01	-01			-01	
Migraine	-02	-03	-01		-03	-01	-02
Insomnia	-01	-01	-01	-01	-01	-02	-03
Light Cough	-01				-01		-01

Heavy Cough	-03				-02		-02
Weakness	-02		-01			-01	-02
Dizziness	-03	-02	-03		-03	-03	-02

TYPE SERIOUS	STR	DEX	AGL	WIZ	ACC	DOD	THR
Cramps	-02	-03	-04		-03	-04	-04
Vomiting	-04	-03	-03		-05	-03	-05
Fever	-02	-01	-01	-01	-01	-02	-04
Blurred Vision		-04			-05	-01	-06
Numbness	-04	-06	-03		-01	-04	-06

Sneezing	-02	-04	-02		-06	-01	-06
Light Pain	-01	-01	-02		-01	-02	-01
Heavy Pain	-02	-02	-04		-02	-04	-02
Agony	-06	-06	-06	-02	-07	-08	-09

Light Stun	-03	-03	-05	-02	-03	-05	-04
Medium Stun	-05	-05	-07	-03	-05	-07	-06
Heavy Stun	-06	-06	-09	-04	-06	-09	-08

HEAD IMPACT							
Graze A	-01	-07	-05		-05	-04	-02
Graze B	-04	-10	-07	-03	-10	-06	-06

Bones & Muscles

MUSCLES	STR	DEX	AGL	HEALING
Sprain	-04	-02	-05	d10+2 Days
Torn Ligament	-08	-04	-09	d6 +2 Weeks
Torn Muscle	-09	-06	-09	d4 Months

BONES	STR	DEX	AGL	HEALING
Bruised	-01	-01	-01	d4 Weeks
Fractured	-04	-06	-08	d4 Months
Compound Break	-08	-09	-09	d4 +2 Months
Crushed	-10	-10	-12	d4 +6 Months

Damaged bones and muscles affect only the specific areas they are located in. Some statistics may not be affected due to the location of the injury. Use logic when utilizing these modifiers. See the medical skills section for controlled healing rates and treatment time.

Bacterial Wound Infection

As a character takes minor damage he or she runs the risk of wound infection.

REMEMBER

- 01 Index type of Wound by Contamination
- 02 Roll over the listed percentage to avoid critical infection.
- 03 If critical infection, roll on Type.

WOUND	CONTAMINATION			
TYPE	STERILE	CLEAN	DIRTY	FILTHY
Scratch	02%	10%	25%	40%
Cut	05%	15%	35%	55%
Deep Cut	10%	20%	45%	65%
Puncture	20%	30%	55%	75%
Puncture, Deep	30%	40%	65%	85%
Puncture, Major Organ	45%	55%	80%	95%

CRITICAL INFECTION

- 01-50 Wound takes double normal time to heal with a 05% chance of table B.
- 51-75 Wound takes triple normal time to heal with a 10% chance of table B.
- 76-85 Wound takes triple normal time to heal with a 25% chance of table B.
- 86-95 Wound takes triple normal time to heal with a 50% chance of table B.
- 96-98 Wound takes triple normal time to heal with a 75% chance of table B.
- 99-00 Wound will not heal, go to table B.

Gangrene

TABLE B FOR NORMAL WOUNDS

- 01-50 BLOOD POISONING
Symptoms: Fever
Critical: C3,B4,A11,A16,E6,D3,B14
Type: Bacteria
Weakness: 02,07 Cleansing infection
- 51-75 GANGRENE
Symptoms: Swelling, Tissue Destruction
Critical: d10 days
Type: Bacteria
Weakness: 03,04, Removal of tissue
- 76-99 GAS GANGRENE
Symptoms: Rapid Tissue Destruction, Swelling, Fever C3
Critical: d10 days
Type: Bacteria
Weakness: 03,04, Removal of Tissue
- 00 GAS GANGRENE + TETANUS

TABLE B FOR PUNCTURE TYPE WOUNDS

- 01-75 TETANUS
Symptoms: Swelling, pain, muscular contractions in the neck, trunk and abdomen.
Critical: d10 days.
Type: Bacterial
Weakness: Tetanus Anti-Toxin
- 76-98 TETANUS + GANGRENE
- 99-00 TETANUS + GAS GANGRENE

Wound Shock

As a character takes Whole Body Damage he or she suffers the possibility of wound shock that may become a death shock.

REMEMBER

- 01 Index the general area hit.
- 02 Break hit points into 25%, 50%, 75%, 100%.
- 03 Index the damage taken as a percentage of the character's hit points. Find the general area and index this percent to find the chance of shock.
- 04 Roll under this percentage on a d100 for the character to go into shock.
- 05 If the character goes into a state of shock, repeat steps #1-3 and roll on the death shock table. Death shock is immediate.
- 06 Chance of shock and death shock can be reduced by drugs.
- 07 See EMR and Life Saving.

% HIT POINTS LOST	PERCENT CHANCE SHOCK	PERCENT CHANCE DEATH SHOCK
----------------------	-------------------------	-------------------------------

BRAIN AREA

Graze	-	-
01-25%	20%	10%
26-50%	50%	40%
51-75%	70%	50%
76-98%	90%	70%

VITAL AREA (chest, abdomen, spine)

Graze	-	-
01-25%	20%	10%
26-50%	40%	20%
51-75%	50%	30%
76-98%	70%	50%

EXTREMITY (arm, leg,)

Graze	-	-
01-25%	10%	05%
26-50%	20%	10%
51-75%	30%	15%
76-98%	50%	30%

FAR EXTREMITY (hand, foot)

Graze	-	-
01-25%	-	-
26-50%	05%	-
51-75%	10%	05%
76-98%	50%	10%

Blast Effects

Blast affects exposed body areas as whole body damage with the chance of stun and shock indexed from the least protected or exposed areas.

Body areas hit with double their rating of maximum damage (Total) are amputated or removed by blast at the GM's decision.

Blast Shock

Most close detonations will have the effect of causing the character to lose (d4 x .50) actions and suffer a 40% chance of a d10 hour hearing loss of d100% of hearing.



Stun

Related to wound shock, stun is another side effect of damage. When a character is damaged, check for stun intensity and length.

REMEMBER

- 01 The stun percentage is always indexed from the amount of damage a character has taken in a specific area. This damage is indexed as a percentage of whole body points.
- 02 A player character has a final action before becoming totally unconscious.

Stun Time

FAST:	d6	Actions
LIGHT:	3d6	Actions
MEDIUM:	d6	Minutes
HEAVY:	3d6	Minutes
HARD	d6+6	Hours

PERCENTAGE DAMAGE TAKEN	PERCENT CHANCE OF STUN	TYPE OF STUN
----------------------------	---------------------------	-----------------

BRAIN AREA

Graze	20%	Fast
01-25%	30%	Light
26-50%	50%	Medium
51-75%	70%	Heavy
76-98%	98%	Hard

VITAL AREA

Graze	05%	Fast
01-25%	20%	Fast
26-50%	40%	Medium
51-75%	60%	Medium
76-98%	80%	Heavy

EXTREMITY

Graze	05%	Fast
01-25%	10%	Fast
26-50%	20%	Light
51-75%	40%	Medium
76-98%	60%	Heavy

FAR EXTREMITY

Graze	-	-
01-25%	-	-
26-50%	10%	Fast
51-75%	20%	Light
76-98%	40%	Medium

Fast & Light Stuns

Fast and Light stuns are more an action penalty than the character actually falling unconscious. See the medical reductions in the disease section for stun effects.

Hit Locations

HIT LOCATION	FRONT OR BACK	GOTO
01-10	Right Leg 50% Tail Hit	E/F
11-15	Foot L or R	F
16-30	Left Leg 50% Tail Hit	E/H
31-45	Left Arm	D
46-56	Right Arm	D
57-60	Hand, L or R	G
61-75	Abdomen	C
76-90	Chest	B
91-00	Head	A

HIT LOCATION	SIDE OR PRONE	GOTO
01-30	Leg, L or R	E
31-35	Foot L or R	F
36-50	Abdomen	C
51-70	Chest	B
71-85	Arm L or R	D
86-90	Hand L or R	G
91-00	Head	A

Detailed hits are the tables for shrapnel hits, automatic weapons-fire, and long range projectile fire where you do not have much of a choice in hit location.

Specific Areas

AREA	GOTO	ROLL
01-04 Right Foot	F	2d6
05-08 Right Calf	F1	d6
09-12 Right Knee	E4	d6
13-16 Right Hip	E1	d6
17-20 Right Thigh or Tail, Right	E2 H	d6 2d6
21-24 Left Foot	F	2d6
25-28 Left Calf	F1	d6
29-32 Left Knee	E4	d6
33-36 Left Hip	E1	d6
37-40 Right Thigh or Tail, Left	E2 H	d6 2d6
41-44 Right Hand	G	2d6
45-48 Right Lower Arm	D6	d6
49-52 Right Elbow	D4	d6
53-56 Right Upper Arm	D3	d6
57-60 Right Shoulder	D1	d6
61-64 Left Hand	G	2d6
65-68 Left Lower Arm	D6	d6
69-72 Left Elbow	D4	d6
73-76 Left Upper Arm	D3	d6
77-80 Left Shoulder	D1	d6
81-84 Genitals	C6	d6
85-88 Abdomen	C	2d6
89-92 Chest	B	2d6
93-96 Neck	B1	d6
97-00 Head	A	2d6

This table is used for easy access to the detailed body area tables. You may also use it for shrapnel and automatic weapons fire. On this table only, read 2d6 as a location in the detailed charts.

EXAMPLE D6 Roll d6: Body table D, Section 6, Roll a d6 for exact area.

Detailed Body Areas

EXAMPLE AREA CODES

3,4 **B(6) (M)****(A)(SP 12)** T=26
a b c d e b f g h b n

DS = 80%+ Heart, Upper R
i j k l m

Codes

Always roll 2 six-sided for the area hit. Read each die separately.

- a This is the number of the area found by randomization or design.
- b The * is the indicator of one point of damage absorbed by the tissue in that area. This is also used for toughness and the indicator of structure of major organs.
- c B is the indicator of bone in that area. Always check the bone special chart when damage is over the value of the bone. Damage under the value always lodges the projectile in the bone.
- d After a B is always the value of the bone in brackets ().

Major Organs

- e This (M) is the indicator of a major organ in the area.
- f The (A) in brackets indicates a possible high bloodloss area. When this appears, the artery hit table is checked. Any damage that severs or damages arteries reduces the damage penetration by one point.
- g The (SP) is the code for a spinal hit. Check the optional Spine Hit specials for additional damage and death shock.
- h This is the damage needed to penetrate the spine.
- i DS is the death shock indicator for damage in that particular area. A failure to roll over this percentage indicates wound shock kills the character. See Medical Skills.

Death Shock

- j This is the death shock percentage the character must roll over on a d100 to live. This is the primary form of wound shock if a major organ is damaged.
- k The + is an indicator showing a possible higher death shock percentage.
- l This is the major organ or (b) bone hit. In arms, legs, tail, hand and foot areas the bone is the only listing.

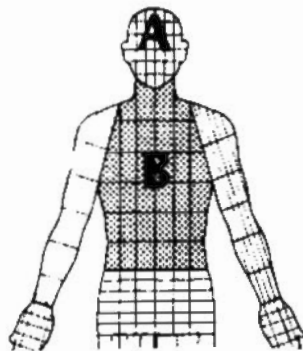
Locations

- m This is the location of the area hit in organs that have more than one listing.
- n This is the total damage penetration needed to punch a projectile through a body in that specific area.

A Head

1,1	Miss		
1,2	Graze A		
1,3	Graze B		
1,4	Graze B		
1,5	Graze A		
1,6	Miss		
2,1	Graze B		
2,2	*B(8) (M)*** (A) B(8)*	T=23	
	DS = 94% Brain, Forehead L		
2,3	*B(8) (M)*** (A) B(8)*	T=23	
	DS = 98% Brain, Forehead Mid L		
2,4	*B(8) (M)*** (A) B(8)*	T=23	
	DS = 98% Brain, Forehead Mid R		
2,5	*B(8) (M)*** (A) B(8)*	T=23	
	DS = 94% Brain, Forehead R		
2,6	Graze B		
3,1	Graze B		
3,2	*EYE(4) B(4) (M)*** (A) B(8)*	T=22	
	DS = 98% Brain, Eye L		
3,3	*B(3) B(6) (M)*** (A) B(8)*	T=23	
	DS = 94% Brain, Bridge Nose L		
3,4	*B(3) B(6) (M)*** (A) B(8)*	T=23	
	DS = 94% Brain, Bridge Nose R		
3,5	*EYE(4) B(4) (M)*** (A) B(8)*	T=22	
	DS = 98% Brain, Eye R		
3,6	Graze B		
4,1	Graze B		
4,2	*B(4) B(6) (M)*** (A) B(8)*	T=24	
	DS = 80% Brain, Zygomatic L		
4,3	*B(3) B(5) (M)*** (A) B(8)*	T=22	
	DS = 85% Brain, Maxilla Palate L		
4,4	*B(3) B(5) (M)*** (A) B(8)*	T=22	
	DS = 85% Brain, Maxilla Palate R		
4,5	*B(4) B(6) (M)*** (A) B(8)*	T=24	
	DS = 80% Brain, Zygomatic R		
4,6	Graze B		
5,1	Graze B		
5,2	*B(3) B(4) (M)*** (A) B(8)*	T=21	
	DS = 60% Brain, Teeth Upper L		
5,3	*B(3) B(4) (M)*** (A) B(8)*	T=21	
	DS = 70% Brain, Teeth Upper Mid L		
5,4	*B(3) B(4) (M)*** (A) B(8)*	T=21	
	DS = 70% Brain, Teeth Upper Mid R		
5,5	*B(3) B(4) (M)*** (A) B(8)*	T=21	
	DS = 60% Brain, Teeth Upper R		
5,6	Graze B		
6,1	Graze B		
6,2	*B(3) B(4) B(6)*	T=17	
	DS = 03% Mandible, Jaw L		
6,3	*B(4)*** (A) (SP 12) B(8)*	T=29	
	DS = 15%+ Mandible, Mid L		
6,4	*B(4)*** (A) (SP 12) B(8)*	T=29	
	DS = 15%+ Mandible, Mid R		
6,5	*B(3) B(4) B(6)*	T=17	
	DS = 03% Mandible, Jaw R		
6,6	Graze B		

Graze A = d6 damage
Graze B = 2d6 damage

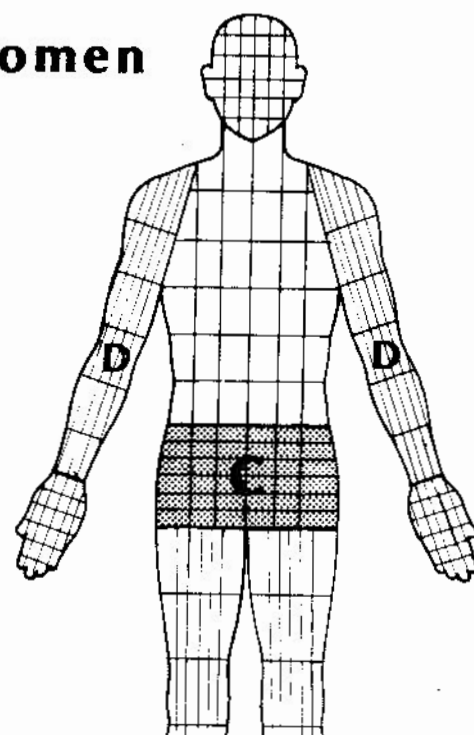


B Chest

1,1	Graze B		
1,2	**B(6) ***	T=11	
	DS = -- (b) Clavicle, Shoulder L		
1,3	*** (A) * (SP 12) *	T=17	
	DS = 04%+ Trachea, Air Passage		
1,4	*** * (SP 12) *	T=17	
	DS = 04%+ Esophagus, Food Passage		
1,5	**B(6) ***	T=11	
	DS = -- (b) Clavicle, Shoulder R		
1,6	Graze B		
2,1	Graze B		
2,2	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 07% Lung, Upper L		
2,3	**B(4) (M)*** (A) (SP 12) B(4)**	T=28	
	DS = 10%+ Bronchial Tube L		
2,4	*B(6) ** (A) * B(4)**	T=16	
	DS = 04% Esophagus		
2,5	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 10% Bronchial Tube R		
2,6	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 07% Lung, Upper R		
3,1	Graze B		
3,2	**b(4) (M)*** B(4)**	T=16	
	DS = 10% Lung, Mid L		
3,3	**B(6) (M)*** (A) B(4)**	T=18	
	DS = 80% Heart, Upper L		
3,4	**B(6) (M)*** (A) (SP 12)**	T=26	
	DS = 80%+ Heart, Upper R		
3,5	**B(4) (M)*** (A) B(4)**	T=18	
	DS = 10% Lung, Mid R		
3,6	Graze B		
4,1	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 14% Lung, Lower L		
4,2	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 20% Lung, Lower Mid L		
4,3	**B(6) (M)*** (A) B(4)**	T=18	
	DS = 90% Heart, Lower L		
4,4	**B(6) (M)*** (A) (SP 12)**	T=26	
	DS = 90%+ Heart, Lower Mid R		
4,5	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 20% Lung, Lower Mid R		
4,6	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 14% Lung, Lower R		
5,1	Graze B		
5,2	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 06% Liver, L		
5,3	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 90% Heart, Lower L		
5,4	**B(4) (M)*** (A) (SP 12)**	T=24	
	DS = 10%+ Liver, Mid L		
5,5	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 10% Stomach, Mid R		
5,6	**B(4) (M)*** (A) B(4)**	T=16	
	DS = 12% Spleen, R		
6,1	Graze B		
6,2	** (M)*** (A) ***	T=10	
	DS = 10% Liver, L		
6,3	** (M)*** (A) ***	T=09	
	DS = 08% Pancreas, L		
6,4	** (M)*** (A) * (SP 12)**	T=21	
	DS = 10%+ Duodenum, L		
6,5	** (M)*** (A) ***	T=09	
	DS = 15% Stomach, Mid		
6,6	** (M)*** (A) ***	T=09	
	DS = 10% Spleen		

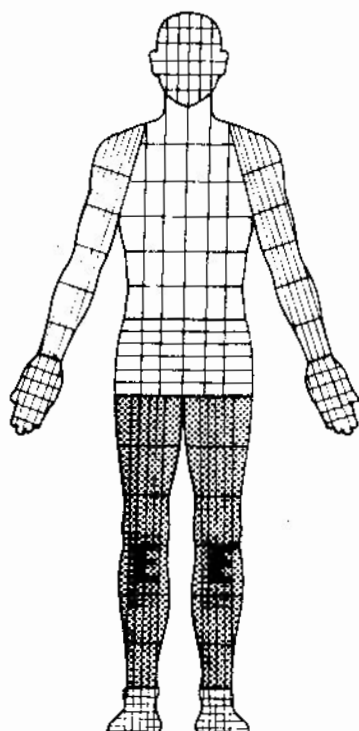
1,1	Graze B	
1,2	** (M)****(A) ***	T=09
	DS = 08% Liver, L	
1,3	** (M)****(A) ***	T=09
	DS = 10% Kidney, L	
1,4	** (M)****(A) (SP 12)**	T=20
	DS = 10%+ Stomach, L	
1,5	** (M)****(A) ***	T=09
	DS = 08% Kidney, R	
1,6	** (M)****(A) ***	T=09
	DS = 05% Colon, R	
2,1	** (M)****(A) ***	T=09
	DS = 04% Colon, L	
2,2	** (M)****(A) ***	T=09
	DS = 10% Kidney, Lower L	
2,3	** (M)****(A) *B(4)**	T=13
	DS = 10% Intestine, L	
2,4	** (M)****(A) *(SP 12)**	T=21
	DS = 12%+ Intestine, R	
2,5	** (M)****(A) ***	T=09
	DS = 10% Intestine, R	
2,6	** (M)****(A) ***	T=09
	DS = 05% Colon, R	
3,1	** (M)****(A) *B(4)*	T=12
	DS = 05% Colon, L	
3,2	** (M)****(A) *B(4)*	T=12
	DS = 08% Intestine, L	
3,3	** (M)****(A) *B(6)*	T=14
	DS = 08% Intestine, Mid L	
3,4	** (M)****(A) *(SP 12)*	T=20
	DS = 08%+ Intestine, Mid R	
3,5	** (M)****(A) *B(4)*	T=12
	DS = 08% Intestine, R	
3,6	** (M)****(A) *B(4)*	T=12
	DS = 05% Colon, R	
4,1	** (M)****(A) *B(4)**	T=13
	DS = 08% Colon, L	
4,2	** (M)****(A) *B(10)**	T=19
	DS = 08% Intestine, L	
4,3	** (M)****(A) ***	T=09
	DS = 08% Intestine, Mid L	
4,4	** (M)****(A) *(SP 12)*	T=20
	DS = 08%+ Intestine, Mid R	
4,5	** (M)****(A) *B(10)**	T=19
	DS = 08% Intestine, R	
4,6	** (M)****(A) *B(4)**	T=13
	DS = 05% Colon, R	
5,1	** (M)****(A) *B(4)***	T=14
	DS = 05% Colon, L	
5,2	** (M)****(A) *B(10)***	T=20
	DS = 08% Intestine, L	
5,3	** (M)****(A) *B(2)***	T=12
	DS = 08% Intestine, Mid L	
5,4	** (M)****(A) *B(5)***	T=15
	DS = 08% Intestine, Mid R	
5,5	** (M)****(A) *B(10)***	T=20
	DS = 05% Appendix, R	
5,6	** (M)****(A) *B(4)***	T=14
	DS = 05% Colon, R	
6,1	Graze B	
6,2	** (M)****(A) *B(5)***	T=15
	DS = 10% Bladder, L	
6,3	** (M)****(A) *B(3)***	T=13
	DS = 06% Genitals, L	
6,4	** (M)****(A) *B(3)***	T=13
	DS = 06% Genitals, R	
6,5	** (M)****(A) *B(5)***	T=15
	DS = 10% Bladder, R	
6,6	Graze B	

