FRINGEWORTHY

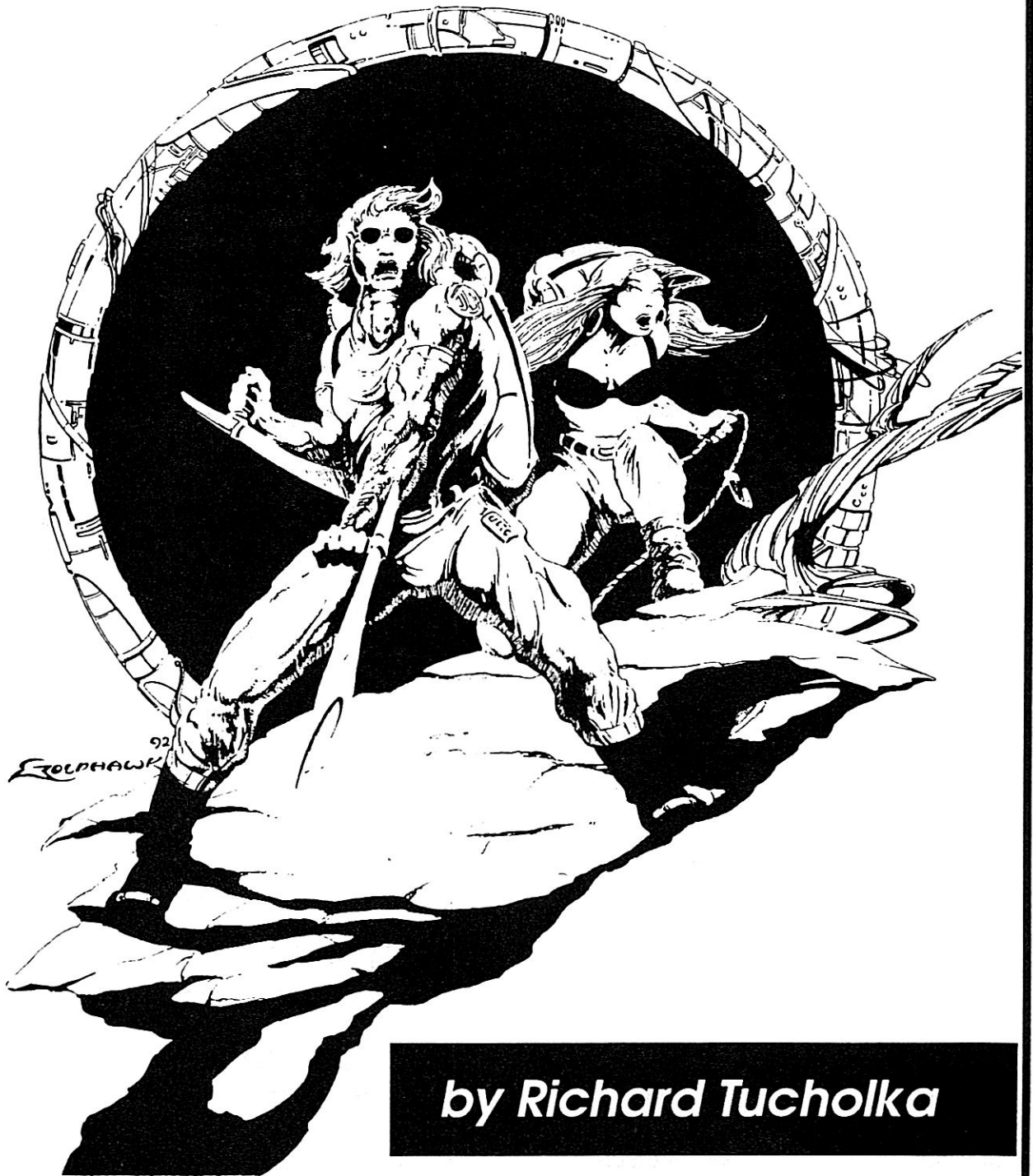## The Game of Interdimensional Adventure
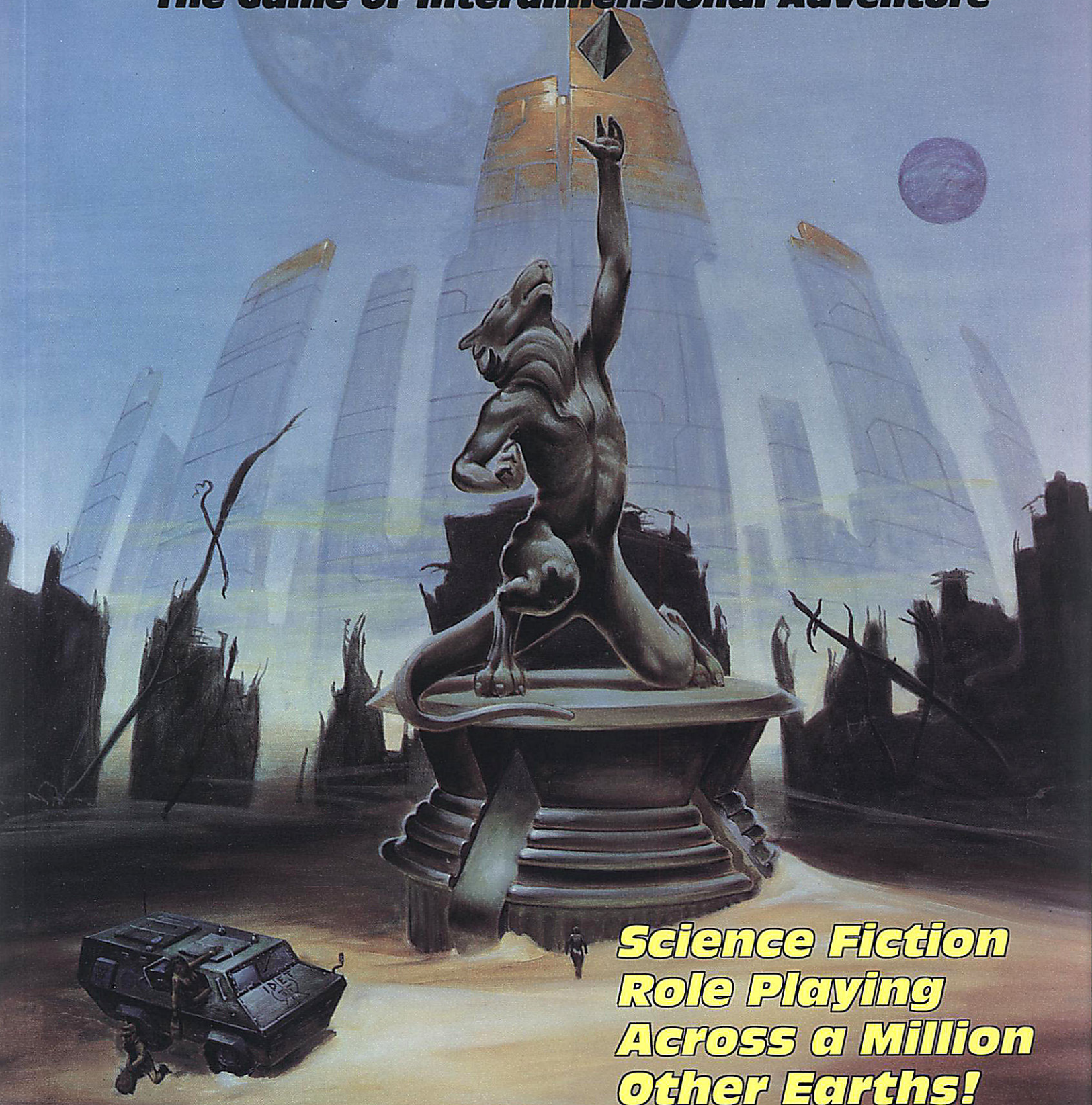
**Science Fiction
Role Playing
Across a Million
Other Earths!**

FRINGEWORTHY

Roleplaying Adventure on Other Earths!

by Richard Tucholka

FRINGEWORTHY

GAME DESIGN Richard Tucholka

PRIMARY ART	Scott Ruggels
Brad McDevitt	Doug Blanchard
Andrew Goldhawk	Lawrence deSouza
Tom Dow	Chris Haynes
Neotek Iconagraphics	Starla Stocking
Jeffrey J Steenson	John Anglin
STYLE CONSULTANT	Lynne DeNike Jones

TECHNICAL ADVICE	John Reiher
Dave Peters	Robert Sadler
Richard Senasac	Ken Farris
Tom R. & Tom N. Trotter	Bruce Sheffer
M.D. Metzger	James Adams
COMPUTER TECH	Rich 'Flash' Jervis
EDITING	Debbie Habberland
	Karen Roe
GRAPHICS ASSISTANCE	Brian S. Roe
	Sherri Chekal

SPECIAL THANKS

Dave & Diana Stein	Kevin Kangas
Steve Chekal	Xiang jun Chen
Kathy & Walter Carter	Eric Johnson
Lloyd Stillwell	Russ Herschler
Deb Schamber	**CONTRAPTION**
Dan Jones	William Welsh
Rob & Mary Bauer	**R. Talsorian Games**
Order of Leibowitz	**Windsor Gaming Society**
George 'Lan' Laskowski	**MARCON**
AMERICA ONLINE	**MDG**
Mark & Evelyn Leeper	**CONCLAVE**
Riding of Hawkland Moor	**NOVA**
Chris Beiting	Steve & Carol Sundahl
Karen Cloud	Sandy Goodfliesh
Malcolm Cleveland	Mike Lucas
Harlan Electric	Katherine Becker
Carol & John Nickerson	Mark Kenworthy
Paula George	Jeff Matthews
Pam Spurlock	Sandy Schreiber
Bill Barton	Randy Porter
Dave Jordan	**U CON**
Lawrence Watt-Evans	Pete Rogan
Julie Tucholka	Tom & Tara Barber
Brad Shiganaka	Larry & Carol Hastings
Andy Lawrence	Pablo Vincenti
Mike Mize	**Larry Dixon**
Charlie Tennant	**Mercedes Lackey**
George Arnette-Hutto	Val Conder
Denise Edgren	**Doug Housman**

and Especially:	Ken Hartson

DESIGNER'S NOTE

Since the first release of Fringeworthy in 1982, I have been amazed at the popularity and continued response to this unique game.

I especially dedicate this edition to those many IDET explorers who have walked the paths to a thousand worlds....and the stories that come back to me. Thanks for the support and the hard work that led to this new 10th anniversary edition. This goes double for Ed Powers, the real one.

Richard Tucholka

> *But still I could make out nothing distinctly on account of a thick mist in which everything there was enveloped, and over which there hung a magnificent rainbow, like the narrow and tottering bridge which Mussulmans say is the only pathway between Time and Eternity.*
>
> **A Descent into the Maelstrom**
> **Edgar Allan Poe 1841**

TRI TAC SYSTEMS
PO Box 61
Madison Hts, MI 48071-0061

INTRODUCTION:

LONG AGO

Before the dawn of recorded history, a race of gentle beings called the Tehrmelern created a vast network of inter-dimensional pathways that spanned both space and time. For a hundred thousand years they travelled and traded thesealternate worlds, spreading their love of peace.

Then, almost overnight, an unforseen terror ended the Commonwealth of the Tehrmelern, leaving their greatest creation to those who would follow.

2007 EARTH

A Japanese research team investigating the ecological effects of an unusually warm Antarctic summer make a startling discovery that is destined to change man's role across the universes.

The alien building they find buried deep in the melting Antarctic ice contains 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 their expedition had vanished without a trace.

OTHER EARTHS

In a week Sayuri Tanuma reappeared from the ring with a wonderous story. She told of other portals, and of walkways that lead to other worlds, alternate Earths, and to a strange guardian called Schmert who talked in rhyme 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 crystal pyramid.

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

FRINGEWORTHY

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

A desperate worldwide 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 and 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.

WELCOME TO IDET

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

...Running Midst the Trees, Who's There I Said...

As humanity begins its adventure to the stars and beyond, they fail to realize that the Tehrmelern's old enemy is still out there, watching, waiting.

FRINGEWORTHY

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 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 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.

FRINGEWORTHY GAME BOOK

Fringeworthy was written to be realistic, concise, and easy to play with the Tri Tac System or your favorite game system. The system was playtested by role-players who understand the problems of running a game with overlong text and complex systems that make the game a burden for GM and player alike.   The book you hold is a compendium of ten years of playtesting across the US and Canada.

Fringeworthy is a complete rule book.

THIRD EDITION FRINGEWORTHY

The new editions of Tri Tac Games are not much different from the old Tri Tac system you may remember, though many changes have been made to make it more playable and less time -consuming for the GM. For younger gamers, beginners, and GM's who hate a serious rule system, we've created a lot of easy options for game play.

MATERIALS NEEDED

01   One copy of FRINGEWORTHY
02   Paper, Pencils, Notebooks, Maps, Index Cards
03   A good stock of Photocopies of the UTILITY SHEETS from the back of this book.
04   A set of common polyhedral dice, the more the better. These will include the following:

TYPE	CODE	RANGE
Four Sided	d4	01-04
Six Sided	d6	01-06
Eight Sided	d8	01-08
Ten Sided	d10	01-10
Twenty Sided	d20	01-20
Percentile	d100	01-00
(or Gamescience ™ Zocchihedron 100 Sided Dice)		

05   A Tri Tac Systems Shield (#0500) and Tac Cards are an optional addition for the GM and players.
06   A pocket calculator is helpful.
07   A GM and 1-20 players.
08   A set of miniature figurines and scale buildings are great for placing the setting of your adventure .
09   An outstanding imagination or a very keen interest in history, and a quiet place to play are also a must.
10   Don't forget the pop & chips.

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're interested in producing or licensing Fringeworthy playing aids, contact Richard Tucholka at Tri Tac Systems at the address listed elsewhere in this book.

TERMS OF ROLE PLAYING

In Fringeworthy you will learn many new terms or abbreviated words that will help you play the game. Many of these terms will soon become second nature.

ROLE PLAYING

If you have this book, you know what role playing is and we need not go into detail to explain something you've seen defined a hundred times before. Remember that role playing is group interaction, cooperation, and fun. Never loose sight of this fact.

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 aliens and animals as long as they are played true to their 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 personalities and development may range from simple to complex colorful individuals.

FRINGEWORTHY

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

Tehrmelern \Ter-'mel-urn\
n: The race of creatures who built the Fringepaths, the pathways between alternate worlds.

Mellor \Mell-or\
n: The race of shape-shifting creatures that exterminated the alien builders of the Fringepaths, the Tehrmelern.

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 totaling the resulting numbers.

4d6 +2

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

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.

d6 x .50

The x .50 is a modifier for the final total result. Most of the modifiers can be found in the handy NUMBER MULTIPLIER chart in the back of the book. Always round your fractions down. (See Also Pg. 178)

MEASUREMENT

Fringeworthy was designed with the English system of measurement. A metric conversion table is included in the appendix. (See Also Pg. 177)

CROSS INDEX

Many sections of Fringeworthy will reference other pages with related information. Look for these sections that end with: (See Also Pg. 003)

N/A —

This is a general term used throughout the game that means not applicable or nil. This will often be found in areas where data is not necessary.

TABLES

Most tables and charts are not generally labeled for type of dice to roll. These are most often a d100 or a d10 roll. The range of these tables are always the dice type to throw unless otherwise specified.

UTILITY SHEETS

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

TIME, MOTION & ACTION

Throughout Fringeworthy, time will be listed as actions, turns, and real time. Mostly these are abbreviated into the following simple system.

s	=	Seconds
m	=	Minutes
h	=	Hours
d	=	Days
w	=	Weeks
M	=	Months
Y	=	Years
ACTION	=	2 Seconds Real Time
TURN	=	1 Minute or 30 Actions

EASY ABBREVIATION

In all Tri Tac Games we try to use a simple system of phonetic abbreviation.

> "Infinity is ours, what do we do with it now?"
> *Gen. Walter Cartwright*

WHAT CAN I DO DURING AN ACTION?

In any action, characters can perform short physical movements such as:

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

AGILITY MODIFIERS

A high agility may increase or lower your number of movements per action. (See Also Pg. 009 & 021)

MOVEMENT RATES

WALK	=	04 feet per action
DODGE	=	05 feet per action
RUN	=	07 feet per action
RUNNING JUMP	=	01 foot cleared per point of STR
IMPAIRED		
MOVEMENT	=	Half Movement from pain, stun, wounds, intoxication, etc.

COMBAT

In each combat action a character can do one of the following:

PHYSICAL ATTACK

Attempt to hit any target by rolling a d20 under your character's Dexterity. Use any optional size and speed modifiers where they can apply.. You may also use the optional motion modifiers from the skills section. (See Also Pg. 114 & 117)

MARTIAL ARTS

These varied skills give the character a special range of physical combat skills and combat options.

Always roll under your Martial Arts percentage on a d100 for successful use. (See also Pg. 115-116)

WEAPON ATTACK

Attempt to hit a target by rolling a d20 under your character's Accuracy. Use size and speed modifiers from the Projectile and Weapons Fire section.on Pg. 140-144. You may also use the optional motion modifiers from the Skill section. (See Also Pg. 021-022)

In the rear section of Fringeworthy also find an EASY COMBAT INDEX. (See Also Pg. 117)

SIMPLE 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 can not be dodged. For more complex use of the system see page 114 to start Physical Combat.

HIT POINT, WBD, HPT

This is all the same term for body or structure points. The term HPT is an abreviation for Hit Point and WBD is the term meaning Whole Body Damage or gross physical damage.

EXAMPLES

As you progress through the ideas and game concepts 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.

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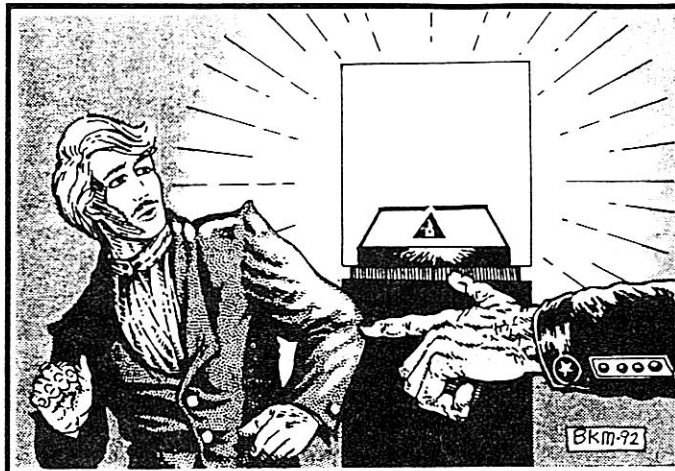
At 32 years of age, Ed Powers was a content computer programmer in a large banking conglomerate in Midwestern America.

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.

2009 Topeka, Kansas

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 the 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 reality 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?" Ed thought as he smiled to himself.

Ed would soon learn...

HISTORY

The following is a short history of the discovery of the Fringepaths and the politics that helped form the UN's IDA and finally, world cooperation.

Jun 2006

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

Sep 2007

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

Jan 2008

Hatsumi Antarctic Expedition vanishes 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 125,000 years ago. The see-saw battle begins for control of the Antarctic artifacts with the third world and the U.N. finally winning over the technological might of the United States and the stubborn determination of the Russians. The World Fringe Treaty is signed.

Apr 2008

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".

Jun 2008

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

Sep 2008

Three of eight main Portal Stations on Earth are secured. The fourth station is claimed by the military Junta that now rules Chile. They disavow UN resolutions and form an alliance with the owners of the fifth, and damaged, portal in Libya. Libya is backed by the African Socialist Alliance.

Dec 2008

The first IDET teams begin the exploration of the near worlds and discover an endless road to space as well as Alternate Earths.

Jan 2009

The U.N. begins searching for people who are "Fringeworthy".

Apr 2009

Contact with Earth Prime's close neighbors, Victorian Earth and the Heavies.

May 2009

Dimixi, and the Golden Horde join with UNIDA goals.

Oct 2009

Contact with Slargs.

Jun 2009

Meeting with Blizniz, Keegak, and T'ziel.

Aug 2009

Contact Norlanders and Romana Universa. Battle of Platform (+8) with Fringepirates group.

Dec 2009

Formation of the IDET Alien Core to explore the Pathways. Direct contact with Mellor, and Schmert visits Hatsumi base for a private confrence.

Jan 2010

Conference of Worlds creates a Non-Interference directive for the IDA and forms the United Nations Interdimensional Survey Service (UNISS). Chilean's open the Pascua Portal and refuse to obey UN mandates. Earth Prime Platform is placed under tight security.

"Fringeworthy"

The world press quickly named the Portal Stations a "Fringe" dimension between universes. The term "Fringe" became popular with the mass media, and soon, anything connected with the Alien transit system was prefixed with the term. Fringegate, Fringepath, Fringetech, Fringeworld, 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 Interdimensional Agency (IDA) 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 with 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 and a few were found.

HOW DO I JOIN IDET?

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.

WHAT DO I START WITH?

Anything you want. While equipment stocked by the IDA is extensive, you can take personal equipment or weapons you are proficient with. If you think an item is indispensable, talk to the supply officers. If any request is within reason, or budget, you have it.

HOW CAN I SURVIVE?

With a little common sense, close group interaction, a good sidearm, IDET Training, and careful planning. The rest will fall into place.

WHERE ARE WE?

You start in Geneva Switzerland and are transferred to Hatsumi Base in Antarctica. Training in Australia.

WHERE AM I FROM?

Your country of origin is your choice. Humans come in a wide range of colors and ethnic backgrounds. The choice of running a humanoid or alien from the IDET Alien Corps is the player's decision after he or she has played in a few games. GM's are encouraged to start characters as human and later let players create non-human Player Characters.

WHAT DO WE DO?

Once players have become used to their situation, they have many options of what to do while in IDET. Here are a few possibilities of what your crew can become:

Explorers

Exploration Teams sent by the IDA. Out for high adventure as they explore the Fringepaths.

Artifact Collectors

Much like the first group, their mission hinges upon finding and collecting as many Tehrmelern artifacts as they can find. More often than not, this leads to their finding trouble instead.

Hunters

Out to hunt big game or Mellor, they often become hunted themselves. They often work with Preservationists or are called when something or someone destroys or cripples an IDET team.

Preservationists

Teams out to return extinct species to the Earth. This becomes increasingly difficult with larger animals (and dinosaurs...).

Emergency Medicine & Rescue

Medical teams with a mission to aid mankind wherever he is sick or ignorant of danger.

Fringe Pirates

Abandoning Earth, these misfits are the bandits that loot across the Fringepaths with no concern for the law. They know they have a perfect escape route.

Fringe Security

Finding trespassers on the Fringepaths and dealing with them along with collecting the bounties on Fringe Pirates becomes the object of this group.

Historians

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 Conquerors

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.

Clean Up

These are highly covert groups that help keep the secret of IDET safe on worlds not ready for contact. Often technical and psychological experts, they are masters of evidence dispersal and misleading natives about UNISS's true objectives.

Ed Powers during Training at Alice Springs, Australia

MORE FRINGE TERMS

This short list may help the new reader get used to the many proper terms and slang used by the IDA and IDET teams.

PORTALS

Portals, Transit Rings, or Ground Stations are 25 foot rings that lead to platforms. All rings have ramps that lead to them along with a Control Pylon. Platforms have 50 foot rings at four edges and 8 of the smaller rings. See Also Pg. 042

WARPS

Warps are rifts in space caused by portals to disguise entry/exit points. Warps often appear as a faint rainbow colored glow to the Fringeworthy. See Also Pg. 042

PLATFORMS

The 600 foot disks that float in Fringe Space, connected by metal pathways and 50 foot portal rings. These are the entry and connecting stations between worlds. See Also Pg.040

FRINGEPATHS

These are the metal pathways that connect the platforms in Fringe Space. All pathways are a uniform 49 miles in length. See Also Pg. 043

FRINGE SPACE

A hyper dimensional space where the Tehrmelern built their transit system. See Also Pg.040

PYLONS

Every ring station that leads to a world has a control pylon that lights to give basic information on the other side. See Also Pg. 044-045

CRYSTAL KEYS

The small 4 sided crystals that lock and unlock the pylons and open the gates. They come in many colors that denote other functions and a security rank. See Also Pg. 044

UNIDA, UNISS, IDET,

The United Nations Interdimensional Agency, the controling body that oversees the explorers and disperses new technology to Earth Prime. Includes sub-agencies and special comittees. Based from the UN offices in Geneva Switzerland See Also Pg.057-058

EARTH PRIME

Our Earth, the Central point of Exploration.

IAC

IDET Alien Corps. The other non-human races who have joined the IDA for mutual protection and exploration. See Also Pg. 059

UFN & ASA

The handful of Nations who have Fringe access and are not under the direct control of the UN. These few UN-ALIGNED FRINGE NATIONS are a thorn in the side of UNIDA. See Also Pg. 062

← THIS IS MY CHARACTER

Tucholka's 7th Law of Character Design

Your Players will run fascinating characters when you least expect, or want it.
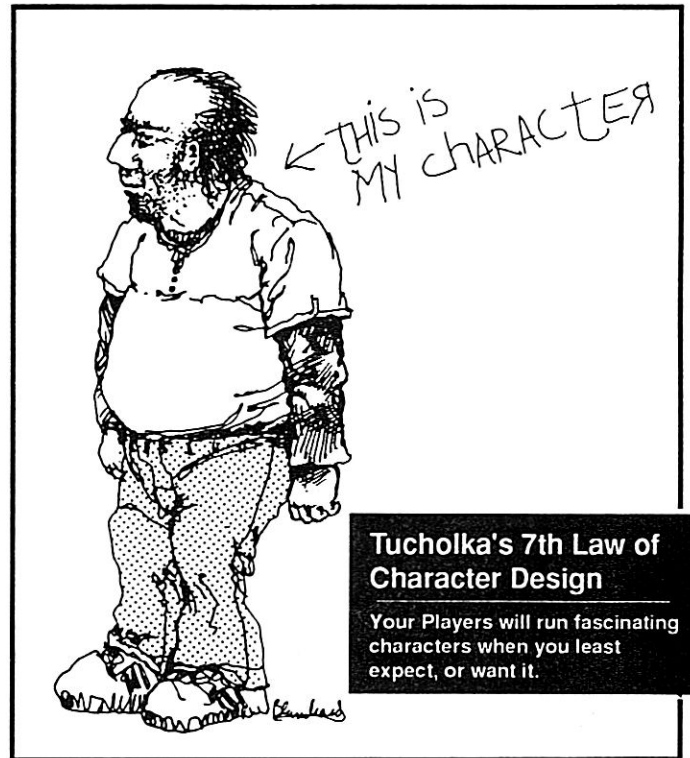
CHARACTER DESIGN

Character design is easy. First, make a photocopy of the FRINGEWORTHY Character Sheet from the back of this book.

LET'S CREATE A CHARACTER

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 character will often require updating.

REMEMBER

01   Follow instructions, rolling only once for each of your player character's statistics.

02   There is no best of three rolls or picking the "best" of 6 dice. What you get is your character. That's Role Playing, and your job is to make the best of what you are. When you roll a statistic, it is yours permanently or until you develop it by use of skills.

03   Think about your character before you develop his talents. With this system you will have the freedom to create a player character whose personality and skills are entirely your choice.

04   Remember that aliens are created by modifying basic human statistics. Create a human character first as you get to know the system. When you create a second character in the future, create an alien if the GM gives the ok.

05   Let's Do it!

DESIGNING CHARACTERS

There is nothing as important as your character, his personality and history. All of this you will be free to design to any ends you wish. Create those factors that influence his or her 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, you must 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 computer to save himself?
03 Once having established a personality, stick with it. A good way to drive a GM crazy is a player character with a half a dozen personalities. A drunk one week doesn't become a saint the next without a little work or a good reason. When he becomes a lost Prince of Bulgaria the third week, there may be a credibility gap.
04 Remember, you can always roll a new character to replace the old if you become really discouraged with the character's personality. Remember you are role playing. Temporary retirement gives the benefit of your having a character for a later date.

HOW DO I BEGIN?

Start with a blank character sheet. An example is in the Utility Sheet appendix of Fringeworthy. Also see the Jump Start options Pg. 182-184 for fast character generation.

CHARACTER INFORMATION

Follow the next few pages to generate the statistics for your character. When finished check the military training modifiers.

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. This can be any known human ethnic or racial type. Aliens are possible too.

OCCUPATION

The primary skill of the character, what he or she did for a living before joining IDET. This may also be a new skill developed after becoming an explorer.

COUNTRY / PLANET / ALTERNATE

This is the character's country or world of origin. This may also include adopted countries and will not necessarily predetermine race. This may also include alternate Earths later in the game.

COMMAND

This is a character's military rank from current or past armed forces service. This may add to skills of survival and military weapons use. (See Also Pg. 024)

AGE

This is the age of the character.

SEX

The character's gender.

LEVEL

The current Experience Point level of the character.

EXPERIENCE   EXP

The number of Experience Points the player character has earned on his or her life and adventures. There are two spaces on the character sheet for experience. The first is for your accumulated points, the second is the next number you need to cross to gain extra HPT, Skill Points, and WKP.

Experience is entirely controlled by the GM. (See Also Experience on Pg. 022)

STATISTICS

These are the randomly generated numbers that give your character his strengths and limitations. The character sheet shows the block of statistics you will be generating. These are also called Stats.

STRENGTH   STR

Strength is the force a character can exert to lift or move objects. Each point of strength allows a character to carry 5 pounds with reasonable comfort.

STRENGTH HAS FIVE OPTIONS:

01 CARRY
   5 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
   Four times STR. Use in a lift situation for d4+2 actions in a 5 minute period.
03 DRAG
   Six 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. (See Also Pg. 114)
05 THROW
   The limit of distance an object may be thrown. See damage relating to impact. (See Also Pg. 010 & 110)

GENERATE STRENGTH

For your Strength roll 4d6 and subtract 4 from the result. This type of (4d6) -4 roll is the standard roll to create most of your character's statistics.

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 -3 CON a character suffers death shock and will die unless aided. Remember Constitution is your second set of Hit Points. Constitution regenerates at a rate of 1 point per 5 minutes in a nontrauma situation. (See Healing Pg. 027 and Damage Pg. 100.)

GENERATE CONSTITUTION

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

DEXTERITY   DEX

Dexterity is the character's general measure of hand-to-eye coordination that allows him or her 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 to include the modifiers in the combat charts and other "to hit" modifiers due to skill and martial arts training. (See Physical Combat Pg. 114)

GENERATE DEXTERITY

For Dexterity roll 4d6 and subtract 4 from the result.

AGILITY   AGL

Agility is the speed of action of the character and the coordination of his or her movements. Determine your character's movement and action rate from the table below. Index across from your character's 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

PHYSICAL STUNTS

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 Difficulty Tables on Pg. 021-022. and the Combat Section on Pg. 114.)

GENERATE AGILITY

For Agility roll 4d6 and subtract 4 from the result.

INTELLIGENCE   INT

Intelligence is the learning ability of the character you design. A lower intelligence may limit the character's initial skill numbers but will in no way make him or her any less of a playable character. (See Also Pg. 013)

GENERATE INTELLIGENCE

For your character's intelligence roll 4d6 and subtract 4 from the result.

WISDOM   WIS

Wisdom is the character's ability to use sound judgment in an unusual situation or learn the purpose of items of unknown function. Always roll under your wisdom on a d20 for successful use. Also roll under WIS on a d20 to spot the partially hidden.

GENERATE WISDOM

Your general Wisdom score is found by rolling 4d6 and subtracting 4 from the result.
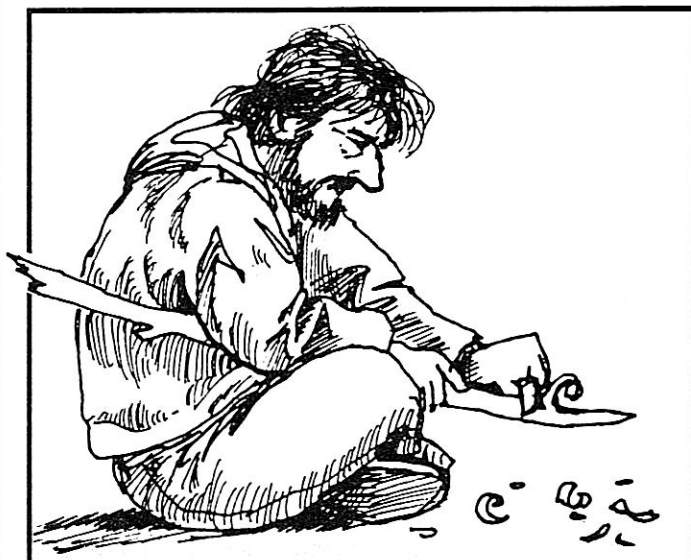
LUCK   LCK

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.

GENERATE LUCK

For Luck roll 4d6 and subtract 4 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 life or the hostile paranormal. (See Also Temperament & Charisma Pg. 165-166)

GENERATE CHARISMA

For Charisma roll 4d6 and subtract 4 from the result.

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 THR 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

CALCULATE THROW

For your ability to Throw, add your ratings of Strength, Accuracy, and Dexterity. Divide the result by 3. Round fractions down to the nearest number. (See Also Pg. 142-143)

> ## STRENGTH + ACCURACY + DEXTERITY
> ## 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. (See Also Pg. 140-144)

GENERATE ACCURACY

For Accuracy roll 4d6 and subtract 4 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 DOD rating on a d20 for success. (See Also Pg. 021)

CALCULATE DODGE

For your ability to Dodge add your ratings in Strength and Agility. Divide the result by 2, rounding fractions down to the nearest number.

> ## STRENGTH + AGILITY
> ## DIVIDE BY TWO

ABILITY to DEAL with ALIENS   ADA

Ability to Deal with Aliens is the character's ability to adapt into weird customs or environments. This statistic allows you to face non-human beings without squirming or feeling uncomfortable. This is the character's basic index of xenophobia or how he or she reacts and adapts to unusual beings or circumstances on Alternate Earths.

GENERATE ABILITY TO DEAL WITH ALIENS

Roll 4d6 and subtract 4 from the result. This is your score to roll under on a d20 to comfortably fit into alien crowds or not be too startled when interacting with non-humanoid life forms.

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 -03 Hit Points a character suffers deathshock. (See Also Medical Pg. 026-027)

CALCULATE HIT POINTS

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.

> ## STRENGTH + (2x CONSTITUTION) + d10

PSIONICS   PSI

Psionics is the ability to have an extra range of controllable senses. PSI ability can manifest itself in many forms or combinations of forms.

GENERATE PSIONICS

Go to the PSIONICS section on page 91.

ALIEN TECHNOLOGY USE   ATU

This skill is the ability to puzzle out complex alien-built technology and find its use.

GENERATE ATU

For your ability to use Alien Technology roll 4d6 and subtract 4 from the result. Roll a d100 under this number for successful fast learning use. (See Also Pg. 021-022)

CRYSTAL USE   CRY

This is an additional ability that allows a Fringeworthy character to use his or her crystal key as a tool. Functions include a cutting beam, flashlight, locator, communications device, resuscitator, beacon, force field, and electronic disruptor. These abilities and more can be used only after extensive training and experience. See Crystal Keys on Pg. 044-045.

This special skill is usable once per hour without harm to the user. Overuse of this skill causes a loss of 1 CON point per use and a 10% cumulative chance that the user falls unconscious for 6d10 minutes.

GENERATE CRY

For Crystal Use roll 4d6 and ise the result as your starting percentage. Roll under this number on a d100 to successfully use any of the functions listed on Pg. 045

The Ed Powers Story

"Kind of pretty," said Ed Powers as he looked at the ruby colored crystal. It pulsed with a warm light, like a living thing. "Kind of reminds me of a cat I once had, same feeling, but that doesn't make a l0t of sense."

Morrow smiled, "Perfect sense Ed."

MENTAL STABILITY   STB

STB is the character's score of mental stability under harsh or trying circumstances. Always roll a d100 under your STB score to avoid the loss of a few points. The GM is recommended to use this system sparingly or optionally at best. Points can be deducted for any number of general reasons that include:

OPTIONAL STABILITY REDUCTION

Extreme Stress	-1
Serious Lack of Sleep	-1
Eating Fast Food For a Week	-1
Grueling Physical Hardship	-1
First contact with Aliens	-1
Extreme Violence	-1
Contact with **'Very'** Alien Life Forms	-2
Blood, Guts and Gore	-2
Alien Cuisine	-2
Contact With Crazies	-1
Seeing Friends Killed	-1
Seeing Friends Killed Horribly	-3
Torture, Mutilation, etc.	-3
Severe Frustration	-1
Severe Physical Trauma	-1
Severe Mental Trauma	-2
First Contact with Mellor	-2
Talking to Tehrmelern	-1

EFFECTS OF STABILITY LOSS

The general loss of STB only means the character is startled, nauseated, upset, or shaken for an action or three. While disquieting, these reactions are not harmful.

WHEN A CHARACTER REACHES 0 STB

Enough horror and disgust eventually takes a toll as the character's STB rapidly falls. When STB reaches 0 roll a d100 on the table below. Each -10 points the character accumulates gains him or her another role on the chart below. Psychological help will also restore d4 points per month at the GM's whim. Roll a d100 for table and a d10 for the problem.

STRESS RELATED PROBLEMS

01-75	MINOR PROBLEM	Table A
76-85	SERIOUS PROBLEM	Table B
86-95	CRITICAL PROBLEM	Table C
96-00	DANGEROUS PROBLEM	Table D

A	**MINOR**	**B**	**SERIOUS**
01	Minor Nervous Tension	01	Depression
02	Wants a Vacation	02	Nervous Twitch
03	Sleeplessness	03	Stops Caring
04	General Indigestion	04	Stomach Disorder
05	Gains Weight	05	Begins to Smoke
06	Loses Weight	06	Eats Too Much
07	Forgetfulness	07	Begins to Drink
08	Nervous Tension	08	Talks to Self
09	Picks up a Weird Hobby	09	Severe Nightmares
10	Becomes Temperamental	10	Becomes Paranoid

C	**CRITICAL**	**D**	**DANGEROUS**
01	Wants to Quit any Association with Aliens	01	Dangerous Recklessness
02	Becomes Compulsive	02	Dangerous Paranoia
03	Severe Depression	03	Becomes Violent
04	Hysteria Over Little Things	04	Hyperactivity
05	Stomach Ulcers	05	Chain Smoking
06	Dangerous Depression	06	Cowardice
07	Alcohol Abuse	07	Becomes Irrational
08	Becomes Threatening in Personality	08	Becomes Trigger Happy
09	Becomes Reclusive	09	Nervous Breakdown
10	Becomes Foolhardy	10	Gains Odd Phobia

GENERATE MENTAL STABILITY

Find your STB by adding your score of Constitution (CON) and Wisdom (WIS) to 50. This score is regenerated with use of acquired skill points. Trade 1 new skill point for d10+2 STB points before your score hits the bottom.

The Ed Powers Story

While at the Ring Station, a Truch pulls in with a medical emergency. A close Exploration team setting up a station at +2,7 was descimated by a pack of Deinonychus.

Nearly in shock from the sight of the blood and the screaming of one of the victims, Ed realizes one of the stretchers contains a friend he was training with.

Rahib's right arm ends in a ragged stump and Ed realizes the hideous abdominal injuries should have killed his friend well before now.

Rahib Mulhatney smiled up at Ed, "Powers, quite a mission, a milk run...yes?" Closing his eyes, Rahib sighs and dies.

With a STB of 87, a d100 is rolled and a 91 results. A point of STB fritters away and Ed seriously considers tossing his cookies.

"And they were the lucky ones..." mutters Dr. Frost, as he pulled a blanket over the head of another rookie.

STANDING   STN

Standing is the character's general index of personal standing or how others see him or her in their general profession. A security officer with a STN of 2 is not at all that impressive. With a STN of 20 the officer is regarded as very well known. Standing ranges from -20 to 20. Negative standing near -20 also means the player's character has a 'well known' reputation. Unfortunately this reputation is for the wrong reasons. Generally negatives give the individual a reputation of Negative character.

THE GM SETS STANDING

Standing is entirely controlled by the GM and is reduced or increased as he or she sees fit.
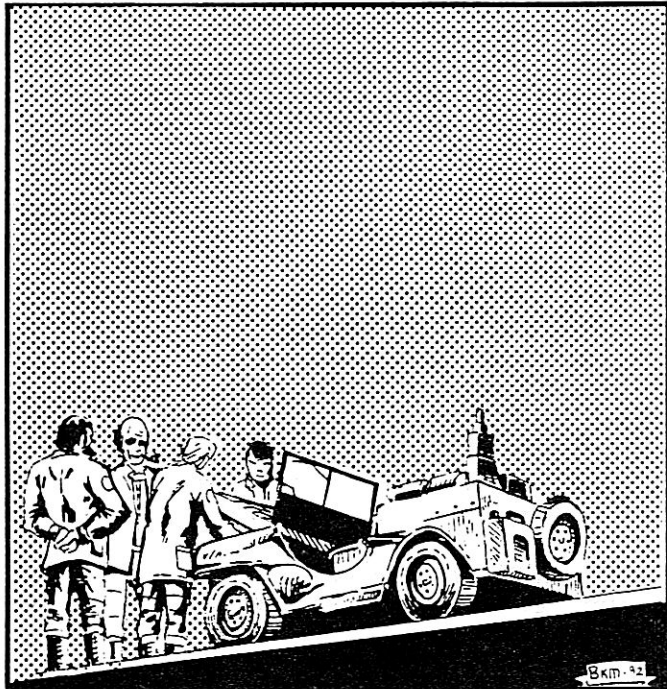
The Ed Powers Story

On Ed Powers' first trip to an Alternate World, his vehicle begins to have problems. Coasting to a stop, a dozen miles from the Ring Station, the 4 Fringeworthy rookies and their instructor open the hood and poke at the dead engine.

Jerry Matheson, the team leader, ponders for a minute and asks for a roll call of skills.

"Psychology," says Rubin Goldstein.

"Cheladnik, er...Butcher," says Stanislaw Mestrovic in heavily accented English.

Tang Tsou beamed, "I was Cooperative Leader of the Great Chengchow Sanitation Brigade!"

"Computer programming for an auto insurance company," added Powers while still pondering over Tang's job title.

"Guess your elected, old boy," said Matheson, "I ran a Chemists shop in Liverpool."

After a few minutes of concentration and a few tweaks here and there, Ed goes back to the drivers seat. As he taps the fuel gauge, the needle drops to empty.

"Cheap fuel gauge," says Ed as he goes to the back of the Hummer for a fuel can.

GENERATING SKILLS

Skills are an integral part of the player character. A skill is a specialized area of knowledge and training developed by your character through 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 normal maximum of 20. As a character gains experience he can develop existing skills or add entirely new 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.

LEARNING SKILLS

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.

HOW DO I LEARN BY?

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

CODE	LEARN BY	TIME
W	WORK EXPERIENCE	10 years
T	TECHNICAL SCHOOL	02 years
M	MILITARY EDUCATION	06 years
H	HIGHER EDUCATION	08 years
S	SELF-TAUGHT	05 years

CHOOSE A FIELD OF LEARNING

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 that skill to start at a level of 1. As a character gains skill levels, this skill has no penalty for development.

REMEMBER

01 Extra-Legal skills are always self-taught skills. Many of these skills are beneficial for characters in highly adverse situations. (See Also Pg. 020)

02 Medical Skills require a slightly different process to create than normal skills. If you decide to become a doctor, go to the Medical Skills section. (See Also Pg. 26)

03 General military training requires a short stint in the Armed Forces. While adding a few years to age, it gives a small number of bonuses. See Military Training (See Also Pg. 024)

04 Characters may have a skill or natural talent with a skill level bonus. Any creative talents have a 15% chance of existing in a character.

> **HOBBY**
> +1 Skill Level on any 2 hobby type skills.
>
> **LONG USED SKILL**
> +1 Any 1 skill in semi-constant use or occupation.
>
> **CREATIVE TALENT**
> +2 Any Creative Type Skill (This may include art, writing, music etc.)

CHOOSE
YOUR PRIMARY SKILL

Choose a primary occupational skill. Your starting level for this skill is d4 +4.

CHOOSE
YOUR 2 SECONDARY SKILLS

Choose two skills that relate to or help you in this primary skill. Start the level of these skills as d4 +2.

CHOOSE
THE REMAINDER OF YOUR SKILLS

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.

HOW MANY SKILLS DO I START WITH?

The number of starting skills is determined by the character's intelligence.

INTELLIGENCE		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

OPTIONAL AGE BONUS

To round out a character due to age and years of experience, subtract 21 from the character's age. The remaining number will be extra skill points to improve skills or choose new ones, once the character is finished.

(AGE) - 21 = SKILL POINT BONUS

The Ed Powers Story

Ed's old skill of Computer Programming is his primary skill. His two other related skills are Higher Math and Accounting. He gains a bonus (+1) in his skill of Computer Programming because it was his occupation. He also adds a (+1) bonus to his minor Auto Repair skill because he considers it a hobby.

SKILL	LEVEL	% SUCCESS
Computer Programming	09	45%
Higher Math	04	20%
Accounting	05	25%
Auto Repair (Hobby)	03	15%

Ed's player now chooses 15 additional skills because of his intelligence of 11. For each of these new skills he rolls a d4 to determine their starting level. He adds a (+1) to Auto Repair as a hobby bonus as he likes to work on 'old cars'.

WHAT IS A SKILL LEVEL?

Skill levels (0 to 20) are a measure of the character's ability to perform a specific 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.

HOW DO I USE SKILLS?

All skill attempts of any importance have GM rated difficulty potential. This is the number a player must roll under on a d100 (Percentage Dice Roll) to accomplish the task successfully.

This number for success is modified by resources available, time, and situation. Remember that all modifiers are optional for the GM's use.

REMEMBER

01　Each point of a skill your character has is worth +5% toward your needed number.

02　Related skills from a single player can be combined for the attempted task under the discretion of the GM.

03　Skills cannot be combined with like skills from other players. The highest skill level that is available is the level used for the task attempt. Each player helping adds +1% to the final totals.

04　Only by the GM's decision can the luck roll be used where an attempted percentage roll fails and falls short by one or two points.

05　An unmodified die roll of a 01 on a d100 is always a complete success. A roll of 00 is always a crashing failure.

OPTIONAL SKILL EXPERTISE

As you know, the general maximum of a skill level is 20 or 100%. Characters who wish to gain even more knowledge in a field can develop the talent beyond level 20 with acquired skill points. The cost for each level beyond 20 is 10 skill points. The following titles are the rough divisions of expertise of a skill.

Level	Title
01-05	GENERAL KNOWLEDGE
06-10	GOOD KNOWLEDGE
11-15	EXPERT
16-20	MASTER
21-25	DEVELOPMENT EXPERT
26-30+	THEORETICAL RESEARCHER

RATING DIFFICULTY

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

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

Sayuri Tanuma Finds Tehrmelern Crystal Key 2008
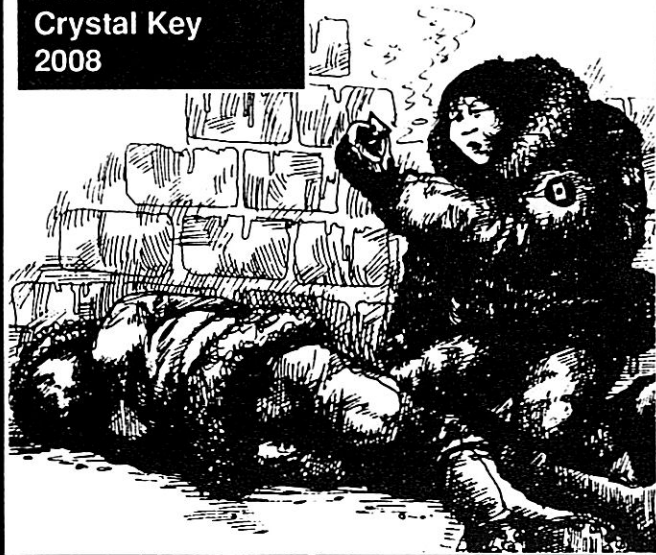
OPTIONAL STATISTICS IMPROVEMENT

Even if your character is a bit under-developed or lacking in the characteristics you think are important, you still 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 accumulation from one level to the next.
04 Only the statistics of Strength, Dexterity, Constitution, Wisdom and Agility can be developed.
05 Throw and Dodge statistics are refigured after physical statistics are improved.
06 Hit points are not refigured.
07 Improving Accuracy is a specific skill relating to firearms familiarity. (See Also Pg. 152)
08 Statistics cannot be improved over 15.

COST OF IMPROVING STATISTICS

This cost is in earned skill points or points from use of the age bonus. (See Also Pg. 013)

CURRENT STATISTIC	PER POINT OF INCREASE
0 to 05	1 Point
06 to 09	2 Points
10 to 13	4 Points
14 to 15	6 Points

The Ed Powers Story

Ed Powers, with a strength of 11, begins to develop his few muscles with body building exercises and at the point of changing from third to fourth level gains 7 skill points for use.

With four points he raises his Strength from 09 to 10, with the second two points he raises his Constitution from 9 to 10. To raise his strength from 10 to 11 will take 4 skill points. He only has a single point left until he gains a few thousand more experience points.

Ed's final point is allocated to improving his skill of target shooting.

MARTIAL ARTS BONUS

The taking and developing of martial arts skills can add a +1 on Agility "use" per 5 levels of Martial Arts skill. (See Martial Arts Pg. 115)

SKILL TYPES

The following are a list of possible skills a character can have. Feel free to add more or alter them to fit what you need to design the character you want. If you can't find the skill you want, simply create the specific skill with the GM's approval.

A

ABNORMAL PSYCHOLOGY H M S
The study of deviant social behavior in humans, aliens, or animals. Requisite (Psychology)

ACCOUNTING W H M S
The ordered process of keeping track of funds earned and spent by a single source or business. Become a CPA at Level (6).

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

AIR SEA /SPACE NAVIGATION T M S
The ability to direct the course of a craft with at least moderate accuracy over distances.

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

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

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

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 general development. Requisite (Sociology)

ARCHAEOLOGY H S
The study of past life and civilization as revealed by relics left by ancient peoples. Requisite (Anthropology)

AQUATIC VEHICLES TECHNOLOGY T M
The care, operation, and repair of aquatic vehicles and equipment. Requisite (Engineering 2 & Aquatics 4)

AQUATICS (Diving) M S
The study and use of artificial aids to survive under water. Requisite (Swimming 3)

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.

ART, PAINTING T H S
Application of pigments to a flat 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 forms, including painting, sculpture and other aspects.

ASTRONOMY T H M S
The study of stars, planets, and phenomena of space. Requisite (Mathematics 3)

ASTROPHYSICS H M
The physics of outer space, the operational and theoretical mechanics and chemistry of stars and planets. Requisite (Higher Math 3)

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

B

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 TM S
Cutting hair and hair styling.

BIOCHEMISTRY T H M
The basic chemistry of carbon based living things, may include analysis and practical use. Generally requires use of sophisticated equipment. (Requisite Chemistry 3)

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

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

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 less than 10 crewmembers.

BOATING, LARGE COMMERCIAL   W T H M
Operation of a large commercial freighters with more than 10 crew members.

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

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

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

C

CALLIGRAPHY   W T H M S
The art of elaborate 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 high-tech uses.

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

CHEMISTRY, ORGANIC   T H M
The chemistry of organic molecules, their analysis and applications. Requisite (Chemistry 3)

CHEMISTRY, INORGANIC   T H M
The chemistry of non-carbon compounds. Requisite (Chemistry 3)

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
Any engineering relating to large public works and complex construction. Requisite (Engineering 3)

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

COLD SURVIVAL   M S
The ability to survive in dangerously cold areas, finding food, shelter, and heat source.

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 civilian or military communications equipment. Requisite (Electronics 3)

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

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

COMPUTER RESEARCH   W T H M S
The ability to effectively use a computer to locate files and needed data from variable databases. Requisite (Computer Operation 2)

CORPORATE MANAGEMENT   W H
The special ability to manage the operation of a large corporation 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 mask, enhance, or change the structure or appearance, often disguise.

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

CRIMINAL LAW   W H M S
The specific branch of law dealing with the criminal's defense and prosecution.

CRIMINAL SCIENCE   W T H M S
The science dealing with criminal activity and low or high tech techniques for information gathering.

CRYPTOLOGY   M S
The science of encoding or breaking codes that hide special or valuable information.

CRUDE WEAPONS   M S
The design and building of crude, natural or very simple weapons for use. These improvised weapons also include traps for animals or man.

CRYOGENICS   T S
The infant science of the preservation and storage of human and animal life through ultra-cold temperatures.

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

D

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

DATA MANIPULATION   W T H M S
The use of information storage and retrieval to find specific needed information. This skill is predominately for use with computer systems or automated library retrieval systems.

DATING   W T H S
The art of romance and social interaction. This may be in public or private.

DEMOLITION TECHNOLOGY   W T M
Knowledge and procedures of using explosives. May include handling, storage and manufacture. May also be used to disarm simple explosive packages.

DEMOLITION USE   W T M S
Effective use of high explosives to demolish or damage varied structures.

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

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

DOMESTIC TECHNOLOGY   W H S
The management of living areas and 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, THEATER ARTS   W H S
The art of creating the illusion of being someone else for general espionage or entertainment purposes.

E

ECOLOGY   W H S
The study of nature, the relationships between varied organisms and their environment.

EDUCATION   H M
The ability to teach a subject, to make learning effective.

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

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

ELECTRONICS, MICRO   W T H M S
The function, design, cleaning, and repair of high-tech electronic sub-miniature components.

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

ENGINEERING   W T H M S
Specialized science of the construction, mechanics, and design of buildings, goods, and machines.

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 Special Natural Ability that starts their Entertainment talent area at (4 +d4) in skill level.

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

WHAT IS A TALENT?

Talents are natural abilities that enhance specific skills or serve as a special skill. Remember your character has a flat 5% chance of having a random talent. Add a 5% chance if either of the character's parents has a special talent or 10% if both of the parents have special talents. If both parents have the same talent there is a 50% chance the character will also have that talent.

TALENT EXAMPLES

01	Voice	08	Comedy	15	Art
02	Gymnastics	09	Craft	16	Sport
03	Writing	10	Music	17	Memory
04	Getting in Trouble	11	Cooking	18	Balance
05	Out of Trouble	12	Mechanical	19	Logic
06	With Animals	13	With Plants	20	Language
07	Dramatic Reading	14	Psychology		

F

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
The design and construction of clothing for daily use or the creation of costumes.

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

FIGHTER PILOT   M
The complex skill to fly and effectively use the weapons of military fighter type aircraft. Requisite (Pilot Fixed Wing 6, Pilot Jet 6, and Air Sea Navigation 3)

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

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

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

FOREST SURVIVAL   H M S
The ability to find food and shelter in most light or dense forest type environments.

FUSION TECHNOLOGY   T H M
The design, operation, and maintenance of fusion type power systems. Requisite (Electronics 6, Physics, Laser Technology, Computer)

G

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

GEOLOGY   T H M S
The science that deals with the history of a world as shown through rock and physical structure.

GLIDER TECHNOLOGY   H M S
The design, repair, and flight characteristics of ultra-light aircraft, glider or powered.

GRENADE WEAPONS   M S
The creation, effective use, and disarmament of most grenade type weapons.

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

GYMNASTICS   W H M S
Long physical training and exercise that improves the overall flexibility and movement of the body.

H

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 that may include cranes, bull dozers, graders, lifts, etc.

HISTORY   H M S
The study of the happenings, causes and effects of past events. Sometimes a specialized area is specified.

HORSEMANSHIP   W H M S
The ability to ride a horse with skill, as well as care for the horse and tack.

I

INTERIOR DESIGN   T H S
The effective and creative / functional 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 force, trickery, or psychology.

J

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.

L

LABOR RELATIONS   W H M S
The ability to mediate between workers and management in a business.

LANGUAGE (Additional)   W T H M S
An additional language may be added to the player character instead of additional skills. (See Also Pg. 24)

LASER TECHNOLOGY   W T H M S
The building, repair, and general use of lasers for many purposes. Requisite (Electronic Engineering 3)

LAW ENFORCEMENT   H M
The codes, laws, and practical use of the techniques of modern law enforcement. Requisites may include (Criminal Science 4, Criminal Investigation 4, Criminal Law 1 and Martial Arts 1)

LIFESAVING   W T H M S
The ability to attempt saving a life in a situation of heart attack, drowning or some form of asphyxiation. Requisites generally are related to the nature of the trauma. (See Medical Pg. 026)

LINGUISTICS   H M
The study of language, its structure, use and history. Studies may be specialized to a related family of languages.

M

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. (See Also Pg. 115)

MATHEMATICS   T H M S
The ability to use math up to algebra.

MATHEMATICS, HIGHER   H M
Higher math that can border on theoretical. Requires (Math 5) as a prerequisite.

MECHANICAL DIAGNOSIS   W T H M S
The ability to diagnose, locate, and repair common mechanical problems in familiar equipment.