C Abdomen



D Arm

1,1	Graze A		
1,2	Graze B		
1,3	*** B(6)**	Clavicle	T=11
1,4	*** B(8)**	Shoulder	T=13
1,5	** B(6) *(A)B(8)*	Clavicle	T=18
1,6	***B(8) ***	Shoulder	T=14
2,1	Graze A		
2,2	Graze B		
2,3	*** (A) B(7)***	Humerus	T=13
2,4	*** (A) * ***	Arm, Upper	T=07
2,5	Graze B		
2,6	*** (A) B(8)**	Shoulder	T=13
3,1	Graze B		
3,2	*** (A) * ***	Arm, Upper	T=07
3,3	***B(8) ***	Humerus	T=14
3,4	*** (A) B(7)***	Humerus	T=13
3,5	*** (A) * ***	Arm, Upper	T=07
3,6	Graze B		
4,1	Graze B		
4,2	*** * * *	Arm, Mid	T=08
4,3	*** (A) B(8)***	Humerus	T=14
4,4	*** (A) B(10)*	Elbow	T=13
4,5	*** (A) B(8)***	Humerus	T=14
4,6	Graze B		
5,1	Graze A		
5,2	Graze B		
5,3	*** (A) B(6)***	Radius	T=12
5,4	***B(6) *B(7)**	Radius-Ulna	T=19
5,5	*** (A) B(7)**	Ulna	T=12
5,6	*** (A) * * *	Arm, Lower	T=06
6,1	Graze A		
6,2	Graze B		
6,3	*** (A) B(5)**	Radius	T=10
6,4	*** (A) B(6)**	Ulna	T=11
6,5	Graze B		
6,6	Graze A		



E Leg

1,1	Graze A		
1,2	*** B(10)****	Pelvis	T=17
1,3	*** B(9)***	Hip, Joint	T=15
1,4	*** B(10)***	Pelvis	T=16
1,5	Graze B		
1,6	Graze A		
2,1	Graze B		
2,2	****(A) B(12)****	Femur	T=20
2,3	**** B(12)****	Femur	T=20
2,4	**** * ****	Leg, Upper	T=10
2,5	Graze B		
2,6	Graze A		
3,1	Graze B		
3,2	****(A) B(12)****	Femur	T=20
3,3	**** B(12)****	Femur	T=20
3,4	**** * ****	Leg, Upper	T=10
3,5	Graze B		
3,6	Graze A		
4,1	Graze B		
4,2	**** B(12)****	Femur	T=20
4,3	**(A) B(9)***	Knee	T=14
4,4	**B(9) B(8)**	Knee	T=21
4,5	**** B(12)****	Femur	T=20
4,6	Graze A		
5,1	Graze B		
5,2	*** B(10)***	Fibula	T=16
5,3	*** B(10)***	Fibula	T=16
5,4	***(A) B(8)***	Tibia	T=14
5,5	*** B(8)***	Tibia	T=14
5,6	Graze A		
6,1	Graze B		
6,2	***(A) B(10)***	Fibula	T=16
6,3	*** B(10)***	Fibula	T=16
6,4	*** B(8)***	Tibia	T=14
6,5	***(A) B(8)***	Tibia	T=14
6,6	Graze A		

F Foot



1,1	Graze B		
1,2	*** B(10)***	Fibula	T=16
1,3	***(A) B(10)***	Fibula	T=16
1,4	***(A) B(8)***	Tibia	T=14
1,5	*** B(8)***	Tibia	T=14
1,6	Graze A		
2,1	Graze B		
2,2	** (A) B(10)**	Ankle Joint	T=14
2,3	** B(11)**	Ankle	T=15
2,4	** (A) B(10)**	Ankle Joint	T=14
2,5	** B(11)**	Ankle	T=15
2,6	Graze A		
3,1	Graze B		
3,2	** B(8)**	Talus	T=12
3,3	** (A) B(8)**	Talus	T=12
3,4	** B(8)**	Talus	T=12
3,5	Graze B		
3,6	Graze A		
4,1	Graze B		
4,2	** B(7)**	Cuboid	T=11
4,3	** (A) B(7)**	Navicular	T=11
4,4	** (A) B(7)**	Cuneiforms	T=11
4,5	** (A) B(7)**	Cuneiforms	T=11
4,6	Graze A		
5,1	Graze B		
5,2	** B(3)**	Metacarpal	T=07
5,3	** B(3)**	#2 Metacarpal	T=07
5,4	** B(3)**	#3 Metacarpal	T=07
5,5	** B(3)**	#4 Metacarpal	T=07
5,6	** B(3)**	#5 Metacarpal	T=07
6,1	Graze B		
6,2	** B(2)**	Phalanges	T=06
6,3	** B(2)**	#2 Phalanges	T=06
6,4	** B(2)**	#3 Phalanges	T=06
6,5	** B(2)**	#4 Phalanges	T=06
6,6	** B(2)**	#5 Phalanges	T=06

Body Structure

Alien body structure is based on the general human table with skin, tissue, and bone modifications. Under many circumstances human body structure will vary widely. Below are general guidelines.

FAT

Add one point of tissue for every inch of body fat in excess of 1 inch.

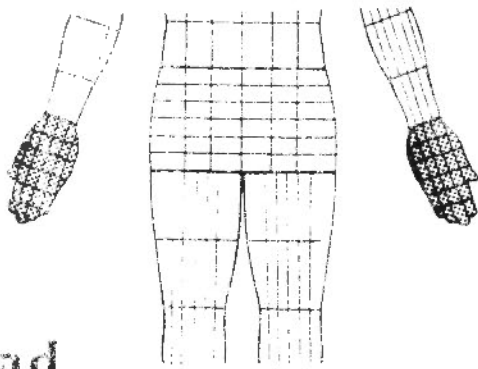
LARGE BONE STRUCTURE

Add one point of bone value per (.50) inch of additional bone.

SKIN STRUCTURE

See the armor tables for general design.





G Hand

1,1	Graze B		
1,2	*** B(5)**	Radius	T=10
1,3	*** (A) B(5)**	Radius	T=10
1,4	*** (A) B(6)**	Ulna	T=11
1,5	*** B(6)**	Ulna	T=11
1,6	Graze A		
2,1	Graze A		
2,2	Graze B		
2,3	** (A) B(1)**	Scapoid	T=08
2,4	** (A) B(1)**	Lunate	T=08
2,5	Graze B		
2,6	Graze A		
3,1	Graze B		
3,2	** B(4)**	Trapezium	T=08
3,3	** (A) B(4)**	Trapezoid	T=08
3,4	** (A) B(4)**	Capitate	T=08
3,5	Graze B		
3,6	Graze A		
4,1	** B(4)**	Thumb	T=08
4,2	Graze A		
4,3	** B(3)**	Phalanges	T=07
4,4	** (A) B(3)**	#2 Phalanges	T=07
4,5	** (A) B(3)**	#3 Phalanges	T=07
4,6	** (A) B(3)**	#4 Phalanges	T=07
5,1	** B(3)**	Thumb, Mid	T=07
5,2	Graze A		
5,3	** B(3)**	Phalanges	T=07
5,4	** B(3)**	#2 Phalanges	T=07
5,5	** B(3)**	#3 Phalanges	T=07
5,6	** B(3)**	#4 Phalanges	T=07
6,1	** B(2)**	Thumb Tip	T=06
6,2	Graze A		
6,3	** B(2)**	Phalanges	T=06
6,4	** B(2)**	#2 Phalanges	T=06
6,5	** B(2)**	#3 Phalanges	T=06
6,6	** B(2)**	#4 Phalanges	T=06

H Tail Hits

Because of the wide variety of tail types, use this generalized table. Remember, hits on tails that penetrate can continue into legs or lower back.

TAIL STRUCTURE HITS

- 01 Graze A
- 02 Tissue hit only
- 03 Bone hit of general type for that race.
- 04 Tissue hit only, check for artery hit.
- 05 Tissue hit only
- 06 Graze B

Bone Damage

OPTIONAL BONE DAMAGE

- 01 Clean Hit, reduce damage penetration by 4 points from this point.
- 02-05 Normal Damage, no modifiers.
- 06-09 Bone Breaks, add d4 points to the final damage. This does not add to the penetration of the projectile.
- 10 Bone Splinters, add d6+1 points to the final damage. This does not add to the penetration of the projectile.

Bloodloss

OPTIONAL ARTERY DAMAGE

- 01-07 NO DAMAGE
No special bloodloss.
- 08-09 ARTERY NICK
Artery or vein damage adds one point of damage per minute until stopped by medical aid.
- 10 ARTERY SEVER
A sever adds d6 points of damage per minute until stopped by medical aid.

AREA MODIFIERS FOR ARTERY DAMAGE

Brain	+3 on roll
Heart	+4 on roll
Stomach	+d4 on roll
Intestine	+d4 on roll
Spleen	+3 on roll
Any Arm-Hand Sever	+4 on roll
Any Leg Sever	+5 on roll
Liver	+1 on roll
Colon	+1 on roll
Kidney	+1 on roll
CHUCK SEVER	
Any Arm, Leg, Hand	+1 on roll
BLAST SEVER	
Any Arm, Leg, Hand	+4 on roll

Spinal Damage

OPTIONAL SPINAL DAMAGE

- 01-04 Graze on Spine, Adds d6 damage to the damage result. Does not increase damage penetration of projectile.
- 05-06 Adds 2d6 on final damage with an additional 04% chance of death shock.
- 07-08 Direct Hit, roll a second death shock percentage over 25% on a d100 for character survival. Add 2d10 to the final damage. Roll a 40% chance of paralyzation from the point of impact down.
- 09 Hit on Disc Between Vertebrae, Roll a second death shock percentage over 40% for character survival. Add 2d10 to the final damage. Roll a 70% chance of paralyzation from the point of impact down.
- 10 Spine Shattered, Roll a second death shock percentage over 60% for the character survival. Add 3d10 to the final damage. Roll a 90% chance of paralyzation from the impact down.

Quadruped Structure

Location	Front	Back	Side
Legs	01-10	01-10	01-12
Paws, Feet	11-13	11-13	13-15
Abdomen	14-17	14-75	16-50
Chest	18-85	76-89	51-85
Neck	86-95	90-95	86-90
Head	96-00	96-00	91-00

Animal Hits

For quadruped hits, index the area struck in the diagram and index to the general body tables for human types. While physiological structure may look radically different, it is basically the same.

REMEMBER

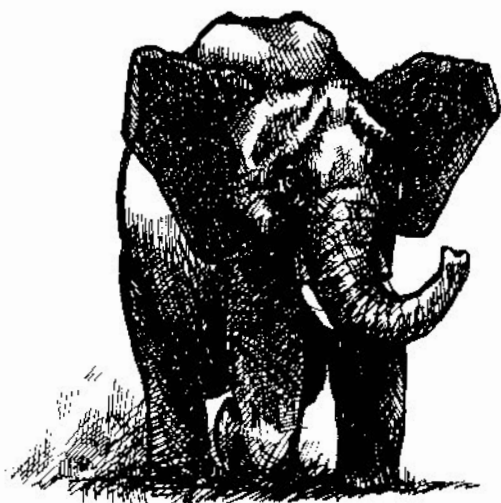
- 01 A d6, d6 under Roll is a random area in that body area.
- 02 A B2 in Gc To tells you to first go to area B, table 2 and roll a d6 for that specific strip of area.

Specific Areas

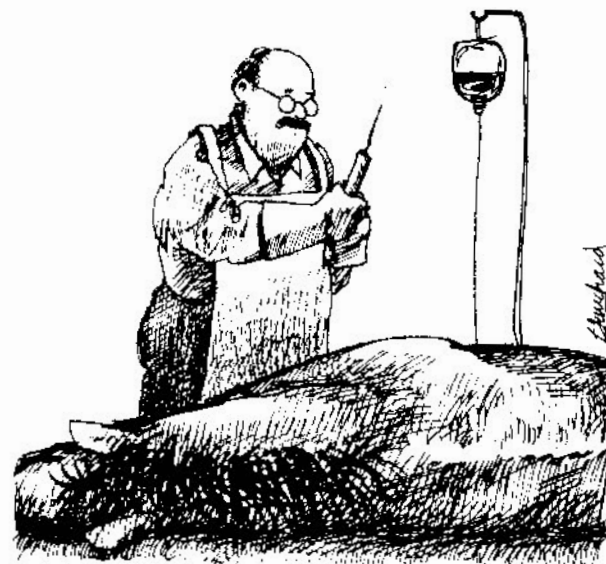
CODE	AREA	GO TO	ROLL
A	Head	Table A	d6, d6
B1	Neck, Upper	Table B1	d6
B2	Neck, Lower	Table B2	d6
B	Chest	Table B	d6, d6
C	Abdomen	Table C	d6, d6
E	Legs, Any	Table E	d6, d6
F	Paws, Feet	Table F	d6, d6
H	Tail	Table H	d6

Quadruped side hits are handled like human side hits by finding the area hit and then indexing that single block of tissue from end-to-end. While not medically perfect, this approximation, logic, and imagination will serve as an easy player and GM reference for specific area damage.

General Quadruped Structure



- a Brain
- b Heart
- c Trachea
- d Lung
- e Aorta
- f Liver
- g Kidney
- h Stomach
- i Spleen
- j Intestines
- k Bladder



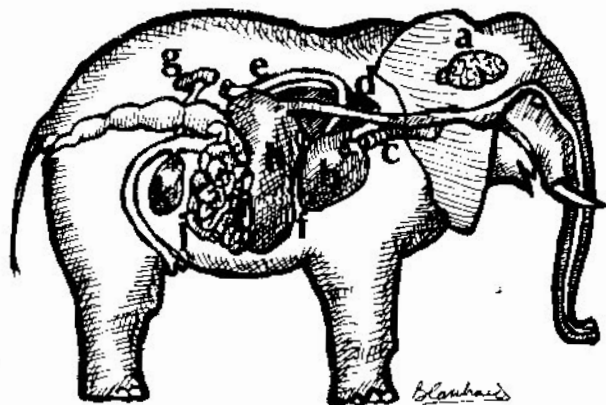
Animal Structure

REMEMBER

- 01 Index from the general area hit, checking the next column for information on the area and a Detail Body Table reference.
- 02 Bone values can be changed as follows:

Rodent Sized	=	0.25	x Value
Small Animal Sized	=	0.50	x Value
Half Human Sized	=	0.75	x Value
Human Sized Bones	=	1.00	No
Horse Sized	=	1.50	x Value
Large Horse Sized	=	2.00	x Value
Elephant Sized	=	3.00	x Value
Dinosaur Sized	=	4.00+	x Value
- 03 An animal's tissue thickness can follow the same general formula with the GM's modifiers for layers of fat, muscle, and hide.
- 04 Skill as a veterinarian can be taken like a normal doctor's skills with a -5% skill penalty if the veterinarian must treat a human. The same can apply for a doctor treating animals.

Internal Organs



Temperament

All intelligent life and animals have a temperament rating. This rating shows how easily the species is provoked.

The T scale has humans set at a base of 50 for comparison.

0-----25-----50-----75-----100
Hostility Pacifism

PROVOCATION TO ACTION

A Add modifiers to find temperament rating.
Index to find the provocation to action.

TEMPER	PROVOCATION TO ACTION	TEMPER	PROVOCATION TO ACTION
01-05	98%	46-50	40%
06-10	96%	51-55	35%
11-15	90%	56-60	30%
16-20	85%	61-65	25%
21-25	80%	66-70	20%
26-30	75%	71-80	15%
31-35	70%	81-85	10%
36-40	65%	86-90	05%
41-45	60%	91-95	02%
		96-00	n/a

MODIFIERS FOR PROVOKING	TEMPER MODIFIER
01 Trying to be peaceful	+05
02 Generally peaceful	+02
03 Neutral	+00
04 Neutral, hostile	-10
05 Hostile	-15
06 Really trying to provoke	-20
07 Taunting to provoke	-25
08 Physical assault	-30
09 Continued physical assault	-35
10 Major physical assault	-40

Result

INTELLIGENT HOSTILE

- 01-50 Stop hostility by force
- 51-75 Attack next action
- 76-85 Attack in d4 actions
- 86-95 Attack if provoked again
- 96-98 Reason d4 actions, attack
- 99-00 Reason 2d4 actions, attack

INTELLIGENT PACIFISTIC

- 01-50 Not fight back
- 51-75 Continue to reason
- 76-95 Flee hostility
- 96-98 Warn, then use force
- 99-00 Stop hostility by force

RESULT OF PROVOCATION TO ANIMALS AND MINIMALLY INTELLIGENT LIFE

- Carnivores: 01-40 Attack immediately
- 41-00 Flee
- Herbivores: 01-90 Flee immediately
- 91-00 Attack

Charisma

CHARISMA SCORE	MODIFIER TO AID	MODIFIER TO HINDER
01	-8	+5
02-04	-6	+4
05-07	-2	+2
08-10	0	0
11-13	+2	-2
14-16	+5	-4
17-18	+5	-6
19	+9	-8
20	+10	-10

FAST CHARISMA USE IN DEALING WITH NPC'S

When dealing with NPC'S the GM usually determines the general hostility of the encounter or rolls a d100 on the chart below.

GENERAL MOOD OF THE NPC	AID	HINDER
01-10 Outright hostile	05%	95%
11-25 Hostile	20%	90%
26-45 Semi-hostile	40%	80%
46-70 Neutral	50%	50%
71-85 Almost friendly	80%	40%
86-90 Friendly	90%	20%
91-98 Very friendly	95%	10%
99-00 Completely friendly	98%	05%

Being friendly or hostile does not necessarily constitute a total direction of attitude. Even in extremely friendly situations a hindrance may happen. Roll on each table for a result.

HOSTILITY MODIFIERS

- 01 Bribe with something valuable +20%
- 02 Bribe with small sum +10%
- 03 Persistent -10%
- 04 Minor violence -10%
- 05 Major violence -20%
- +5% per skill level of interrogator.
- 06 Blackmail +20%

HINDRANCES

- 01 Wrong information
- 02 Temperament
- 03 Just trying to be helpful even when no information is available
- 04 Wants something in return
- 05 Sense of humor
- 06 Apathy





Tehrmelern History

To the Tehrmelern, the Fringe - linked Alternates were a vast storehouse of goods and services for the taking. Being a moral race, they took only the resources they needed, leaving in their place a wealth of aid toward developing intelligence and technologies.

Despite their pacifistic nature, the Tehrmelern realized they had a problem when their appearance often inspired fear and hostility from races unaccustomed to the sight of alien life.

Solutions

After much careful thought and debate, they set to work, genetically manipulating a recently discovered, non - intelligent, life form. The result was a race of creatures who possessed a self-alterable generic matrix which enabled them to assume any living form they chose. They were called "Mellor".

Without harm, the semi - intelligent shape shifters could touch a human or alien and assume that creature's entire range of skill, memory and personality. The shape could be duplicated to perfection and retained for use. Under careful guidance, the Mellor became the Tehrmelern's devoted servants and dedicated secret emissaries.

The Golden Age

For all their technical advancement, the Tehrmelern were more often like peaceful, wide-eyed children in the candy shop of the universes. They utilized the Mellor to the fullest extent, creating a golden age that lasted more than 750,000 years.

Then the gentle, servant Mellor discovered a world containing a hostile intelligence. It inhabited the Mellor, contaminating and sending them on a wave of inter - dimensional genocide. The Tehrmelern were caught unaware and died. The mutant Mellor spread rapidly, destroying vast areas and contaminating other Mellor they came in contact with.

The Tehrmelern learned to fight and defend themselves the hardest way. Near extinction, they put a final plan into effect. They would abandon the Fringes, leaving a few of their kind behind to warn of the Mellor.