METALLURGY   T H M
Knowledge of construction metals, their structure, strengths, and limitations. Requisite (Chemistry 4)

MICROWAVE TECHNOLOGY   T H M
The use of microwaves for communications and industrial work. Requisite (Electronic Engineering 3)

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. Requisite (Human Biology 2, Cosmotology 3)

MUSIC TECHNOLOGY   W T H S
The understanding of music, techniques, instrument repair, and the mechanics of sound.

MUSIC PERFORMANCE   H S
The ability to masterfully play an instrument of a specific type. Requisite (Music Technology 3)

N

NUCLEAR PHYSICS   T H M
The science of the atom and its structure. Relating to atomic theory and applications for industrial and the production of nuclear weapons. Requisite (Higher 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 3 levels. Requisite (Emergency Medical 4, Chemistry 5, Health Care 5 and Human Biology 4)

O

OCEANOGRAPHY   T H M S

The study of the living ocean, its environments, life, and structure.

OPTICS   T H M S

The science that deals with the nature and properties of light.

P

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 stationary images on a sensitized or magnetic surface.

PHYSICAL SURVEILLANCE   M S

To watch or spy without detection.

PHYSICS   H M S

The science of the natural laws of matter, light, motion, energy, and sound.

POLITICAL SCIENCE   H M S

The art or science of influencing, guiding, or the taking control of a government.

PROJECTILE WEAPONS TECHNOLOGY   W T H M S

The ability to repair and maintain a firearm. At PWT 6 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 understanding the mind and behavior. May include the study of behavior modification.

PILOT, MOTOR VEHICLE   W T H M S

The driving of most motor vehicles. At a level of 1 any automatic transmission. any manual at 3, antique at 5, and high speed racing vehicles at 7.

PILOT, HEAVY MOTOR VEHICLE   W TM S

The driving of larger or commercial motor vehicles that include busses, 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 any prop driven aircraft with a requirement of 2 skill levels per engine of the aircraft flown.

PILOT, JET   T H M

The piloting of a jet aircraft requires the skill of (Pilot, Fixed Wing 6) as prior training. The user must have 2 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).

PILOT, HOVERCRAFT   TMS

Piloting air cushion or ground effect type vehicles.

PILOT, ANTIGRAV   WS

The skill of piloting anti-grav vehicles that range from small to semi-truck sized.

R

RELIGION   W H S

Study of beliefs that relate to higher forces.

RETAIL SCIENCE   W T H M S

The science of selling on a small or large scale.

ROBOTICS   T H M S

The science of robot technologies; to design, repair or build.

S

SANITATION ENGINEERING   W T H M S

The design and maintenance of sanitation systems.

SECURITY   W T H M S

The protection of man or property.

SKIING   W T H M S

The ability to ski on snow or water.

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.

SPORT   W H M S

A skill in a single sport such as baseball, pool, tennis, etc.

STRUCTURAL ENGINEERING   T H M

The design and repair of large or small structures, bridges, buildings, etc.

SWIMMING   W H M S

The ability to move through water effectively and to survive without drowning.
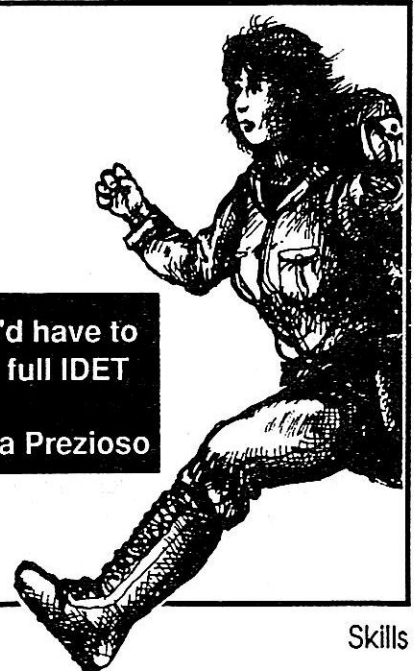
T

TAX LAWYER   T H M

Branch of law dealing with taxes.

TACTICS   M S

The use of tactics gives a +5% per three levels of skill when dealing with large military situations. Use this skill for insight into the enemy and his planning.

They didn't say I'd have to run two miles in a full IDET field pack!"
Joanna Prezioso

U

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

UNDERSEA ENGINEERING   T H M
Engineering under water and pressure.

UNDERSEA SURVIVAL   H M
Skill of surviving undersea mishaps.

V

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

VEHICLE REPAIR, AIRCRAFT   W T M
General maintenance of aircraft. Repair Ultralights at a level of (2),Fixed Wing at a level of (4), Jet aircraft at a level of (6), fighters at a level of (8), and most Large Transport or Commercial Airliners at (10).

W

WEAPONS, MILITARY LIGHT   M S
The effective maintenance and repair of any light military weapons. This may include pistols, rifles, sub-machine guns, and light machine guns.

WEAPONS, MILITARY HEAVY   M
Effective maintenance and repair of complex weapons and weapons systems.

EXTRA LEGAL SKILLS

The following is a general list of self or criminally taught skills and knowledge that a character might have or wish to develop for use in espionage. These skills, while not normal skills of the typical character, can be handy in any adverse situations.

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

SPECIAL 'FRINGE SURVIVAL' TRAINING FOR NEW CHARACTERS

As the Fringeworthy are indoctrinated into their new life of high adventure, they receive an added number of skills found by adding 2 to a d4 roll. These skills start at a level of d4 and can be developed like normal skills.

REMEMBER

01 Add 2 + d4 new skills from the Special Skills table listed below. Add them only after the character has gained 1000 experience points.

02 Start these new skills at a level of d4 as normal skills.

03 Develop these skills normally.

04 A character can take these as normal skills later.

IDET TRAINING

01 WILDERNESS SURVIVAL
The ability to survive comfortably in forest, desert and jungle settings.

02 PSIONIC STUDY
Study of the possible powers of the mind and their uses. (This does not give the user PSI talent.)

03 TEHRMELERN TECHNOLOGY
The use and identification of technology created by the old race. Includes use of the portal system.

04 DEMOLITION
The effective destruction of any inanimate or animate objects with any conventional or alien explosives.

05 ALIEN PSYCHOLOGY
The understanding of the alien mind and its reasoning.

06 ALTERNATE WORLDS
Study of life and societies on Alternate Earths.

07 EMERGENCY MEDICINE
Treatment of trauma victims, humanoid or alien.

08 ENVIRONMENT-SUIT USE
Use and quick repair of environmental suits.

09 HOSTILE ENVIRONMENTS
Possible environmental conditions and how to deal with them.

10 OTHER CULTURES
A survey of other human cultures close to Earth Prime.

11 WEAPONS TRAINING
Military training for light and heavier weapons.

12 UNDERCOVER OPERATIONS
Blending into other cultures for research and special operations.

13 MELLOR
Current information on the hostile creatures, methods of disposal and testing methods.

GM's NOTES

01 If you can't find the specialized skill you need, create it with your GM's help.

02 Similar or same skills can have very different names. Cuisine, Chef, Culinary Expertise, Grill Rat, and Grub Slinging are all the same general name for Cooking. Don't let the specific terminology scare you as you design skills. Feel free to use your imagination.

03 Work with your GM when you design new skills to avoid those nasty terminology problems later on.

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 skill. From Ed's many skills, four are chosen as relevant to the project. The GM breaks the hobby of "Production of Cheap Moonshine" into a two step process.

This attempt at the task is divided into: Still Fabrication and Still Operation. 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 a 5, or a 20% chance of success (plus the percentages of the related skills of Metal Fabrication and Plumbing). Ed's total chance of success is 40%.

Ed's player must roll a 40 or under 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 operation as a 5, or again, a 20% chance of success. Ed's related skills of Cuisine and Chemistry give him an added 20% chance of success. All told, Ed has a 40% chance of operating the still properly.

Ed's player rolls a 96, failing miserably. The still just doesn't seem to function. Never one to quit, Ed tries again in a week.

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

It is disgusting.

SKILL & DIFFICULTY RANDOMIZATION

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

REPAIR DIFFICULTY	LEVEL
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
Speciality Fabrication / Repair	d6 +6
Unlikely Fabrication or Repair	d6 +7

AGILITY DIFFICULTY	LEVEL
Easy Acrobatics	d4
Moderate Acrobatics	d4 +1
Difficult Acrobatics	d4 +2
Almost Impossible Acrobatics	d4 +4
Impossible Acrobatics	d6 +4
Unlikely Acrobatics	d6 +5
Ridiculous Stunts	d6 +6
Really Stupid Stunts	d6 +7

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 Alien Design	- 20%
20	Archaic / Old Design	- 05%

AGILITY / DEXTERITY 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. An average character with an Agility Score of 10 has a 50% chance, without modifiers, to accomplish an AGL or DEX move. Always roll under this percentage on a d100 for success.

AGILITY / DEXTERITY		MODIFIER
01	SIMPLE	+15%
	Attempt at a well known activity while under no stress.	
02	EASY	+05%
	Character plans a moderately complex action in a non-stress situation.	
03	AVERAGE	+0%
	The character plans a complex action in a moderate stress situation.	
04	COMPLEX	- 10%
	Character plans a very complex action in a high stress situation.	
05	HARD	- 15%
	Action attempted for the first time without practice.	
06	SERIOUS WOUND	- 20%
	Character has been wounded and has less than half hit points remaining.	
07a	WEIGHT BURDEN	- 10%
	Character is under a weight burden.	
07b	UNUSUAL GRAVITY	- 10%
	Includes both heavy or light gravity situations.	
08	UNUSUAL WEATHER	- 10%
	Character in severe weather, storm, cold, snow, etc.	
09	LIMB WOUND	- 15%
	Character is wounded in the arm or leg.	
10	SICK	- 25%
	Character has less than half of his or her constitution remaining.	

REMEMBER

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

OPTIONAL
PERSONAL / STRESS 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%
(Character's Been Shot)	- 25%
(Character's Been Physically Abused)	- 15%
(Character's in Shock)	- 30%
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%

PSYCHOLOGICAL	
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 Stun, Light	-15%
08 Stun, Heavy	-40%
09 Forced Against Will	-05%
10 Forced at Gunpoint	-10%

EASY SKILL USE

A very simple alternate method of using skills is using a multiplier modifier and generalizing the difficulty the GM wants. Take the character's level of skill, add a few optional modifiers and rate the difficulty. Check the Number Multiplier Chart in the back of the book for the number to roll under for success.

DIFFICULTY	MULTIPLIER
Real Easy	x 1.25
Easy	x 1.00
Average	x 0.75
Tough	x 0.50
Real Tough	x 0.25
Near Impossible	x 0.12

EXPERIENCE

Experience points are an easy-to-use 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 the following areas:

A   HIT POINTS
B   SKILL LEVELS
C   PSIONIC ENERGY
D   STABILITY

WHO GETS EXPERIENCE?

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. Characters who have performed special deeds or risked their lives for others also should have an experience point bonus as decided by the GM.

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 low or no 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.

06   There are no real levels or titles of Experience in Fringeworthy. Any true leaders always show themselves with their intelligence and leadership.

07   Check your character sheet and keep your Experience Point Accumulation (EXP) up to date. Next to it is the listing of what point boundary you must cross to gain more HPT, SKILL, STB, and optional WKP Power.

08   WKP or WKM improves by d10 +2 points per each level of experience.

09   STB gets a bonus roll of d4 +1 points per level.

ACCUMULATED EXPERIENCE POINTS	ADDITIONAL HIT POINTS GAINED	ADDITIONAL SKILL PTS. GAINED
000100 — 001000	d10	d4
001001 — 002000	d10	d4 +01
002001 — 004000	d10	d4 +02
004001 — 008000	d10	d4 +03
008001 — 016000	d10	d4 +04
016001 — 032000	d10	d4 +05
032001 — 064000	d10 +01	d4 +06
064001 — 100000	d10 +01	d4 +07
100001 — 140000	d10 +02	d4 +08
140001 — 180000	d10 +02	d4 +09
180001 — 220000	d10 +03	d4 +10
220001 — 260000	d10 +03	d4 +10
260001 — 300000	d10 +04	d4 +10
300001 — 340000	d10 +04	d4 +10
+ 40,000 per level	d10 +05	d4 +10

The Ed Powers Story

After minor adventures on an alien world, Ed Powers has gained a little experience. His EXP is now 1200 points.

He is a little tougher and a little more experienced in his skills use.   Now at first level Ed gains the roll of a d10 to increase his hit points and d4+1 more skill points to increase his levels in old skills or start new skills. Ed's player rolls a 6 on a d10, bringing his character's hit points to 55. He then rolls a 2 on a d4 for additional skill points. Powers decides to add to an old skill, Electronics Repair and gives it one point. With his remaining 2 points he improves his Emergency Medicine by 1 point and his History by 1 point.   Ed's skills are now just a bit better.
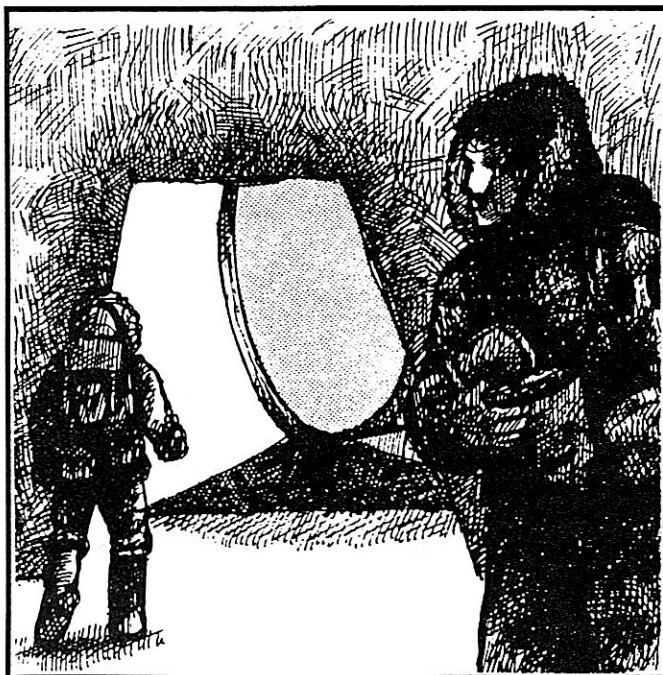
EXAMPLES OF EXPERIENCE

Reconnaissance	0050 pts.
Outstanding Reconnaissance	0100 pts.
Good Judgment, Sound Reasoning	0200 pts.
Outstanding Reasoning, Insight	0600 pts.
Outstanding Planning	0550 pts.
Infiltration into a Hostile Camp	0500 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	0750 pts.
Effective Use of Weapons as Needed	0300 pts.
Avoiding Traps / Setting Traps	0400 pts.
Outsmarting a Superior Force	1000 pts.
Outfighting a Superior Force	0550 pts.
Standing Up to Monstrous Creatures	1000 pts.
Outwitting Monstrous Creatures	1500 pts.
Outwitting a Bureaucracy	0250 pts.
Playing in Character	0100 pts.
Good Group Organization	0500 pts.
Good Organization After Leadership Loss	0400 pts.
Dealing Peacefully with Others	0500 pts.
Removal of a Critical Threat	1000 pts.
Effective Use of Equipment	0500 pts.
Not Jeopardizing Civilians	1000 pts.
No Casualties	0400 pts.
Working with Aliens	0100 pts.

GM's NOTES

These are only examples of possible ways to gain Experience. Groups who are outside the law may gain Experience for the opposite reasons. You may also give your special NPC's Experience for dodging your players.

After 60,000 points, your character gains Experience about every 15 missions he or she survives. The average individual Experience the designer feels is fair to the player ranges from 1500 to 2400 points for an outstanding game.

However, this remains entirely the GM's decision.

THE MILITARY OPTION

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-taught penalty.

REMEMBER

01 Generate the character's previous military rank or the 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 title of the character's rank may vary with the branch of service and country / world of origin.

04 Modify the character's age accordingly and don't forget the skill bonus for age. (See Also Pg. 013)

GENERALIZED RANK

Enlisted		Age	Officer		Age
01-75	Private	19	01-55	Lieutenant	24
76-85	Corporal	22	56-85	Captain	27
86-90	Sergeant	25	86-90	Major	32
91-95	First Sergeant	28	91-95	Lt. Colonel	38
96-98	Master Sergeant	38	96-98	Colonel	44
99	Sergeant Major	46	99	Maj. General	50
00	Roll on Officer Table		00	General	53

SERVICE CATEGORIES

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-COMBATANTS

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 PHYSICAL TRAINING

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

SERGEANTS

Any Drill Sergeants or Naval Chief Petty Officers gain an initial +2 skill points on all military skills taken and a +2 on Strength and Constitution. Add a +1 on Charisma and 15 years to their age.

ROTC OPTION

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

LANGUAGE OPTION

A character is assumed to have learned one language in his or her formative years. This becomes a native language and the character will speak it with a level of 20 or 100%.

BILINGUAL CHARACTERS

Characters raised in a double language or bilingual environment automatically add the second language as a skill. For this ability both the character's parents must be from a foreign country or have learned and continuously use a language other than the norm.

REMEMBER

01 Start your character with his or her native language at 20.

02 Any additional languages may be added as if they are additional skills. Languages always start at a level of 1.

03 Characters from a bilingual environment start their second language at a skill level of 16 +d4.

04 A character who constantly studies or lives in a foreign language situation can gain d6 points of level in that language per year of 'Total Immersion'. This is the complete and absolute dedication to learning that language.

05 There is only an unmodified 5% chance of a player starting as Bilingual.

06 Use a Universal Translator next time.

HOW WELL CAN I SPEAK IT?

The following is a general chart of a character's language level and his ability to be understood.

LEVEL	DESCRIPTION	CHANCE OF COMMUNICATION
01-03	Totally Unintelligible	10%
04-05	Mostly Unintelligible	25%
06-08	Somewhat Understandable	40%
09-11	Almost Understandable	50%
12-14	Understandable	75%
15-16	Fluent	85%
17-18	Fluent Translator	95%
19-20	Talks Like a Native	99%

LANGUAGES

01	Arabic	11	English	21	Russian
02	Chinese	12	Turkish	22	Spanish
03	French	13	Bulgarian	23	Swahili
04	Gaelic	14	Czech	24	Swedish
05	German	15	Norwegian	25	Welsh
06	Greek	16	Japanese	26	Danish
07	Hebrew	17	Korean	27	Bantu
08	Hindi	18	Latin	28	Rumanian
09	Hungarian	19	Polish	29	Albanian
10	Italian	20	Portuguese	30	Icelandic
31	Slarg	34	Dimixi		
32	T'ziel	35	Bilzniz		
33	Horde Basic	36	Any Alien Languages		

LANGUAGE BONUS

Languages may have a bonus of a few skill levels to start. Index the information that pertains to your character's language education and add the bonus to your new language level. This bonus is used only once while generating a character.

TAUGHT BY	BONUS
Parent from Foreign Country	
Rarely use 'old language'	+2
Use 'old language' heavily	+4
By Relative of Family	
-Occasionally	+1
-Constantly	+2
School	
Primary School (Basic School K-6)	+4
Secondary School (High School)	+4
College (Average 4 Years)	+6
Location	
In Own Country	+1
In Foreign Country	+4

RELATED LANGUAGE BONUS

Many languages have the same root or common ancestral language. As an example Spanish, Latin and Portuguese are related. If you know one of a number of related languages your study gains a bonus. For every 5 levels of a language you have, related to the language you are studying, you gain a bonus +1 level. As an example: If you have a 20 in Latin your Spanish is +4 levels to start.

The Ed Powers Story

As a child, Ed knew an uncle named Franco who used to teach him a few words in Spanish. As an adult Ed began to learn Spanish. His starting level is 1 to begin. Because of his little bit of previous training he gains a +1 bonus.

Ed can now understand a few words. He can understand the word Taco, and order a dinner in a Mexican restaurant without making too much of an idiot of himself.

UNIVERSAL TRANSLATORS

The simple solution to language barriers across the Fringepaths was the use of sophisticated translators that allowed different races to communicate with a minimum of high-tech hardware.

For this the universal translator was created and dispersed to the corners of Tehrmelern worlds. Mostly these devices are found as a thin band, button or jewelry item.

MICRO TRANSLATOR IMPLANTS

The smallest of these translators are beads that are commonly dropped in the ear. In d6 hours the bead painlessly imbeds itself into the body's auditory receptors. From that point on the individual is able to understand 98% of spoken languages he or she may encounter. Unfortunately, it takes two individuals using these devices for direct communication.

These practically indestructable devices are highly prized by IDET and issued sparingly.

The Ed Powers Story

Parking the jeep at the far end of the Golden Hordes' trading bizzare, Ed steps out and is greeted by a group of three guards.

"Nin bu neng zai zhe li ting che!" says the first, who bangs his fist on the hood.

"Nin ting bu dong ma?" says the second.

Powers, puzzled, makes friendly gestures and is greatly surprised by the warriors' looks of aggravation.

"Me trade," he says, and then stops to remember the translator band in his pocket. He slips it on as the third guard pulls his sword and begins to yell at him.

"Ba che kai zou! Zhe li shi no parking zone you idiot!"

"Sorry," says Ed as he quickly climbs back into the vehicle and started the engine.

"Barbarians!" mutters Yang the Great and Mercilous Parking Regulator.

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 the same 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 each of their levels 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 player character with military training may also use the M prefix skills. Doctors start rank at Captain.

ANATOMY
The study of the structure of animals and humans.

ANESTHESIOLOGY
The science of the administering of gas or drug, local or 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 limbs and internal organs with fabricated parts that serve the same or improved function.

BIOCHEMISTRY
Study of the chemistry of living tissues.

BIO-PLASTIC SURGERY
The alteration of living tissue to change its 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
Knowledge of general and specialized chemistry in the lab or field.

COMMUNITY MEDICINE
The knowledge of the medical needs of a general or a specific community often specialized by race or location.

DENTISTRY
The science of the prevention, diagnosis, and effective treatment of diseases of the mouth and 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.

EPIDEMIOLOGY
The study of disease transmission and spread. Often uses historical records and computerized models.

FREEZING / CRYOSLEEP TECHNOLOGY
The science and use of cold hibernation to preserve life over an extended period of 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 a foreign biological material.

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

MICRO-SURGERY
High-tech surgical methods for correcting problems at the microscopic level.

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

NEUROLOGY / NEURO SURGERY
The study of the anatomy, physiology, and pathology of the human 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 known as cancers and tumors.

ORTHOPEDICS
The specialized branch of medicine mostly 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 the properties of drugs, particularly in their actions on living things.

PSYCHOLOGY
The science that studies the function of the mind.

PSYCHIATRY
Medical science that deals with the origins, diagnosis, and treatment of mental and emotional disorders.

RADIOLOGY
The branch of medicine that deals with the use of radioactive substances in the diagnosis and treatment of disease.

SCAN TECHNOLOGY
The branch of medicine that deals with the diagnosis of injury and disease by use of special systems including Ultrasound, NMR, X Ray, and CAT Scan.

SPACE MEDICINE
The study and treatment of diseases and disorders common to people working and living in space.

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

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

VIROLOGY
The study of viruses and virus-caused diseases.

RESUSCITATION

For every level of experience a doctor possesses he or she has a bonus 5% cumulative chance to save a victim from death shock. This resuscitation is the attempt to restart and stabilize the trauma victim's life functions after they have stopped.

COUNTERING DEATH SHOCK

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.

RESUSCITATION AS A SKILL

Resuscitation may also be taken as a separate skill. This procedure to immediately 'jump start' a character can be continued d6 +4 attempts before it is no longer effective.

LIMITED TIME

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. Remember that each resuscitation and stabilization attempt takes d4 minutes.

CONSTITUTION	TIME TO BRAIN DEATH
01 - 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

TRAUMA CARE

Emergency healing has a base of 5% for every level of Trauma Care the doctor possesses. This ability allows the doctor to repair physical damage on a special basis, and save a character damaged to the point of death.

REMEMBER

01 This ability is limited to one use per day, per patient.
02 The attempt takes d100 +30 minutes of the doctor's time.
03 This form of treatment restores a limited number of hit points to the character or NPC character.

EMERGENCY HEALING

Index the conditions modifier on the situation. Apply that to the doctor's chance to accomplish emergency healing. If he or she succeeds, index the amount of Hit Points or CON restored.

Conditions	MODIFIER	HPT	CON
Hospital Trauma Center	+30	d10 +4	d6 +3
Well Equipped Hospital	+25	d10 +1	d6 +2
Poorly Equipped Hospital	+15	d6 +2	d6 +1
Field Hospital	+10	d6 +1	d4 +1
Battlefield Treatment	+05	d6	d4
Lack of Medical Supplies	-10	n/a	n/a
Adverse Conditions	-10	n/a	n/a
Worst Possible Conditions	-25	n/a	n/a

HEAL WHAT?

All physical damage done to a character reduces his or her HPT, or Hit Points. This is a generalized combination of toughness and structure. All damage that affects hit points is called WBD or Whole Body Damage. The terms for HPT and WBD refer to the same block of points.

REMEMBER

01 You will be dealing with two distinct types of damage and body points as you play the game and are traumatized by your GM.
02 One set of points are your CON or Constitution.
03 The second set are your Body Structure or Hit Points.

04   If either set of points reaches (-1) the character falls un-
       conscious.
05   If either set of points reaches (-3) the character suffers
       Death Shock and dies unless resuscitated.
06   If a player character suffers a Death Shock for any
       reason and is unattended for 2 minutes, his or her CON
       score begins to drop d4 points per game minute until the
       character is irrevocably dead when CON reaches (-3)
       or below.

NATURAL & MODIFIED HEALING

Use this general guideline for time of healing.

PER 48 HOURS	HPT RECOVERY
Natural Healing	d4 +1
Well Equipped Hospital	d10 +1
Poorly Equipped Hospital	d6
Field Hospital	d6 +1
Adverse Conditions	d6
Lack of Food / Rest	d4
Worst Possible Conditions	d4 x.50

HEALING MODIFIERS

Modifiers on these situations may come from the dif-
ficulty tables in the previous section. Doctors are an
important rarity on many worlds.

GM's NOTES

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

GENERIC DRUGS

Available to the IDET Explorers are a wide variety of
drugs for medical and stun weapon/dart use.

Unfortunately, many of these drugs are controlled sub-
stances and generally not legal to possess without a license.
A character caught with such may face a fine or prison for
possession. The IDA does not support the misuse of drugs
or use of dangerous narcotics.

TE: TIME TO EFFECT   ES: EFFECT SPECIFICS

AMPHETAMINES

Any of a wide variety of drugs that stimulates the brain
or   nervous system. These often speed up metabolic
activity and heart rate.
TE: d4 Minutes   Legality: Semi
ES: Becomes alert, awake, and gains a +1 for reaction time
     on initiative rolls. Causes a -2 on reaction time when the
     dosage wears off if the user does not rest.

DEPRESSANTS

Drugs including pain killers that slow reaction time,
metabolic rate, or the nervous system. May be specific to an
area or have a general effect.

A   (Metabolic Depressant)
TE: d4 Minutes   Legality: Semi
ES: Causes drowsiness, sleep, slows statistics reaction
     time, lowers the AGL, DEX, ACC, DOD, and THR
     statistics by d4 points per administered dose.

B   (Neural Depressant)
ES: Can be used to paralyze specific body areas or the
general nervous system and higher brain function.

PSYCHEDELICS

Mind altering drugs that produce a mild to very serious
loss of contact with reality.   May be a synthetic or naturally
occurring chemical.
TE: d6 Minutes   Legality: No
ES: Ruins coherent thought, action and use of Wisdom.

ANTIBIOTICS
ANTIBACTERIALS / VIRALS

Any of a very wide number of drugs used to fight infec-
tion. (See Also Pg. 123 in Disease.) Adds +1 to fighting
infection.
TE: d4 Hours   Legality: Yes
ES: Generally creates minor drowsiness and are a boost to
     an overtaxed immune system.

ADDICTIVE

Any of a group of drugs that cause euphoria and
become addictive. Withdrawal from use creates fever, con-
vulsions, shakes, and a psychotic craving for the drug.
Highly dangerous.
TE: d6 Minutes   Legality: No
ES: Causes euphoria and later serious personality changes.
     May serve as a very strong pain killer in small doses.

PSI DEADENING

A very small group of drugs that deaden PSI ability in
humans and animals.
TE: d4 Minutes   Legality: n/a
ES: Simply disrupts a PSI so he or she can not use their
     abilities for d10 +10 hours.   Extensive use to deaden
     Wild PSI ability can lead to a minor addiction.

ANTI-SHOCK

Any of a number of drugs that stimulate or stabilize the
heart,   preventing a person from going into shock and
dying. (See Also Resuscitation Pg. 026 , Shock Pg. 136-137)
TE: (d4) x.50 Minutes Legality: Yes

HEALING

Any natural or synthetic counpounds that promote the
body's   healing mechanism. Returns 1 Hit Point per day
when used. (See Also Pg. 27)
TE: 24 Hours   Legality: Yes

REMEMBER
01   Drugs are many and varied in form and specific funct-
       ion. If you need drug data, research the subject and
       consult the GM. We highly recommend the common
       and inexpensive paper back Desk Reference to Drugs
       or a PDR (Physicians Desk Refrence).
02   Drugs may cause allergic effects. (See Also Pg. 101)

GM's NOTES

If the player is caught in circumstances beyond his
control and deserves a second chance at living, give him or
her a chance. If the player doesn't deserve revival but insists
it can be done, even after elapsed time, cut all statistics and
skill levels in half due to spoilage.

TEHRMELERN MEDICAL KITS

These extremely rare artifacts were first found in storage at +1,2 in high-tech ruins. Most are a simple gold case the size of a common briefcase. Self powered and moderately easy to use, they are fantastically valuable to the Fringeworthy.

A   SCANNER

A simple hand held device that scans an individual and feeds data back to the Doc Box. With micro antigravs, it is suspended over the patient for detailed work.

B   ANESTHETIC & ANTISEPTIC FIELD

A pliable ring that can be expanded. The ring's center is a sterile field that covers the area above and below where it is placed.

C   DRUG MATRIX INJECTOR

Plug it into the bag and it loads with the correct dose and drug for the individual.

D   SPRAY TISSUE REGENERATOR

Regenerates light cellular damage, burns, and general cosmetic repairs.

E   UNIVERSAL TOOL

This tool is the focal point of the Doctor's bag. Appearing as a pair of simple pens, this tool can be set to do the following when ordered by mental concentration.

Cut	Can Disintograte or burn
Clamp	Clamps Tissue
Cauterize	Seals Blood Vessels
Knit	Bone, Chitin, etc.
Knit Tissue	Attach Nerves, etc.
Separate Tissue	Separates Different Tissues rather than cut them.
Resucitator	Stimulates Nerves or Heart
Pump	Removes Fluid

F   DOC BOX   (Built into Case)

A sophisticated computer that assists the doctor by analysis, procedure, and preparation of equipment. After the first scan, the box simply creates a graphic of what the user should do, look for, and expect. Has a screen that magnifies and guides the doctor on and during procedures that require surgery.

This system may also request elements and stock components to produce chemicals, drug packs, and dispense needed drugs. Such packs are a rare request, and nearly as rare as the medical kits..

G   LIMB REGENERATION PACK

A chemical pack that forces regrowth of a lost limb. The pack stays on the limb for d10 weeks until regrowth is complete and then is discarded. This pack is created by the Doc Box to be specific for a single individual's genetic structure.

H   RESPIRATION STABILIZER

When this small device is placed against the patient's skin, it links into the respiratory system to provide necessary breathing gasses.

LOW TECH MEDICAL KITS

The contents of a doctor's bag is determined by commercially made prepackaged kit or personal preference. The following is the listing of a commercially packaged doctors bag. This kit has a large briefcase design and weighs 32 pounds. This is a commercially available example.

DRUGS / FILLED SYRINGE
Atropine x2
Calcium Chloride
Dextrose
Epinephrine 1.50 " Needle
Epinephrine 3.50 " Needle
Lidocaine x3
Sodium Bicarbonate x3
Valium x3

DRUGS IN AMPULES
Lanoxin
Narcan
Nitroglycerin
Solu-Cortef

DRUGS IN AMPULES
Aminophylline
Amyl Nitrate x3
Aromatic Ammonia x2
Benadryl
Calcium Gluconate
Compazine
Epinephrine x3
Inderal x3
Ipecac Syrup
Isuprel
Lasix
Neo-Synephrine x3
Nubain x3
Dilantin

IN PACKAGES
Asprin x100
Betadine Scrub 6 oz Bottle

Tylonol 3 Codine x100
Toothache Jell

Triple Antibiotic Ointment 1.5 gr. Foil Pack x2
Dacriose Eye Wash 6 oz. Plastic Bottle
Cortisporin Opthalmic 2 oz. Tube x2
Tolnaftate Antifungal Ointment 1% in 15 gr. Tube

SYRINGES
03 ml Without Needle x2
12 ml Without Needle x2
Needle 14 ga. x 1.5"
Needle 18 ga. x 1.5"
Needle 20 ga. x 1.5"
Needle 25 ga. x 1.25"

OXYGEN EQUIPMENT
Oxygen Mask w/Strap &
   Rebreathing Bag
Oxygen Cylinder
Roll of Tubing

SURGICAL INSTRUMENTS
Alcohol Sponges x4
Gauze Sponges 4x4 x4
Hemostat x3
Needle Holder
Scalpel x3
Scissors
Sutures
   Ethicon 4-0 Prolene
   Ethicon 2-0 Vicryl
Tape Roll
Thumb Forceps
Tourniquet
Gauze Roll 2" x 10 yds. x3
Varied Bandages

IV EQUIPMENT
500 ml 5% Dextrose Inj.
Intravenous Cannula
IV Administration Set

AIRWAY EQUIPMENT
Endotracheal Tubes
   3mm, 5mm, 7mm
Laryngoscope Lg. w/Light
Laryngoscope, Sm.
Oropharyngeal Airway x3
Stylet

RESUSCITATION
Bag w/Intake Valve
   w/Non Rebreathing Valve
Adult Mask
Child Mask
Oxygen Reservoir Pack

MONITORING EQPT.
Sphygmomanometer
Stethoscope

MISC.
Snake Bite Kit
Surgical Gloves x4 Pair
Mask x2

TRAVELLING THE PATHWAYS

Because of the rapid growth of the Interdimensional Agency (IDA), IDET funding was used much more sparingly after 2010 than it was in the first two years of exploration.

The years of 2008 and 2009 can be categorized by a frantic, haphazard exploration of the near Fringepaths by a wide variety of vehicles and equipment that required specialized training just to operate. The end product of this and a desire to cut costs, resulted in standardized vehicles and equipment by the fall of 2009.

Vehicles

The first vehicles to traverse the Fringepaths were bicycles and horses. Pickup trucks hastily modified with diesel engines when modified units proved viable for Fringe transit. Of all the vehicles tested, the six listed became the most popular, with some small modifications.

Sommers ATV
Work
Vehicle Rescue
Medical EMR
Light Cargo

Explorer
Cheetah
XR-311
XR-314
XR-906

Hummer
Command
Fast Attack
EVAC
ECM Station

Moskovi
Moskovi A
Moskovi B

Bug ATV
Bug 33

Other Vehicles

Various types of APV's (All Purpose Vehicles) and older designs. Many are modified antiques refitted for the pathways and blending into Earth Alternates that are close in time. May also include heavy vehicles like trucks or construction equipment.

Vehicle Data

Each of the vehicles will be listed by type, statistics and vulnerability to weapon penetration. The section on vehicle weapons lists standard weapons that can be used by teams, if necessary. The current motorpool usable by IDET has grown to over 200 vehicles in different styles. As they are modified, more are added.

Fuel Tanks

By 2007, 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 of a standard diesel design that can run and be started manually on the Fringepaths with little effort. Off the Fringepaths, a standard battery and generator system begins charging the vehicle's electrical system.

Tires

Tires and windshield glass are puncture and bullet resistant to an extent. See Structural Strength and the optional glass deflection tables on page 144.

Vehicles
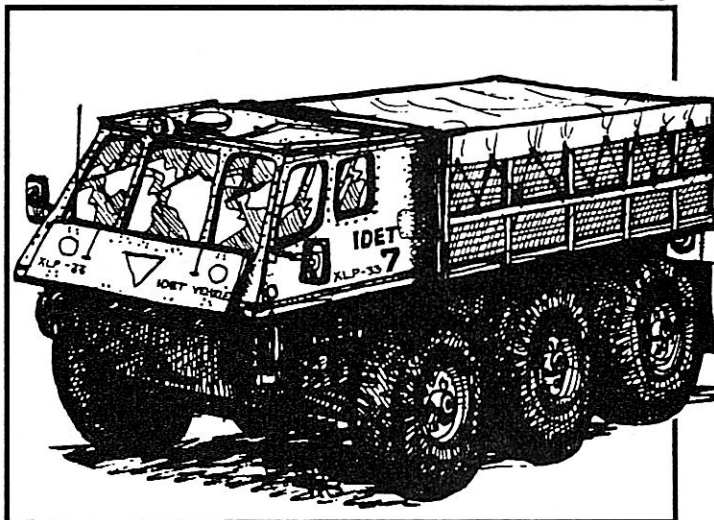
Sommers ATV — Canadian

LENGTH: 294"	TANK:	110g	**ARMOR**
WIDTH: 104"	MPG:	25	WindScreen 40
HEIGHT: 114"	RANGE:	2700 mi	Wheels 28
SPEED: 60 mph	WATER:	50g	Top & Body 25
WEIGHT: 6000 lb	PASNG:	12	Structure 1500

CARGO: *1 Pilot, 12 Passengers +8750 lbs Cargo*

The work version is basically a cargo hauling truck, with a hauling capacity of 4.375 tons (8750 lbs.).

All Sommers ATV's are capable of floating and can traverse water. This only applies to models built after September, 1992, due to the correction of the water seepage problem that the earlier models suffered.

Vehicle Rescue Version

This version carries a twin towing rack, each with 1400 feet of steel cable, a triple set of smaller winches and a set of two vehicle-mounted flood lights.

Medical EMR

This version has an enclosed bed with cots, large tents, and other major medical supplies that will allow the setup of an extensive mobile field hospital.

Trailer

Another version of the Sommers design is a tandem trailer that attaches to the vehicle and allows 4.2 tons (8400 lbs.) of cargo, material or equipment to be towed. Use of the trailer will result in the fuel efficiency dropping to 10 mpg.

Equipment

All Sommers ATV's come equipped with a multi-band radio system, as well as a 220 channel CB radio. An illuminating flare kit as well as a load ed.44 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 the Fringepaths only).
3. Explosive Bolts on the trailer hitch for fast permanent removal.
4. A manually activated pull pin to detonate a thermite charge in the frame and cab. (self destruct with a 0 to 300 second delay).

Explorer XR-906   French

LENGTH:	167"	TANK:	35g	**ARMOR**	
WIDTH:	78"	MPG:	35	WindScreen	30
HEIGHT:	66"	RANGE:	1200 mi	Wheels	15
SPEED:	75 mph	WATER:	05g	Top & Body	20
WEIGHT:	1200 lb	PASNG:	3	Structure	600

CARGO: *1 Pilot, 3 Passengers +750 lbs Cargo*

The XR-906 is an unarmed civilian-looking Fringe vehicle with the advantage of superior mileage and range. It is outstanding in heavy terraine.

Explorer XR-314   Israeli

LENGTH:	167"	TANK:	55g	**ARMOR**	
WIDTH:	78"	MPG:	35	WindScreen	30
HEIGHT:	66"	RANGE:	1900 mi	Wheels	25
SPEED:	75 mph	WATER:	05g	Top & Body	40
WEIGHT:	1700 lb	PASNG:	3	Structure	800

CARGO: *1 Pilot, 3 Passengers +1250 lbs Cargo*

An upgraded model of the XR-311. Built in 2007, the XR-311 has been discontinued and replaced with the upgraded XR-314. The XR-314 differs from the XR-311 in structural strength as well as increased fuel capacity. (The XR-311 only has a 25 gallon tank.)

Trailer for Vehicles

LENGTH:	94"	TANK:	55g	**ARMOR**	
WIDTH:	78"	MPG:	n/a	Tarp	05
HEIGHT:	36"	RANGE:	n/a	Wheels	25
WEIGHT:	1700 lb	PASNG:	6	Body	20

CARGO: *6 Passengers or 1 Blizniz, or 1200 lbs Cargo*

The general trailer for the Explorer class vehicle is used to lengthen exploration time, carry supplies, specimens, and sometimes even passengers.

The trailer can carry 12 five gallon cans of extra fuel.

Unloaded, the Trailer can be easily unbolted from its wheels, and serve as a small boat (capacity 2) with the addition of an outboard motor or oars.

Sides of the trailer can fold out to become solar panels to drive a generator that will automatically recharge stored equipment in special boxes.

Cheetah   US

LENGTH:	165"	TANK:	55g	**ARMOR**	
WIDTH:	78"	MPG:	35	WindScreen	30
HEIGHT:	65"	RANGE:	1900 mi	Wheels	25
SPEED:	85 mph	WATER:	05g	Top & Body	40
WEIGHT:	1200 lb	PASNG:	3	Structure	900

CARGO: *1 Pilot, 3 Passengers +1250 lbs Cargo*

The Cheetah is the most commonly used vehicle on the Fringepaths. Lightly armed with an M-60 or a 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.

This vehicle can use the same trailer design as like vehicles in the class. This version comes with a modular winch assembly on the front and is waterproof. Able to cross calm water and shallow streams, unlike the others, it makes an all-around exploration vehicle.
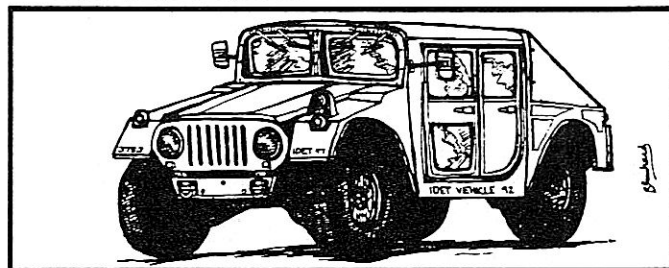
HUMMER F   US

LENGTH:	195"	TANK:	55g	**ARMOR**	
WIDTH:	94"	MPG:	25	WindScreen	30
HEIGHT:	68"	RANGE:	1350 mi	Wheels	25
SPEED:	75 mph	WATER:	05g	Top & Body	50
WEIGHT:	2700 lb	PASNG:	6	Structure	1200

CARGO: *1 Pilot, 4 Passengers +1250 lbs Cargo*

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 of the Fringepaths. While a superior vehicle in design as well as function, the Hummer was not a preferred design by the IDA due to the obvious military applications and age of design. It is however, and continues to be, the preferred vehicle of IDET teams due to its ruggedness and reliability.

Attack Version

The Attack vehicle has extensive weaponry and heavy weapons like TOW missiles or missile pods. Called 'Rolling Thunder,' it also has an extensive store of explosives as well as numerous archaic weapons.

Medical Version

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 that can be set up in 2d10+10 minutes.

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 20%.
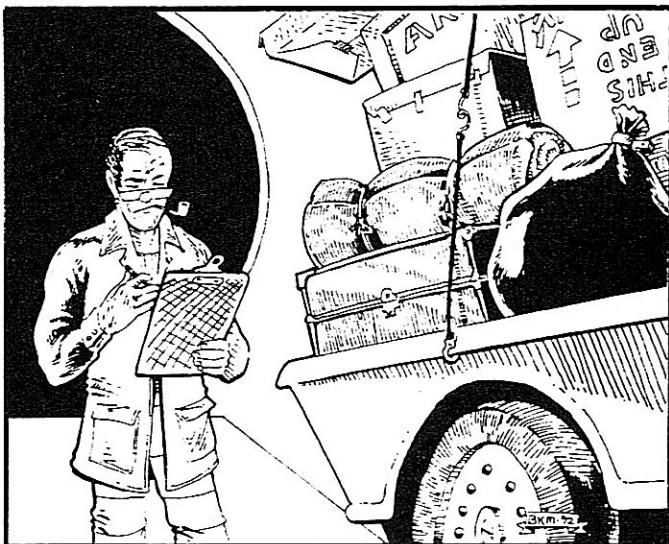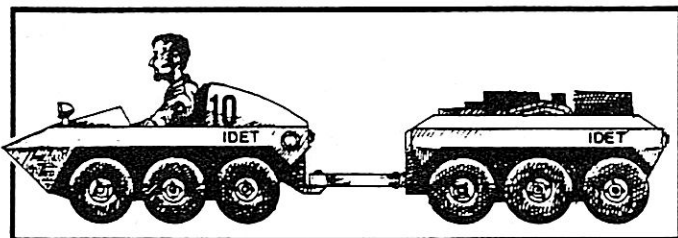
BUG 33   Japan

				ARMOR	
LENGTH:	105"	TANK:	20g	WindScreen	10
WIDTH:	58"	MPG:	55	Wheels	15
HEIGHT:	47"	RANGE:	1100 mi	Top & Body	20
SPEED:	45 mph	WATER:	n/a	Structure	400
WEIGHT:	900 lb	PASNG:	1		

CARGO: *1 Pilot, 1 Passenger or 700 lbs Cargo*

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 that the Japanese government donated 600 vehicles and 400 trailers, made it extremely popular with the IDA. Most IDET personnel consider it a couple of notches above a golf cart.

The Bug can traverse water at a speed of 18 mph, and is ideal for 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. Each trailer can hold up to ten 5 gallon cans of fuel. Trailers can hold up to .25 tons (500 lbs.) of cargo.
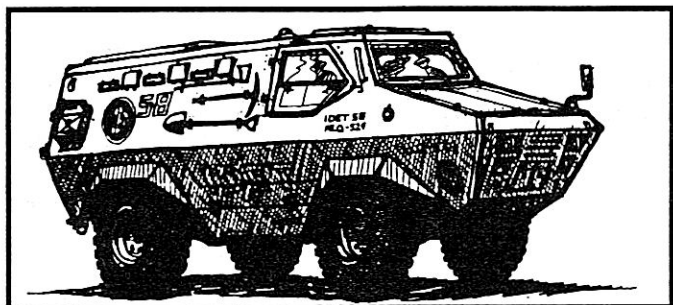
Moskovi LAV A & B   Russia

				ARMOR	
LENGTH:	179"	TANK:	55g	WindScreen	30
WIDTH:	72"	MPG:	35	Wheels	25
HEIGHT:	67"	RANGE:	1900 mi	Top & Body	60
SPEED:	75 mph	WATER:	05g	Structure	1900
WEIGHT:	4200 lb	PASNG:	7		

CARGO: *1 Pilot, 36 assengers +2250 lbs Cargo*

The Moskovi A was designed with utility and structural strength in mind. With the typical Russian ability to build a good power plant coupled with lots of armor, the Moskovi A became a safe, standard exploration vehicle. Unfortunately, it also tends to have a lot of transmission problems that were corrected with the issuance of the Moskovi B.

The Moskovi B is the second generation of the Moskovi line. Hermetically sealed and pressurized, it has a 4 hour air supply for a crew of 8. Unfortunately, the Moskovi B suffers from windshield fogging and overheating in the interior when under these conditions. The Moskovi B can run submerged with the use of a snorkel. Extremely heavy, the Moskovi B tends to bog down when going through mud.

Vehicle Design

IDET team members began to collect and modify vehicles from Alternate Earths. By 2013, the Parking Lot at Cherski had grown to over 2400 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 weapon systems, usually on their own and 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	+25
Combat Driving	+20
Extreme Weather	+10
High Mountain Areas	+10
Very Rough Roads	+10
Large Debris, if hit	+10
Rough Roads	+5

Collision & Repair

After Minor Collision	+15
After Major Collision	+30
Lack of Maintenance	+25
No Auto Repair Skills	+15

CHANCE OF FAILURE
Roll d100 and add modifiers

01-75	No Problems.
76-85	Need "Special Maintenance" of d10 hours work, otherwise add +d10 to the vehicle's 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 of repairs.
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 repaired. (20+2d10 hours work required.)

Specific Area

01	Brakes
02	Tires
03	Steering
04	Fuel System
05	Electrical (Off Fringepaths Only)
06	Cooling System
07	Carburetor
08	Transmission
09	Suspension
10	Engine

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 Miles Per Hour (mph). All listed weights are in Pounds (lbs). All listed lengths are in Feet.
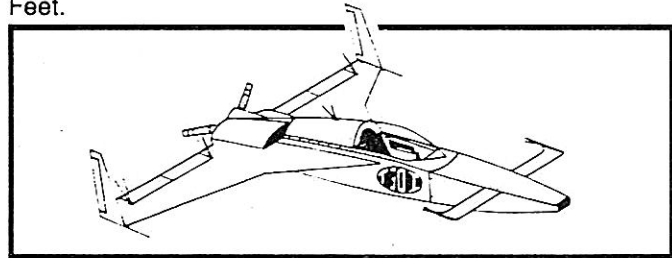
Ultralight   OM44b

LENGTH:	18'6"	TANK:	05g	ARMOR	
WING:	29'	MPG:	85	WindScreen	n/a
HEIGHT:	52"	RANGE:	425 mi	Wheels	05
SPEED:	215 mph	WATER:	n/a	Top & Body	03
WEIGHT:	375 lb	PASNG:	0	Structure	100

CARGO: *1 Pilot +100 lbs Cargo*

Used for reconnaissance, the Ultralight Aircraft soon became a necessity. It is easy to transport, launch and assemble (4d10 +10 minutes).
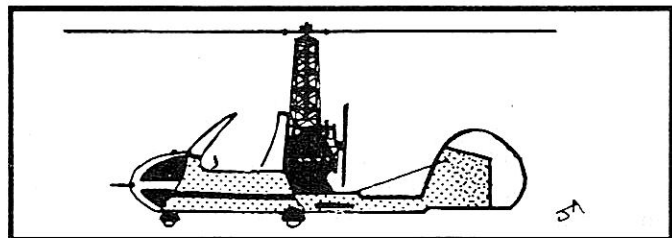
Ultralight Copter   US

LENGTH:	12'	TANK:	10g	ARMOR	
BLADES:	22'	MPG:	85	WindScreen	n/a
HEIGHT:	67"	RANGE:	850 mi	Wheels	05
SPEED:	100 mph	WATER:	n/a	Top & Body	03
WEIGHT:	100 lb	PASNG:	1	Structure	100

CARGO: *1 Pilot, 1 Passenger or 150 lbs Cargo*

The Gyrocopter was by far the most popular IDET choice for ease of flying, assembly, and landing. With only a few hours of training, any IDET explorer could master this vehicle. It can also carry a small missile pod.

METRO MITE   US

LENGTH:	16'	TANK:	50g	ARMOR	
BLADES:	30'	MPG:	60	WindScreen	45
HEIGHT:	97"	RANGE:	2900 mi	Wheels	15
SPEED:	200 mph	WATER:	n/a	Top & Body	15
WEIGHT:	500 lb	PASNG:	1	Structure	400

CARGO: *1 Pilot, 2 Passengers or 210 lbs Cargo*

A true helicopter, the Metro can carry one passenger, or an equivalent weight in cargo, equipment or weapons. This craft can be armed with a missile pod, M-60, or 2 larger missiles.

Civilian Helicopter
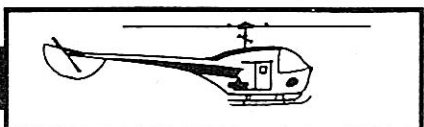
RAVEN LAND/SEA   GERMAN

LENGTH:	19'	TANK:	40g	ARMOR	
WING:	21'	MPG:	55	WindScreen	25
HEIGHT:	47"	RANGE:	2100 mi	Wheels	15
SPEED:	250 mph	WATER:	n/a	Top & Body	43
WEIGHT:	930 lb	PASNG:	1	Structure	400

CARGO: *1 Pilot +passenger or 250 lbs Cargo*

The Raven was the first "true" light plane used by IDET explorers. Convertible to ground or water landings in d10 +10 minutes. The Raven is constructed of an ultra tough composite carbon filament resin that still retains lightness while being strong.
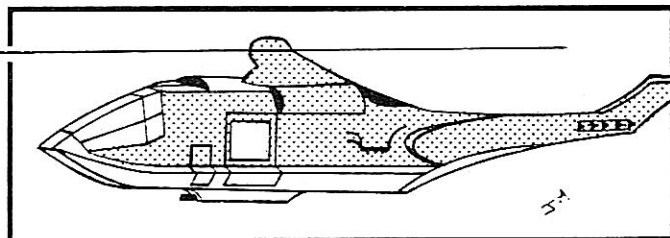
PEREGRIN TILT ROTOR   UK

LENGTH:	47'	TANK:	110g	ARMOR	
ROTOR:	26' x2	MPG:	18	WindScreen	25
HEIGHT:	10'	RANGE:	1980 mi	Wheels	15
SPEED:	270 mph	WATER:	5g	Top & Body	43
WEIGHT:	1730 lb	PASNG:	5	Structure	1800

CARGO: *1 Pilot + 5 passengers or 1000 lbs Cargo*

In time, the need for a high-tech tactical helicopter outweighed objections to military vehicles. The Peregrin became the choice for rescue, survival and combat operations. It has three stub-wing hard points, and a 30mm chain gun. Each hard point can hold one Hellfire IV missile or 24 1.5 inch rockets in a pod.
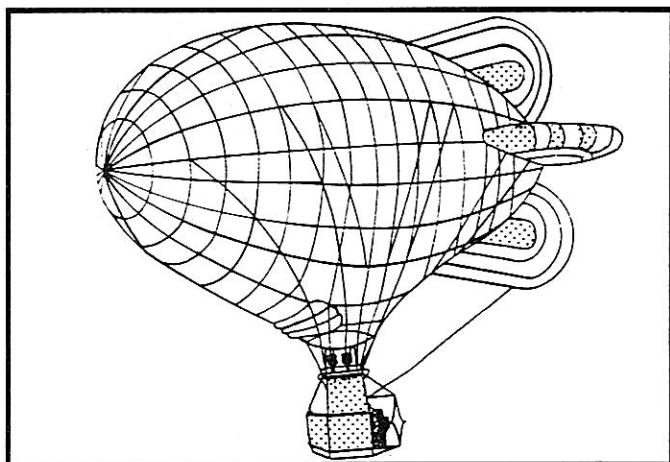
HOT AIR SYSTEM

Crew:	up to 4	Cargo:	1200	Diameter:	60
Range:	Vari	Speed:	Vari	Engine:	Prop.

Flight Time 4d4+2 hours

First thought to be a joke request, the civilian Hot Air Balloon proved to be a useful asset in planetary exploration in noncritical areas. For each level of experience in Hot Air Ballooning, the balloon can be flown an additional hour, weather permitting.

HUGHS FLIGHT PACK

Crew: 1   Cargo: 20   Fuel: 2g AV Gas
Range: 75 mi.   Speed: 140   Engine: Jet

New is the American 'Flying Backpack.' This easily-flown jet-powered pack is the descendant of the old jet back-packs of the 1960's. Light, but loud, it has become popular due to its versatility and pure fun of flying. Comes equipped with a parachute.

Air Mishap

Damage from air vehicle crashes can be as varable as a slight jolt upon impact to gory, mind-numbing carnage.

REMEMBER

01   Index the speed of the aircraft and use vehicle impact tables from page 119-120.
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.

Impact	Damage Modifier
Horizontal, Low Speed	x0.25
Horizontal, High Speed	x0.50
45 degree, Low Speed	x0.75
45 degree, High Speed	x1.50
Vertical, Low Speed	x1.25
Vertical, High Speed	x2.00
Impact into Pine Trees	x0.75
Impact into Other Trees	x1.25
Impact into Water	x0.75
Impact into Soft Earth, Sand or Snow	x1.00
Impact into Buildings	x1.25
Impact into Rocks	x1.50

Other Modifiers

In High Speed impacts, an air vehicle will often scatter over a wide area. Roll a d10 on the table below for an additional damage modifier for pilot and passenger.

Scatter		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, impact damage will be reduced by 50%.

Protection

Ultralight aircraft offer no protection in crash situations.

EQUIPMENT

Whatever you need can be requisitioned from base storage. Use your imagination and common sense. These are but a few examples.

Dish or Flat Recharger   WTE 26 lbs.
A sunlight powered recharger for small equipment or camp-sites. This unit will recharge all types of IDA Nickel-Cadmium batteries in d4 hours.

Vehicle Recharger   WTE 11 lbs.
A built-in recharger often attached to the vehicle's diesel engine. It automatically re-powers a vehicle's batteries and electrical system.

Gas / Alcohol Generator A   WTE 56 lbs.
A small, efficient gas or alcohol powered generator, effec-tively simulates "house" current for 8 hours per gallon of fuel used.

Propane / Hydrogen Conversion Kit   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 .5 lbs.
A hand-pumped light with five minutes of available light per 25 squeezes of the handle. Also has a charger that will enable the light to provide 60 minutes of light for a 2 minute recharge time.

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 400 points per hour of cutting time left.