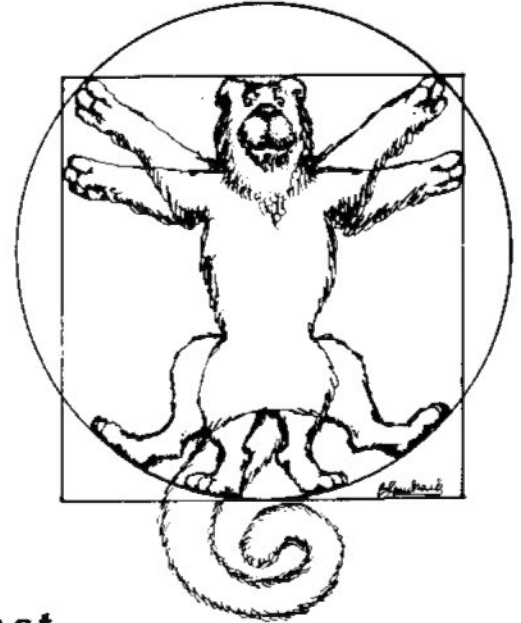
Then they would think of something.

Guardian

Standing barely 5 feet tall, the first Tehrmelern described in the Antarctic journal was an odd mixture of humanoid and bear-like creature that mostly walked upright but had a prehensile tail. The biologists cringed.

Sayuri Tanuma's encounter with a living specimen of what was believed to be a Tehrmelern will always be shrouded in mystery and conjecture. At first refusing to detail the encounter, Sayuri agreed to undergo hypnosis. Her answer in Latin, when she did not speak Latin, astounded the psychologists.

Mushy Mellor, Funny Fellor
running midst the trees
"WHO'S THERE" I said,
as I stood on my head
But no one answered me.



Contact

In time they pieced together her finding of an oak tree under a binary star in a desert where a tree was impossible. The creature lowered itself, upside down, out of the tree by its tail and handed her the crystals. It told her of a million - million worlds and cried. It told her to hurry home.

Mellor

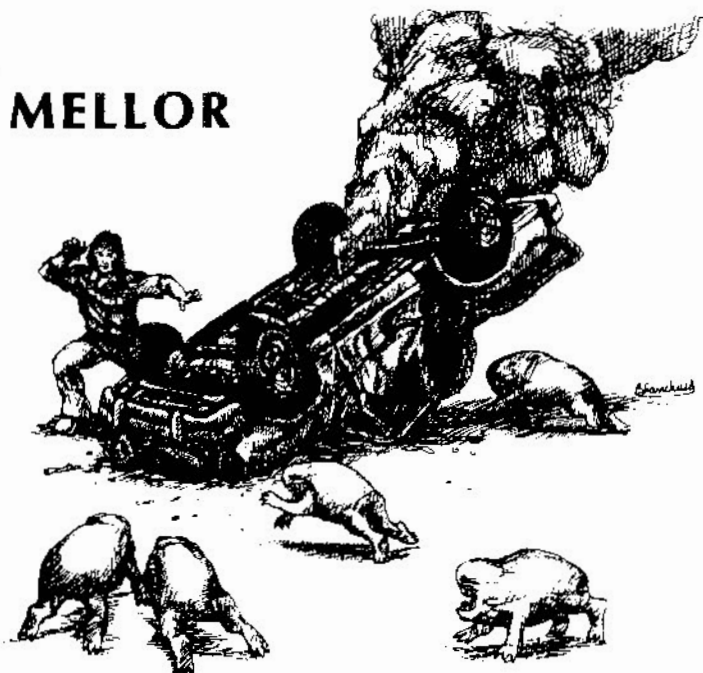
Speculation on the rhyme hinted that a race called the Mellor were loose on the Pathways or "Trees".

The last lines gave the impression of shock or confusion. UNISS began to believe the designers of the Pathways were driven or exterminated from the system.

It was a frightening realization.



MELLOR



Mushy Mellor, Hungry Feller
Hiding midst the trees
"WHO'S THERE", I said,
As it bit off my head
And gurgled gleefully.

1992

Ed Powers 1992

In 1992 the worst of UNISS's fears were proven valid when an IDET team suffered casualties during the first Human - Mellor contact attempt. The Tehrmelern's enemy was still out there and they were hostile.

Mellor Types

There are eight distinct types of mutant Mellor as well as the original uncontaminated Mellor stock.

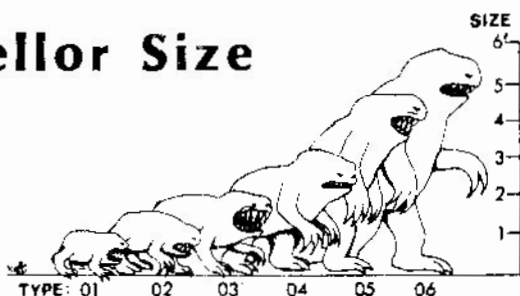
The percentage listed is for the frequency of contact in Mellor Encounters.

Encounters

	TYPE	NAME	NUMBER ENCOUNTERED
01-75	1	Least Mellor	d100
76-85	2	Low Mellor	d100 x .50
86-90	3	Lesser Mellor	d 20
91-95	4	Medium Mellor	d 10
96-97	5	High Mellor	d 4
98-99	6	Great Mellor	1
00		Great Mellor	d 2
*	7	Master Mellor	1
*	0	Old Mellor	1

* Not on a general Mellor encounter.

Mellor Size



Mellor Statistics

MELLOR TYPE	INT	STR	DEX	AGL	CON	HPT
0 OLD	10	15	15	15	15	75
1 LEAST	0	02	10	15	06	10
2 LOW	1	03	10	15	08	15
3 LESSER	d4	07	10	14	12	25
4 MEDIUM	d10	10	15	12	18	35
5 HIGH	3d6*	20	17	10	25	70
6 GREAT	3d6*	30	18	10	40	130
7 MASTER	3d6+3	16	17	16	15	100

Shape Shifting

The percentage possibility of a Mellor being able to duplicate the memories or shape of a victim are found by rolling a d100 under the Mellor's % chance of success.

Mellor use three different methods to shift shape.

INGESTION (CODE I)

The victim's brain and spinal cord are ingested. This will take 30 minutes of work and leave a mess.

LIFE FORCE (CODE L)

Constitution of the victim is leeched off, leaving the original dead when he or she reaches a (-3) constitution.

TOUCH (CODE T)

A single point of constitution is lost for an hour in this harmless process.

Failures

FAILURE OF MEMORY TRANSFER

A failure in mental transfer leaves the Mellor a mindless killer in the shape of its victim.

FAILURE OF BODY DUPLICATION

A failure to roll under this percentage leaves the Mellor a semi-formed caricature of its victim's shape and color.

MELLOR TYPE	MEMORY TRANSFER%	SHAPE TRANSFER%	METHOD USED	TIME
0 OLD	99%	99%	T	d10 s
1 LEAST	n/a	n/a	n/a	n/a
2 LOW	n/a	25%	I	d10 m
3 LESSER	25%	50%	I,L	d10 m
4 MEDIUM	40%	75%	I,L	d10 m
5 HIGH	75%	95%	I,L	d10 m
6 GREAT	95%	98%	L,I	d6 m
7 MASTER	99%	99%	L,T,I	d10 s

Times: s = Seconds m = Minutes

Armor & Damage

MELLOR TYPE	SKIN ARMOR	CLAW DAMAGE	BITE DAMAGE	CONSTITUTION LEECH ATTACK
0 OLD	3	n/a	n/a	n/a
1 LEAST	3	d4 x.50	d4	n/a
2 LOW	5	d4	d6	n/a
3 LESSER	7	d6	d10	01
4 MEDIUM	7	d6	2d10	1 or 2
5 HIGH	5	d10	3d10	d4 +1
6 GREAT	4	d10	4d10	d6 +1
7 MASTER	3	d6	d6	d10 +1



Least

LEAST MELLOR Weight 6 lbs.

The Least Mellor are mindless eaters that will devour any life in their path. They often congregate in swarms of upto a thousand if food supplies are plentiful. If a Least Mellor consumes a mass of food equal to its body weight, it falls into a comatose state for d4+4 hours after which it divides into two equal Least Mellor.

Because of its fantastic metabolism, a Least Mellor will quickly begin to starve if food sources are not available. Large numbers of starving Least Mellor will go into a cannibalistic feeding frenzy. When food supplies are non-existent they will go into a state of hibernation that can last up to 14,000 years, reviving when a food supply becomes available.



Low

LOW MELLOR Weight 35 lbs.

The Low Mellor, like the Least Mellor, is a carnivore. In addition it may take the shape of its last victim for camouflage. It can only assume the forms of lower animals or a mindless copy of an intelligent creature.

The Low Mellor reproduces by injecting a genetic capsule into a half-eaten corpse which provides material to hatch a Low Mellor in d4 +4 days. This newborn Mellor cannot take the shape of the victim it hatches from.

If no victim is available, the Low Mellor can split into two Least Mellor after a form of hibernation that lasts d4 days.

Low Mellor can hibernate like the Least Mellor.

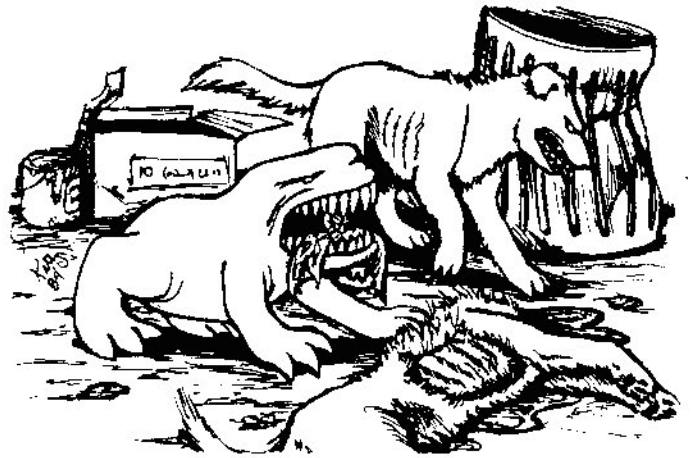
Lesser

LESSER MELLOR Weight 75 lbs.

Resembling the Low Mellor in its eating habits and hibernation, the Lesser Mellor differs in being even better in copying its victims. At this level, the Mellor becomes more dangerous as it has the slim chance to assume an intelligent life form. Fortunately, its lack of intelligence and difficulty of transfer make such an occurrence slight. The Lesser Mellor also has an extra attack that leaches life force in the form of a victim's constitution.

A Lesser Mellor that has managed to assume form having an intelligence of 8 or better can control and see through the eyes of any Low or Least Mellor within 2000 feet.

Reproduction is the same as in Low Mellor, creating a second Lesser or two Low Mellor.

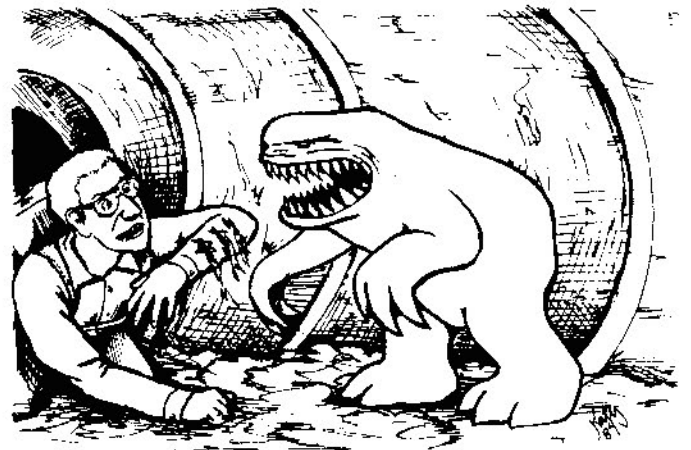


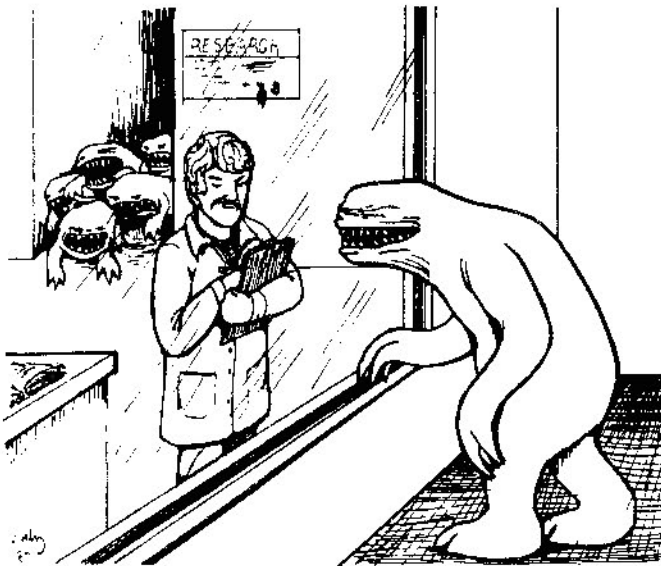
Medium

MEDIUM MELLOR Weight 125 lbs.

The Medium Mellor is like its monstrous predecessors in all respects, other than size, strength, and dexterity. The Medium Mellor has a better chance of duplication of a victim and improved life force drain.

Medium Mellor reproduce as the lesser of their kind, creating a second Medium or two Lesser Mellor.





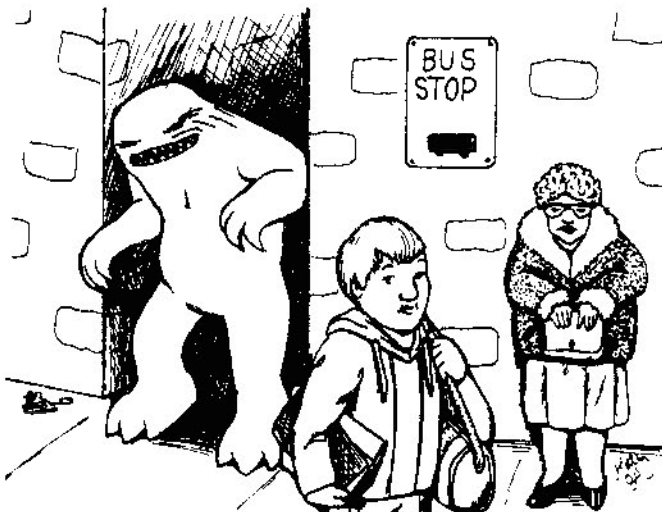
High

HIGH MELLOR

Weight 170 lbs.

The High Mellor are the second most formidable of the Mellor. They possess the same abilities as other Mellor forms with some improved characteristics and damage per attack.

The High Mellor can control all previous types of Mellor. It can control other High Mellor who possess a lower intelligence than itself. Reproduction creates another High or two Medium Mellor.



Great

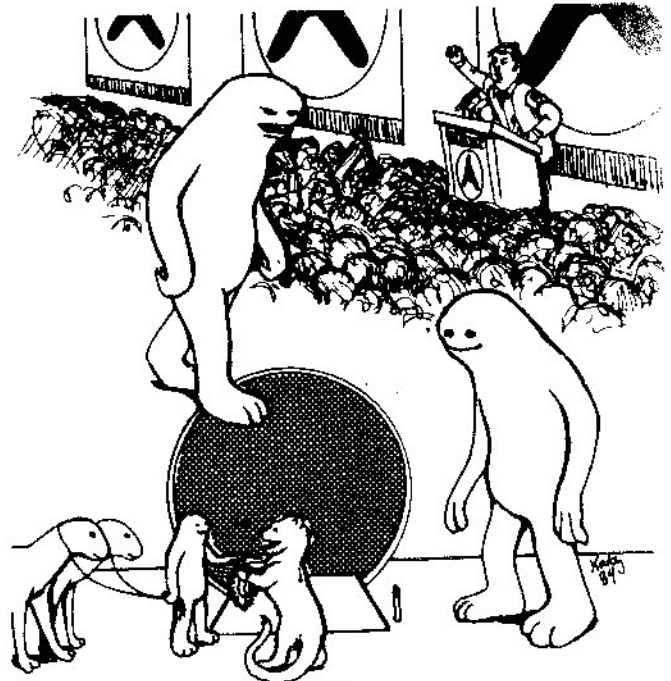
GREAT MELLOR

Weight 190+ lbs.

The Great Mellor are the rarest and most deadly of the Mellor. With nearly perfect accuracy they can duplicate almost any form they choose. They are crafty and highly intelligent.

Great Mellor are usually accompanied by any number of lesser Mellor types which they control from up to 2 miles. They have keen senses and are almost never ambushed. The Great has a +3 on all initiative rolls.

These evil pack leaders have the same collapsing genetic code that lets them reproduce into a second Great or two High Mellor.



Master Mellor

MASTER MELLOR

Weight 150+ lbs.

The Master Mellor is the direct old Mellor stock contaminated by a hostile intelligence.

These all but immortal creatures closely resemble the original stock of Mellor.

Like the Type 0, the Master can hold up to 100 forms and minds in indefinite storage, and is able to use any information from these minds.

These Mellor invade worlds to take the form of great leaders who then plunge their societies into bloody wars of genocide.

The Master Mellor is able to travel the pathways, unlike it's offspring, as long as it possesses a crystal key. This Mellor is most often (99%) sterile. The Master Mellor can only reproduce to create Great Mellor.

Old Mellor

OLD MELLOR

Weight 150 lbs.

Old Mellor are the immortal servants of the Tehrmelern that miraculously escaped the "Mellor Infection." These extremely rare survivors are found in remote places still tending equipment or continuing a final order.

These gentle creatures are impressionable and trusting as children. They are helpful, pleasant, and have an outstanding capacity as information carriers.

The Old Mellor has the ability to remember up to 100 individuals. These forms are temporarily or permanently gained either visually or by touch. Temporary / Visually copied forms do not include memories.

Any Old Mellor that comes into direct contact with a Mutant Mellor will be infected and become a Master Mellor in 4d10 hours. The infection is culminated with a violent psychological battle as the hostile, invading intelligence takes control of the victim.

How Old Mellor reproduce is still only speculative as there has been only one known specimen.

Special Mellor

Mellor types 4 to 6 have the GM's option of having special resistances and immunities at a cost. Roll a d100.

RESISTANCES

A resistance gives a Mellor the ability to take half damage from a specific type of attack.

IMMUNITIES

An immunity gives a Mellor total freedom from damage from a specific type of attack.

COSTS

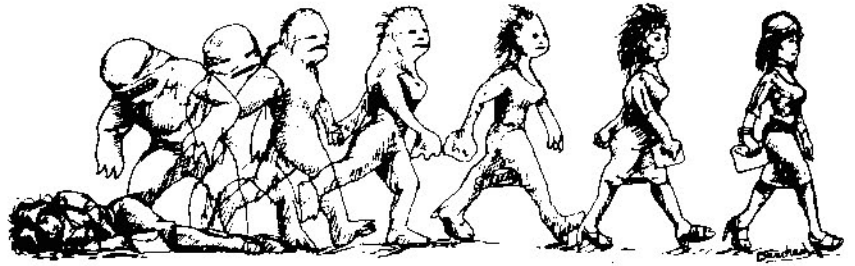
Any Mellor with an Immunity or Resistance is sterile, unable to reproduce.

Resistances & Immunities

01-50	One Resistance
51-75	Two Resistances
76-85	One Immunity
86-95	One Immunity, One Resistance
96-99	One Immunity, Two Resistances
00	Two Immunities

Notes on Mellor

- 01 The higher the Mellor type, the more sneaky and cowardly they become.
- 02 A cornered Mellor will berserk with a +1 attack bonus on AGL, DEX, and ACC.
- 03 When a Mellor attacks it reverts (98% chance) to its natural form.
- 04 A Mellor will use acquired skills and the victim's memories to the greatest possible advantage.
- 05 Mellor bleed white in their natural or victim's form. Great Mellor bleed the blood coloration of their victim if not surprised. This duplication is only skin deep.
- 06 Mellor of any type regenerate d4 hit points per minute until killed or burned.
- 07 The Mellor genetic structure allows only the creation of same or lesser Mellor, never higher.
- 08 Mellor are immune to poison, radiation, disease and aging.
- 09 Mellor disintegrate when killed, as do fragments. Tissue from a Mellor cannot infect living things or create a new Mellor.
- 10 Mellor leave a sickening, sweet stench that lingers in the air when in natural form.



Mellor tactics involve the infestation of worlds by infiltration by one or a number of higher mellor. These quickly create an army of lesser-type Mellor. After years of hiding this army will boil out to cut a path of destruction and exterminate all higher forms of human and animal life.

A lesser-type Mellor invasion involves a free-for-all orgy of destruction. In smaller numbers Mellor can be exterminated by a native population, though the social and psychological effects can be permanently damaging.

Mellor on Fringepaths

In their last days, the Tehrmelern were able to re-program the Fringepaths to distinguish between Normal and Mutant Mellor.

Any Mutant Mellor receives a d100 energy blast as it passes through a portal. This damage will continue every action (2 seconds) until the Mellor is dead.

Mellor who take the form of a Fringeworthy are immune to the detection and defense of the Fringepaths as long as they remain in the form of a Fringeworthy victim and possess a crystal key.

The Ed Powers Story

The world was a 1950's technology in ruins with no people.

"Why barricade the outside of a meat freezer?" said Carter as he pulled the door open.

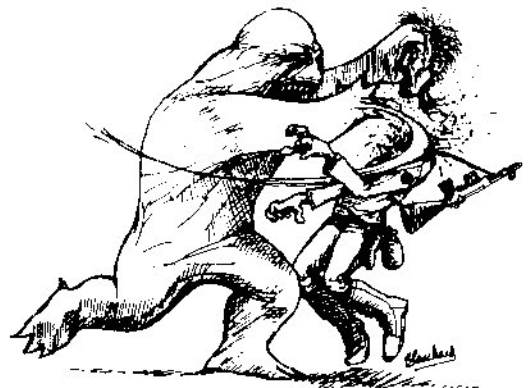
The Mellor stood a little bigger than a man. Shapeless and white in color, it looked at its liberator and gave him a toothy smile.

"What the...", stammered the explorer.

With little effort, it grabbed Carter's face and tore his head from his body.

Ed Powers stood wide-eyed for a moment, then opened fire with his M-16 as the monster turned to him.

The Mellor fell and died a foot from Ed who continued to fire his now-empty weapon.



While many Tehrmelern artifacts were lost to history and the ravages of time, some are found still somewhat intact and functional.

This is an example of the Tehrmelern technologies at their finest.



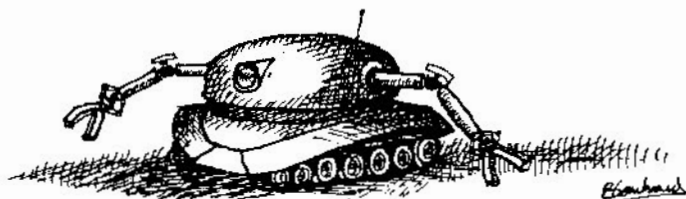
A non-conducting metallic solid that is steel-hard at temperatures over 20 degrees F. Under 20 degrees F it becomes plastic and can be shaped like clay. It has an armor rating of stopping 15 points of high velocity impact per quarter inch.



A hair brush that combs, cleans, and can be set for a fantastic combination of color dye by pressing a colored triangular spot on the grip. This dye is non-water soluble until removed by the brushes cleaning action.



Memory Crystals that contain a small scene or pleasant memory from the owner. If shaken the 4 inch sphere will clear and become re-programmed with the user's next thoughts. A crystal will often hold the final memories if accident or death produced a strong emotional shock.



In countless forms, the Tehrmelern use of robotics was spread throughout their culture. These slow and often awkward machines perform most repair work on intact installations and special areas. When these machines are moved onto the Fringepaths they cease to function permanently.

The Ed Powers Story

The artifact looked like a white lump with a pull tab.

"Any volunteers?" said Lascowitz as the entire IDET team stepped backward.

With a pop and a hissing sound the lump swelled to the size of a basketball and turned a rich brown color.

"Smells like bread" said Anderson

"No, oranges", said Tabazenski in barely understandable English, "Test it Powers."

In an hour the results were in. "Is it food?" inquired Anderson.

"No", I don't think so," said Ed Powers with a smile, "but it took the rust off the Moskovi's bumper."



Artifacts

As worlds are explored, many buildings and Tehrmelern artifacts will be found that have withstood the ravages of time and harsh weather.

REMEMBER

- 01 Index the climate type and the material of the item or building found.

HIGH TECHNOLOGY

While built outstandingly well, the old Tehrmelern high technology falls into several categories of preservation.

- HT1 Special metals, ceramics, and plastics made to last near forever.
- HT2 Made to last for a very long time.
- HT3 Made for general use and long life.

MEDIAN TECHNOLOGY

- MT1 Plastics with long lifespans, structural steel and concrete.

LOW TECHNOLOGY

- LT1 Simple plastics and building materials with lifespans measured in centuries.

NATURAL TECHNOLOGY

- NT1 Natural technology, self replicating or growing. Deteriorates at death.
- NT2 General items of wood or Bio-degradable material that the Tehrmelern used to excess in their personal life.

WET: WET DAM: DAMP TEN: TEMPERATE
 DRY: DRY DES: DESERT COL: COLD

	WET	DAM	TEM	DRY	DES	COL
HT1	c	b	b	a	a	a
HT2	d	c	b	a	a	a
HT3	e	d	c	b	a	a
MT1	f	e	d	c	b	b
LT1	g	f	e	d	c	b
NT1	h	h	g	f	f	e
NT2	h	g	e	d	e	b

- a Perfectly Intact
- b Nearly Intact
- c Badly Weathered
- d Slightly Deteriorated
- e Mostly Deteriorated
- f Mostly Ruin
- g Traces Only
- h No trace

Travel

Because of the rapid growth of IDA, the (Inter-Dimensional Agency), IDET funding was used much more sparingly after 1992 then it was in the first two years of exploration.

The years of 1990-92 can be categorized by a frantic, haphazard exploration of the near Fringepaths by a very wide variety of vehicles and equipment. The end of this came as vehicles and equipment were standardized in the fall of 1992.

Vehicles

The first vehicles to traverse the paths were pick-up trucks and fast attack vehicles hastily re-outfitted with diesel engines and a mass of survival / exploration equipment.

Of all the vehicles tested four became the most popular. These vehicles were:

Explorer

- a The Cheetah
- b The XR 311
- c The XR 906
- d The XR 314

Moskovi

- a The Moskovi A
- b The Moskovi B

Hummer

- b Command
- c Fast attack
- d EVAC

Sommers ATV

- a Work
- b Vehicle Rescue
- c Medical Version

Bug ATV

- a Bug 33

Vehicle Data

Each of the vehicles will be listed by type, statistics, and vulnerability to weapon's penetration. The section on vehicle weapons lists standard weapons that can be used by teams, if necessary.

Fuel Tanks

By 1990 all vehicles have gas tank-liners that negate the effects of fuel detonation in the tank. This honey-comb liner does not prevent burning, only the effects of blast if the tank is penetrated.

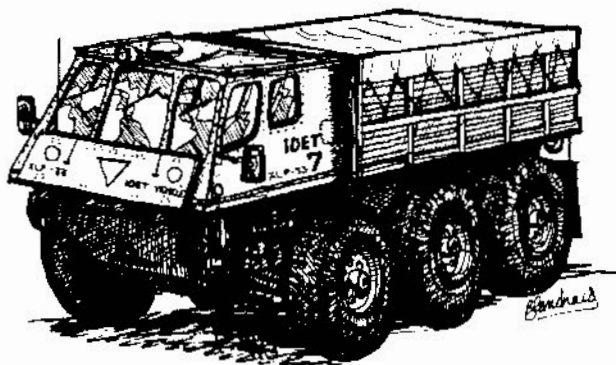
Diesel Power

Vehicles are a standard diesel design that can run and be started manually, on the paths with little effort. Off the pathways, a standard battery / generator system begins charging the vehicle's electrical systems.

Tires

Tires and windshield glass are puncture and bullet resistant. See Structural Strength and the optional glass deflection tables.*

* Second Edition or the FTL 2448, Stalking or Systems Shield.



Sommers ATV

MAKE:	Canadian	TANKAGE:	75 gal.
LENGTH:	294"	M.P.G.:	10 to 15
WIDTH:	104"	RANGE:	1500 mi.
HEIGHT:	114"	MAX SPEED:	60
GROUND:	022"	CREW:	1 to 10
CARGO:	3.5 Tons Not Counting Trailer		

ARMOR:	BODY:	25	WHEELS:	18
	WINDOW:	16	TOP:	24

Work

The Work version is a cargo carrying truck with a 25% gain in vehicle cargo capacity.

Rescue

The Vehicle Rescue version carries a twin towing rack, each with 1400 feet of steel wire, a triple set of smaller winches, and a set of two vehicle mounted flood lights.

Medical

The Medical Version has an enclosed bed with cots, large tents, and other major medical supplies to set up an extensive field hospital.

Water

All Sommers ATV's are able to float and traverse water after September of 1992 due to correction of the problem with water seepage.

Trailer

A third version of the Sommers design is the tandem trailer that attaches to the vehicle and allows 4.2 tons of equipment to be towed with a mileage loss of only 20% or a Miles Per Gallon rating of 12.

In Cab Stores

All Sommers ATV's come equipped with a multi-band radio system as well as a 110 channel CB radio. An illuminating flare as well as a loaded .357 Magnum are hidden under the dash in the cab. A secret panel behind the ash tray contains buttons to activate:

- 1 A Security Ignition Lock (manual)
- 2 A Homing Signal (off pathway only)
- 3 Explosive Bolts on the Trailer Hitch for fast removal.
- 4 A Manually activated pull pin to detonate a thermite charge in the frame and cab with a 40 second delay.

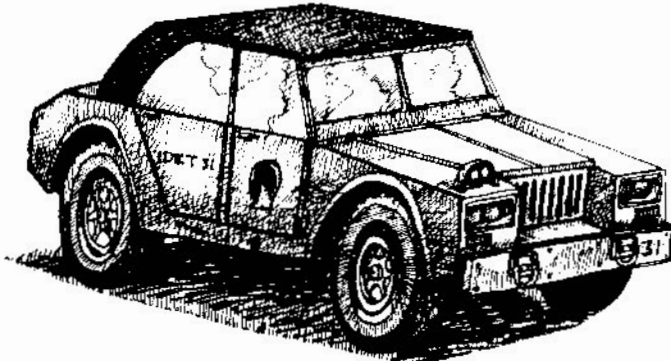
Explorers

SUPPLY: French TANKAGE: 35 gal.
 LENGTH: 168" M.P.G.: 25 to 35
 WIDTH: 078" RANGE: 1050 mi.
 HEIGHT: 064" MAX SPEED: 75
 GROUND: 011" CREW: 1 to 04
 CARGO: .75 Tons Not Counting Trailer

ARMOR: BODY: 14 WHEELS: 09
 WINDOW: 12 TOP: 09

XR906

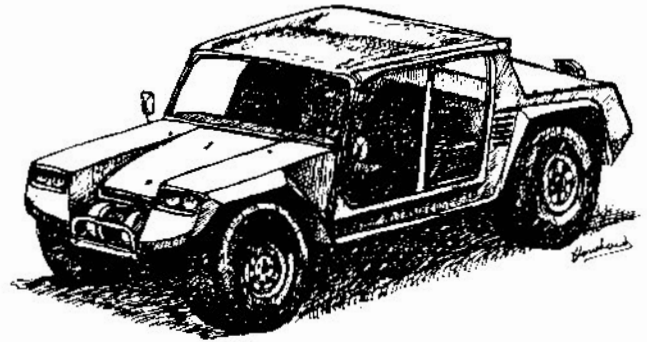
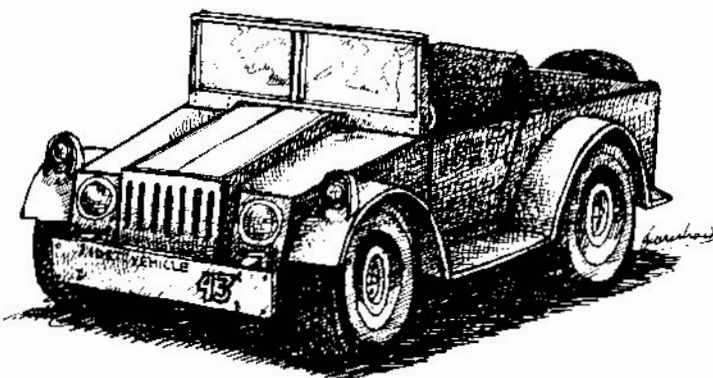
The XR906 is an unarmed civilian - looking Fringe vehicle with the advantage of superior milage and range. It is generally not armed. It was often used as a public display vehicle on Earth Prime. This vehicle was the first to have the starpath decal for display.



SUPPLY: Israeli TANKAGE: 30 gal.
 LENGTH: 167" M.P.G.: 15 to 30
 WIDTH: 078" RANGE: 600 mi.
 HEIGHT: 063" MAX SPEED: 80
 GROUND: 011.5" CREW: 1 to 3
 CARGO: .61 Tons Not Counting Trailer

XR314

An upgraded model of the XR311 built for Fringe use when it was found the XR311 was popular with IDA and the IDET. The XR314 differs from the XR311 in structural strength and its later date of building. The XR311 was an older design built in the 1970's.

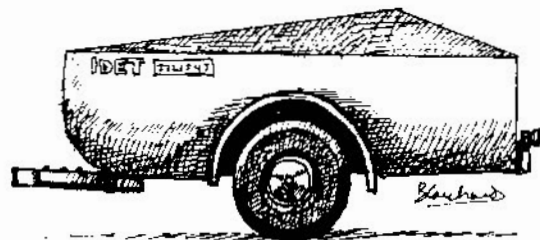


Cheetah

SUPPLY: American TANKAGE: 45 gal.
 LENGTH: 165" M.P.G.: 25 to 35
 WIDTH: 079" RANGE: 1250 mi.
 HEIGHT: 062" MAX SPEED: 75
 GROUND: 012" CREW: 1 to 04
 CARGO: .61 Tons Not Counting Trailer

ARMOR: BODY: 14 WHEELS: 09
 WINDOW: 12 TOP: 09

The Cheetah is the most commonly used vehicle on the Fringepaths. Lightly armed with an M60 or Stoner M63, the Cheetah has the advantage of being either a civilian or military vehicle. It is able to sustain the needs of a small team for a month or more.



SUPPLY: Japan TANKAGE: 35 gal.
 LENGTH: 094" M.P.G.: -10%
 WIDTH: 072" RANGE: n/a
 HEIGHT: 56" MAX SPEED: 65
 GROUND: 013" Crew: Up to 4
 CARGO: 1.0 Tons

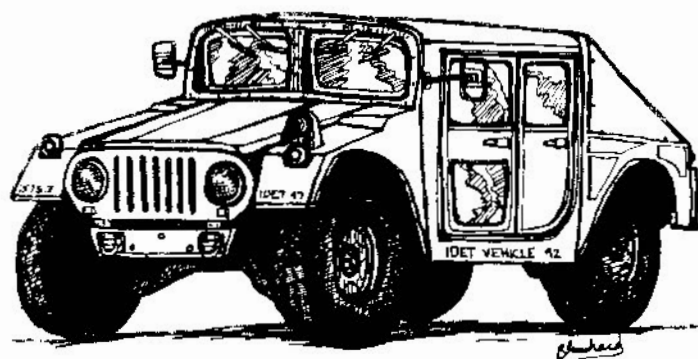
ARMOR: BODY: 16 WHEELS: 09
 WINDOW: n/a TOP: 08

The general trailer for the Explorer class vehicle is used to lengthen exploration time, carry supplies, specimen, and sometimes serve as a passenger carrier.

The trailer carries 6, five gallon cans of extra fuel of the player's choice.

Unloaded, the Explorer trailer can be easily unbolted from its wheels and serve as a small boat with the addition of an outboard motor or oars.

Sides of the trailer fold out to become solar panels to drive a generator that will automatically recharge stored equipment in special boxes.



Hummer

SUPPLY: American	TANKAGE: 55 gal.
LENGTH: 195"	M.P.G.: 15 to 20
WIDTH: 084"	RANGE: 1100 mi.
HEIGHT: 069"	MAX SPEED: 50
GROUND: 016"	CREW: 1 to 08
CARGO: 1.7 Tons Not Counting Trailer	

ARMOR: BODY: 21	WHEELS: 10
WINDOW: 15	TOP: 12

Command

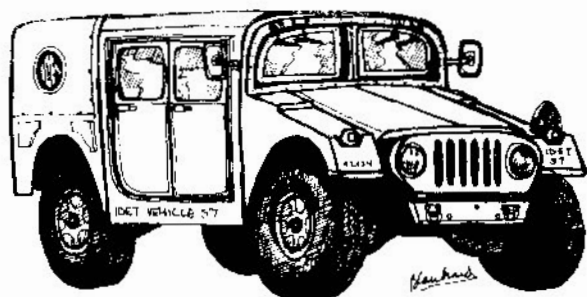
The command Hummer contains weapons, supplies, and an extensive library of world and tactical information as well as advanced communication equipment, and computers for use off the Fringepaths.

Attack

The Attack vehicle has extensive weaponry and heavy weapons like the TOW or vehicle pod. Called a rolling arsenal, it also has extensive stores of explosives and archaic weapons.

Medical

The Medical Version is essentially a large ambulance capable of tending to the needs of up to 6 individuals. It packs a complete surgical center with a set-up time of 2d10+10 minutes.



While a superior vehicle in design and function, the Hummer was not a preferred design by IDA due to its obvious military applications. It was preferred and used extensively by the Fringeworthy when they could be obtained.

Trailer

The Hummer often carries a trailer for transport of the various air vehicles and their support equipment. The trailer may be towed with a mileage loss of 25% or a Miles Per Gallon rating of 14.

Moskovi

SUPPLY: Soviet	TANKAGE: 60 gal.
LENGTH: 179"	M.P.G.: 10 to 25
WIDTH: 072"	RANGE: 1200 mi.
HEIGHT: 067"	MAX SPEED: 78
GROUND: 012"	CREW: 1 to 08
CARGO: 1.5 Tons Not Counting Trailer	

ARMOR: BODY: 24	WHEELS: 10
WINDOW: 15	TOP: 18

Moskovi ATV

The Soviet Moskovi A was designed with utility and structural strength. With the typical Russian ability to build a good power plant under a large amount of armor, the Moskovi A became a safe, standard exploration vehicle. Unfortunately it also had a rash of transmission problems that were corrected by the time of the issuing of the Moskovi B.



Moskovi b

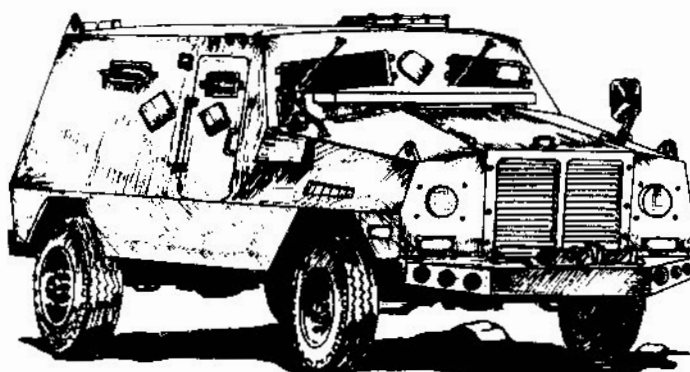
The Moskovi B was a second generation of the popular Moskovi A with added armor and the general look of an armored car. The B is pressurized, though suffers from windshield fogging and over-heating in the interior.

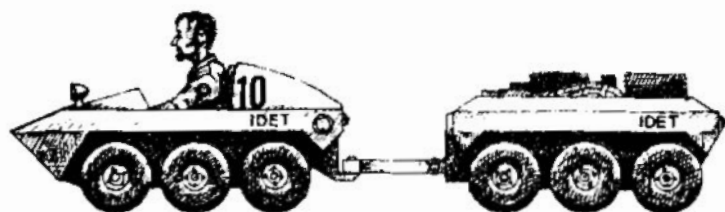
The internal air supply lasts 4 hours with a full crew of 8. The Moskovi B can run submerged with use of a snorkel though the weight of the vehicle tends to bog it down in mud. By dumping the internal air supply the vehicle can maintain a water line level for d4 +4 minutes with its air jets.

An inflatable air lock can be attached to the roof hatch.

Reduce gas mileage in the Moskovi B by 25%.

ARMOR: BODY: 34	WHEELS: 12
WINDOW: 20	TOP: 23





Bug 33 ATV

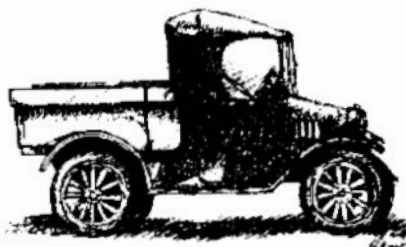
SUPPLY: Japanese TANKAGE: 20 gal.
 LENGTH: 105" M.P.G.: 20 to 40
 WIDTH: 056" RANGE: 600 mi.
 HEIGHT: 047" MAX SPEED: 45
 GROUND: 010" CREW: 1 to 2
 CARGO: .35 Tons not counting trailer

ARMOR: BODY: 19 WHEELS: 11
 WINDOW: 10 TOP: 17

Use of the Japanese Bug 33 was an economical necessity due to its easy transport to the Antarctic, relative cost, and versatility. This, coupled with the fact the Japanese government donated 600 vehicles and 400 trailers, made it popular with IDA, though not the Fringeworthy explorers who considered it a fancy golf cart.

The Bug can traverse water at a speed of 18 MPH and is ideal in swamp-like terrain.

Some models have had modifications for winches, a plastic bubble top and a triple tandem trailer hook up. Most cargo storage is used to carry extra fuel. Ten, 5 gallon cans can extend the range of the vehicle to 2100 miles. Trailers can hold up to .25 tons.



Vehicle Design

IDET team members began to collect and modify vehicles from Alternate Earths. By 1993 the Hatsumi motor pool had grown to over 150 different vehicles in various designs including a wide range of antiques and other vehicle styles never before seen on Earth.

Many Fringeworthy members designed their own vehicle and weapons systems with or without the consent of the IDA.