Wrist Watch   WTE .02 lbs.
Standard IDET issue mechanical watch with a 14" saw wire, as well as a charge of plastic explosive that, when used with the watch timer, can detonate for 20 points of blast. The watch is water and shock proof until used as an explosive.

Inflatable Tent   WTE 2 lbs.
A CO_2-powered, inflatable, double walled tent that can hold 4 people. Can be set up in 3 minutes and broken down in 5. It is waterproof, and can protect inhabitants from tempera-tures as low as -50°F with a portable Heating Unit. A small portable airlock can be added with a weight addition of 5 lbs.

Sleeping Bag   WTE 5 lbs.
Insulated sleeping bag that protects against temperatures as low as -20°F. Can be unzipped to form a 12 x 24 foot waterproof tarp. The lining packets can be removed, opened and eaten in an emergency.

Electric Fence Kit   WTE 30 lbs.
A simple disposable wire fence system that can enclose a square 50 feet on each side. This can be set with voltage from a generator that can deliver up to 1 amp shock if contacted. This system connects with the standard com-puter to create a high tech alarm system that analyzes and watches for Motion, IR, and Sound. This can also be coupled to an automatic sentry that is armed with an M60-F machine gun, camera, or robot.

Erdine 9440 Computer WTE 05 lbs.

Developed from off-the shelf technology, this giga RAM system uses read-write CD technology to bypass the magnetic and electrical problems of the Fringepaths. While not usable within the system, it can be quickly re-powered. This computer easily hooks to a wide range of analysis and general utility equipment. This computer operates a self-destruct by command password and automatic psychological stress under special circumstance. Rechargable battery requires 7 minutes to fully recharge and gives 6 hours use time. May be operated immediately off Fringepaths with vehicle generated power. Waterproof and shockproof, these units weigh 5 lbs.

* CPU 10 Gig Luminetic, Crystal Harmonic Storage
* Optical Hard Drive 10 Terabytes
* Process 12 Gig Speed
* Optical 180 meg Mini Floppy (1.8 inch)
* 4025 x 4025 Resolution Color Flatscreen
* Voice Ops
* Holeski AI Interactive Artificial Intelligence
* 3v Nickel Hydride Battery System w/dual backup

ANALYZER	*OTHER*
* Gas	* Radio / TV Monitor / Signal
* Liquid	* Document Designer
* Mineral	* Language Analyzer
* Chemical	* Color Printer
* Biological	* Radar / Sonar
* Radiation	* Satellite Hook-Up
* Signal	* Security System
	* Astronomical / Weather
	* Small Robotic Remote

ANALYZER & OTHER UNITS WTE 05-10 lbs. Ea.

The analyzer can give general breakdowns of information in 3d10 minutes. Linked by fiber optic to the 9440.

SMALL ROBOTIC REMOTE WTE 10 lbs.

A small robotic remote, tracked, with audio, visual and manipulative members controlled by 9440 AI.
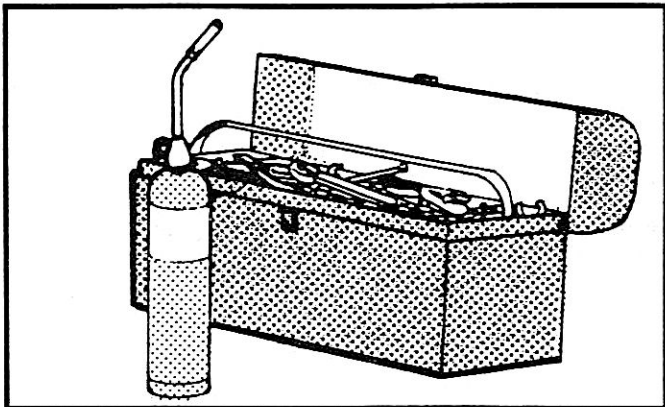
Tool Kit Standard A WTE 11 lbs.

General tools for small repairs include: Screwdrivers, pliers, hammer, cutters, files, small 5 blade saw, chisel, wire and an adjustable wrench.

Tool Kit Standard B WTE 130 lbs.

General tools with the addition of some specialized tools for more difficult jobs.

Tool Kit Standard C WTE 470 lbs.

All tools of the above in many sizes as well as specialized types with heavy electrical power tools, saws, drills, porta-woodshop, metal fabrication shop, welding torch, electronic repair station, and chain saw.

Vehicle Repair Kit WTE 98 lbs.

Special tools and parts to repair or jerry-rig 90% of vehicle problems on modern and older vehicles. Contains a 20 ton capacity hydraulic jack.

Machine Shop WTE 540 lbs.

A diesel powered bench with saws, vertical mill, lathe, and other wood and 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.

Mapping Satellite With Truck Launcher

The mapping satellite is a special trailer with a 24 foot rocket capable of boosting a 3 pound satellite into orbit. This satellite can relay visual data to the 9440 computer for mapping. The satellite can also monitor communications and phone service with 65% accuracy. If necessary, it can be destroyed with a special command via radio signal.
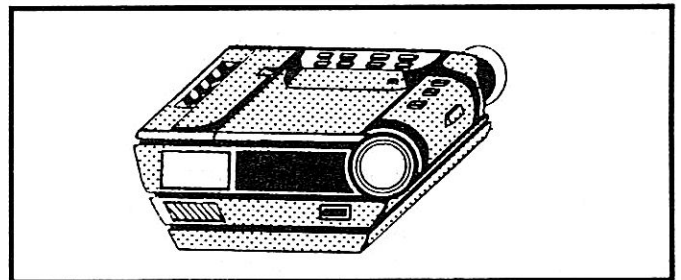
Camera WTE .50 lbs.

The universal camera used by Fringeworthy Explorers is a composite system of a single frame and motion picture color camera. Computer operated, it stores sound and images on 1.8 Optical Floppies. Good for 130,000 still images, or 30 minutes of video. Holds 4 disks. A 60 hour storage cartridge can be attached to the camera. Can be programmed by use of computer or 'Dumb AI' voice command.

Camera WTE 1 lb.

The camera is completely mechanical, using a hand winding mechanism to torque a mainspring, and will operate for 5 minutes per winding. Film cartridges for the camera last 30 minutes and are self-developing.

IDET Uniform WTE 3 lbs.

Standard IDET issue uniform with stick on patches and velcro seams. Can be dismantled and fashioned into a number of different garment styles. Ultra fast drying, it can be hooked into a pocket sized power pack for heating in colder climates.

IDET Boots WTE 2.2 lbs.

Fashioned from ballistic plastic and other space-age materials, the odd-styled IDET boot has been a lifesaver. The right boot contains a built-in wire saw and small tool kit in the sole. The left boot has plastic explosive (200 Pts Damage) and a 0-600 second mechanical detonator. In one heel are

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 d4 of the following:

01	Blankets	11	Hard Candy
02	Gold	12	Grease Paint
03	Mirrors	13	Costume Jewelry
04	Dice	14	Wind-up Toys
05	Matches	15	Beads
06	Alcohol	16	Knives
07	Feathers	17	Combs
08	Butane Lighter	18	Cloth
09	Flint and Steel	19	Needles
10	Metal Tools	20	Magnifying Glass

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 temperatures for 72 hours after it is shut off.

Monitor/Com Device   WTE .12 lbs.

A 5 mile range communications radio/optical device that can link into IDET Camera to view live or replay transmitted video. Works with the 1.8 Optical floppy to store data. It can also become a broadcaster, jammer or relay station for boosting a signal to the 9440 or a 60 hour storage pack.

Binoculars   WTE 1.2 lbs

A simple set of binoculars with a computer assist. Can be hooked into the Camera or 9440 for astronomical use or observation. Field of view can be adjusted or enhanced. May use IR, Night Sight, or Motion Scan options. Can be set on a computer driven tripod or hooked to the Robotic Remote.
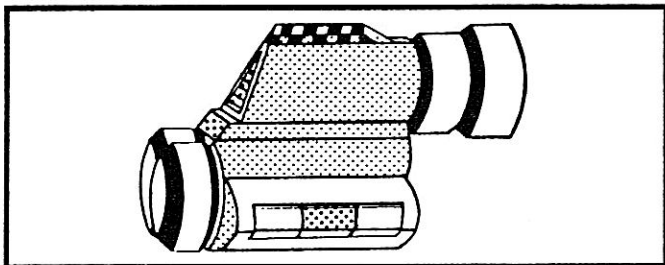
SPECIAL VEHICLE MOUNTED WEAPONS

Along with military and civilian weapons, many vehicles on the Fringepaths after 2009 carried fittings for rocket pods and other heavier weapons due to the threat of the Mellor and other highly belligerent things that attacked and often killed the Fringeworthy.

Missile Pods

The missile pod carries up to twenty-four 1.5 inch rockets in a pod that can be fired manually or electronically off the Fringepaths. Range of the rockets is 2500 feet. Use tables for 40mm shells in the weapons section for damage.

Destruct

All vehicles are equipped with a manually operated destruct that will ignite a thermite charge located in the frame of the vehicle. This destruct can be set for a time delay of up to 3 hours. Blast 1350 points Burn 20d10.

Equipment, Equip Failure, Vehicle Weapons

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:

01	Mines	11	Wheel Rippers
02	Obstacles	12	Frame Mounted Missiles
03	Ejection	13	Gas
04	Smoke	14	Light Machine Gun
05	Paint	15	Radar
06	Oil Sprayers	16	Computer Nav Pack
07	Missile Pod	17	Police/Military Monitor
08	Body Electrification	18	Fire/CB/Ham Radio
09	Flame / Gas Ports	19	Nitrous Oxide Injector
10	Silent Alarms	20	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 and range of the listed 40mm shells. Such pods are unavailable for ultralight aircraft.

01	Missiles	02	Targeting Drones
03	Drop Flares	04	Observation Drones
05	Bombs, Gas, Napalm, or Explosive		

Specially designed for air or ground detonation, it works like any of the 40mm type rounds listed in the Launcher section on page (157).

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. F is Damage Diagnosis time, R the time needed to repair. S means use a related skill.

Modifiers

Just Out of Package	-05
Maintained Occasionally	-10
Quality Manufacturer	-15
Maintained Often	-20
Constantly Maintained	-25
Built by Lowest Bidder	+05
Maintenance Ignored	+10
Total lack of Maintenance	+15
Dropped, or Slammed	+20
Incompetent Repair	+25

Breakdown

01-50	No Damage
51-75	Light Damage F6m R6m
76-85	Minor Damage F10m R10m
86-95	Heavy Damage F10m R20m S
96-98	Major Damage F10m R45m S
99	Critical Damage F20m R60m S
00	Forget it.

The Ed Powers Story

As Ed Powers clicked the safety release off the weapon, a brown figure stepped into the tent and began to shake snow from its fur.

"Schmert?" asked Ed.

"No, brrotherr engineerr."

Unlike Schmert, this Tehrmelern's features were more refined, less shaggy. Where Schmert had brown eyes, this one had vivid violet.

"What do I call you?" asked Powers.

"A lady who asks forr coffee on a cold night" came the reply. "Gwadthrra."

"You could be a Mellor," said Powers.

"Mellorr do not drrink coffee."

TEHRMELERN ARTIFACTS

While many Tehrmelern artifacts were lost to history and the ravages of time, some are found still somewhat intact and functional.

These are examples of the Tehrmelern Technologies at their finest:

60 ° F	Steel Hard
40 ° F	Hard
20 ° F	Carve or Shape
10 ° F	Putty
-6 ° F	Liquifies
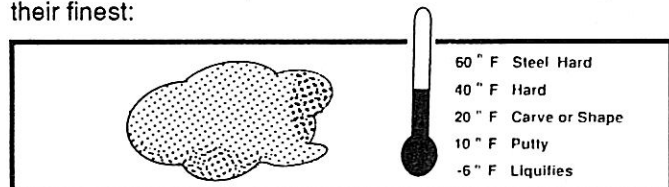
A nonconducting metallic solid that is steel-hard at temperatures over 20°F. Under 20°F, it becomes plastic and can be shaped like clay. It has an armor rating of stopping 15 points of high velocity impact per quarter inch.
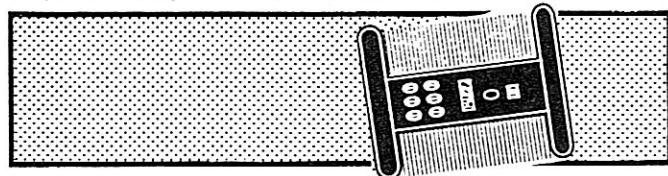
A hair brush that combs, cleans, and can be set for a fantastic combination of color dye by pressing a colored triangular spot on the grip. This dye is not water-soluble until removed by the brush's cleaning action.

MEMORY CRYSTALS

Memory Crystals that contain a small scene of pleasant memory from the owner. If shaken, the 4 inch sphere will clear and become reprogrammed with the user's next thoughts. A crystal will often hold the final memories if accident or death produced a strong emotional shock.

TEHRMELERN ROBOTICS

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. Most are designed small and in rounded shapes.

Tehrmelern robotics do not talk or mimic shape. Nearly all are internally powered and self repairing.

FINDING TEHRMELERN TECHNOLOGY

As worlds are explored, many buildings and Tehrmelern artifacts will be found that have withstood the ravages of time and harsh weather.

Index the climate type and the material of the item or building found.

HIGH TECHNOLOGY

While built outstandingly well, the old Tehrmelern Hi-Tech falls into several categories of preservation:

HT1   Special metals, ceramics and plastics made to last nearly forever.

HT2   Made to last for a very long time.

HT3   Made for general use and long life.

MEDIAN TECHNOLOGY

MT1   Plastics with very long lifespans, structural steel, and concrete.

LOW TECHNOLOGY

LT1   Simple plastics and building materials with short lifespans measured in centuries.

NATURAL TECHNOLOGY

NT1   Natural technology, self replicating or growing. Deteriorates at death.

NT2   General items of wood or common biodegradable material that the Tehrmelern used in their personal lives.

WET: WET   DAM: DAMP   TEM: TEMPERATE
DRY: DRY   DES: DESERT   COL: COLD

	WET	DAM	TEM	DRY	DES	COL
HT1	3	2	2	1	1	1
HT2	4	3	2	1	1	1
HT3	5	4	3	2	1	1
MT1	6	5	4	3	2	2
LT1	7	6	5	4	3	2
NT1	8	8	4	6	6	5
NT2	8	7	5	4	5	2

CONDITION

1	Perfectly Intact	5	Mostly Deteriorated
2	Nearly Intact	6	Mostly Ruin
3	Badly Weathered	7	Traces Only
4	Slightly Deteriorated	8	No Trace

SOUTH AMERICA ◤

AFRICA ◤

250 500   1000   1500
SCALE IN MILES

AUSTRALIA ◤
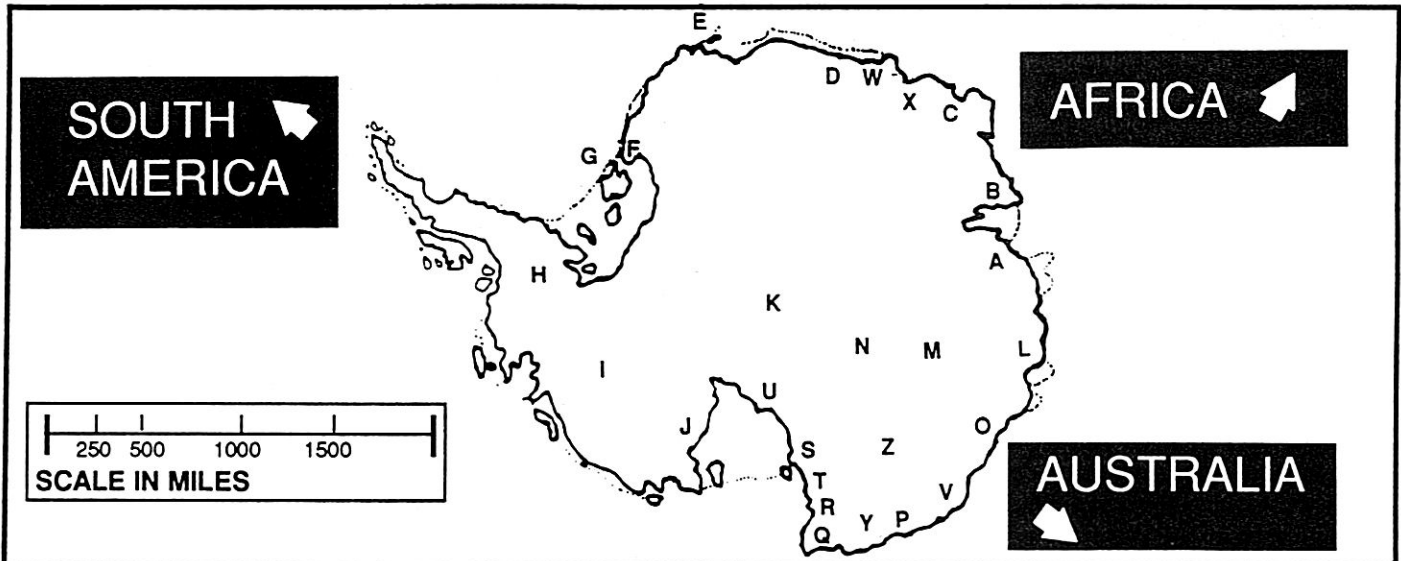
ANTARCTICA

Virtually unknown until the early 20th century, this 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 half a century before the "Antarctic Rush" began.

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

By 2010, there were 26 active bases under the auspices of the United Nations and a new World Antarctic Treaty.

STATION		OWNERSHIP
A	Davis Station	Australia
B	Mawson Station	Australia
C	Molodezhnaya	Russia
D	Novolazarevskaya	Russia
E	Tottenbukta / Sanae	ASA
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	Russia
M	Komsomolskaya	Russia
N	Vostok	Russia
O	Wilkes Station	Australia / USA
P	Dumont D'Urville	France
Q	Hallett Station	New Zealand / US
R	McMurdo Station	USA
S	Scott Station	New Zealand
T	Hatsumi Station	United Nations
U	Beardmore Station	USA
V	Conrad	United Nations
W	Showa	Japan
X	Sovietskaya	Russia
Y	Ozawa	Japan
Z	Kaltsturm	Germany

Global Warming

As the long-feared global warming 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 (SARGs) based from Showa Antarctic Station.

The Hatsumi Expedition

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

Braving high winds and an average temperature of -60°F, 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 foundation of a building.

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 at last 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, Sayuri placed it in her pocket and turned her attention to the ruins.
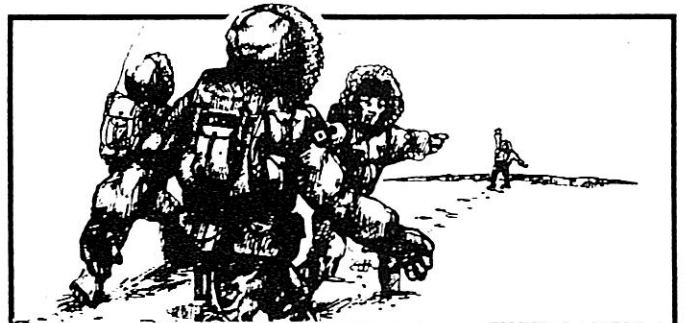
Antarctica

EARTHGATE ANTARCTICA

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

The center of the ring was a flat black nonreflective surface. As Hatsumi touched the blackness, he was pulled through to the other side of the ramp. Each member of the group experienced the effect until Sayuri Tanuma passed through the ring and simply vanished right before the group's startled eyes.

Journal

Under the body of the polar explorer was another remarkable find: A dried orchid and a journal that covered the tragic Scott Antarctic Expedition. Knowing that he was ill, as well as a burden to the group, the British Explorer had simply walked off, thinking he would soon die. He awoke to find 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 a week later 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 places 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.

U.N. 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 U.N. 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 that only one in a hundred thousand could actually cross the portal to the space beyond.

UN Agencies

The U.N. formed the United Nations Interdimensional Survey Service (UNISS) and a new branch called the IDA, Interdimensional Agency. They quickly extended an invitation to all nations to participate and benefit from any discoveries made.

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 U.N. 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 (Interdimensional Exploration Teams) were established.

First Out

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.
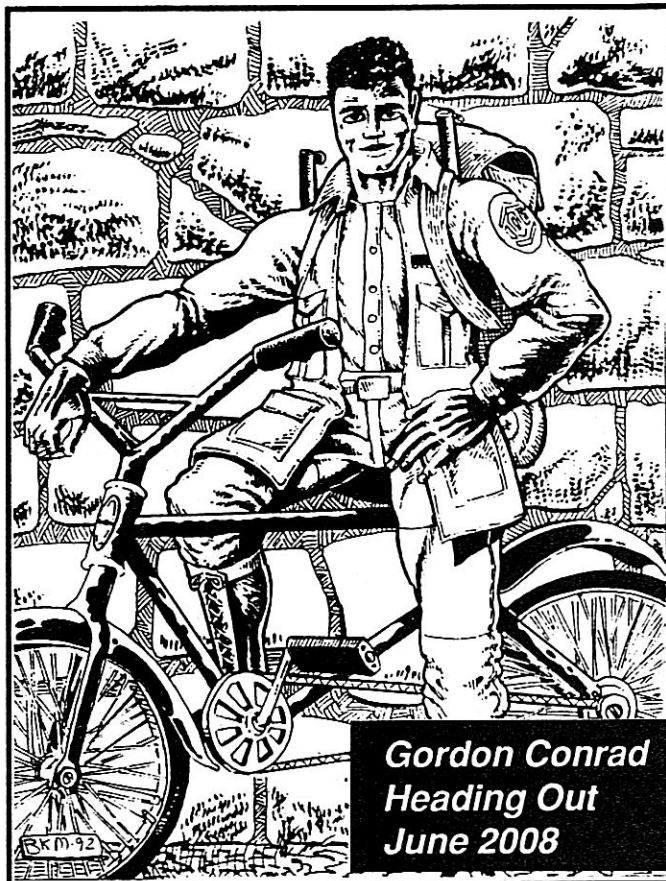
*Gordon Conrad
Heading Out
June 2008*

Usable Portals & Stations

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 flooded the cavern with the Ring Station rather than sanction control of the base by the U.N. The other portal in a hostile nation was the Rabina Sand Sea Station, a damaged Ring Station that, more often than not, set fire to its users.

The three remaining UN stations were placed under tight military guard to prevent future incidents.

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 back page news and, finally, a monthly 'geographic-like' journal.

The populations of Earth now accepted the existence of the Fringeworlds and had gone back to worrying about things closer to home. Mankind's destiny had been forever changed, and few realized it.

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 650,000 B.C.

LOCATION   COUNTRY

01	Hatsumi Station	U.N. Antarctic
02	NW Providence Channel	Bahamas
03	Richardson Mountains	Canada
04	Isle De Pascua	Chile
05	Sea of Japan	Japan
06	Cherskiy Mountains	Russia
07	North Sea	Britain
08	Rabina Sand Sea	Libya

Codes

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

STATION   *STATUS*   *ACCESS*

Hatsumi   ACT   ACC
Main Operation and Exploration center for the Fringepaths.

Bahamas   INA   OFF
Underwater, may be malfunctioning.

Richardson   ACT   LAC
Sealed Station at the top of a mountain that will become high tech receiving laboratories.

Pascua   INA   LAC
Uncertain future. With a change in political climate, the Easter Island Portal could become a major center. This is not expected soon due to the volatile nature of the Chilean leaders and their allies in the African Socialist Alliance.

Japan   INA   OFF
Underwater.

Cherskiy   ACT   OFF
This mountain valley station will become a main outfitting and equipment base.

North Sea   INA   OFF
Underwater.

Rabina   DAM   OFF
The Rabina Portal fails to work, shocks the user into unconsciousness, and sets them on fire.
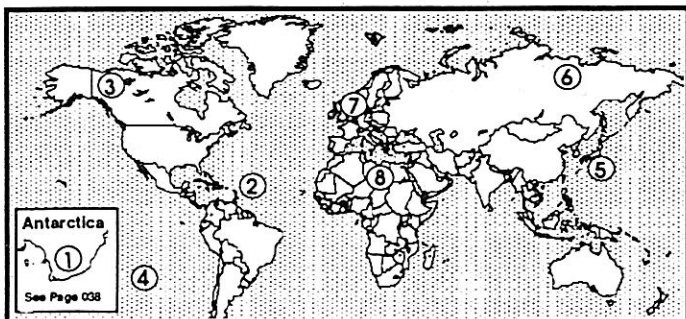
Eight 25' Portals to Alternates
Four 50' Portals Leads to Fringepaths
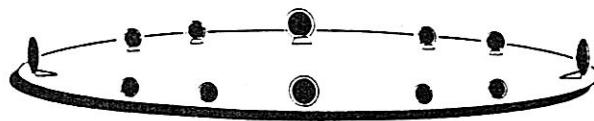
Example Alternate Platform

PLATFORMS

Platforms are a nexus, or crossing point between dimensions.

Shown above is an example of an Alternate Platform. This is the general design of all platforms within the Fringepath System. Only the numbers of larger rings vary.

Platforms exist in an extradimensional 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, and 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 positions.

Platforms are climate controlled with atmosphere, temperature and pressure set to a comfortable constant for human types. The gravity of the platforms is a constant .96 of Earth norm on the "up" side. Off the sides and underneath the platform is a zone of zero gravity. The climate control extends 97 feet 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 reenters real space from this point may be obliterated in a complete mass-to-energy conversion.

Eight 25' Portals, One 50' Portal
50' Portal Leads to Fringepaths
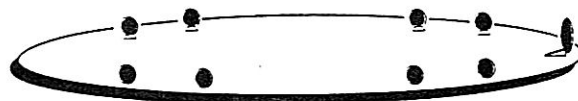
Earth's Prime Platform

EARTH'S PRIME PLATFORM

On the other side of the buildings gateway was a Prime Platform. The design above shows this unique Platform type associated with the "Prime" worlds.

This Platform type has eight access portals and a single larger portal that leads, by Fringepath, to the Alternate Platform.

All Prime Platforms have this configuration.

PLATFORMS

A 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 Mtns.
03	Richardson Mtns.
07	North Sea
04	Isle De Pascua
08	Rabina Sand Sea

B ALTS

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 on Pg. 040

C SYSTEM

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 (Vesta)

The Ed Powers Story

The orange twilight landscape stretched to the horizon. as Powers walked over the hill. It wasn't much of a training excercise, but he realized he was on the Martian surface. He checked his Vac Suit's air guage again and headed back towards the ring station. He picked up a rock for his cousin.

A PRIMES   B ALTS   C SYSTEM   D STAR

Universe +1

Universe +0 *Earth*

Universe -1
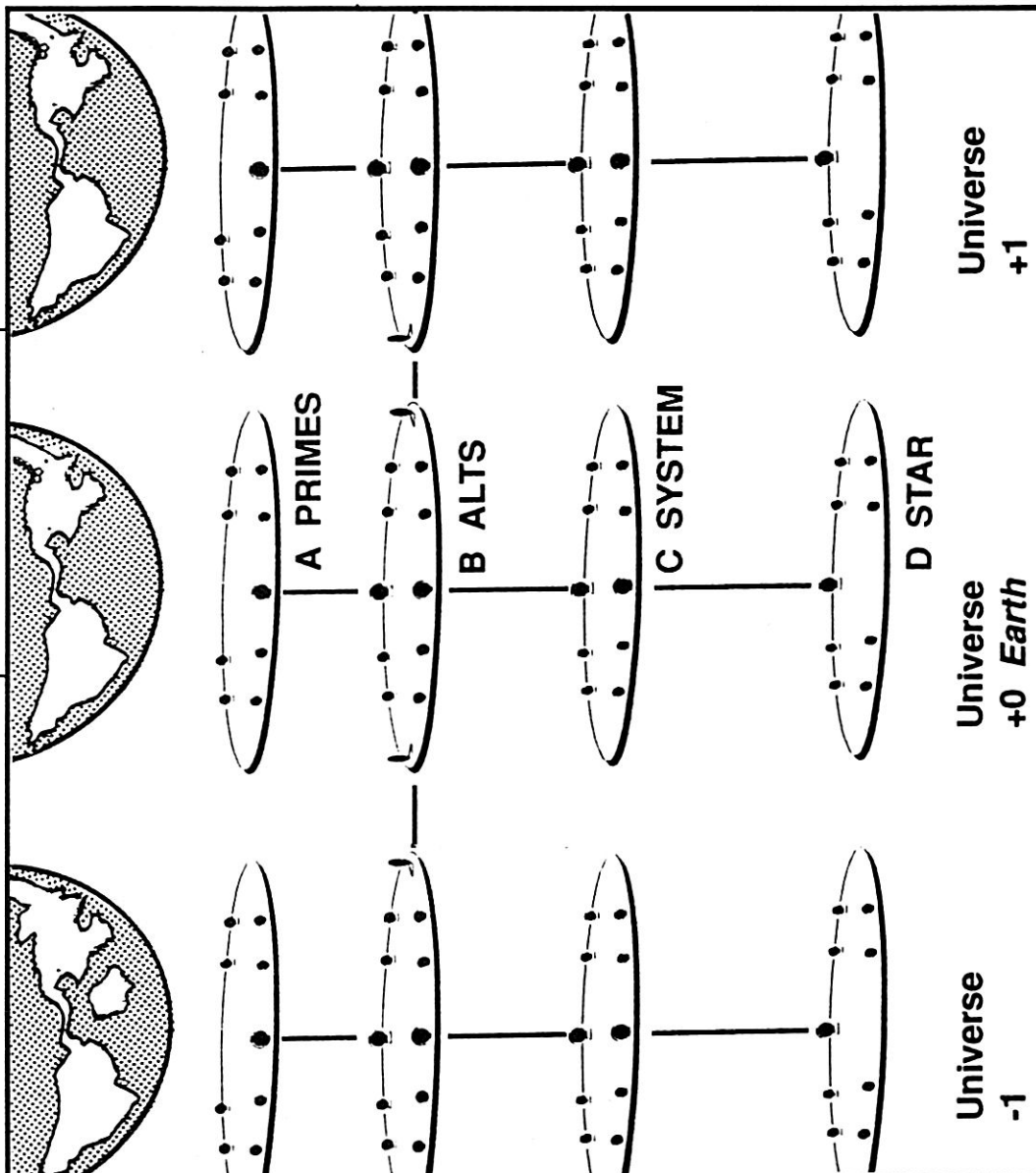
D STAR

Star Platform

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. Other stars do not have Alternate Platforms.