After the first Fringepath accident, all vehicles were equipped with a path guide to insure vehicles stayed on the narrow Fringepaths. These spring loaded plates guide the vehicle and can be retracted by hydraulic pressure or removed manually in d10 minutes.

Vehicle Failure

As vehicles travel the worlds and Fringes, there is a possibility of mechanical failure and breakdown. Check once every 100 hours of vehicle operation in the Fringes.

WEATHER, DRIVING, & ROADS

Very Rough Driving +5
 Combat Driving +4
 Extremes of Weather +2
 Rough Roads +1
 Very Rough Roads +2
 High Mountain Areas +2
 Road Debris, If Hit +2

COLLISION & REPAIR

After Minor Collision +3
 After Major Collision +6
 Lack of Maintenance +5
 No Auto Repair Skills +3

Modifiers

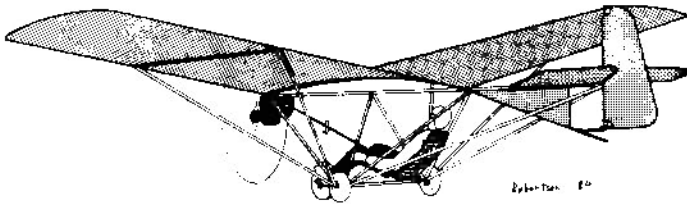
- 01-75 NO PROBLEMS
 76-85 Needs "SPECIAL MAINTAINANCE" of d10 hours work, otherwise add a +d10 to the vehicles next system check. (Compound with lack of maintenance.)
 86-95 MINOR FAILURE Vehicle needs 2d10 hours of repairs.
 96-98 MAJOR FAILURE Vehicle needs 4d10 hours repair time.
 99 CRITICAL FAILURE Vehicle needs special replacement parts if available.
 00 TERMINAL FAILURE Vehicle has suffered destruction of major parts and will not move until replaced, with 20+ 2d10 hours work required.

Specific Area

- 01 BRAKES
 01 Seals 03 Wheel Assembly
 02 Linkage 04 Master Cylinder
 02 TIRES
 01 Flat 04 Shifted Belt
 02 Bearings 05 Slow Rim Leak
 03 Slow Leak 06 Stem Leak
 03 STEERING
 01 Pump 03 Line
 02 Belts 04 Linkage
 04 FUEL SYSTEM
 01 Filter 03 Fuel Quality
 02 Fuel Pump 04 Fuel Line
 05 ELECTRICAL (Off Fringepaths Only)
 01 Battery 06 Voltage Regulator
 02 Alternator 07 Fuel Pre-Warmer
 03 Starter 08 Distributor or Coil
 04 Wiring 09 Lights
 05 Fuses 10 Auxillaries
 06 COOLING SYSTEM
 01 Oil Pump 03 Hoses
 02 Water Pump 04 Air Conditioner
 07 CARBURETOR
 01 Parts 02 Adjustment
 08 TRANSMISSION
 01 d4 Gears 02 Reverse
 09 SUSPENSION
 01 Ball Joints 03 Shocks
 02 Springs 04 Axles
 10 ENGINE
 01 Lifters 04 Valves
 02 Rods 05 Camshaft
 03 Pistons 06 Exhaust

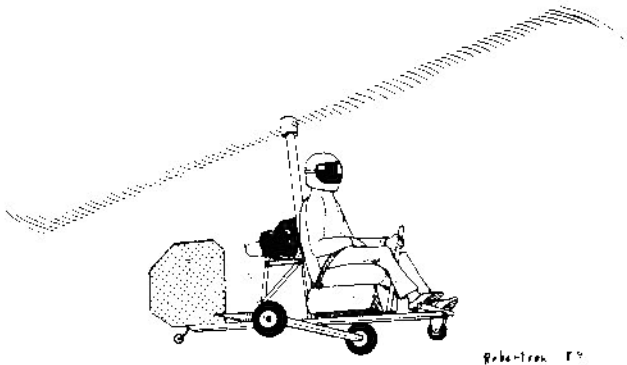
Aircraft

After the first ultralight aircraft were used it became a standard operating procedure to take at least one on any expedition. All listed speeds are in MPH, Miles Per Hour.



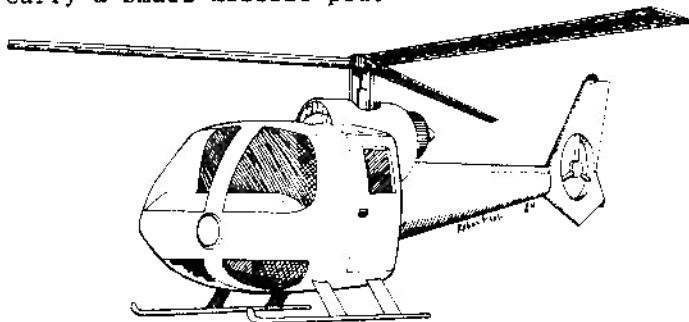
WINGSPAN 34 ft. CREW 01 WEIGHT 145 lbs
LENGTH 08 ft. CARGO 20 ENGINE 12 hp.
AIR SPEED 55 mph. LANDING SPEED 25 mph.
RANGE 120 mi. ARMOR 0

For reconnaissance, the ultralight aircraft became a necessity. Easy to transport, launch and assemble (4d10 minutes).



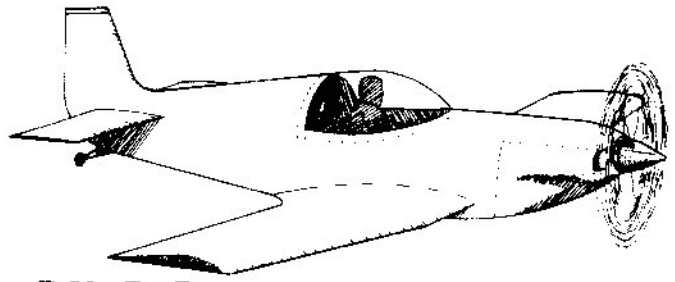
ROTORSPAN 22 ft. CREW 01 WEIGHT 257 lbs
LENGTH 09 ft. CARGO 30 ENGINE 90 hp.
AIR SPEED 60 mph. LANDING SPEED 20 mph.
RANGE 100 mi. ARMOR 0

The Gyrocopter was by far the popular IDET choice for ease of flying, assembly, and landing. With a few hours of training any IDET explorer could master this craft. It can carry a small missile pod.



ROTORSPAN 26 ft. CREW 1/2 WEIGHT 840 lbs
LENGTH 12 ft. CARGO 140 ENGINE 150 hp.
AIR SPEED 75 mph. LANDING SPEED n/a
RANGE 175 mi. ARMOR 2

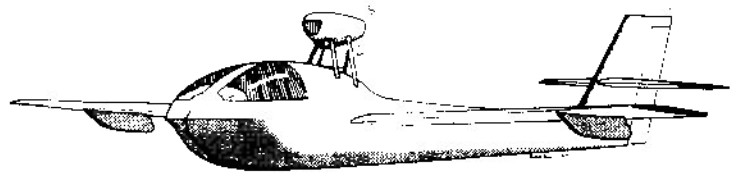
A true helicopter, this craft can carry one passenger or an equivalency weight in cargo, scientific equipment or armament. This craft can be armed with a pod, M60, or two missiles.



RX-5 Raven

WINGSPAN 19 ft. CREW 01 WEIGHT 685 lbs
LENGTH 19 ft. CARGO 65 ENGINE 125 hp.
AIR SPEED 185 mph. LANDING SPEED 50 mph.
RANGE 750 mi. ARMOR 2

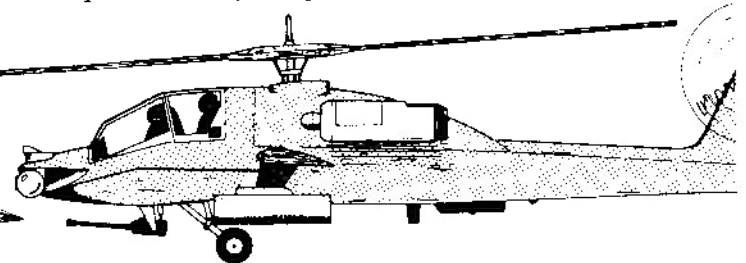
The RX5 was the first "true" ultralight plane used by IDET explorers.



Sea Plane

WINGSPAN 24 ft. CREW 1/2 WEIGHT 940 lbs
LENGTH 22 ft. CARGO 165 ENGINE 150 hp.
AIR SPEED 130 mph. LANDING SPEED 60 mph.
RANGE 450 mi. ARMOR 3

The use of an ultralight sea-plane became a priority as many areas bordered on water or were unfit for fast runway construction. This craft was often armed with a pod or smaller, specialized, weapons.



AH-64 Apache

ROTORSPAN 48 ft. CREW 02 WEIGHT 10268 lbs
LENGTH 48 ft. CARGO 3000 ENGINES 1536hp.
AIR SPEED 192 mph. LANDING SPEED n/a
RANGE 380 mi. ARMOR 31

In time the need for a tactical helicopter outweighed objections to military vehicles. The AH-64 Apache became the choice for rescue, survival, and combat operations. It has four, stub-wing, hard points and a 30mm chain gun. Points can hold four Hellfire missiles or (18) 2.5 inch rockets in a pod.

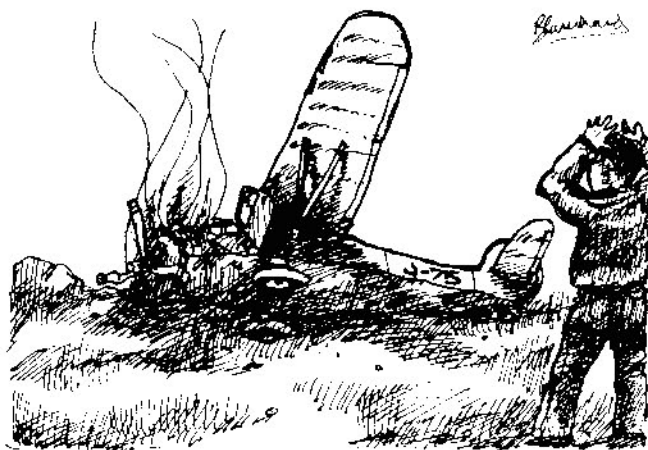
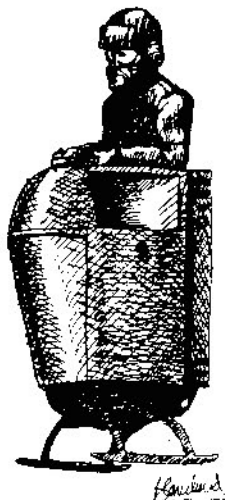


Wasp

New to the IDA was the American flying bucket. This easily flown jet powered vehicle replaced the old jet backpacks of the 1960's. While heavy and noisy, it was popular due to its versatility and pure fun of flying.

Has a parachute.

VTOL WASP IV
 RANGE 50 mi.
 CREW 01
 WEIGHT EMPTY 395 lbs
 MIN SPEED n/a
 MAX SPEED 75 mph.
 MAX HEIGHT 10,000 ft.
 FLIGHT TIME 45 min.
 MAX LIFT
 (Pilot) 175 lbs



Air Mishap

Damage from air vehicle crashes can be as varied as a strong jolt to impact damage far beyond the character's hit points or GM's damage tables.

REMEMBER

- 01 Index the speed of the vehicle and use the vehicle impact tables.
- 02 Add special modifiers.
- 03 Knowledge of the upcoming crash gives the victim use of skills and half of any impact modifiers his or her skills create.
- 04 You may also use modifiers from vehicle restraint and positioning.

Hot Air Balloons

First thought to be a joke request, the civilian Hot Air Balloon proved itself a useful tool for planetary exploration in non critical areas.

CREW Up to 4

LIFT WEIGHT 750 + -

BALLOON
 DIAMETER 60ft.
 RANGE Variable
 SPEED Wind Speed

PROPANE TANK
 4 to 16 hours +1
 hour per level of
 experience in Hot
 Air Ballooning.

Landing

The UNISS Hot Air Balloon has special equipment that mostly eliminates the need of a ground support crew for launch or landing.

Impact

	DAMAGE MODIFIER
Horizontal Low-Speed Impact	x0.25
Horizontal High-Speed Impact	x1.25
45 Degree Low-Speed	x0.75
45 Degree High-Speed	x1.50
Vertical Low-Speed Impact	x0.75
Vertical High-Speed Impact	x2.00

Impact into Deciduous Trees	x1.25
Impact into Coniferous Trees	x0.75
Impact into Rocks	x1.25
Impact into Water	x0.75
Impact into Structures	x0.75
Soft Earth, Sand, or Snow	x0.75

Modifiers

In high-speed impacts an air vehicle will often scatter over a wide area. Roll a d10 on the table below.

	PASSENGER DAMAGE MODIFIER
01-05 General Break-Up	x1.25
06-07 Some Scattering	x1.50
08-09 Scattering	x2.00
10 Wide Scattering	x3.00

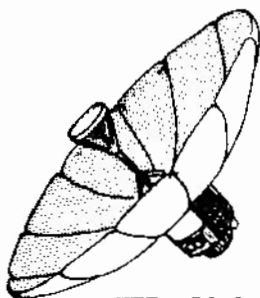
Rotor Failure

Most rotary wing craft have an automatic system to keep the blades turning for a somewhat softer landing. Unless blades are damaged or missing the impact will be lessened by a multiplier of x0.50.

Protection

Ultralight aircraft offer no protection in crash situations. Do not use positioning and restraint modifiers for these types of craft.

Equipment



DISH OR FLAT RECHARGER WTE: 26 lbs.

A sunlight powered recharger for small equipment or campsites. This unit will recharge all types of IDA nickel-cadmium batteries in 24 hours.

VEHICLE RECHARGER WTE: 11lbs.

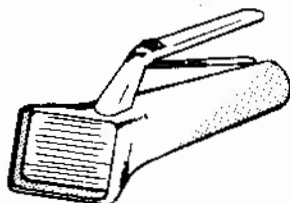
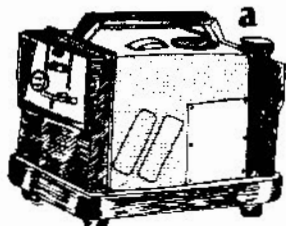
A built in recharger often attached to the vehicle's diesel engine. It automatically repowers a vehicle's batteries and electrical system.

GAS / ALCOHOL GENERATOR ^a WTE: 56 lbs.

A small, efficient gas or alcohol powered generator. Effectively simulates a "house" current for 8 hours per gallon of fuel used.

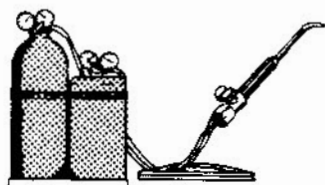
PROPANE / HYDROGEN PACKAGE WTE: 14 lbs.

Converts the above generator to run on hydrogen or propane for 8 hours per tank of gas consumed.



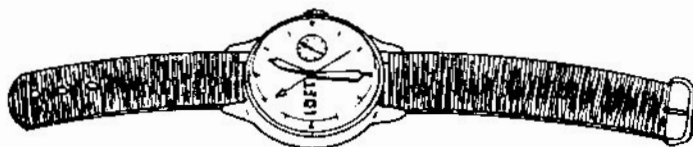
SELF-GENERATING FLASHLIGHT WTE: .50 lbs.

A hand-pumped light with five minutes of use per 25 "squeezes" or 60 minute use with a 2 minute electrical recharge.



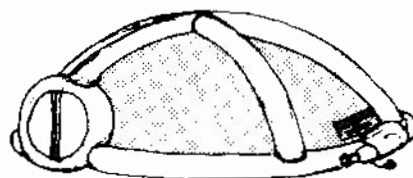
CUTTING TORCH WTE: 65 lbs.

A compact oxygen / Acetylene torch with 8 hours cutting time or 16 hours welding time. Can be set for detonation on a timer with a resulting blast of 3500 points.



WRIST WATCH WTE: .02 lbs.

Standard IDET issue mechanical watch with a 14 inch saw wire and a charge of plastic explosive that when used with the watch timer can detonate with 20 points of blast. The watch is water and shock proof until used for the explosive charge.



TENT, INFLATABLE WTE: 2 lbs.

A CO2 powered, inflatable, double-walled tent that can hold 4 people. Can be set up in 3 minutes, broken down in 10. It protects from water and temperatures as low as -50 F. With a portable Heating / Cooling Unit it can serve in any environment. A small portable air-lock can be added with a weight addition of 5 pounds.

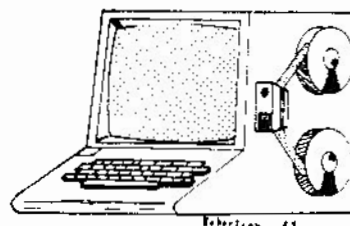


SLEEPING BAG WTE: 05 lbs.

Insulated sleeping bag that protects from temperatures as low as -20 F. Can be unzipped to form a 12 x 24 foot waterproof tarp.

ELECTRIC FENCE KIT WTE: 30 lbs.

A simple, disposable wire fence system that can enclose an area 50 feet on a side. This can be set with voltage from a generator that will deliver up to 1 amp if contacted.



FG3 COMPUTER WTE: 90 lbs.

Developed for IDET, the FG3 is a paper tape or card loaded computer that transfers data back to disks for general use. Contains storage space for 30 tapes. This computer hooks to a wide range of analysis and general utility equipment. These units weigh 30 pounds each.

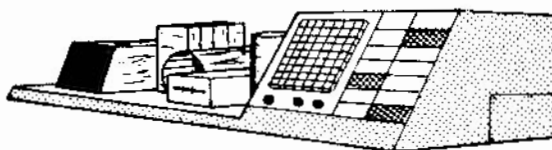
ANALYZER

- * Gas
- * Liquid
- * Mineral
- * Chemical
- * Biological

OTHER

- * Radio / TV monitor
- * Document Designer
- * Language Analyzer
- * Paper Tape Puncher
- * Radar / Sonar
- * Satellite Hook-up
- * Encyclopedia
- * H2O Purifier

The analyzer can give general breakdowns of information in 3 to 10 minutes.





TOOL KITS

STANDARD A

WTE 11 lbs.

General tools for small repairs include:

Screwdrivers	Pliers	Hammer
Cutters	Files	Small 5 blade Saw
Chisel	Wire	Adjustable Wrench

STANDARD B

WTE 130 lbs.

General tools with the addition of some specialized tools for more difficult jobs.

STANDARD C

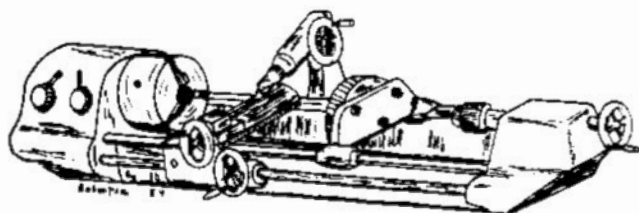
WTE 470 lbs.

All tools of the above in many sizes and specialized types with heavy electrical power tools, saws, drills, a porta-woodshop, metal fabrication shop, welding torch, electronic repair station, and chainsaw.

VEHICLE REPAIR

WTE 98 lbs.

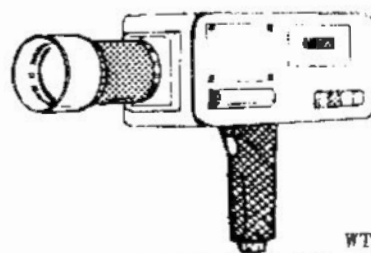
Special tools and parts to repair or jury rig 90% of vehicle problems on modern and older vehicles. Contains a 10 ton hydraulic jack.



MACHINE SHOP

WTE 540 lbs.

A diesel-powered bench with saws, vertical mill, lathe, and other wood / metal shaping attachments. This unit can be powered by attaching it to the torque converter of IDET heavy vehicles. Set up time is d100 minutes.



CAMERA

WTE: 1.5 lbs.

The universal camera used by Fringeworthy explorers is a composite system of a single frame and motion picture color camera. A strip of foil at the edge of the 16mm film records sound by etching, much like the first Edison recorders. The camera is spring loaded for 5 minutes of operation per winding. Film cartridges for the camera last 30 minutes and are self developing.



AMUSE A SAVAGE KIT

WTE: 30 lbs.

This handy kit contains a wide variety of trade items guaranteed to make a primitive happy or scare him into violence. Contains:

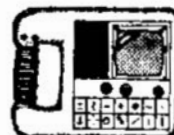
01 Blankets	08 Butane Lighter	15 Beads
02 Gold	09 Flint / Steel	16 Knives
03 Mirrors	10 Metal Tools	17 Combs
04 Dice	11 Hard Candy	18 Cloth
05 Matches	12 Grease Paint	19 Needles
06 Alcohol	13 Costume Jewelry	20 Magnifying Glass
07 Feathers	14 Wind-up Toys	



PORTABLE ICE CHEST

WTE: 57 lbs.

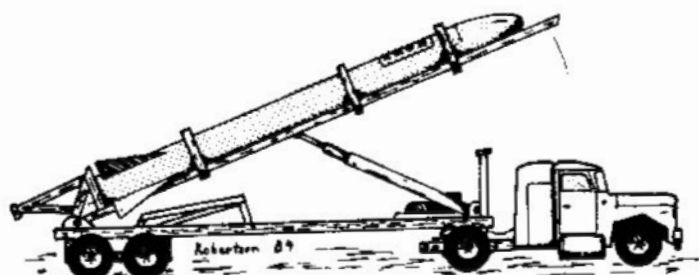
A propane powered ice chest for use off the Fringepaths. Used to keep medical and whole blood supplies fresh as well as chill beer and sandwiches. If unopened the chest will maintain cold temperature for 72 hours.



PORTABLE MONITOR

WTE: 86 lbs.

A small unit designed for tapping into security or computer transmissions. It can also become a broadcaster, jammer, or relay station for boosting a signal.



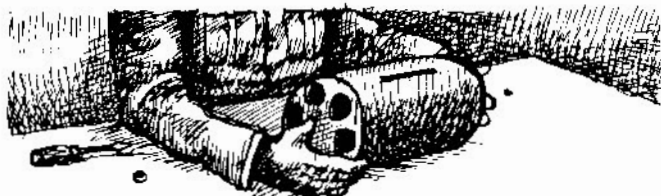
The mapping satellite is a special trailer with a 24 foot rocket capable of boosting a three pound satellite into orbit. This satellite can relay visual data to the FG3 for mapping. The satellite can also monitor communications and phone service with a 65% accuracy. If necessary it can be destroyed with a radio signal.

Vehicle Weapons



Special Weapons

Along with military and civilian weapons many vehicles, after 1992, carried fittings for a rocket pod and other heavier weapons due to the threat of the Mellor and other highly belligerent things that killed the Fringeworthy.



Missile Pods

The missile pod carries up to 9, 2.5 inch rockets in a pod that can be fired manually or electronically off the Fringepaths. Range for the rockets is 1500 feet. Use tables for 40mm shells in the Launcher's section.

Destruct

All vehicles are equipped with a manually operated destruct that ignites thermite in the frame. This destruct can be set for a time delay of 0 seconds to 3 hours. Blast: 350 points Burn: 20 d10



Modifications

After vehicle to vehicle skirmishes on Other Earths, the Fringeworthy and a few of the base technicians began to modify vehicles with specially designed weapons and defensive systems. These include:

- | | |
|------------|-------------------------|
| 1 Mines | 6 Oil Sprayers |
| 2 Obstacle | 7 Frame Mounted Rockets |
| 3 Ejection | 8 Body Electrification |
| 4 Smoke | 9 Flame / Gas Ports |
| 5 Paint | 10 Wheel Rippers |

Options

SO: Second Option

- (A) MISSILE POD
Carries (8) missiles with a 360 degree angle of fire in single or mixed types. (See 40mm rounds under Launchers.
SO: The number of the missile fired.
- (B) OIL DUMP
The dumping (4 uses) of oil that has a 5% chance per 10 MPH speed of causing a skid or swerve unless corrected by the driver of the target vehicle.
SO: Dumps from side or rear locations.
- (C) SMOKE
Creates a dense smoke screen from the rear of the vehicle. (4 uses)
SO: Black, White, or Green colors.
- (D) MINES
Drops small electronic mines. (10 mines)
SO: Range of detonation from vehicle in 10's of feet. Damage 250+ points.
- (E) GAS
Ejects CNDM or special gas from any point around the vehicle. Ten uses from a tank inside the passenger compartment.
SO: Regulates intensity of spray by 5 ft x the button number in distance.
- (F) LIGHT MACHINE GUN
Fires up to 250 rounds. See weapons.
SO: Joystick regulates direction of fire from underside mount.
- (G) RADAR
Used for sky, road or fog, can be set on automatic with computer.
SO: Sets range of radar in miles.
- (H) NAVIGATION
Calls maps of highways and towns off the Paths only. Hooks into computer.
SO: Prints out map and route.
- (I) POLICE / FIRE / MILITARY MONITOR
Computer module scans bands and gives frequencies of most non-civilian radio.
SO: Unscrambler (1-10 band types)
- (J) RADIO CB / HAM / OTHER
Used for explorer links or civilian radio scans.
SO: Scrambler (1-10 band types)
- (K) NITROUS OXIDE INJECTION
Adds a burst of nitrous oxide to the engine to increase speed dramatically.
SO: Adds 5 mph per number in ascending order at 1 second
- (L) WATERTIGHT ACTIVATION
Seals vehicle for surface water travel.
SO: Scuttles vehicle.
- (M) DESTRUCT (Key Lock)
SO: Sets time to destruct.





Aircraft Weapons

Most vehicle weapons can be mounted in IDET aircraft with a minimum amount of work.

For aircraft the vehicle-mounted, missile pod is replaced by a larger version that can carry up to 24 missiles with twice the power of the listed 40mm shells on page 46. This does not include ultralight aircraft.

Hand-drawn



Missiles

Heavier aircraft are also able to carry versions of heat and visual tracking missiles like the listed missiles in the Launchers section. A plane can carry six missiles.

A third type of pod carries 19 rounds of 2.75 inch rockets manufactured by the IDA sponsoring countries.

Hellfire

Only the largest helicopter is able to carry the pod of 4 Hellfire missiles.



A FLARES

Fired, these flares burn like the 40mm round and have the ability to divert most heat-seeking missiles with a cumulative 35% chance per flare fired. Up to 6 can be fired at any time from the 40mm pod.

B DRONES

A pod launches (40mm) metallic rounds that flower into hydrogen filled balloons. These 2 foot spheres have the ability to confuse radar images on a 15% cumulative chance per round fired.

C GAS

Can detonate a cloud of the Explorer's favorite, special gas or CNDM. Uses the 2.75 pod. Creates a 40 foot cloud that disperses in 10 minutes without wind.

D ANY 40mm ROUNDS

Specially designed for air detonation, it works with any of the 40mm rounds listed in the Launcher section.

E NAPALM

Used for emergency situations and the disposal of Mellor infestations, this is a bomb that delivers a 15 x 100 foot strip of 3 d10 burn per action. A maximum number of 2 can be carried in wing or body mounts.

Equipment Failure

Equipment failure is one of those sad and unjust facts of an IDET explorer's life.

Heavy use, lack of maintenance, or rough handling can often turn a lifesaving object into a useless piece of trash at a critical moment.

REMEMBER

- 01 Use this table only if there is any reasonable doubt that an object will not function properly.
- 02 Total all possible modifiers.

GM's NOTES

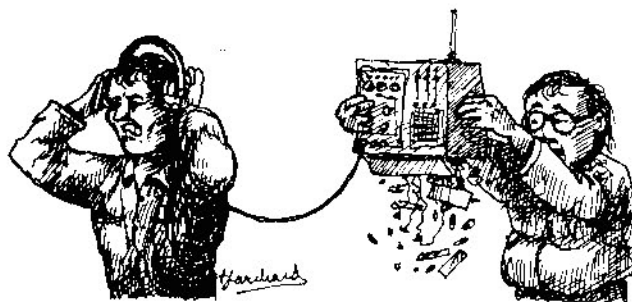
This is to be used sparingly by the GM. Do not check simple items or obvious pieces of equipment that are not likely to break down.

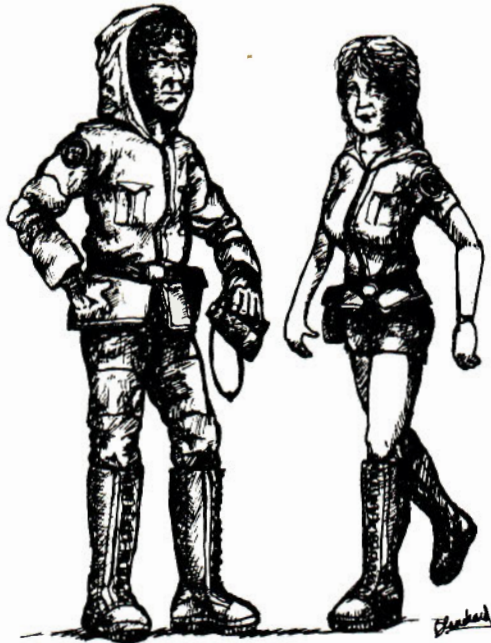
Modifiers

- | | |
|--|-----|
| 01 Object is new, out of the package. | -05 |
| 02 Object is maintained periodically. | -10 |
| 03 Manufacturer is known for quality. | -15 |
| 04 Object is maintained perpetually. | -20 |
| 05 Object is maintained in pristine or new condition by owner. | -25 |
| 06 Built by the lowest bidder. | +05 |
| 07 Object ignored until used. | +10 |
| 08 Dropped, thrown, or slammed. | +15 |
| 09 Lack of maintenance / cleaning. | +10 |
| 10 Incompetent use or repair | +25 |

Breakdown & Repair

- | | |
|-------|--|
| 01-50 | NO DAMAGE or MALFUNCTION |
| 51-75 | LIGHT DAMAGE
This light damage can be diagnosed in d4 minutes and be repaired in 4d10 minutes with the appropriate skills. |
| 76-85 | MINOR DAMAGE
Minor damage can be diagnosed in d4 +4 minutes and repaired in 10 +4d10 minutes of work. |
| 86-95 | DAMAGE
Serious damage that can be jury-rigged to allow the object to function in d4 hours. |
| 96-98 | HEAVY DAMAGE
Almost hopeless, this object can be repaired with a specialized skill roll and d4 days of work with the proper tools and reference material. |
| 99 | CRITICAL DAMAGE
As 96 with 2d10 +2 days of repair and a difficulty roll modified by the GM's decision. See Skill and Difficulty Modifier Table. |
| 00 | Forget It. |





Uniforms

From the onset of Fringe exploration, it was realized a simple but functional uniform design was needed.

The standard design for IDET personnel became the light brown explorer's uniform.

This uniform was unique in being able to be ripped apart and re-structured to resemble a number of varying styles.

Recommended Wear

The IDET uniform comes in brown, khaki, light green, grey, black, cammy and tan. Hats are a mixture of the "Bush" design or Beret.

REMEMBER

- 01 **BELT BUCKLES**
Contain a knife blade and 15 inches of "saw" wire.
- 02 **EXTRA SUPPLIES**
Every uniform also comes with a pack of extra "stick together" fabric to form a slightly wider range of uniform styles.
- 03 **PROTECTIVE GEAR**
Parkas and snow gear are a mandatory item in all vehicles, as well as light pressure suits.
- 04 **BOOTS**
High, protected steel, toe boots and and Aramid fiber sock are standard issue.
- 05 **SPECIAL ADDITIONS**
The Fringeworthy are often allowed to add special additions to their uniform such as hidden pockets.
- 06 **COSTUMING**
Vehicles also contain special sets of period costuming that range from Primitive Savage to High Victorian as well as mundane modern.

Actual Wear

While these uniforms were the recommended issue, many of the Fringeworthy simply wore the jeans or clothes they were accustomed to.

Standard Loads

The IDET explorer has a choice of the latest military and civilian weapons or personal preferences. He or she can even go so far as to have special weapons fabricated at a cost of d10 +6 weeks of construction time if the request is justified and accepted by the GM.

Equipment Choice

Equipment is the explorer's choice as long as the GM does not feel the player is over stocking his basic load beyond sensibility.

Armor

Personal body armor is the player's choice as long as AGL modifiers are followed.

REMEMBER

- 01 Every "extra" layer of armor reduces AGL. An example would be a character wearing a ballistic plastic vest under an aramid fiber jacket; his or her AGL would drop by one.

Vehicles

Vehicles and aircraft are the team's decision depending upon availability. With a little experience and time the characters should be able to design their own personal vehicles with Fringe modifications.

Example Load

Basic equipment loads are 50 pounds of equipment of the player's choice or weight estimation. This does not include general tools, or cooking and sleeping gear. An example of a characters pack might have:

PERSONNEL

- 3 Uniforms
- 1 Extra Heavy Boots
- 1 Bush Hat
- 1 Toiletry Kit
- 1 Sm MEDICAL Kit
- 1 Camera
- 1 Radio Clip On
- 1 Survivor Can
- 1 Notebook, Pencils
- 1 Mechanical Watch

WEAPONS

- HP35 w/3 Mags
- 1 Hunting Knife

HOSTILE AREAS ADD

- 1 UZI w/10 Mags
- 3 Grenades, Any
- 1 Signal Flare
- 1 Mini C6 Pack
- 1 Tool Kit C



Notes to the GM

- 01 Never let your players gain control of the game. Your decisions should be final.
- 02 In the same vein, don't keep absolute control over your players. Let them make their own decisions and mistakes.
- 03 Be reasonable. Let a player state a valid argument. Be willing to change a ruling without making it a habit.
- 04 The invincible is no fun for the GM or other players. Changing or fudging a character's stats should not be allowed. Often a character with a low to mediocre stats becomes interesting and more of a challenge to role-play than any super character.
- 05 Make your players work for their supplies and wealth. See what they can do without, not with. Don't be afraid to destroy equipment or damage a vehicle. Necessity is the mother of invention and the basis of a good game.
- 06 Don't design killer adventures with no solution. A grim, bloodthirsty GM is no fun for the adventurers. Always give your players a way out of a situation they cannot handle.
- 07 You may find yourself in a situation where you are tempted to fudge a die roll to your player's benefit. This is not the sign of a weak GM, but a good GM who can understand the difference between bad luck and a bad decision. Just don't let them know.
- 08 Inconsiderate, ridiculous, or homicidal players should be removed from the game at the first opportunity (preferably off the Fringepath without a rope). There is no room in a role-playing game for fools who get other players' characters killed or spoil an adventure with acute stupidity.
- 09 A little humor in a game makes it a lot more fun. Remember, humor has its place, so don't get too wrapped up in fun or your credibility as a GM will suffer as slapstick. "Funny" GM's provide little enjoyment to the serious role-player.
- 10 Be fair and honest with your players. You are the person they trust to guide them through an adventure.
- 11 Find an interruption-free area to play in. The tension or mood of the game is likely to suffer with distraction.
- 12 Don't Mellor them to death or you'll wind up with paranoids who shoot on sight.
- 13 Don't forget the paper, pencils, dice, and munchies.

Campaigns

Adventures, organization, and design in Fringeworthy is the GM's choice though it is often a surprise as to where the players can take the campaign.

During the years of playtesting the first edition which became a new Fringeworthy there were many types of groups that explored the Alternate Earths. Some of these new groups even surprised the designers.

Listed below are examples of Fringeworthy campaigns.

THE EXPLORATION TEAMS

The explorers of the IDA out for high adventure as they explore the Alternates and Prime Worlds.

ARTIFACT COLLECTORS

Much like the first group with the mission to collect as many Tehrmelern artifacts as they can find. This can often lead to their finding trouble.

HUNTERS

Out to hunt big game or Mellor, they are often hunted themselves.

EXTINCT ANIMAL COLLECTORS

Teams out to return extinct species to the Earth. This becomes difficult with larger animals and dinosaurs.

EMERGENCY MEDICAL TEAMS

Doctors with a mission to aid man wherever he is sick or ignorant of danger.

FRINGE PIRATES

Abandoning Earth, these misfits are the bandits that loot across the Other Earths with no concern for law. They know they have the perfect escape route.

FRINGE SECURITY

Finding trespassers on the Fringepaths and dealing with them becomes the object of this group. See Fringe Pirates.

HISTORIANS / SOCIOLOGISTS

Looking at possible histories and peoples while trying to collect data for Universities at home. This can often lead to problems with the native populations.

SPACE EXPLORERS

Traveling the Star Platforms to map alien worlds, they move outward in our Earth's section of the Galaxy.

WORLD CONQUORERS

A different type of pirate, these high-tech users have decided to take a world for themselves by use of their superior firepower and intelligence.

A campaign cannot be continuous unless the characters are continuous. This implies the players must be continuous, but this is not always the case. Design your campaign around your gaming group, their availability and general personality.

Alien Design

The general design of alien life is the decision of the GM or available by random generation with the following tables.

REMEMBER

- 01 Roll number of Body Segments
- 02 Roll Symmetry & Body Shape
- 03 Roll Posture
- 04 Roll Head Attachment, if any
- 05 Roll Manipulative Members & Shape
- 06 Roll Walking Members & Shape
- 07 Roll Face, Design, Senses
- 08 Roll Skin Covering & Texture
- 09 Roll Skin Color & Pattern
- 10 Roll Defense, Temperament, & Niche

BODY SEGMENTS (Roll a d100)

RESULT	SEGMENTS	HEAD CHANCE	TAIL CHANCE
01-10	01	20%	10%
11-20	01	40%	20%
21-40	02	60%	40%
41-50	02	80%	60%
51-70	03	60%	40%
71-80	03	40%	20%
81-90	04	20%	10%
91-95	05	10%	05%
96-98	06	08%	05%
99-00	d6+6	05%	05%

SEGMENTS

- 01-50 Distinctive
- 51-98 Fused
- 99-00 Both

SYMMETRY

- 01-90 Bilateral
- 91-95 Quadrilateral
- 96-99 Trilateral
- 00 Non-Symmetrical

POSTURE

- 01-75 Horizontal
- 76-95 Horizontal & Vertical
- 96-99 Vertical
- 00 Vertical & Horizontal

BODY SHAPE



- 01-10 Rounded
- 11-20 Barrel Shaped
- 21-40 Tubular
- 41-75 Flattened
- 76-85 Semi-rounded
- 86-90 Semi-flattened
- 91-95 2 basic shapes
- 96-98 Disproportioned
- 99 Non-Conventional
- 00 Slightly Variable

HEAD ATTACHMENT

- 01-25 Direct
- 26-85 Short Neck
- 86-95 Medium Neck
- 96-99 Long Neck
- 00 Very Long

MEMBERS PER BODY SEGMENT

- 01-50 Two Locomotive
- 51-75 Two Locomotive or Manipulative
- 76-95 Three Locomotive
- 96-98 3 Manipulative or Locomotive
- 99-00 3+ any combo.

ARM LENGTH

- 01-70 Short (.25 of body span)
- 71-85 Medium (.50 of body span)
- 86-95 Long (.75 of body span)
- 95-00 Very Long (equal to body span)

LEG LENGTH

- 01-70 Short (.25 of body span)
- 71-85 Medium (.50 of body span)
- 86-90 Long (.75 of body span)
- 95-00 Very Long (equal to body span)

MANIPULATIVE MEMBERS

- 01-25 Short Digits .25 size of hand span
- 26-50 Medium Digits .50 size of hand span
- 51-75 Long Digits .75 size of hand span
- 76-98 Very Long Digits size of hand span.
- 99 Tentacles
- 2x d100 percent of body length without arms. d100% of body length with arms.
- 00 Pincers
- Two to 4 in symmetry.

LOCOMOTIVE MEMBERS END IN...

- 01-10 Flat, Stumpy Pads
- 11-20 Hooves
- 21-40 Partial Hooves
- 41-75 Fused Toes
- 76-85 Non-Manipulative Toes
- 86-90 Semi-Prehensile Toes
- 91-95 Prehensile Toes
- 96-98 Prehensile toes with semi-usable thumb
- 99-00 Prehensile toes with usable thumb

FACIAL DESCRIPTION

- 01-90 Face in centralized area
- 91-99 Decentralized face
- 00 Sensors where necessary

FACE STRUCTURE

- MOUTH Roll a d8 on B
- FACE Roll a d6 on B
- NOSE Roll a d10 on B
- EYES* Roll a d10 on B
- EARS Roll a d10 on B
- TEETH Roll a d6 on B

TABLE B

- 01 Nil
- 02 Very Small
- 03 Small
- 04 Medium
- 05 Large
- 06 Very Large
- 07 Covered Hole
- 08 Sensory Spot
- 09 Sensory Stalk
- 10 Antenna Stalk

SENSORY SPECIALS

- 01-04 Infrared
- 05-07 Radar
- 08-09 Spatial Sense
- 10 Smell

(*) d6 in quantity)

SKIN

TEXTURE

- 01-10 Velvet
- 11-20 Smooth
- 21-30 Rough
- 31-40 Sandpaper
- 41-50 Sharp
- 51-60 Leathery
- 61-70 Wrinkled
- 71-85 Warty
- 86-90 Lumpy
- 91-97 Knobby
- 99-00 Two Textures

PROTECTIVE

COVERING

- 01-25 None
- 26-36 Fur, Thick or Thin
- 37-50 Hair, Thick or Thin
- 51-60 Scale
- 61-70 Feather
- 71-80 Bony Platelets
- 81-90 Shell / Carapice
- 91-95 Spines
- 96-98 Heavy Platelets
- 99 Roll 2 Coverings
- 00 Roll 3 Coverings

COLOR

- 01 White
- 02 Black
- 03 Pink
- 04 Tan
- 05 Brown
- 06 Orange
- 07 Red
- 08 Yellow
- 09 Blue
- 10 Green
- 11 Purple
- 12 Grey
- 13 Gold
- 14 Silver
- 15 2 shades
- 16 3 shades
- 17 4 shades
- 18 2 color
- 19 3 color
- 20 4 color

PATTERN

- 01 Solid Areas
- 02 Spotted, large
- 03 Spotted, small
- 04 Belted
- 05 Splotted
- 06 Dotted
- 07 Stripes, small
- 08 Stripes, large
- 09 Camouflage
- 10 Seasonal Shift

DEFENSE

- 01-25 Claws
- 26-50 Bite
- 51-75 Kick
- 76-90 Bludgeon
- 91-95 Trample
- 96-97 Sting
- 98 Poison
- 99 Shock
- 00 Agility

Other Than Human



It walked in from the pathways one day and said it was hungry. Not knowing whether to shoot or feed it, we took the more peaceful option and gained contact with IDET's first Fringeworthy alien species.