Example

Earth Prime's Star Platform leads to eight close star systems. Each of these systems has an 8 location System Platform identical to the Earth Prime Platform. These 8 portals lead to locations on one or more planets.

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

25'

25' Tehrmelern Portal Ring
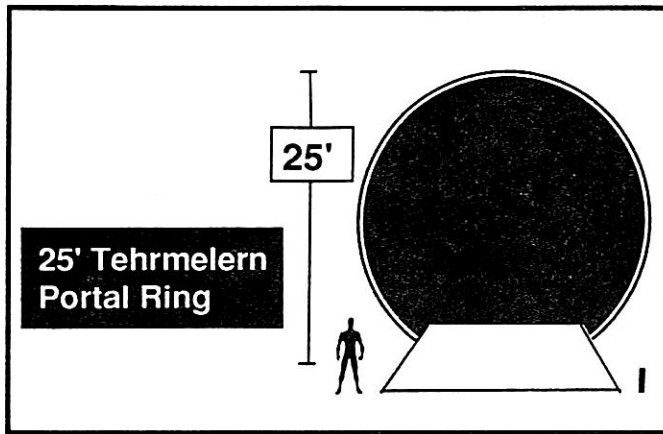
RING STATIONS

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. These rings are 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 Fringepaths that link Platforms.

These main transit rings measure 53.37 feet in diameter. Like other rings, they are free rotating.

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 any 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 away, 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.

This can lead to problems of re-entry into the warp if walls or dense terrain create a blockage.

The Ed Powers Story

Hal Johnson, team leader for IDET training, quickly walked back to the alley where the warp opened. Signaling to his trainees by radio, he turned to face a Gestapo truck that turned into the alley at the other end.

"Halt," boomed an amplified voice from the truck. Hal stepped into the warp and vanished.

"You see that?" asked the driver.

The Gestapo officer considered, "I saw nothing!"

```
FRINGEPATH
Side view
*5.7 Inches Thick
```

.96 GRAVITY

40'

*

97"
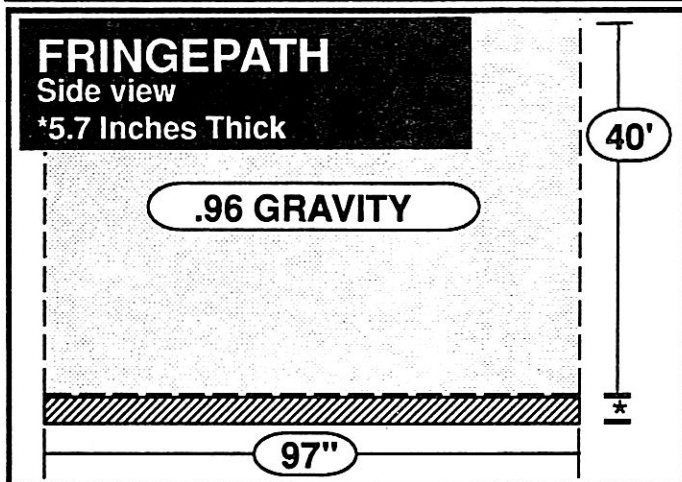
FRINGEPATHS

> "If they were so advanced, then why did they walk?"
> **Ed Powers 2010**

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 a 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 on the System

Whether these paths were the tracks for vehicles, a subway-like system, or actually the walkways used by the Tehrmelern, is purely conjecture. It is believed that an advanced race would use high speed transit to travel across such a massive interdimensional 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 THE FRINGES

As the first IDET teams explored the Transit Portals, they discovered they were in a vast network of interconnected platforms and 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 zero (0) or North. South was designated as heading out of system. West was given a negative number classification (-), and East was given a positive number 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 number 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.

"Ya just gotta remember, it's like a subway system detween dimensions. Every dimension has a Prime world with eight different portals to the surface. Every one of these primes has an Alternate platform that has gates to eight more different worlds, only these are single gates. A little further out from each Prime is that primes Solar System. Just beyond that is the gates that lead just to other stars in that universe. "

Willie flicked his cigar off the edge of the Platform and watched it tumble away to ablivion.

PRIME -1	EARTH PRIME	PRIME +1
PRIME PLATFORM -1	PRIME PLATFORM	PRIME PLATFORM +1
ALTERNATE PLATFORM -1	EARTH ALTERNATE PLATFORM	ALTERNATE PLATFORM +1
SYSTEM PLATFORM -1	EARTH SYSTEM PLATFORM	SYSTEM PLATFORM +1
STAR PLATFORM -1	EARTH STAR PLATFORM	STAR PLATFORM +1
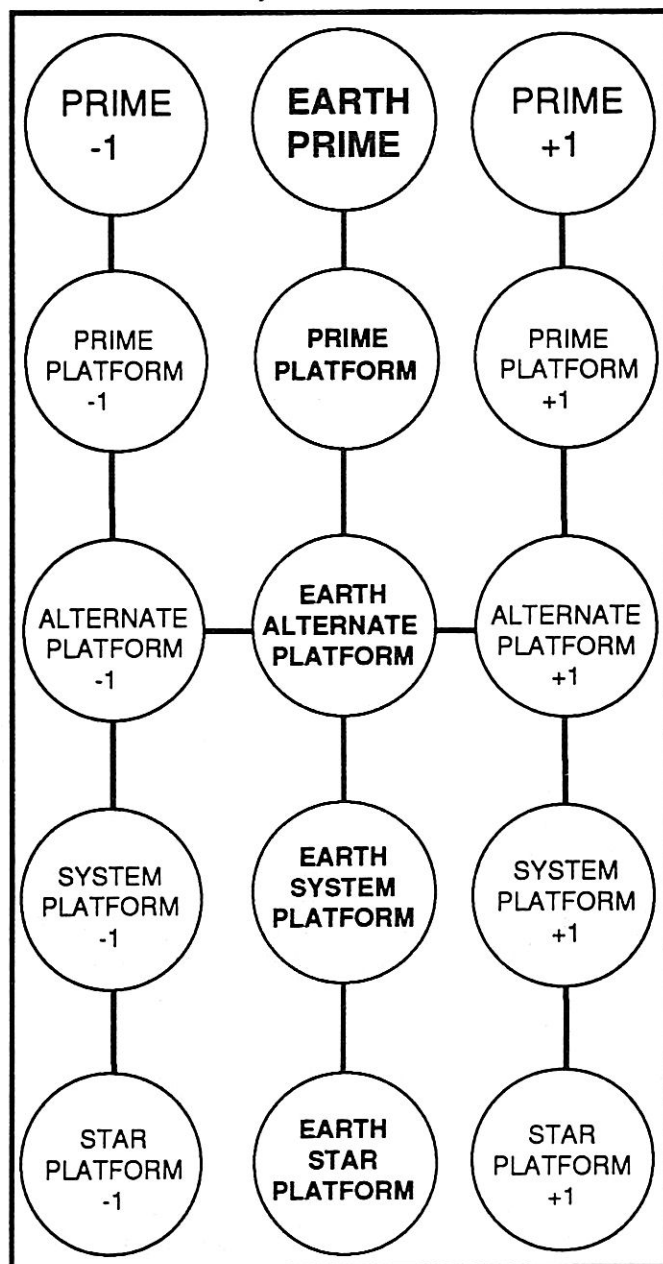
CRYSTAL KEYS

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 on and off. 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 foolproof system cannot be altered nor can the crystal's rating be changed. Thirteen crystals were described in the journal.

RATING	COLOR	
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. This key has no transit capabilities and cannot operate pylons.	
01	Gray	Limited Access Tourist
02	White	Tourist
03	Pale Green	Privileged Tourist
04	Brown	Limited Access Commuter
05	Red	Commuter
06	Clear	Privileged Commuter
07	Blue	Limited Security
08	Yellow	General Security
09	Dark Green	High Risk
10	Purple	Quarantine
11	Rainbow	Top Security

Standard Tehrmelern Control Pylon
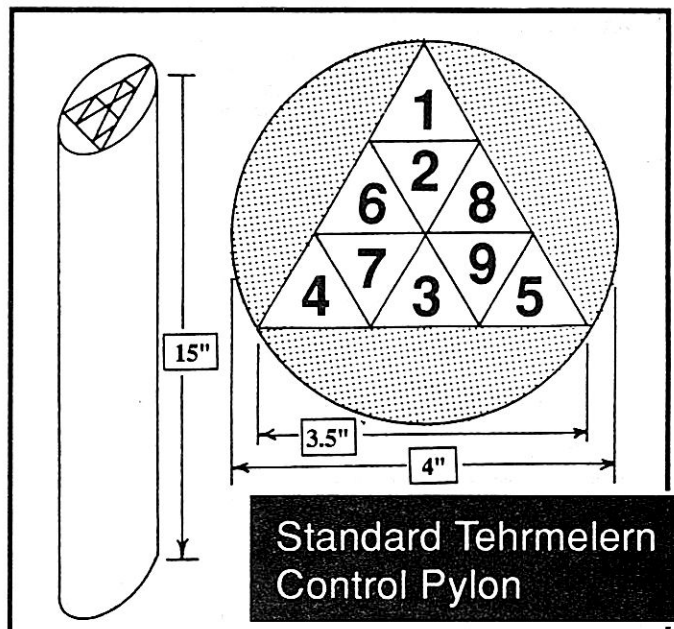
CONTROL PYLONS

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.

	STEADY LIGHT	BLINKING LIGHT
6	Low Pressure	Vacuum
7	Low Temperature	Sub-Arctic Temperatures
8	High Pressure	Dangerously High Pressure
9	High Temperature	Dangerously Hot

Typical Crystal Keys
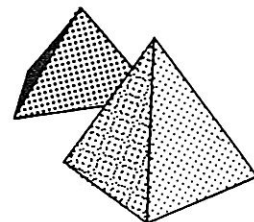
Notes on Pathways

01 Any nuclear or radioactive material passing through a portal or warp decays immediately into a harmless non-radioactive isotope. Shielding can 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 will completely erase magnetic tapes and disks.

04 This destruction of energy does not harm the equipment. If power is restored outside the Fringe system, equipment will function properly. Magnetic properties will 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 Fringegate 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 cannot 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

Portal transition tends to kill harmful bacteria and cleanse a traveler's system of any odd organisms that they didn't have at the last portal use.

Who is Fringeworthy

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

Blocked Portals

Stations will generally move a warp to a reasonable safe spot if blocked, submerged, or inaccessible.

IDET's Mission

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

The second doctrine is to gather resources from many uninhabited worlds and bring home new and lost art, literature, and ideas.

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 skill percentage rather than the standard 5% value on other skills. Every year of exploration on the pathways gains the user another d10 CRY points.

REMEMBER

01 Crystal use may only be attempted once per 15 minutes with no penalty. Additional use drains one point of CON for 5 minutes.

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, and Burn. Radiation is blocked for the crystals rating in hours. When it has absorbed its limit, the crystal becomes useless for defense until discharged by walking through a warp or ring station. This does not stop projectiles, blast, impact, or physical attacks.

Offense

Crystals 9 to 11 have the ability to temporarily convert a point of the user's CON 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+1 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 that is similar to a flashlight, and lasts for d4 hours. CON is recovered at a rate of 1 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 they keep a crystal in their possession and handle it at least once per year.
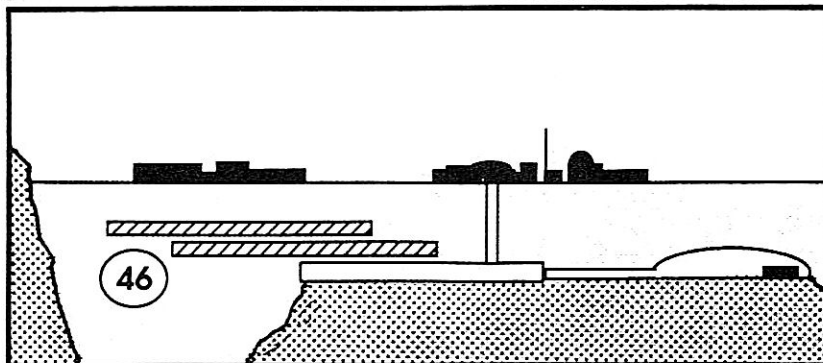
Hatsumi Station

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.

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

HATSUMI OPERATIONS

01 Security Offices
02 Security Stations
03 Brig
04 Marine Barracks
05 Information Office
06 Commander's Office
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

KEY ABOVE GROUND

Side View

a Communications Bldg.
b Antenna
c Satellite Receiver
d Storage Sheds
e Barracks
f Security Perimeter
g Security Stations
h Helipads / Airstrip
i Hangars
j Elevator, 50x50
k Elevator, Personnel
l Motor Pool
m Special Vehicle Storage
n Reactor Station
o Generators
p Oil / Gas Storage
q Explosives Shack
r Office
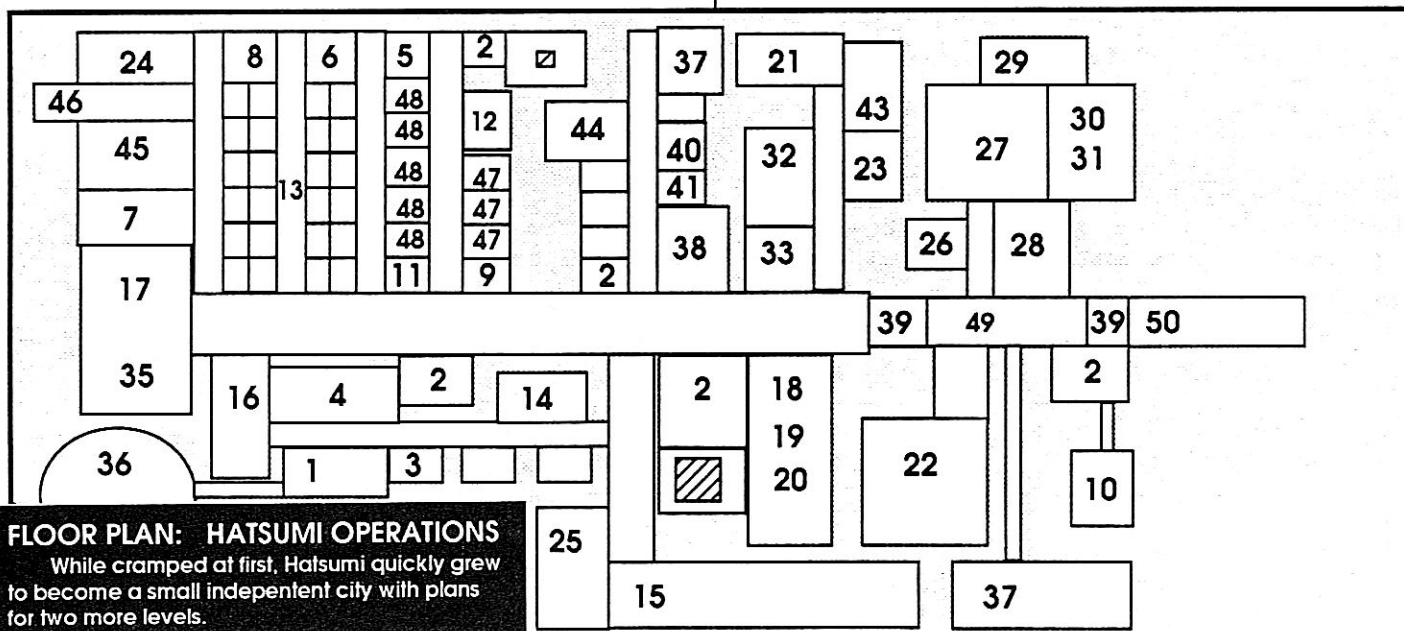
FLOOR PLAN: HATSUMI OPERATIONS
   While cramped at first, Hatsumi quickly grew to become a small indepentent city with plans for two more levels.

23	Laundry & Costuming	38	Cooling Plant
24	Base Commissary & Bar	39	Airlocks
25	Cafeteria	40	Electronic Repair
26	Medical Offices	41	Electronic Storage
27	Medical Center	42	General Storage
28	Trauma Center	43	Print Shop / Records
29	Isolation	44	Meeting Rooms
30	Natural Sciences Lab	45	TV Station
31	Chemistry Lab	46	New Construction Areas
32	Anthropology / Sociology Office	47	Classrooms
33	Psychology / Psychiatry Office	48	Apartments
34	Artifact Analysis & Testing	49	Security Scanners
35	General Storage Areas	50	Access to Ice Tunnel
36	Reactor		
37	Generators		
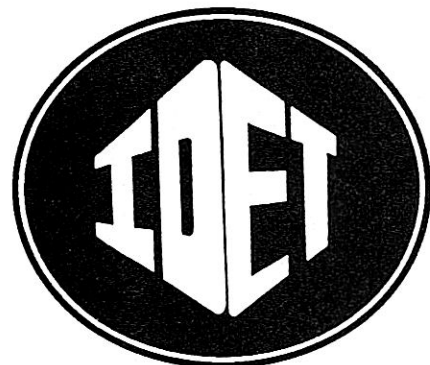
IDET PATCH
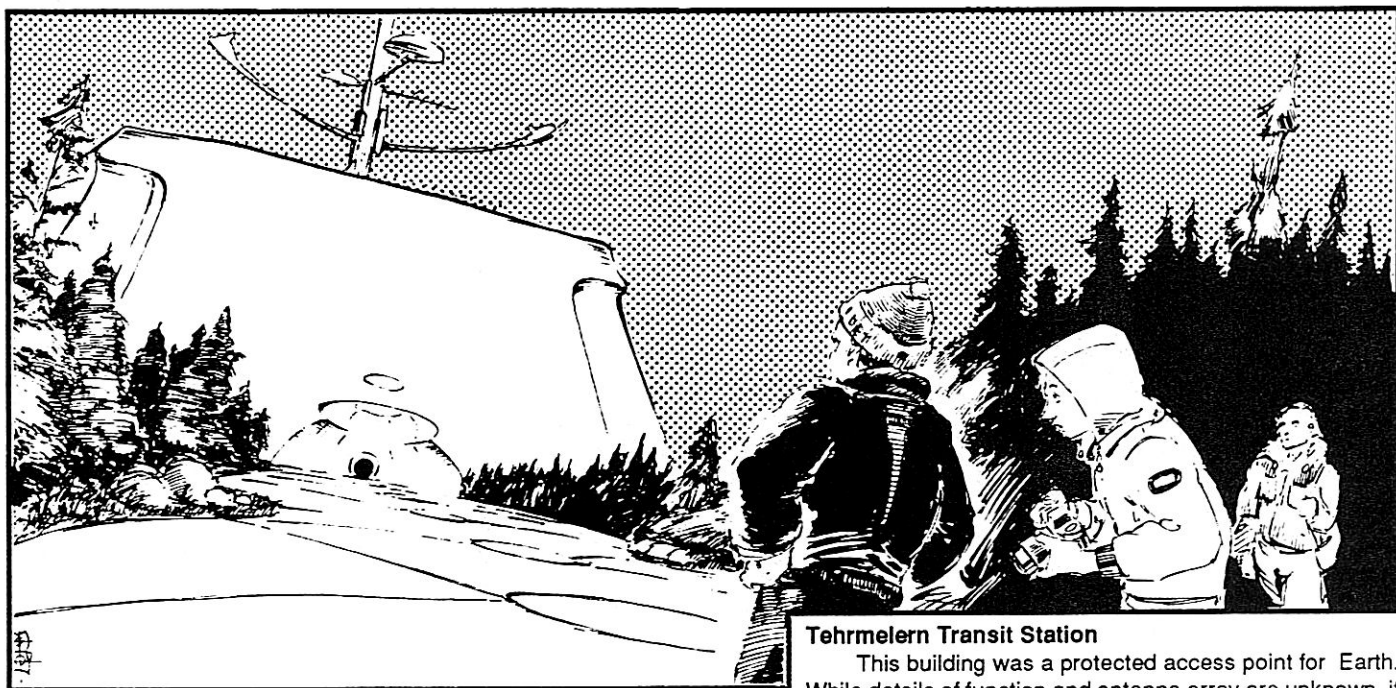
Tehrmelern Transit Station
   This building was a protected access point for Earth. While details of function and antenna array are unknown, it is assumed the structure is a minimum of 250,000 years old.
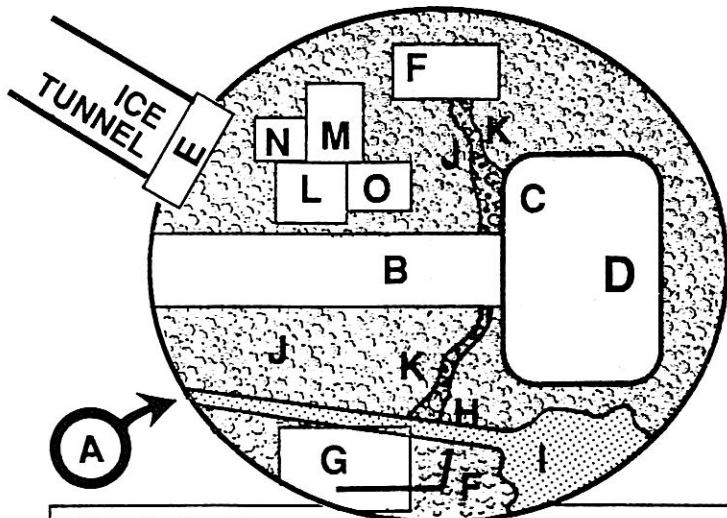
Alien Artifact Area
   Untouched by millennia of Antarctic ice, the Tehrmelern complex rested, protected by an electrostatic barrier that kept the ice from crushing it.

TEHRMELERN STATION

a	Electrostatic Barrier
b	Roadway
c	Main Building
d	Portal Ring
e	Security Station
f	Foundations
g	Artifact Dig
h	Stream Bed
i	Frozen Pond
j	Conifers
k	Stone Pathways
l	Lab (New)
m	Trauma Center (New)
n	Emergency Generator (New)
o	Research Shack (New)

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 the Tehrmelern life and commerce.

ALTERNATE TYPES	*TYPES*
ALTERNATE EARTHS	9
TEHRMELERN UTILITY WORLDS	8
MILITARY AREAS	4
RECREATIONAL AREAS	4
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 a far different climatic history, 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 tectonic 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 worlds technical progress is ahead or a bit behind Earth Prime's 2010's technical norm.

I   ALTERNATE TEMPORAL
These are the many 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 alternates.

Commercial or Utility 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 resources.

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.

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

Military Areas

Before the Tehrmelern abandoned the Fringepaths, they began to create a military to fight the enemy that destroyed them. With little knowledge of fighting or military tactics, they began do 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 advanced Tehrmelern weapons and hardware were stored.

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

D   TRAINING
Suspected stations and barracks for the last individuals and groups who kept Fringepath security in the final days of the Tehrmelern era.

Notes on Tehrmelern Weapons

At the end the Tehrmelern were desperate. With little in their history to guide them, they could not tackle the problem of the Mellor in any but a peaceful way. Unfortunately this way of 'peace' mattered little to the Mellor who ruthlessly exterminated the old race by the billions in any manner they could devise.

In a flurry, the Fringes were scoured for weapons from the many warlike races. The Tehrmelern tested, improved, and were horrified at the results of these weapons.

In the last years the Tehrmelern looked to the development of other races and biological weapons to stop the monsters they had created. First the security reprograming of the Pathways was initiated to isolate the problem, but, too late and too few. the Old Race left the system.

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
D   ARCADES

A   NATURE PRESERVE
Large land 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
Many safe, quiet, convenient worlds were designed for simple recreational fun. These often resembled vast picnic areas with scattered shelters, or apartment-like structures.

C   TECHNICAL PARK
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.

D   ARCADES
The Tehrmelern would have laughed at man's video and computer games. On many Alternates were fun and learning centers designed to create live-participation games. With holograms, force fields and absolute realism, these machines can still function.
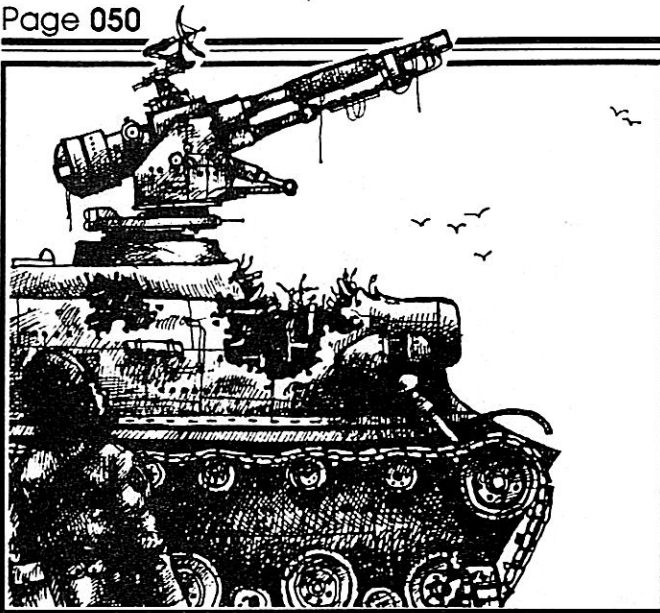
Danger Areas

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   BATTLEGROUNDS
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   BATTLEGROUNDS
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 living and ininamate objects from near worlds.

D   HELLS
Hells are the Mellor-controlled Pocket stops designed to trap and kill the Fringeworthy as they once killed the Tehrmelern. These areas always have an entry portal and a separate exit portal that is often miles away, and the Fringeworthy must literally run a gauntlet of desolation and ruins while evading constant threats just to get out.

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. On occasion these Otherplaces conform to expected natural laws for a limited time and begin to slip.

Home Areas

Across the Fringepaths, the Tehrmelern left many designs of distinctive home areas. These range in size from the fantastic mile-high superstructures 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 small shed or as complex as a 150+ room automated mansion.

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

C   SETTLEMENT
A large number of living and commercial structures in varied or close architectural design.

D   LARGE SETTLEMENT
Large numbers of structures showing urban planning or a large city designed with an esthetic theme.

E   LONG SETTLED WORLD
Large and small Tehrmelern buildings in mixed groups, scattered across a world with no regard to climate or geographical region.

Building Condition

Most low-tech Tehrmelern buildings are little more than ruins. Many of the higher-tech buildings are still complete, though stripped and abandoned without maintenance. See also Tehrmelern Artifact Condition on Pg. 037
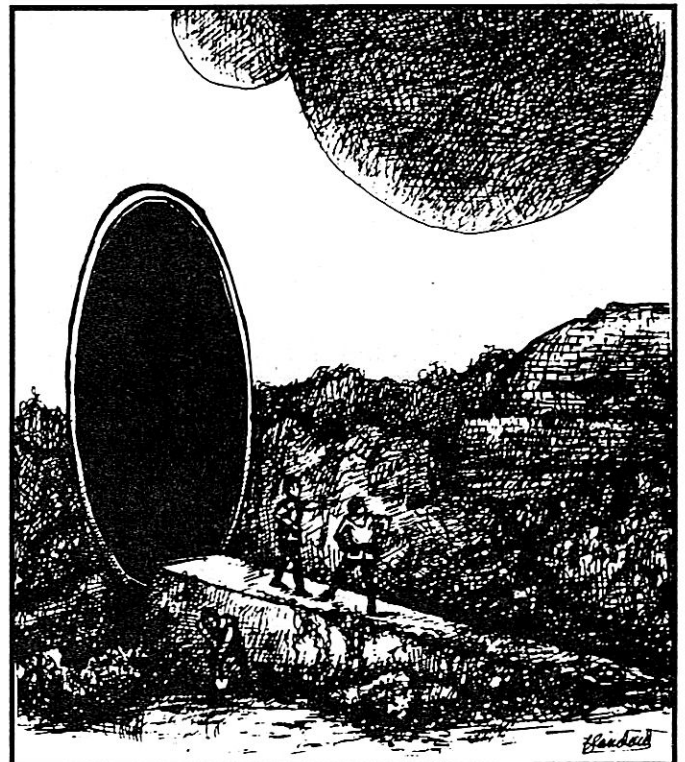
ALTERNATE EARTHS

This is a simple generator for designing Alternate Platforms, giving 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 the 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   COMMERCIAL/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

01-95	Nature Preserve (wild)
96-98	Nature Park
99	Arcade
00	Large 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	Otherplaces

EARTH PRIME'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 growing in an overtaxed population. This alternate point is a hands-off area due to the IDA's dealings with Her Majisty's Trans-Ethereal Exploration Service, a Victorian Earth at (+2,7). See also Pg. 064

0,3 ICEFIELDS   (Alternate Climate)

This third alternate was quickly found to be the city of Chicago, buried under almost a quarter mile of glacial ice. The excavated records showed that the ice had overtaken the city around 1957A.D when the sun became unstable and fell into a cool cycle. The location is now a semi-permanent UNISS scientific station and exploration to find any survivors has been hampered by climate and winds.

0,4 SOVIET AMERICA   (Alternate History)

This warp opened into a semi-rural area of Colombus 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. Rebels here have found friends with the IDET explorers who are now helping the rebels with medical supplies and high-tech equipment. For 32 pages of additional refrence on this Alternate, See Tri Tac Game Module TTS 1060 *INVASION US*.

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. Later survey by drone has shown many other blasted areas and machinery.

0,6 POCKET STOP   (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 the coast of Bermuda in 1969. Since discovery this area has become a fuel-dump and vehicle storage area. On occasion more material is dumped into this area. The last fall included 320 used Canadian Lotto tickets and four hubcaps from a 56 Hudson.

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. Research on the rest of this world has been of a limited nature. No radio or TV communication has been detected.

0,8 HUNTING LODGE   (Alternate Geological)

This full portal station led to a pine forest amidst rugged mountains. Cabins and a small base were built when it was determined the world was in its Cretaceous Era. First calling the base a hunting lodge, the explorers quickly found that this world contained small, furry humanoids and large furry Saurians (lizards). These proto-humanoids have since proved friendly and intelligent, if not thankful for their large human protectors.

PROBLEM PORTALS

They cut across as wide a path as possible, without disrupting or mixing the universes. But like all feats of engineering, there were a few problems in the otherwise perfect system. There was a point where even the Tehrmelern rounded the hundred billionth decimal without realizing time would show the errors in new and creative ways.

Maintenance would have been simple if the Tehrmelern had survived the living tidal wave of hell called Mellor.

> Wee also knoww of this Murrphy!
>   *Schmert*

Damaged Access Portals and transference oddities were suspected very early by the theoreticians who worked for the UN's IDA. These bugs in the Tehrmelern gates proved an extreme danger to the first Fringeworthy explorers.

The listed problem has a code letter to identify the type of portal that is affected. The problem portals are always Access Portals to Alternates or Primes.

Damaged Portal Key		
Damaged	R	Ring Station Only
Portal	W	Warp Only
Key	E	Either Type

CHANCE OF PROBLEMS

Roll a d100 for problems associated with portals.

01-98	NO PROBLEM
99	MINOR PROBLEM TABLE A
00	SERIOUS PROBLEM TABLE B

MINOR PROBLEMS (TABLE A)

01-10	MISALIGNED WARP
11-15	MISALIGNED HEIGHT
16-20	TIMED TRANSFER
21-25	TIME LAPSE TRANSFER
26-30	WEIRD DOWN
31-35	SPLASH DOWN
36-40	TRANSIT WARP TRANSIT
41-45	STELLAR TRANSIT
46-50	GHOST TRANSFER
51-60	GHOST WARPS
61-65	PUSHER TRANSFER
66-70	RAINBOW FLUX
71-75	HOT TRANSFER
76-80	COLD TRANSFER
81-85	SLOW DRIFT
86-90	MIRROR TRANSFER
91-95	INTERMEDIATE AREA TRANSFER
96-00	MIND TRANSFER

SERIOUS PROBLEMS (TABLE B)

01-15	MISALIGNED HEIGHT
16-25	FAST DRIFT
26-35	HARD TRANSFER
36-50	HARD SPLASH DOWN
51-60	BAD TRANSITION
61-70	HOT TRANSFER
71-80	COLD TRANSFER
81-90	GERONIMO TRANSFER
90-95	HIGH GERONIMO (Adds 20 feet)
96-00	SOLID TRANSFER

MINOR PROBLEMS

These are the lesser problems found during Fringe exploration.

MISALIGNED WARP   E

Exiting these Problem Rings or Warps will create unusual light images or 'flicker' for d100 minutes or until the victim returns through the portal. While relatively harmless, the image is disconcerting to those who view it. Flickering has a 40% chance to cause headaches and nausea for the victim.

MISALIGNED HEIGHT   W

A warp with misaligned height is d4 feet off the ground.

SLOW DRIFT   W

Slow drift is an alignment problem that can move a warp 2d10 feet per day. Often this is in a random direction.

TIMED TRANSFER   E

A timed transfer is a normal transfer with a random or set time where the Fringeworthy is automatically pulled from the world and dumped backwards from the portal to the platform. This recall happens regardless of the victims distance from the portal. The victim begins to glow a minute before he or she dematerializes. There is a 10% chance a Timed Transfer is also attached to a Time Lapse Transfer.

TIME LAPSE TRANSFER   E

These are the portals that transfer the Fringeworthy and refuse to allow their return to the platforms until a specific amount of time has passed. This can be up to d100 days, though the average time is 3d10 hours. After the initial stay a Fringeworthy can come and go through the portal as usual without the time restriction. There is a 10% chance a Time Lapse Transfer is also attached to a Timed Transfer.

WEIRD DOWN   E

Weird Downs are random problems associated with transit through a warp or ring with slight stability problems. This is manifest with a horrific booming noise, wind, light, or other effects that scare the willies out of the local natives. In the rarest of instances (05%) the Fringeworthy victim will transfer to the Alternate or Prime while leaving all possessions, equipment, and clothing behind. Exiting such portals has a 50% chance of creating the same effects, as well as an occasional cloudburst.

SPLASH DOWN   W

These warps exit over water at a height of d10 feet. They function as normal warps in all other respects.

TRANSIT WARP TRANSIT   W

Some warps have been known to move at a very slow rate. These warps may travel up to d10 feet per hour.

STELLAR TRANSIT   W

These warps appear on a planet's surface once in a specific or random time for d100 hours before accelerating to an orbital location for up to d100 days. These worlds are only accessible for a very short time as the platform's pylon changes from dangerous to safe.

BKM·92
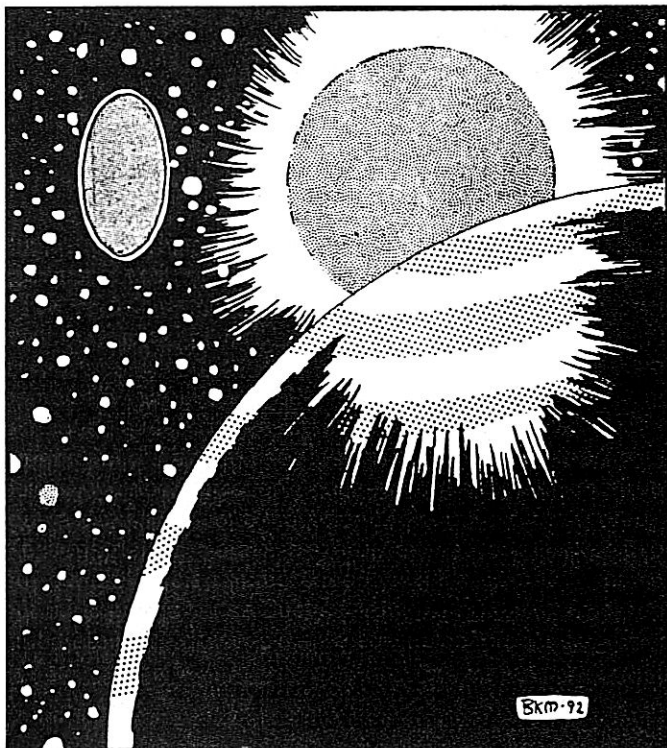
GHOST TRANSFER   W

Disconcerting to Fringeworthy explorers are the ghost transfers where the explorer becomes a ghost-like being on the Alternate World. With only a 10% ability to move objects or be seen for d10 seconds as a wispy image, they are the untouchable phantoms that are considered to be spirits or poltergeists.

GHOST WARPS   W

Ghost Warps are stationary or drifting false rainbow warps. While confusing to the Fringeworthy, they can hide small Pocket Universes or Hells. They form in clusters of d10+1. There is a 10% chance they drift in the vicinity of a functional warp.

PUSHER TRANSFER   E

Normal in all other respects, the Pusher Transfer shoves the victim to the Alternate or Prime at d4 times the velocity of his or her original speed.

RAINBOW FLUX   W

Flux is the energy picked up through a Rainbow Warp. These rare occurrences make a Fringeworthy stand out like a neon light to other Fringeworthy for d100 hours. This effect is visible to and frightens animals and small children. It can be seen as a halo-like effect by camera, though not by normal vision.

HOT TRANSFER   E

Exceptionally dangerous are hot transits that heat external surfaces to d100+ degrees Fahrenheit. In extreme cases paper and cloth will smolder and explode into flame as this portal is passed through. Most often a hot transfer will kindle a small burst of flame at a random spot on the victim.

COLD TRANSFER   E

Essentially the same as a hot transits with the outside air being chilled down to -d100 degrees Fahrenheit around the victim. This can cause frostbite if not immediately warmed.

MIRROR TRANSFER   E

In Mirror Transfer the hapless explorer has everything reversed, including his DNA and proteins. That is, he's now 'lefthanded' in his amino acids, sugars, etc. He gains no nourishment from local food, unless some naturally occurring lefthanded foods exist. This is not a true failure, since it occurs whenever the life forms on the other side are lefthanded. The final result is starvation. Returning through the portal reverses this effect.

INTERMEDIATE AREA TRANSFER   R

An unusual occurrence where a Access Ring to an Alternate or Prime has a small closed universe set before the actual gate. A delay area like this is often a mile in diameter and in a natural setting. They are thought to be special areas or places of staging or created because of engineering difficulty to access the Alternate.

MIND TRANSFER　　　　　　　　　　E

These are the rarest of all Tehrmelern research portals where the explorer's body is held between worlds and his or her mind displaces a human or animal mind on the other side. While very disconcerting to the Fringeworthy, the victim suffers nothing but memory loss and the minor consequences of what the explorer did with the body while possessing it. Passing through the Portal, Warp, or death of the host body exits the unharmed Fringeworthy from the ring at the platform.

SERIOUS PROBLEMS

These are the critical problems that can be encountered during exploration.

MISALIGNED HEIGHT　　　　　　　　W

A critically misaligned warp that's d4+10 feet off the ground.

FAST DRIFT　　　　　　　　　　　W

Fast drift is an alignment problem that can move a warp 2 d100 feet per day. Often this is in a random direction.

HARD TRANSFER　　　　　　　　　E

A hard transfer is a dangerous condition where the victim making transition is shocked unconscious (d10 minutes) and thrown from the portal exit. Other effects include vomiting, sickness, memory lapse, and half physical statistics for d10 hours. Metals carried can be fused, weakened, or crystallized into uselessness.

Vomiting	30%
Mild Sickness	85%
Extreme Weakness	75%
Half Statistics	65%
Memory Lapse*	35%
Metal Ruination	45%

* A memory lapse can be minimal, creating a state of confusion, or a temporary loss of a few hours of memory. There is a 10% chance the victim will suffer a full identity loss for d10 weeks.

HARD SPLASH DOWN　　　　　　　W

These warps exit over water at a height of d10+10 feet. They function as warps in all other respects.

BAD TRANSITION　　　　　　　　　E

Bad transitions resemble the results of a harsh brawl. Victims, on transit, are spun, thrown, or tumble as they exit. In extreme cases they are ejected from the system and thrown backward from ring or warp. Any vehicles are generally damaged as if in a harsh frontal collision of d100 miles per hour without any additional injury to the passengers.

HOT TRANSFER　　　　　　　　　E

This type of hot transfer is picked up from the portal and stays with the explorer as long as he or she is on the world. There is a 50% chance small objects around the explorer will burst into flame at a rate of d4 items per day. There is a 5% chance per day the explorer will have a spot on his or her body spontaneously combust and require extinguishing. This becomes a 10% chance per hour if the victim is unconscious or asleep. The energy dissipates on reentry to the portal.

COLD TRANSFER　　　　　　　　　E

This type of cold transfer is picked up from the portal and stays with the explorer as long as he or she is on the world. There is a 50% chance small objects around the explorer will frost over and freeze at a rate of d4 items per day. There is a 5% chance per day the explorer will have a spot on his or her body spontaneously freeze and require warming (100 degrees or higher) or it spreads at a rate of d4 square inches per minute. This becomes a 10% chance per hour if the victim is unconscious or asleep. The energy dissipates on reentry to the portal.

GERONIMO TRANSFER　　　　　　　W

A dangerous misaligned warp that is not vertical, but horizontal to the ground. The explorer literally falls out of the portal.

RESULT	*HEIGHT*	
01-85	d10 +03	Feet off the Ground
86-90	d10 +10	Feet off the Ground
91-95	d10 +20	Feet off the Ground
96-00	d10 +30	Feet off the Ground

GM's NOTES

It is recommended that you use trees and water to cushion the falls of the players unless the GM is a sadist. Use fall damage and vehicle impact modifiers to aid the players.

SOLID TRANSFER　　　　　　　　　W

The most horrifying of all transfers are the solid transfers, where explorers or equipment become fused into the atomic structure of a solid object. While never fatal immediately, it is an agonizing way to die unless the object the explorer is attached to is freed and returned with the victim to the portal. The second portal transition automatically separates the victim from the object without ill effects.

The Ed Powers Story

As he watched the rainbow fire of a bad transfer, Ed Powers swore.

Ted Ballard had wanted to be first. His insistence over the last three portals had worn Ed's patience thin.

"Let the rookie go," said Powers finally, "He's got to learn sooner or later."

Ed realized there was a serious problem as soon as Ted touched the black surface of the Access Ring. Instead of the steady pull associated with normal travel, Ted was jerked into the blackness in a flash of brilliant rainbow fire.

Next in line, David Lexor reeled back and looked at Ed Powers. "What do we do now?"

"Wait," said Powers, "Maybe pray."

FRINGE WEATHER

At first it was thought the Fringepaths were a completely climate controlled system where 64 degrees and perpetual twilight were the norm. After a year, several unusual phenomena were cataloged by explorers.

REMEMBER
01 These phenomena are only associated with travel on the Fringepaths. As they pass through a 50' Ring to a Platform, they flow towards the center, pause for d10 minutes, and then move off through a random ring.
02 The duration of the event is often in minutes.
03 Most events move at a rate of 20 +d10 miles per hour.

MIST CLOUDS

These are simple clouds of water vapor that travel the pathway. More like a patch of dense fog, they have a length of d4 miles and leave a coating of moisture on exposed surfaces.

RAIN CLOUDS

These dark clouds leave copious amounts of water behind as they travel the pathways. The water is pure and drinkable if collected. Average rainfall is an inch.

MEMORY STORMS

These disturbances appear as a million or more tiny blue lights that travel in a swirling cloud. Contact with the cloud is harmless, but many Fringeworthy have reported flashes of memory, like living d4 minutes in another human or alien body. While some experiences are mild, some have been terrifying and have required consoling. These can drop mental stability by d4 points in the worst encounters or raise a character's ADA by 1 point in the best.

GRAVITY STORMS

A cloud of dust, grit, and debris swirl through this cloud. As the wind passes, gravity on the pathway in neutralized for up to d4 minutes.

JELLY FIRE

These clouds of boiling pinpoint lights are magnificent to behold. Swirling like a snowstorm, the minute fluorescing globules build up on exposed surfaces until brushed away. Jelly-like in nature, they smell like rotten eggs and are useless. The sticky residue evaporates in d10 minutes leaving no trace.

SNOW STORMS

This storm resembles a white boiling mass of cloud. The temperature instantly drops to freezing and a small blizzard covers everything with snow and ice. Often an inch of snow is dumped in just a minute or two.

NOISE STORMS

These sparkling clouds carry a booming cacophony of sound with them. While most is noise, voices can be heard along with other near familiar sounds.

RAINBOW STORMS

Colorful and annoying, thiese storm build up static electricity and creates a rainbow hue around those it contacts. Other than making ones skin 'crawl', they can be harmless.

ELECTRICAL STORMS

Appearing first as Rain Storms, these monstrous little thunder storms discharge electrically. Any vehicle in such a storm has a 25% chance of being hit. Results of a hit in a random area does d100 points of damage. Individuals have a 10% chance of being hit with 3d10 points of damage and a 10% chance of Death Shock.

PSI STORMS

These oddities resemble Rainbow Storms, but charge individuals with PSI energy. Any PSI user gains the temporary addition of d100 +20 points of WKP for 24 hours. Non-Psionics that accumulate 100+ points of this energy have an additional chance to roll for PSI talent. Anti-Psi's exposed to this cloud suffer headache and severe nosebleed.

UNIDA
United Nations Interdimensional Agency

Purchasing & Procurement

Interdimensional Social & Economic Council

Interdimensional Security Advisory

Interdimensional Administrative & Budgetary Comittee

Interdimensional Security Council

UNISS
United Nations Interdimensional Survey Service

Interdimensional Advisory Council

Interdimensional Court of Law

Interdimensional Security Service	**IDSS**
IDET Alien Corps	**IDAC**
Interdimensional Exploration Teams	**IDET**
Interdimensional Engineering Corps	**IDEC**
Interdimensional Truck & Transport	**IDTT**

IDET Operations

IDET Supply

IDHO	Interdimensional Health Organazation
IDFAO	Interdimensional Food & Agriculture
IDMF	Interdimensional Monetary Fund
IDCEF	Interdimensional Children's Fund
IESCO	Interdimensional Educational, Scientific and Cultural Organization
IDTA	Interdimensional Technical Assessment

UNIDA OPERATIONS FOR FRINGE DEVELOPMENT

With the discovery of the Fringepaths, the United Nations became two agencies charged with the exploration and regulation of the Alien transit system. The main organization stayed as the UN, the European offices became the mirror organization connected to the parent organization at the General Assembly level.

Given time and the realization that humanity was likened to a 'small child with a tiger by the tail', the UNIDA branched to create a mass of interlocking agencies to serve as a check and balance to the entire system.

Above all was Earth Prime security and isolating the Portal Stations from unwanted invasion or infestation of hostile life forms. This was quickly accomplished with the exception being the Isle De Pascua Ring Station and the damaged Rabina Sand Sea Ring Station. As both were on sovereign territory and members of the United Nations General Assembly, political problems developed that checked the UN's intervention.

The major problem was the ASA.

Few communistic governments survived the geo-political realignment of the 1990's. Even the largest communist nations were split into smaller regions who demanded self determination and economic freedom. The exception to this was Socialist Africa, a collection of rag-tag countries and despotic leaders trying to hold their power base. Aligned with them was Communist Chile, ten years into a dictatorship that had unwittingly stabilized and helped develop a long stagnant economy.

THE ASA

With little to hold them together, the leaders of the ASA learned a simple fact from history: An enemy from outside was a perfect scapegoat for problems at home. This they promoted to the hilt, a screaming hatred of the Americans and Russians who threw off Communism twenty years before. With the eventual disintegration of South Africa and the aftereffects of the Post-AIDS plague years, there had been little to combat the Libian-equipped Army of Liberation that threw off the last vestiges of European Colonialism. At the time the world was still minding its own economic store and believed the ASA to be transient..

TACTICS

While all Fringe accessible nations turned their control of the Warps and Stations over to UNISS, Libya and Chile flatly refused and formed their own agency for Exploration. Fighting what they called a new wave of Colonial Exploitation, the 'Unaligned Fringe Nations' used the support of a 54 nation block in the General Assembly. Along with Chile, this slowed and mired in debate most UN resolutions and objectives that relate to the Portals in their nations.

Forming the UFNEC (Unaligned Fringe Nations Exploration Cooperative), they have made repeated attempts to help the IDA or begin exploration on their own. While the UN cannot stop this, it makes entry to the Pathway system difficult with a series of Platform based security checks and searches. Entry to the Chilean Station is even more complicated with additional checks, searches, and forced quaranttine at Hatsumi Base or the Richardson Mountains Research Center. Armed intervention with UFNEC teams has created hot debate within the General Assembly.

Directors of UNISS fully realize that the Chilean and ASA objective is advanced weaponry and other possible technology that could upset the world peace.

WORKING WITHIN THE UNIDA STRUCTURE

Decision making in the UN and UNIDA structure takes time. Each proposal, mission, or special task passes from Agency to Agency until it reaches its final destination.

The Ed Powers Story

The FAO has seen the beginnings of food shortages in the politically troubled Philippines. Knowing resources are finite and economics of supply and demand are fragile, they appeal to their Sister Agency, the IDFAO to harvest the Tehrmelern Agriculture Alternate at -7,1. This automated remnantnt processes, packages, and cold stores rice in tremendous underground warehouses. Classed as a C priority. In 10 days the request is moved from the IDFAO the Interdimensional Social and Economic Council. In 6 more days it takes a stop at the Interdimensional Security Advisory to determine if this is a good idea and necessary. After an OK it takes 8 more days to reach the Interdimensional Administrative & Budgetary Comittee to see if resources are available. In a record 3 days the package goes to UNISS and is transferred to IDET after 7 more days. Within 5 days this major use of trucks and personnel are coordinated by the IDSS, IDET, IDEC and the IDTT. Supply takes another 10 days to coordinate and reschedule other lower priority projects. Barring an emergency and 10 days of miscellaneous delay, the project sets out only 59 days after the initial papers are drawn and sent to comittee.

As the grain moves through the Cherski Supply, Storage and Holding Center it is sealed in plastic cannisters, gamma irradiated for preservation, and shipped to the hungry people of the Philippines.

Ed Powers shakes his head at the amount of paperwork and delay in implementing this simple project. He thinks, given time, he could help speed the process. Ed has more to learn.

TIME & DECISION MAKING

The following tables are used to find the time necessary for decision making and other problems related to dealing with a bureaucracy. The GM rates the situation or may randomize what higher echelons believe the situation to be.

INTERAGENCY DECISION MAKING

ROLL	CLASS		TIME	
01-25	F	Trivial	2d10 +2	weeks
26-50	E	Routine	d10 +2	weeks
51-75	D	Necessary	2d10 +2	days
76-85	C	Important	d10 +2	days
86-95	B	Critical	2d10 +2	hours
96-99	A	Hyper Critical	d10 +2	hours
00	*	Miracle	2d10 +2	minutes

LOCATING LOST PAPERWORK

ROLL	CLASS		TIME	
01-25	F	Real Easy to Find	d10 +1	minutes
26-50	E	Easy to Find	d10 +5	minutes
51-75	D	Average	d10 +9	minutes
76-85	C	Buried	d10 +1	hours
86-95	B	Really Buried	2d10 +2	hours
96-99	A	Missing	3d10 +2	hours
00	*	Completely Lost	4d10 +2	hours

LOCATING PERSON IN AUTHORITY

ROLL	CLASS		TIME	
01-25	F	Real Easy to Find	d10 +1	minutes
26-50	E	Easy to Find	d10 +2	minutes
51-75	D	Average	d10 +3	minutes
76-85	C	Difficult to Find	2d10 +2	minutes
86-95	B	Hard to Find	3d10 +2	minutes
96-99	A	Missing	4d10 +2	minutes
00	*	Lost	5d10 +2	minutes

PURCHASING or TRANSPORT

ROLL	CLASS		TIME	
01-25	F	Real Easy	d10 +2	hours
26-50	E	Easy	2d10 +2	hours
51-75	D	Moderate	d10 +2	days
76-85	C	Difficult	2d10 +2	days
86-95	B	Hard	3d10 +2	days
96-99	A	Nearly Impossible	4d10 +2	days
00	*	Impossible	5d10 +2	days

LOCATING ITEM IN SUPPLY

ROLL	CLASS		TIME	
01-25	F	Real Easy to Find	d10 +1	hours
26-50	E	Easy to Find	d10 +2	hours
51-75	D	Average	d10 +3	hours
76-85	C	Difficult to Find	2d10 +2	hours
86-95	B	Hard to Find	3d10 +2	hours
96-99	A	Missing	4d10 +2	hours
00	*	Lost	5d10 +2	hours

RANDOM FACTORS

Random factors can be anything from unsigned papers to accidental translation to Hindi. A 25% chance, on a d100, that you can improve the situation or bog it down further.

IDET ALIEN CORPS

As the United Nations Interdimensional Survey Service (UNISS) began their exploration of the areas adjoining Earth Prime, they quickly became aware of a handful of other worlds that had just discovered the Fringepaths. With luck, diplomacy, and quick negotiation, these other Earths and Aliens became members of the IDA and sent representatives to work with the primary exploration agency. The reality of the situation was that Earth Prime was the most technically advanced of all the close worlds, and its portals best suited to an agency that regulated the exploration and harvesting of ideas across countless alternate Earths.

BIRTH OF THE ALIEN CORPS

The IDET Alien Corps was created to bolster teams and help promote the integration of people and other races into the IDA. At first skeptical of working with non-humans, the Fringeworthy found common bonds and created a very tight-knit brotherhood between the explorers. While sometimes strained by intra-world rivalries and differences of goals and opinions, the Corps is known for its diligence under fire and loyalty to the ideals of the IDA.

DESIGNER'S NOTES

After familiarity with the game and a few adventures, players can create a second character from any of the listed races except Tehrmelern and Mellor.

REMEMBER

01 Read the Alien Corps section several times and select a race you like. Remember that each has strengths as well as weaknesses.

02 Look to the bottom of the Character description and make the necessary statistics changes.

03 No statistic can be less than 0. Round any zero starting scores to 1.

04 Return to the Hit Point section on page 010 and modify your hit points from your new statistics.

05 Do not modify Dodge (DOD) or Throw (THR) scores.

06 All the races have the same average skin armor.

07 Play the alien in character.

The Ed Powers Story

Ed Powers was nervous. The International dinner party in Geneva held half the royalty of Europe, and a number of Presidents, business men, and scholars. At his side sat Chak, a represenitatve of the Golden Horde. On his other side was Shakza, the T'Ziel, a lizard-like creature that looked as uncomfortable as Ed. Ed made a mental note to request that lizards not be forced to wear a tux. Across from Ed was the American Secretary of State flanked by one of the Victorians and Guznak, a Slarg that had found an IDET team a few weeks before.

After a toast to cooperation and fellowship, the dinner began. With a cacophony of grunts, slurps, growls, and other sounds that set the delegates on edge, dinner began.

As dessert was served, the American Secretary of State daintily brushed bits of Slarg-spattered dinner off his jacket and smiled at Powers. "I once said I'd give anything to be in your shoes," he said. "I also may have been a little presumptuous."

As the Slarg tackled his sherbet both men and the T'ziel ducked for cover.

RACE DATA KEY

The following is a key to general information on the race and their personality.

BIOLOGY

SIZE

Size is their general height in feet and inches. If the race has a horizontal posture, it is measured from nose to rump, excluding tail.

LIFE SPAN

The span in terrestrial years that the race generally lives to, barring accident and disease. In terrestrial years.

SEX

The number of sexes in the race.

GESTATION

Length of time, in terrestrial days, between conception and birth.

SURVIVAL

Average chance of survival of offspring in the first year of life.