She called herself a Slarg in her barely recognizable guttural English. Since we talked to this first Slarg there have been reports of several more sightings on other worlds. Slargs are Fringeworthy in the same ratio as man.

From the Notebooks of Dr. Farnsworth

Slargs

Slargs, in appearance, resemble man sized dogs with the complete absence of eyes. This lack of sight is balanced by a near human intelligence and a keen sense of smell.

Slargs also possess a spacial sense that allows them to "see" an echo image within 200 feet in a 360 degree circle.

Slargs as Characters

Generate your character as a human and make the following changes.

- 01 Reduce Dexterity by 3 if DEX is over 8.
- 02 Increase Strength by 10 points.
- 03 Add 15 Hit Points to the total HPT.

REMEMBER

- 01 Spacial sense gives the Slarg a 360 degree view of itself in the area it moves through.
- 02 Slargs are muddy brown to grey in color with 64 sharp teeth.
- 03 Slargs have a sharpness of wit and a highly abrasive, crass, and generally temperamental personality. With a sense of humor fit for a scavenger, they can be very disturbing to human types.
- 04 The Slarg social structure is a simple dominance hierarchy that lends itself to human social structure and team work.
- 05 Slargs prefer to have someone else do the fighting for them and will often promote a spirit of camaraderie as they sneak away to hide.
- 06 Skills developed lean towards natural studies and general non-technological applications.

Damage

- 01 Strength Related Impact
Bite BIO4 + BIO7
- 02 Usually a human name to impress, mixed with odd guttural sounds. Examples:
G'lak Kisellis or Grr'st Shapero

Spiders



Mankind's second ally on the Fringepath was found on Prime Platform +6. These creatures were the descendants of a large spider-like ancestor. Having even fewer Fringeworthy than humanity, Earth's spider ally was eager for peaceful contact and a sharing of any technology to supplement their dying world.

Personality

The spider is even closer in personality to humans than the Slarg. With the same social, political and family structure, they mirror humanity's progress and development.

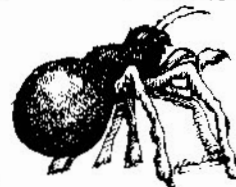
Spiders come in three racial types and a variety of ethnic colors.

To use a spider as a player character, generate a human and make the following changes.



RACE	STR	DEX	AGL	CON
Berjiel (hunter)	-	+3	+4	+2

Largest of spiders, massing 185 pounds the hunter is a quiet worker and soldier.



RACE	STR	DEX	AGL	CON
Stejliel (jumper)	-1	-	+6	-

Often with a keen sense of humor, the jumper is the organizer of Spider society. The jumper can leap 20 +d10 feet if needed. The Stejliel masses 100 to 125 pounds.



RACE	STR	DEX	AGL	CON
Akiel (spinner)	+4	-	+6	+2

These extraordinary spider technicians and acrobats, create the fantastic constructions on the Spider home world. All spinners gain a bonus of 10 skill points to be used on Tech Skills or Physical Skills. The Akiel will mass from 130-160 pounds.

IDET Spiders

By 1993 only 26 spiders were known to be Fringeworthy and working with the IDA. As a species, they are so-far unique to the Earth alternate chain of worlds.

Spiders range in color from grey to brown with tones of most colors in solids, stripes, and spots. Surprisingly, this species has antenna with no functions other than movement while the spider talks or is emotional.

Primitive Man

As your teams explore Other Earths they will often run across mankind in his various developmental stages.

01-50 PRIMITIVE MAN

These are the ape-like ancestors of mankind who possessed a rudimentary intelligence and the beginnings of culture.

TYPE: Australopithecus

51-75 EARLY HOMO SAPIENS

The first 'true' man. Capable of early weapon and stone use. Often had fire and the beginnings of social structure.

TYPE: Homo Erectus, Neanderthal

76-99 MODERN MAN

Recent humanity in its various race and ethnic diversities.

TYPE: Cro-Magnon, Modern Man

00 HOMO SUPERIOR

A slightly more advanced version of modern man, with improved physical and mental capabilities. These improvements are due both to genetic engineering and normal species development.

Culture Shock

When meeting primitive cultures, a wide variety of social structures and beliefs will be encountered. This often leads to the phenomenon of culture shock.

Explorers without Anthropological, IDET or related skills will find their general state of mind rattled by customs and beliefs that border on the bizarre.

Primitive cultures, on the other hand, will probably look on advanced technology as magic or ignore it completely.

Reactions

PRIMITIVE REACTION

- 01-05 Ignore Strangers
- 06-75 Run in Terror
- 76-85 Welcome Strange Guests
- 86-95 Attack on Sight
- 96-99 Attack if Taboos Broken
- 00 Worship as Gods

General Information

GENERAL NUTRITION

- 01-05 Cannibalism
- 06-75 Omnivorous
- 76-90 Vegetarian
- 91-95 Carnivorous
- 96-00 Parasitic

GENERAL RELIGION

- 01-05 Agnostic
- 06-50 Nature
- 51-75 Polytheistic
- 76-85 Monotheistic
- 86-95 Ancestor
- 96-99 Cult
- 00 Atheist

Family

GENERAL FAMILY

- 01-05 None
- 06-75 Nuclear
- 76-85 Extended
- 86-95 Highly Extended
- 96-99 Fostering
- 00 Other Structure

MARRIAGE STRUCTURE

- 01-55 Monogamous
- 56-85 Polygamous
- 86-90 Polyandrous
- 91-96 Clan Marriage
- 97-99 Line Marriage
- 00 Other



Society

Generating a worlds society involves the use of a large number of factors that relate to culture, resources, and general lifestyle.

MODIFIERS ON A SOCIETIES DISPERSAL

- 01-02 Highly Shifting Resources -3
- 03-04 Seasonal Shifting Resources -2
- 05-08 Stable Resources -
- 09 Very Stable Resources +1
- 10 Near Perfect Stability +2

Result

- 01-02 Nomadic
- 03-04 Rural, Dispersed
- 05-07 Rural and Sparse Urban Areas
- 08-09 Urban and Rural Cultures
- 10 Dense Urban and Rural Cultures

MODIFIERS ON PROGRESS (d4 or GM's choice)

- 01 Intolerant Religion or Government -4
- 02 Long term Oppression -1
- 03 Restrictive Hierarchy -1
- 04 Tight Social Stratification -1
- 05 Long term Violence or Wars -2
- 06 Short term Violence or Wars +1
- 07 Failing Economies -1
- 08 Racial Injustice -1
- 09 Printing / Continuing Information +2
- 10 Progressive Views +2

Progress

- 01 Regressing, Fallen
- 02 Collapsing
- 03 Failing
- 04 Stagnant
- 05 Borderline Stagnant
- 06 Developing Very Slowly
- 07 Developing Slowly
- 08 Developing
- 09 Developing Quickly
- 10 Developing Very Fast

Laws

- 01 No Laws
- 02-03 Eye for an Eye Justice
- 04-05 Law for Serious Social Offenses
- 06-07 Law for General Social Offenses
- 08-09 Law for Profit and Social Control
- 10 Law for a Societys Total Control

Law

As your characters explore the roads to infinity they will be encountering alien law and customs. On these worlds they will be legally responsible for their actions.

This means that any criminal actions can be tried by the local authorities.

Because of the infinite possibilities of legal variation, a set of general laws is impossible.

The following set of basic rules is designed to simulate legal systems.

REMEMBER

- 01 Determine the severity of the offense.
- 02 Total possible legal modifiers.
- 03 Add modifiers to a d100 roll and index the outcome by the type of dispute.
- 04 Pay fines, (and /or) serve time.

Severity

	MODIFIER
01 Defers charges to general claims and fines. No court case.	+20
02 Judge wonders why this was brought to court.	+15
03 Very Minor Offense	+10
04 Minor Offense	+05
05 Not Very Serious Offense	0
06 Serious Offense	-05
07 Very Serious Offense	-10
08 Severe Offense	-15
09 Very Severe Offense	-20
10 Absolutely the most Severe Offense	-25

Judge & Jury

JUDGE		JURY	
01 Bored	-2	01 Bored	-3
02 Disinterested	-1	02 Disinterested	-2
03 Routine	0	03 Neutral	-1
04 Interested	+1	04 Interested	+1
05 High Interest	+2	05 High Interest	+2
06 Fascinated	+3	06 Fascinated	+3

Legal Aid

Roll a d6	DEFENSE LAWYER	PROSECUTION LAWYER
01 Incompetent	-3	+3
02 Not Very Competent	-2	+2
03 Somewhat Competent	-1	+1
04 Mostly Competent	+1	-1
05 Competent	+2	-2
06 Totally Competent	+3	-3

Witnesses

Roll a d6	WITNESS DEFENSE	WITNESS PROSECUTION
01 Incompetent	-3	+3
02 Not Very Competent	-2	+2
03 Somewhat Competent	-1	+1
04 Mostly Competent	+1	-1
05 Competent	+2	-2
06 Totally Competent	+3	-3

Politics

Roll a d6 Twice	RESULT 01-03 MODIFIER	RESULT 04-06 MODIFIER
01 No Involvement	0	0
02 Little Involvement	+1	-1
03 Some Involvement	+2	-2
04 Involvement	+3	-3
05 High Involvement	+4	-4
06 Political Intrigue	+5	-5

Evidence

	DEFENSE	PROSECUTION
01 None	+10	-10
02 Very Little	+05	-05
03 Evidence	+01	-01
04 Large Amount	-05	+05
05 Serious Evidence	-10	+10
06 Damaging Evidence	-15	+15

Bribes

	DEFENSE	PROSECUTION	JUDGE
01 Accepted	+10	-10	+10
02 Accepted	+05	-05	+05
03 Accepted	+03	-02	+02
04 Accepted	+01	+01	0
05 Rejected	-02	+05	-05
06 Rejected	-05	+10	-10

Other

	MODIFIER
01 Setting Precedent	+02
02 Popular Support (+05) / Condemnation	-05
03 Prejudiced to Aliens, to Outsiders	-10
04 Difficult Case or Language Barrier	-05
05 Being Made an Example	-10
06 Unexpected Aid	+05

Outcome

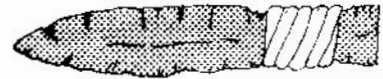
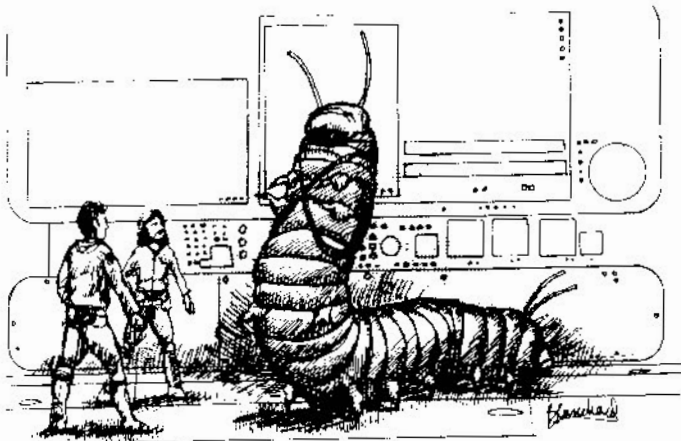
CRIMINAL DISPUTES	FINE MODIFIER
01-10 Highest Punishment	+100%
11-25 Near Highest Punishment	+ 75%
26-50 Harsh Punishment	+ 50%
51-75 Standard Punishment	No
76-80 Lesser Than Normal Punishment	- 25%
81-90 Very Low Punishment	- 50%
91-98 Lightest Possible Punishment	- 75%
99-00 Case Thrown Out of Court	No

LEGAL RULINGS & PROPERTY SETTLEMENTS
01-10 Highest Unfavorable Ruling
11-25 Near Highest Unfavorable Ruling
26-50 Highly Unfavorable
51-75 Unfavorable But Fair Ruling
76-80 Favorable Ruling
81-90 Very Favorable Ruling
91-98 Highest Favorable Ruling
99-00 Case Thrown Out of Court

Punishment

Multiply the severity level of the crime by a d10. Multiply the result by a second d10 roll. Time spent in court averages the severity level of the crime x d10 days.

From primitive torture to High-Tech mind punishment is the decision of the GM.



Technology

With these general guidelines the GM is able to generate technological development of human or alien society.

REMEMBER

- 01 Generate an Energy Use Level by rolling a d100 on the table below.
- 02 For primitive and non-energy dependent cultures, (50 or less), roll a d10 on the PRIMITIVE CULTURE tables for the technological and social progress. Do not go beyond that point.
- 03 For higher technology, (50 or above), roll a d10 on the HIGH TECH tables for the society's progress.
- 04 Index power level by column in the HIGH TECH tables.

RESULT Energy Use

- | | |
|-------|---|
| 01-25 | Predominant use of brute force, some limited fire use. |
| 26-50 | Use of brute force with high skills in the use of fire. |
| 51-75 | Use of steam engines and related technology. |
| 76-80 | Use of internal combustion and power by chemical sources. |
| 81-85 | Early electrical power, circa 1895. |
| 86-90 | Generated electricity, circa 1930. |
| 91-95 | Nuclear fission for electric or steam generation. |
| 96-97 | Commercial fission use. Solar power. |
| 98 | Fusion. Commercial solar electric. |
| 99 | Commercial fusion, geo-magnetic taps. |
| 00 | Mass to energy / Antimatter use. |



Low Tech

ENERGY LEVEL UNDER 50
NON-ENERGY DEPENDENT
ROLL A D10 ON EACH

STONE USE

- | | |
|-------|---|
| 01-02 | Basic use of stone tools, natural shelters only. |
| 03-05 | Rough-shaped stone for foundations. |
| 06-08 | Shaped stone for most building. |
| 09 | Heavy stone construction and carving. |
| 10 | Monolithic stone constructions, stone carved with detail and for art. |

FOOD

- | | |
|-------|---|
| 01-02 | Gathering and some hunting. |
| 03-05 | Hunting and some gathering. |
| 06-08 | Subsistence agriculture. |
| 09 | Improved agriculture / surplus. |
| 10 | Highly diversified and specialized agriculture and farming knowledge. |

ANIMAL HUSBANDRY

- | | |
|-------|--|
| 01-02 | None |
| 03-05 | Domestication of a small number of species for work and food production. |
| 06-08 | Domestication of a large number of species for work and food production. |
| 09 | Improved breeding of a number of species. |
| 10 | Diversified breeding for needs and improvement of a species. |

CERAMICS

- | | |
|-------|------------------------------------|
| 01-02 | None |
| 03-05 | Fired, early ceramics and pots. |
| 06-08 | Ceramics and glazing. |
| 09 | Ceramic building materials, glass. |
| 10 | Refined glass, high ceramic use. |

EARLY METALWORK

- | | |
|-------|---------------------------------|
| 01-02 | Soft, malleable metals. |
| 03-05 | Bronze, early iron and forging. |
| 06-08 | High use of iron, casting. |
| 09 | Creation of high carbon steel. |
| 10 | Creation of low carbon steel. |

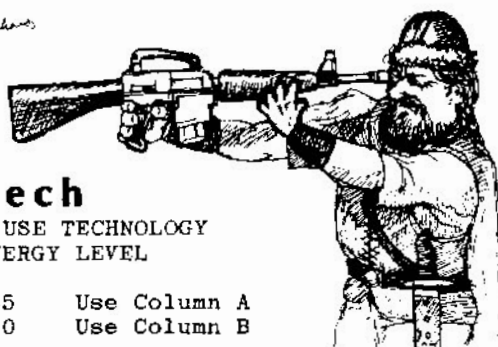
MEDICINE

- | | |
|-------|---|
| 01-02 | None |
| 03-05 | Little effective use. |
| 06-08 | Effective use in limited areas by natural means. |
| 09 | Natural medicine, early physiology and simple surgical procedures. |
| 10 | Effective repair of complex medical problems with simple natural methods. |

SOCIAL SCIENCE

- | | |
|-------|--|
| 01-02 | None |
| 03-05 | Social science for social necessity. |
| 06-08 | Higher authority sets some social control of the population. |
| 09 | Use of social science to orient the population. |
| 10 | Social controls, custom or law, in high use. |

Amhar



High-Tech

HIGH POWER USE TECHNOLOGY
INDEX BY ENERGY LEVEL

LEVELS 50-85 Use Column A
LEVELS 86-00 Use Column B

SYNTHETICS

A	B	
01-02	01	Simple Alloys.
03-05	02-05	Complex alloys and very early synthetics.
08-10	06-08	Plastics
	09	Special alloys and synthetic fuels in general use.
	10	Synthetic metals, use of the heavy elements. Roll on chemistry with a +4 modifier.

CHEMICAL

A	B	
01-02	01-02	Simple Chemistry
03-07	03-05	Basic Chemistry
08-10	06-08	Use of complex chemistry.
	09	Use of synthetic chemistry and organic chemistry.
	10	Use of complex synthetic and organic chemistry.

MECHANICAL

A	B	
01-02	01-02	Simple use of basic devices that are mechanical.
03-05	03-04	Complex mechanical devices.
06-08	05-08	Complex mechanical and simple automation in use.
09	09	Complex automation, high use of mechanical devices
10	10	Very complex mechanical devices and high automation

ELECTRICAL USE

A	B	
01-04	01-02	Knowledge of, but with very little effective use in everyday life.
05-09	03-05	Simple use, as Terran 1900's.
10	06-08	Common household use in day to-day life.
	09	Household dependency, high use for communications.
	10	Travel, communications, every aspect of life.

MEDICINE

A	B	
01-09	01-02	General medical diagnosis and treatment in most areas.
10	03-05	Specialized treatment, repair, and reconstruction.
	06-08	Synthetic replacement, high use of medicine.
	09	Regeneration and cold sleep technologies.
	10	Use of life prolongation and effective resuscitation.

COMPUTER TECHNOLOGY

A	B	
01-09	01-02	Bulky mechanical devices of limited functions.
10	03-06	Bulky electrical devices of limited functions.
	07	Light - weight devices of limited functions.
	08	Bulky devices of advanced functions.
	09	Light - weight devices of advanced functions.
	10	Micro - Miniaturized devices of highly advanced functions.

SOCIAL SCIENCE

A	B	
01-02	01-02	No use of social science.
03-05	03-05	Social control in nominal use.
06-09	06-08	Some social control in use.
10	09	High use of social control.
	10	Knowledge of the motivations of a society and control of its operation.

FLIGHT

A	B	
01-04	01-02	General knowledge of the principles but no applied use.
05-09	03-05	Balloon technology, gliders, early powered flight.
10	06-08	Airplane Technology
	09	Jet Technology
	10	Go to EARLY SPACE FLIGHT

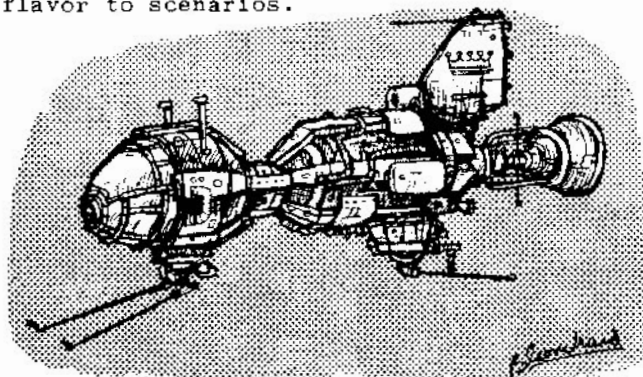
EARLY SPACEFLIGHT

A	B	
01-09	01-02	Early Testing
10	03-05	Early Orbital Flights
	06-08	Space Stations
	09	Interplanetary Exploration
	10	In - system colonization, go to Starflight.

STARFLIGHT

A	B	
STOP	01-02	Slow ships, multi-generation
	03-05	Slow ships, years per light year traveled.
	06-08	Early exploration of nearest stars with early FTL drives.
	09	Colonization of near stars.
	10	Commercial Starflight.

These guidelines can, with a little work, create countless societies or give an odd flavor to scenarios.



Environments



Stars

REMEMBER

- 01 Generate Size, Type, and Atmosphere for possible worlds.
- 02 Total all modifiers and roll on the general temperature table.

STAR SIZE	STAR TYPE
01-10 Dwarf	01-02 N Dark
11-40 Small	03-40 M Red
41-85 Medium	41-55 K Orange
86-96 Large	56-70 G Yellow
97-99 Giant	71-82 F Yellow White
00 Super Giant	83-93 A White
	94-98 B Blue White
	99-00 O Blue

Pressure

RESULT	TYPE	MODIFIER
01-02	Very Thin	-2
03-04	Thin	-1
05-06	Normal	0
07-08	Dense	+1
09-10	Very Dense	+2

Climate Modifier

STAR TYPE	O	B	A	F	G	K	M	N
Dwarf	+1	0	-1	-2	-3	-4	-5	-6
Small	+2	+1	0	-1	-2	-3	-4	-5
Medium	+3	+2	+1	0	-1	-2	-3	-4
Large	+4	+3	+2	+1	0	-1	-2	-3
Giant	+5	+4	+3	+2	+1	0	-1	-2
Super Giant	+6	+5	+4	+3	+2	+1	0	-1

Climate Result

RESULT	CLIMATE	LIFE	TEMPERATURE
-4 Lower	Frozen	0%	-200+ average
-3,-2	Very Cold	0%	-200 to -100
-1, 0	Cold	05%	-099 to -025
01-02	Cool	40%	-050 to +050
03-04	Terran	80%	-010 to +100
05-06	Warm	40%	+050 to +150
07-08	Very Warm	05%	+100 to +200
09-10	Hot	02%	+150 to +250
11-12	Very Hot	01%	+200 to +300
13-14+	Burning	0%	+250 to +400

Atmosphere

Breathability is one of the primary requisites of worlds that are near terrestrial in temperature and atmospheric pressure. Roll a d20 for atmospheric content.

RESULT	CODE	DISCRIPTION
01-04	A	Toxic, Highly Poisonous
05-06	B	Wrong Mixture, Toxic Elements
07-08	C	Wrong Percentages, (must be filtered and supplemented for Terran use)
09-10	D	Mostly Breathable
11	E	Completely Breathable
12	F	Mostly Breathable, (rich)
13	G	Breathable (with filters)
14-15	H	Mildly Toxic
16-19	I	Toxic, Highly Poisonous
20	J	Toxic, Poisonous, Corrosive

Light Intensity

The light intensity from a star can have adverse effects on living optical sensors that are not used to higher or lower light intensity.

HOME STAR	ILLUMINATING STAR MODIFIER							
	O	B	A	F	G	K	M	N
O	0	0	-1	-1	-2	-2	-3	-3
B	0	0	0	-1	-1	-2	-3	-3
A	+1	0	0	0	-1	-1	-2	-2
F	+1	+1	0	0	0	-1	-1	-2
G	+2	+1	+1	0	0	0	-1	-1
K	+2	+2	+1	+1	0	0	0	-1
M	+3	+2	+2	+1	+1	0	0	0
N	+3	+3	+2	+2	+1	+1	0	0

Roll A d6 and Add Modifier

RESULT	ILLUMINATION	ACCURACY MODIFIER
-01 Less	Dark	-15
0	Very Dim	-10
01	Dim	-08
02	Dusk	-06
03	Normal Light	-
04	Normal / Bright	-01
05	Bright	-02
06	Very Bright	-04
07	Painfully Bright	-08
08	Damaging Bright	-15

Resources

RESOURCES ON ALIEN WORLDS Roll a d20

RESULT	COMPATIBILITY
01-04	Extremely Toxic
05-06	Mostly Toxic
07-08	Mixed Toxic and Edible with generally poor food values.
09-10	Variable forms with good nutritional values. Most are non-toxic.
11-12	Inert materials may become toxic if ingested for any length of time.
13-15	Toxic, Poisonous
16-20	Extremely Toxic Corrosive



Geology

The design of worlds is the GM's choice. This section aids in the generation of world descriptions and geology.

Water

For the amount of water on a world, roll a percent dice (d100).

The remainder of the percentage is the land mass of the world.

REMEMBER

- 01 On frozen or cold worlds a majority of this water may be locked into ice, or ice caps. In some cold cases only an equatorial band of free standing water may be seasonally unfrozen.

- 02 Dry, arid worlds may hide water deep underground or freeze it in ice caps.

Water Quality

- 01-05 Brackish, Salt or Chemical Laden
06-08 Usable with special filtering.
09 Usable with general purification.
10 Fresh Water

Land Masses

	NUMBER
01 Unbroken Land Masses	1
02-04 Super Continents	2 to 4
05-06 Large Continents	d6 +2
07-08 Medium Continents	d10+2
09 Small Continents	2d10+2
10 Island Chains Only	See Islands

Islands

Roll a d10 for each size of island for the general distribution.

TYPE OF ISLAND	NONE	FEW	COMMON	MANY	MILES IN DIAMETER
Micro	1	2-3	4-7	8-10	d100x.50
Small	1	2-3	4-7	8-10	d100
Medium	1	2-3	4-7	8-10	2d100
Large	1-2	3-5	6-8	9-10	2d100+100
Very Large	1-2	3-5	6-8	9-10	3d100+100
Gigantic	1-3	4-6	7-9	10	4d100+100

Active Geology

01 STABLE CRUST

Stable with mostly shallow oceans, little to no volcanic activity or little plate tectonics. Earthquakes mostly unknown.

02 MOSTLY STABLE CRUST

Like #1 with a little activity but not enough to notice over long periods.

03 ACTIVE GEOLOGY

Minor geological effects. Worn mountain ranges from slow plate collision. Very minor volcanic activity.

04 VERY ACTIVE

Common geological effects including mountain ranges pushed up in cycles of growth and decay, plate tectonics, earthquake activity, fault lines, and volcanic activity.

05 HIGHLY ACTIVE

As #4 with a high rate of activity.

06 GEOLOGICAL HELL

With major activity of all types, these unstable worlds are a nightmare of fast seismic activity and problems.

General Geology

- 01 Flat
02 Rolling Hills, Mostly Flat
03 Steep Hills, Small Valleys
04 Very Steep Hills, High Rock Outcroppings, Small Valleys
05 Rocky Hills, Steep Valleys
06 Deep Valleys, Eroded Mountains
07 Mountains
08 High Mountains
09 Volcanic Mountains
10 Active Volcanic Mountains

Geological Specials

- 01 Major scarring from meteorite impact.
02 Deep Lakes
03 Large Shallow Lakes
04 Salt or Chemical Flats, Deserts
05 Deep Geological Falts or Canyons
06 Scarring from Climatic Upheaval
07 Outstanding Highlands
08 Geological Sculpturing of Native Rock in large areas.
09 Roll a d8 twice above.
10 Roll a d8 four times above.

Minerals

01-03	04-06
01 Copper	Beryl
02 Lead	Monazite (thorium)
03 Gold / Silver	Samaraskite
04 Cinnabar (mercury)	Ilmenite (titanium)
05 Hematite (iron)	Niccolite (nickel)
06 Stibnite (antimony)	Realgar (arsenic)
07 Magnesite (magnesium)	Sulfur
08 Cobaltite (cobalt)	Graphite
09 Cassiterite (tin)	Calcite
10 Sphalerite (zinc)	Gypsum
11 Bauxite (aluminum)	Halite (salt)
12 Chromite (chromium)	Borax
13 Manganese	Fluorite
14 Pitchblend (uranium)	Barite
15 Wolframite	Apetite
16 Scheelite	Talc
17 Molybdenite	Asbestos
18 Colombite	Quartz
19 Amethyst	Diamond
20 Sapphire	Ruby



Metric Conversion

LENGTH

1 Inch	=	2.54	Centimeters
1 Inch	=	25.40	Millimeters
1 Foot	=	30.48	Centimeters
1 Yard	=	.9114	Meters
1 Mile	=	1.61	Kilometers
1 Centimeter	=	.3937	Inches
1 Meter	=	3.28	Feet
1 Meter	=	1.093	Yards
1 Kilometer	=	.6214	Miles

WEIGHT

1 Ounce	=	28.35	Grams
1 Pound	=	453.60	Grams
1 Gram	=	0.03553	Ounces
1 Kilogram	=	2.206	Pounds

For these conversions you will need a pocket calculator or a little patience.

Reading

The following is a list of recommended authors and specific titles that can add a wealth of ideas to your campaign.

PARATIME	H Beam Piper
A TRANS ATLANTIC TUNNEL HURRAH!	H Harrison
THE LAND LEVIATHAN	M Moorcock
WARLORD OF THE AIR	M Moorcock
THE STEEL TSAR	M Moorcock
ROADMARKS	R Zelazny
SIDESLIP	T White
BRING THE JUBELEE	W Moore
THE MAN IN THE HIGH CASTLE	P K Dick
PAVANE	K Roberts
The "TIMELINER" Series	R Meridith
The "WELL WORLD" Series	J Chalker
DANCE BAND ON THE TITANIC	J Chalker
MANDALAY	J Ford
The "LORD D'ARCY" Series	R Garrett
The "IMPERIUM" Series"	K Laumer
THE UNICORN GIRL	M Kurland
TUNNEL IN THE SKY	R Heinlein
CALLAHAN'S CROSSTIME SALOON	S Robinson

FILMS TO SEE:

"Little Girl Lost" Twilight Zone Episode

Fringeworthy

The RPG Fringeworthy was created from an unpublished short novelette "Fringeworthy" Copyright © 1975 by Richard Tucholka.

Resemblance to any actual persons living or dead, or other works of science fiction, are purely coincidental.

Software

By mid 1985 Tri Tac Inc will be selling computer programs on disk to speed use of our game and character design systems. The released software will cover all popular home computer brands and be compatible with all of our RPG's. Request information from Tri Tac Inc. after June 1st, 1984.

Epilogue

"Somewhere between Heaven and Hell
is the Fringe..."

Hatsumi

Ed Powers

"The Fringes are taken for granted or considered a waste of taxpayer's money by the press these days. They fail to see the spinoffs and the apparent world peace that began after the Antarctic Ring Station was discovered. Now, even as I lecture to you, a thousand researchers are finding new ways to improve the lot of humanity with technologies secured from those useless Portals to the universe.

Useless Portals?

Even if only one in a hundred thousand is able to travel the pathways, the costs are worth it.

Can we turn our backs now?

Humanity has inherited the stars from the Tehrmelern. We know about the Mellor, the Slargs, and our new Spider Allies. Can we turn our backs on the suffering of the plague infested, alternate earth of +7,7?

Should we aid them or let our brothers die? Should we shut the door on the responsibility of aid to needy cultures that may become extinct without us?

There is no turning back.

We are the Tehrmelern now.

The Fringe as we have named it is a mixture of heaven and the horrors of any hell you could believe in.

I've lost good friends to the Fringes and escaped death many times. I've known the adventure most men will never know.

Regardless of what the papers say, I'm going out there again.

I'm glad I was born Fringeworthy."

Col. Edward Powers

"Portals and Pathways Lecture"
University of Michigan, 1994



The Beginning

DAMAGE MULTIPLIERS

ROLL 0.25 0.50 0.75 1.00 1.25 1.50 1.75 2.00

1	0	0	0	1	1	1	1	2
2	0	1	1	2	2	3	3	4
3	0	1	2	3	3	4	5	6
4	1	2	3	4	5	6	7	8
5	1	2	3	5	6	7	8	10
6	1	3	4	6	7	9	10	12
7	1	3	5	7	8	10	12	14
8	2	4	6	8	10	12	14	16
9	2	4	6	9	11	13	15	18
10	2	5	7	10	12	15	17	20
11	2	5	8	11	13	16	19	22
12	3	6	9	12	15	18	21	24
13	3	6	9	13	16	19	22	26
14	3	7	10	14	17	21	24	28
15	3	7	11	15	18	22	26	30
16	4	8	12	16	20	24	28	32
17	4	8	12	17	21	25	29	34
18	4	9	13	18	22	27	31	36
19	4	9	14	19	23	28	33	38
20	5	10	15	20	25	30	35	40
21	5	10	15	21	26	31	36	42
22	5	11	16	22	27	33	38	44
23	5	11	17	23	28	34	40	46
24	6	12	18	24	30	36	42	48
25	6	12	18	25	31	37	43	50
26	6	13	19	26	32	39	45	52
27	6	13	20	27	33	40	47	54
28	7	14	21	28	35	42	49	56
29	7	14	21	29	36	43	50	58
30	7	15	22	30	37	45	52	60
31	7	15	23	31	38	46	54	62
32	8	16	24	32	40	48	56	64
33	8	16	24	33	41	49	57	66
34	8	17	25	34	42	51	59	68
35	8	17	26	35	43	52	61	70
36	9	18	27	36	45	54	63	72
37	9	18	27	37	46	55	64	74
38	9	19	28	38	47	57	66	76
39	9	19	29	39	48	58	68	78
40	10	20	30	40	50	60	70	80
41	10	20	30	41	51	61	71	82
42	10	21	31	42	52	63	73	84
43	10	21	32	43	53	64	75	86
44	11	22	33	44	55	66	77	88
45	11	22	33	45	56	67	78	90
46	11	23	34	46	57	69	80	92
47	11	23	35	47	58	70	82	94
48	12	24	36	48	60	72	84	96
49	12	24	36	49	61	73	85	98
50	12	25	37	50	62	75	87	100
51	12	25	38	51	63	76	89	102
52	13	26	39	52	65	78	91	104
53	13	26	39	53	66	79	92	106
54	13	27	40	54	67	81	94	108
55	13	27	41	55	68	82	96	110
56	14	28	42	56	70	84	98	112
57	14	28	42	57	71	85	99	114
58	14	29	43	58	72	87	101	116
59	14	29	44	59	73	88	103	118
60	15	30	45	60	75	90	105	120
61	15	30	45	61	76	91	106	122
62	15	31	46	62	77	93	108	124
63	15	31	47	63	78	94	110	126
64	16	32	48	64	80	96	112	128
65	16	32	48	65	81	97	113	130
66	16	33	49	66	82	99	115	132
67	16	33	50	67	83	100	117	134
68	17	34	51	68	85	102	119	136
69	17	34	51	69	86	103	120	138

DAMAGE MULTIPLIERS (CONTINUED)

ROLL 0.25 0.50 0.75 1.00 1.25 1.50 1.75 2.00

70	17	35	52	70	87	105	122	140
71	17	35	53	71	88	106	124	142
72	18	36	54	72	90	108	126	144
73	18	36	54	73	91	109	127	146
74	18	37	55	74	92	111	129	148
75	18	37	56	75	93	112	131	150
76	19	38	57	76	95	114	133	152
77	19	38	57	77	96	115	134	154
78	19	39	58	78	97	117	136	156
79	19	39	59	79	98	118	138	158
80	20	40	60	80	100	120	140	160
81	20	40	60	81	101	121	141	162
82	20	41	61	82	102	123	143	164
83	20	41	62	83	103	124	145	166
84	21	42	63	84	105	126	147	168
85	21	42	63	85	106	127	148	170
86	21	43	64	86	107	129	150	172
87	21	43	65	87	108	130	152	174
88	22	44	66	88	110	132	154	176
89	22	44	66	89	111	133	155	178
90	22	45	67	90	112	135	157	180
91	22	45	68	91	113	136	159	182
92	23	46	69	92	115	138	161	184
93	23	46	69	93	116	139	162	186
94	23	47	70	94	117	141	164	188
95	23	47	71	95	118	142	166	190
96	24	48	72	96	120	144	168	192
97	24	48	72	97	121	145	169	194
98	24	49	73	98	122	147	171	196
99	24	49	74	99	123	148	173	198
100	25	50	75	100	125	150	175	200
101	25	50	75	101	126	151	176	202
102	25	51	76	102	127	153	178	204
103	25	51	77	103	128	154	180	206
104	26	52	78	104	130	156	182	208
105	26	52	78	105	131	157	183	210
106	26	53	79	106	132	159	185	212
107	26	53	80	107	133	160	187	214
108	27	54	81	108	135	162	189	216
109	27	54	81	109	136	163	190	218
110	27	55	82	110	137	165	192	220
111	27	55	83	111	138	166	194	222
112	28	56	84	112	140	168	196	224
113	28	56	84	113	141	169	197	226
114	28	57	85	114	142	171	199	228
115	28	57	86	115	143	172	201	230
116	29	58	87	116	145	174	203	232
117	29	58	87	117	146	175	204	234
118	29	59	88	118	147	177	206	236
119	29	59	89	119	148	178	208	238
120	30	60	90	120	150	180	210	240
121	30	60	90	121	151	181	211	242
122	30	61	91	122	152	183	213	244
123	30	61	92	123	153	184	215	246
124	31	62	93	124	155	186	217	248
125	31	62	93	125	156	187	218	250
126	31	63	94	126	157	189	220	252
127	31	63	95	127	158	190	222	254
128	32	64	96	128	160	192	224	256
129	32	64	96	129	161	193	225	258
130	32	65	97	130	162	195	227	260
131	32	65	98	131	163	196	229	262
132	33	66	99	132	165	198	231	264
133	33	66	99	133	166	199	232	266
134	33	67	100	134	167	201	234	268
135	33	67	101	135	168	202	236	270
136	34	68	102	136	170	204	238	272
137	34	68	102	137	171	205	239	274
138	34	69	103	138	172	207	241	276

FRINGEWORTHY

NAME	COUNTRY	RACE
...

OCCUPATION _____ MILITARY _____ EXPERIENCE _____

WORLD _____ PLATFORM _____ CIRCA _____

STR _____ INT _____ THR _____ PSI _____ SEX _____ HPT _____

CON _____ WIZ _____ DOD _____ HEIGHT _____ AGE _____ 75%

DEX _____ LCK _____ ACC _____ WEIGHT _____ BLOOD TYPE _____ 50% _____

AGL _____ CRZ _____ CRY _____ HANDED _____ L or R _____ 25%

Skills

SKILL	LEVEL	SKILL	LEVEL	PHYSICAL COMBAT
-------	-------	-------	-------	-----------------

Punch or Kick _____

Light

Medium

Heavy

Martial Arts

Passive Defense

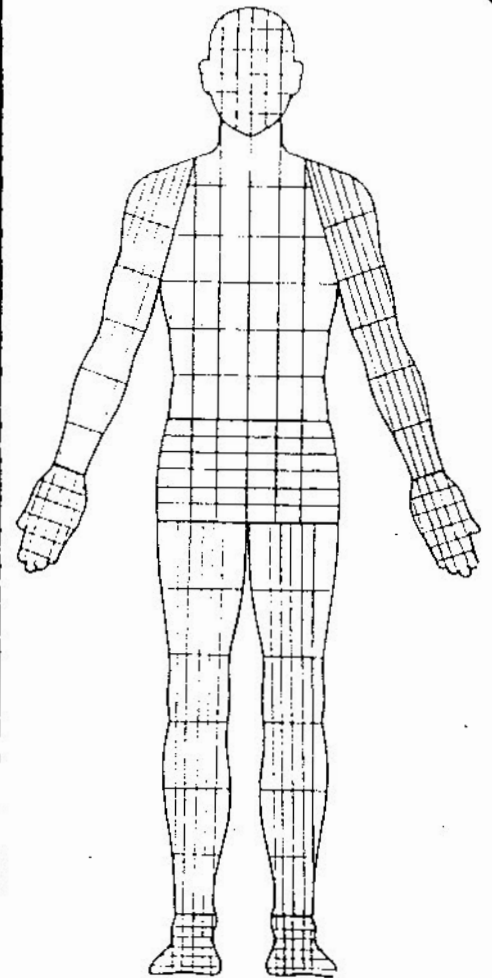
Passive Offense

Active Defense

Active Offense

LANGUAGES

Equipment



Armor



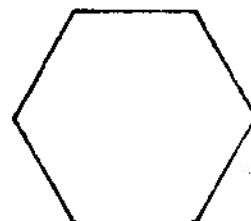
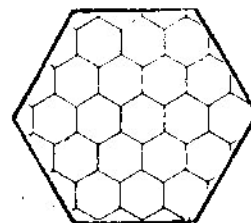
Weapons



ROF	AMO	PB	VS	SH	ME	LO	EX
ROL	CYC						
CAP	WTE	EFFECTIVE				EX+	
CIR	MIS						
HSM	KDM	SPECIAL					

ROF	AMO	PB	VS	SH	ME	LO	EX
ROL	CYC						
CAP	WTE	EFFECTIVE				EX+	
CIR	MIS						
HSM	KDM	SPECIAL					

World Sheet



PLATFORM _____

RING _____

PYLON LIGHT _____

STAR _____

GRAVITY _____

PRESSURE _____

ATMOS _____

MOONS _____

WATER _____

CLIMATE _____

TEMPERATURE _____

EXIT TO: _____

PORTALS TO INFINITY

1990

A Japanese research team in the Antarctic finds a gateway to Alien and Alternate Worlds.

But only one in a hundred thousand have that very special quality that lets them travel those roads to infinity.



FRINGEWORTHY

You are that one in a hundred thousand who can travel the portals and pathways.

You are Fringeworthy.
...and a million worlds wait for you.

With detailed information for character generation, skills, aliens, alternate worlds, modern and archaic weapons, vehicles, comprehensive medical and damage systems, special equipment, and much much more.

Polyhedral dice are not included.