BIRTHS

The number of live births.

LIVING ENVIRON

TEMPERATURE

The general temperature at which the race finds living comfortable. The mid range is often the average.

SLEEP

The average wake and sleep cycle of the race.

SENSES

The sensory ability of the race. The general average in humanoids is 5 with a few surprises thrown in.

SMELL	VISION
TASTE	TOUCH
HEARING	Other

RATING SENSES

This table is used for indexing sense optional modifiers on possible statistic or skill rolls. The SKL designation is for any related learned skill that might rely on a sense, like Tracking or Gymnastics. Use these as a single digit modifier for d20 rolls or a x5 modifier for d100 skill checks. (An Acute skill would either give a +3 or a +15%.)

	QUALITY	SKL	ACC	DEX	THR	DOD
A	Very Acute	+4	+2	+4	+3	+3
B	Acute	+3	+2	+3	+2	+2
C	Very Good	+2	+1	+2	+1	+2
D	Good	+1	+0	+1	+0	+1
E	Average	+0	+0	+0	+0	+0
F	Fair	-1	-2	-1	-2	-1
G	Poor	-2	-3	-2	-3	-2
H	Terrible	-3	-4	-3	-4	-3

TEMPER

This is the general temperament of the race. See the Temperament Section on Page 165.

0	25	50	75	100
		Humans		
Hostile		Neutral		Benevolent
Alien Motives		Human Motives		Alien Motives

MOTIVES

This is the general motivation of the race. Working the same way as a Temperament scale, the higher the number, the more benevolent and non human motivated the race is. Humanity ranks near 50. The lower the scale, the more hostile and non human motivated the race is.

VOICE

The quality of voice of the race.

SOCIETY

YEAR

As rated to Terrestrial years, the closest year that that society can match in technical expertise.

TECH EXPERTISE

The areas of technology where this race excels. May be technical or social.

JOINED IDA

When they joined Earth Prime's IDA.

PERSONALITY & VIEWS

The general views and answers that an average member of the race will give you when asked about the listed items.

LANGUAGES

The primary languages spoken by the race and the percentages of the population who speak it.

SKILL TENDENCIES

What skills the race leans to. This is not an absolute as individuals head in different directions where a career is concerned.

GOOD TRAITS

These are traits and qualities that make the race likable to most average humans.

BAD TRAITS

These are the traits and qualities that annoy, confound, or disgust most average humans.

USUALLY SAYING

A small bit of speech from the race to give a little of their personality or views.

NAMING

General names that illustrate the way this race names its members. While not all names can be listed, it gives a common few.

P +0,0

Home Location	Prime +o
Called	Earth

BIOLOGY

SIZE	5'.0'-6'.6"
LIFE SPAN	76 years
SEX	2
GESTATION	189 days
SURVIVAL	98%
BIRTHS	1

LIVING ENVIRON

TEMPERATURE	45-110 F
SLEEP	16w 8s

SENSES

SMELL	E
VISION	E
TASTE	E
TOUCH	E
HEARING	E
TEMPER	50
MOTIVE	50
VOICE	Base-Soprano

SOCIETY

YEAR	2010
TECH EXPERTISE	Mech/Electric
JOINED IDA	Prime Movers

LANGUAGES

English 75% Russian 35% French 25%
Spanish 20% Chinese 15% Other 40%

PERSONALITY & VIEWS

UNISS	The Agency
IDET	Brotherhood
FAMILY	Most Important
WORK	For Many Worlds
PLAY	Often
WEALTH	Lifes Goal
JUSTICE	Important
HONOR	Variable
HUMANITY	On the Rise
POLITICS	Slows Progress
RED TAPE	Accepted Way of Life
COMBAT	Accepted Evil
THE FRINGES	The Ultimate Frontier

SKILL TENDENCIES
Any Possible Choices
GOOD TRAITS
Trusted Friends, Self Appointed Guardians of the Fringe, Persistant
BAD TRAITS
Smug, Pushy, often believe they are the masters of all.
USUALLY SAYING
"I'm from Earth, trust me"
NAMING
Variable, Dave Peters, Washington Carter, Chen Chin, Vinny Rocco, Russ Wolinski, Klaus Hess, Sharon Kangas, etc.

Humans, Earth Prime

Earth Prime Humans are the prime movers of the IDA and the predominant race involved in the exploration of the Fringepaths.

Humanity has had a short and violent developmental period that all but ended in the later half of the 20th century.

Discovery of the Fringepaths united nearly all of the planet into a spirit of brotherhood and adventure that was closely guarded by the United Nations. This spirit caught on with other contacted worlds and bolstered the hopes that the resources of unlimited worlds could create a golden age in technology and well-being. Psychologically, the discovery of new worlds and races also gave humanity a mirror to see how cultures grow, prosper, and fail.

Slow to see economic benefits at first, many now realize the Pathways are a treasure house for Earth. Ecologists hope extinct species can be restored. Industrialists know mineral resources and oil can be tapped to supplement dwindling stocks.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+0	+0	+0	+0
WIZ	ADA	ATU	STB
+0	+0	+0	Varied

Humans, Earth Prime

| P +0,0 | Home Location | Prime +0 |
| | Called | Earth |

BIOLOGY

SIZE	5'.0"-6'.0"
LIFE SPAN	56 years
SEX	2
GESTATION	189 days
SURVIVAL	90%
BIRTHS	1

LIVING ENVIRON

TEMPERATURE	45-110 F
SLEEP	16w 8s

SENSES

SMELL	E
VISION	E
TASTE	E
TOUCH	E
HEARING	E
TEMPER	44
MOTIVE	50
VOICE	Base-Soprano

SOCIETY

YEAR	2010
TECH EXPERTISE	Agri/Social
JOINED IDA	Refuse

LANGUAGES

English 50% Russian 45% French 55% Arabic 35%
Spanish 95% Chinese 15% Bantu 40% Swahili 40%

While most of the UN's initial organizational work went more smoothly then anyone expected, there was a political thorn in the side of the world, and they had a full portal station. Isle de Pascua, better known as Easter Island housed a cavern with a full ring station like Hatsumi Base. The unco-operative and rampently Communistic Chileans, now hostile to the Americans, Russians, and Europe refusedto allow their portal to be placed under UN jurisdiction.

Joined by the battered and splintered African Socialist Alliance and Libya, they claim the portal and free use of the Fringepaths for any use they may desire.

The ruling Junta of Chile is headed by General Pablo Vilaro, a cold and vicious man that once controled the Chilean Secret Police.

Now off limits to he world, Easter Island has become a military fortress. The Chilean, Libyan, or African Fringe-worthy are fanatical or often defect to the IDA immediately if their comrades don't shoot them.

PERSONALITY & VIEWS

UNISS	Capitalist Repressors
IDET	Capitalist Military Lackys
FAMILY	Most Important
WORK	For the Alliance
PLAY	Never
WEALTH	For Capitalist Pigs
JUSTICE	Important
HONOR	Most Important
HUMANITY	The Chosen Ones
POLITICS	The Will of the People
RED TAPE	Helps Socialism
COMBAT	Helps Achieve Goals
THE FRINGES	Belongs to the Workers

SKILL TENDENCIES
Military, Socialist Politics & Retoric, Agriculture
GOOD TRAITS
Believe in Honor
BAD TRAITS
Spreading Revolution, Harassing the IDA, Causing Trouble on the Fringepaths, Looking for Weaponry.
USUALLY SAYING
"The IDA pigs are oppressing the masses!"
NAMING
Manual Gonzalez, Francisco Martinez, Jose Rivera, Carlos Romero, Gilardo Castro, Ricardo Bastos, Fizel, Achmud, Abduhl, Kundo, Kagiso, Musa, Jawhar, Al-Hakam

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
-01	+01	+0	+0
WIZ	ADA	ATU	STB
+-02	-01	-10%	Varied

Chileans & Friends

P -1,0 Home Location   Prime
Called   Erde

BIOLOGY

SIZE	4'7"-5'2"
LIFE SPAN	58 years
SEX	2
GESTATION	175 days
SURVIVAL	95%
BIRTHS	1

LIVING ENVIRON

TEMPERATURE	40-95 F
SLEEP	14w 6s

SENSES

SMELL	F
VISION	F
TASTE	E
TOUCH	E
HEARING	E
TEMPER	55
MOTIVE	52
VOICE	Mostly Base

SOCIETY

YEAR	1930
TECH EXPERTISE	Mech/Electric
JOINED IDA	2009

LANGUAGES

Germanic 90%, Anglish 60%, Slova 10%
Old Latin 40%, English 55%

PERSONALITY & VIEWS

UNISS	Noble Idea
IDET	Good Friends
FAMILY	Most Important
WORK	Good for the Soul
PLAY	With Children
WEALTH	Comes with Work
JUSTICE	For All
HONOR	For the Family
HUMANITY	Brothers
POLITICS	Stupid
RED TAPE	Confounding
COMBAT	Not above a Good Brawl
THE FRINGES	Good for All

SKILL TENDENCIES
Mechanical Engineering, Wood Working, Basic Electricity
GOOD TRAITS
Loyal Friends, Strong, Humorous, Wise to Natures ways, Inquisitive,
BAD TRAITS
Grumble, Stay Mad, Smoke, Poke into Things, Advise
USUALLY SAYING
"Ya, my Freda makes bread pudding that would make the high ones turn their noses!"
NAMING
Yoseff Oakmann, Gordo Bottcher, Yon Kieber, Tonn Ordd

Humans, Heavies

The Erders, or Heavies as the IDET teams called them, were one of the first two races invited to join the IDA.

Their Earth is a colder and nearly glaciated world where the climate took a turn for the colder adter the second century AD. This predominantly German stock adapted and grew to become this Earth's most technically developed race.

The average Heavy is home oriented and driven by a strong work ethic. They stand a little under 5 feet in height, are extremely stocky in stature, and mostly wear beards. Their religion is an odd mixture of Christian and Pagan belief strung together with its core being basically positive towards technology and continued growth. They are governed by a group of elders.

Only Earde males have been allowed out on the Fringepaths so far. Their chauinistic tendencies have angered some of the female Fringeworthy and amused others. The IDA considers them a heavy-duty asset to cooperation and development of the Fringes.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+05	+02	-01	-01
WIZ	**ADA**	**ATU**	**STB**
+10	-01	+10%	Varied

A **+2,7**	**Home Location**	Alternate
	Called	Earth

BIOLOGY

SIZE	5"0"-6'2"
LIFE SPAN	68 years
SEX	2
GESTATION	189 days
SURVIVAL	95%
BIRTHS	1

LIVING ENVIRON

TEMPERATURE	45-110 F
SLEEP	16w 8s

SENSES

SMELL	E
VISION	E
TASTE	E
TOUCH	E
HEARING	E
TEMPER	55
MOTIVE	50
VOICE	Base-Soprano

SOCIETY

YEAR	1897
TECH EXPERTISE	Mech/Steam
JOINED IDA	2009

LANGUAGES

English 98% French 45% Spanish 18% Arabic 15%
Chinese 10% Hindi 35% Russian 10% German 20%
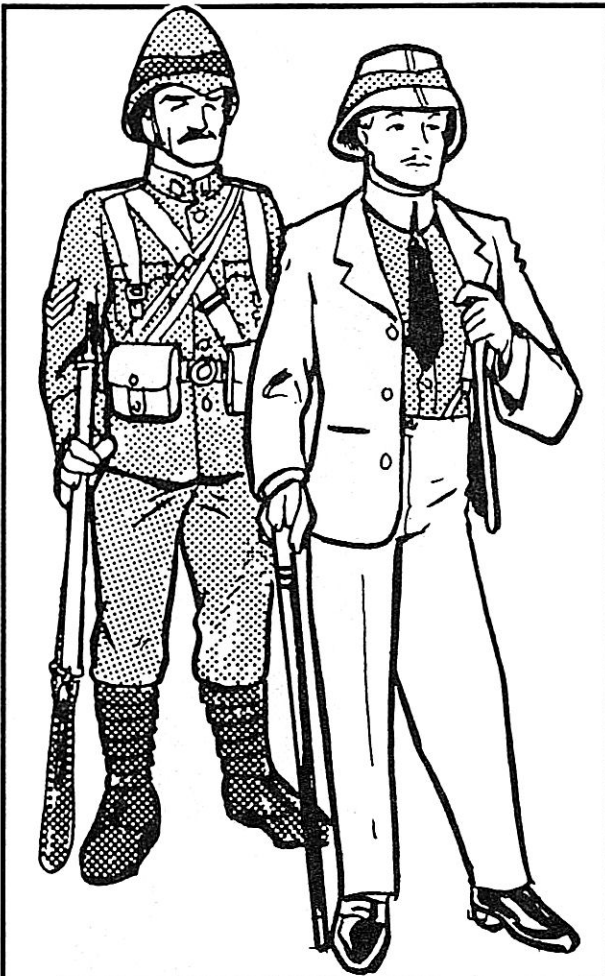
Humans, Victorians

One of the first races encountered on the Alternates were the Victorians of Her Majesty's Trans–Ethereal Exploration Service. This new agency had actually been out on the pathways a few months longer than IDET teams. Coming nose-to-nose with a steam powered vehicle, the IDET explorers had a good laugh and invited the astounded Brits back to Earth Prime.

Understanding they had little technical chance of defeating these Americans from the future, the Trans-Ethereal service became a branch of the IDA in the hopes of gaining a century's technology in trade.

Strangely, this Alternate Earth had the same history with a host of different people. There had been no American Revolution or civil war. The empire was still on the rise and respected across their world.

The Victorians have become an integral part of the IDA and adhere to most of its rules and decisions. They are still shaken by the cultural norms of Earth Prime.

PERSONALITY & VIEWS

UNISS	A Smashing Idea
IDET	Fellow Adventurers
FAMILY	Important
WORK	Always
PLAY	Only When Work is Done
WEALTH	Life's Goal
JUSTICE	Most Important
HONOR	Important
HUMANITY	Not Quite British
POLITICS	Bloody Nuisance
RED TAPE	A Way of Life
COMBAT	Only When Needed
THE FRINGES	Colonial Frontier

SKILL TENDENCIES
Military, Organization, Administration, Diplomatic
GOOD TRAITS
Intelligent, Rsorceful, Snappy Dressers, Break for Tea, Excellent Hunters, Jovial Friends
BAD TRAITS
Pompus, Follow the Book, Always turning up their Noses. Have Indian Servents, Terrible Technicians
USUALLY SAYING
"For God, Queen and Empire!"
NAMING
Colonel David Wellington Smeyth, Col Johnathan Drake, Dr Henderson Cartwright, Dave Peters, Percival Forsythe, Winston Churchill, Lord William Barton

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+0	+0	+0	+0
WIZ	**ADA**	**ATU**	**STB**
+1	+2	+0	Varied

Victorians

A
-1,3

Home Location   Alternate
Called   Chung Kuo

BIOLOGY

SIZE	4'7"-5'5"
LIFE SPAN	48 years
SEX	2
GESTATION	189 days
SURVIVAL	75%
BIRTHS	1

LIVING ENVIRON

TEMPERATURE	32-90 F
SLEEP	17w 7s

SENSES

SMELL	D
VISION	E
TASTE	E
TOUCH	F
HEARING	E
TEMPER	42
MOTIVE	43
VOICE	High Singsong

SOCIETY

YEAR	1420 (equivalency)
TECH EXPERTISE	Nomadic, Crafts
JOINED IDA	2009

LANGUAGES

Mongolian 98% Mandarin Chinese 45% Yue 10%
Minnan 10% Xiang 10% Wu Minbei 10%

PERSONALITY & VIEWS

UNISS	Helps Serve the Great Khan
IDET	Warriors
FAMILY	Important
WORK	Always to Live
PLAY	Never
WEALTH	The Khan
JUSTICE	The Khan's Justice
HONOR	The Khan's Honor
HUMANITY	Mostly Barbarians
POLITICS	Don't Understand
RED TAPE	Decoration for Yurt
COMBAT	Way of Life
THE FRINGES	Roads to the Gods

SKILL TENDENCIES
Riding, Hunting, Looting, Burning, Survival
GOOD TRAITS
Good Riders, Quiet, Loyal Teamates, Ardent Survivalists,
Great Hunters, Patient
BAD TRAITS
Supersticious, Smell, Difficulty Adapting,Play with Knives,
Always looking for treasure for the Khan. Have very odd
tastes in uniforms that use garish color and fur bits.
USUALLY SAYING
"Mine, This is mine!" or "How you do that?"
NAMING
Chow, Chin, Chak, Liu,Ghen, Tamo, Zhou
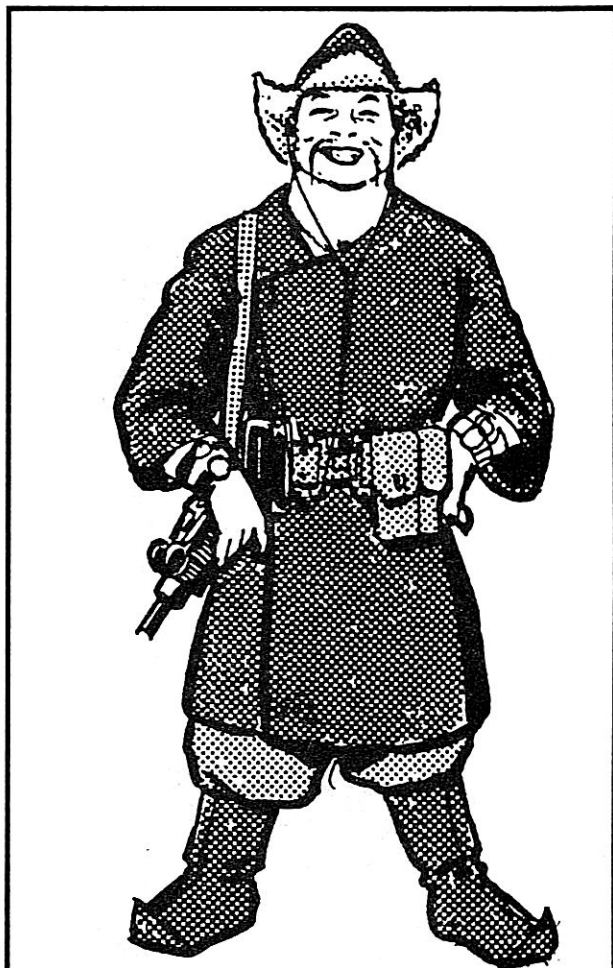
Humans, Golden Horde

After grinding Europe and the Moslem world to dust, the Horde of the Great Khan returned home to create a dynasty that would last a thousand years. As each successive Khan's son took power, he too would ride the road of tribute to the West and South.

By accident, the IDET team that surveyed this world was forced to tell scholars of the "Ways to the Worlds" and in a stroke of genius, though mostly to save their own skins, offered the Golden Horde a partnership with the IDA to help make the Khan even wealthier and his children strong across a hundred worlds. In a good mood that day, the Great Kahn released the team and found a dozen Fringeworthy among his own people to go back to Earth.

This and subsequent additions to the Fringeworthy, mostly ignorant peasants and warriors, has lead to a diplomatic morass and the hope that education can help the Golden Horde achieve a stable society in the span of a generation or two.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
-01	+02	+01	+02

WIZ	ADA	ATU	STB
-03	-02	-20%	40

Humans, Norlanders

On this Earth Alternate, a plague of never before seen virulence cleansed the tropics and lower latitudes of most of humanity in the 7th Century.

Due to superstition and some common sense, the virtually untouched high-northern populations stayed stable. Only after a century, did they explore the southern areas of civilization. The devistation there was staggering.

By the turn of the millenium these industrious people had begun to re-colonize the more temperate regions and install their beliefs and culture into the very few survivors they found. Settling North America, they pressed westward. In the East they passed the Urals and the rich farmlands of the Ukraine. In 1116 Olaf the Explorer and his band had stood in the crumbling glory of Rome.

Empty lands and little politics has allowed these people room to grow. Now with printing, medicine and the help of the IDA, the Norlanders have a good chance to develop a stable and progressive society.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+06	+03	+01	+01

WIZ	ADA	ATU	STB
-04	+0	-20%	Varied

Norlanders

P -4,0	Home Location	Prime
	Called	Airthai

BIOLOGY

SIZE	5'5"-6'8"
LIFE SPAN	55 years
SEX	2
GESTATION	177 days
SURVIVAL	65%
BIRTHS	1

LIVING ENVIRON

TEMPERATURE	28-95 F
SLEEP	16w 6s

SENSES

SMELL	D
VISION	D
TASTE	E
TOUCH	E
HEARING	D
TEMPER	48
MOTIVE	55
VOICE	Any Range

SOCIETY

YEAR	1535
TECH EXPERTISE	Survival
JOINED IDA	2010

LANGUAGES

Latin-Germanic 50% Latin 50%
Norland Trade 50%

PERSONALITY & VIEWS

UNISS	High Ones
IDET	Friends
FAMILY	Important
WORK	To Survive
PLAY	Often
WEALTH	Food, Family and Friends
JUSTICE	A Family Matter
HONOR	For the Family
HUMANITY	Good Friends
POLITICS	Stupid
RED TAPE	More Stupidity
COMBAT	Fun
THE FRINGES	Roots of the World Trees

SKILL TENDENCIES
Survival, Hand-to-Hand Combat, Wood Crafts
GOOD TRAITS
Strong, Good Friends, Loyal, Clever, Hard Working
BAD TRAITS
Drink, Bold, Wear Furs, Emotional, Superstitious
USUALLY SAYING
"Ya, is only below zero, snowing, and windy, a fine morning for a swim in the river! You come?"
NAMING
Lars, Olaf, Sven, Lanz, Orum, often the last name is prefixed by ('sson) 'Son of', or a suffix of some deed or special event from the persons past.

P Home Location   Alternate
-2,8 Called   Terra

BIOLOGY

SIZE	5'0"-5'5"
LIFE SPAN	45 years
SEX	2
GESTATION	187 days
SURVIVAL	68%
BIRTHS	1

LIVING ENVIRON

TEMPERATURE	35-100 F
SLEEP	18w 6s

SENSES

SMELL	F
VISION	E
TASTE	E
TOUCH	E
HEARING	E
TEMPER	50
MOTIVE	45
VOICE	Base-Soprano

SOCIETY

YEAR	1400 AD
TECH EXPERTISE	Early Mech.
JOINED IDA	2009

LANGUAGES

Latin (High) 75%   Latin (Vulgar) 95% Gaelic 20%
Greek 20% Germanic 10%

PERSONALITY & VIEWS

UNISS	Another Roma
IDET	Exploring Legion
FAMILY	Important
WORK	For the Empire
PLAY	Almost Never
WEALTH	Earned
JUSTICE	Roman Justice
HONOR	Most Important
HUMANITY	Mostly Barbarians
POLITICS	Way of Life
RED TAPE	The Way of Roma
COMBAT	Sometimes Necessary
THE FRINGES	For the Glory of Roma

SKILL TENDENCIES
Soldiers, Craftsmen
GOOD TRAITS
Human Motivations, Good Friends, Good Social Integration into Teamwork. Sometimes Educated, Diligent.
BAD TRAITS
Poor Hygiene, Superstitious, Distrustful, Arrogant, Ignorant, Brutish, Prone to a 'Who Cares' attitude.
USUALLY SAYING
"Stodus said there'd be days like this. I gave up a years tickets to the Circus Maximus to join ths."
NAMING
Claudious, Daros, Marcus, Theodus, Nicephorus, Theophylact, Alexius, Phocas, Romanus, Agustus

Tri Tac Systems

Humans, Romana Universa

In this Alternate, Rome did not fall. A few minor twists in politics saw a succession of fair but stagnant rulers who kept the Empire on a status-quo.

While technology hasadvanced to steel, the printing press, gunpowder, and the beginnings of the mechanical age, social science is stubbornly mired in tradition and the printed word of Roma.

Slavery is still common and a Ceasar is on the throne. Colonies cover the world and the only problems left are the people on the other side of that great Asian wall. While trade is common with the East, a military presence still lines the border.

The Warp opened in Southern England and the IDET team was captured by local authorities. Given time, contact was made and the Pax Roma Universa formed to help the IDA and gain new technologies for the empire. Facing minor rebellion in the provinces, slave revolts, waste, and a mass of religious and ethnic intolerance, the IDA has its hands full.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+01	+03	+0	+0
WIZ	ADA	ATU	STB
-02	-03	-20%	45

Slargs

?	Home Location	Unknown
	Called	Home

BIOLOGY

SIZE	5'2"-6'0"
LIFE SPAN	140 years
SEX	2
GESTATION	340 days
SURVIVAL	25%
BIRTHS	2

LIVING ENVIRON

TEMPERATURE	28-90 F
SLEEP	14w 10s

SENSES

SMELL	B
VISION	n/a
TASTE	C
TOUCH	E
HEARING	B
TEMPER	35
MOTIVE	40
VOICE	Whining

SOCIETY

YEAR	n/a
TECH EXPERTISE	Mooching
JOINED IDA	2009 (Sort of)

LANGUAGES

Slarg 100%   Pigeon English 45%   French 22%
Latin 35%   English 75%   Other 100%

PERSONALITY & VIEWS

UNISS	Free Food
IDET	Companions
FAMILY	Not My Concern
WORK	Excuse Me?
PLAY	You've Got to be Kidding!
WEALTH	Buys Comfort
JUSTICE	Huh?
HONOR	Doesn't Keep Ya Fed.
HUMANITY	Gravy Train
POLITICS	Say What?
RED TAPE	Can I Eat It?
COMBAT	Not for Me!
THE FRINGES	It's a Jungle Out There!

SKILL TENDENCIES
Non Technical, Observational

GOOD TRAITS
Keen Senses

BAD TRAITS
Abrasive, Rude, Abysmal Cowards. Slargs prefer to have someone else do the fighting for them and will often promote a spirit of comraderie as they slink off to hide. Scratch.

USUALLY SAYING
"He went that way so I'm going this way!"

NAMING
Slargs usually take a human name to impress others, mixed with odd guttural sounds. Examples: G'lak Kimsey or Grr'k Anderson.

It walked in from the Fringepaths one day and said that it was hungry. Not knowing whether to shoot it or feed it, the IDET team 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 talking to this first Slarg, there have been several more that have come to Hatsumi Base. Slargs seem to be universally Fringeworthy.

Slargs, in appearance, resemble man-sized dogs, with the complete absence of eyes. This lack of sight is balanced by a near human intelligence, a keen sense of smell, and a special 'radar-like' sense. This spatial sense allows them to 'see' an echo image within 200 feet in a 360 degree circle.

Slargs are muddy brown to gray in color and have 64 sharp teeth (BI04+BI07). They 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.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+06	+08	-03	+01
WIZ	ADA	ATU	STB
-04	+04	-20%	Varied

Slargs

A	Home Location	Alternate
-3,3	Called	Trazon

BIOLOGY

SIZE	6'0"-7'4"
LIFE SPAN	48 years
SEX	2
GESTATION	96 days
SURVIVAL	20%
BIRTHS	2-4

LIVING ENVIRON

TEMPERATURE	45-130 F
SLEEP	30w 6s

SENSES

SMELL	A
VISION	E
TASTE	D
TOUGH	F
HEARING	E
TEMPER	35
MOTIVE	40
VOICE	Gravely Base

SOCIETY

YEAR	1300
TECH EXPERTISE	Natural/Iron Age
JOINED IDA	2010

LANGUAGES

T'Zienn 95%   T'Ziel 98%   Trade 40%

PERSONALITY & VIEWS

UNISS	Honorable
IDET	Explorers/Warriors
FAMILY	Defending the High
WORK	All Work
PLAY	Games Teach Hunt
WEALTH	High Wealthy
JUSTICE	Preserving Honor
HONOR	All Important
HUMANITY	Not T'Ziel
POLITICS	Almost Unknown
RED TAPE	Solved with Swords
COMBAT	Honorable
THE FRINGES	T'Mak's Gift

SKILL TENDENCIES
Scouting, Combat, Heavy Labor, Security

GOOD TRAITS
Honorable, Quiet, Intelligent, Dependable, Sometimes have a Sense of Humor even if they don't admit to it. Try to teach hunting.

BAD TRAITS
Enjoy Live Food, Temperamental, Sensitive to Insult, If Saved by a Human, he becomes 'bonded' to protect. Use blades and bows, Talk little. Get Car sick.

USUALLY SAYING
"Trail stops, then continues after it rest."

NAMING
De'Keerak, Ta'Hranni, Sk'Rugss

T"Ziel

Their portal station was a guarded religious shrine. The guardians of the gate were always those who made the crystals glow. While they knew of the platform they believed it a holy place and entry was forbidden.

While this could have spelled disaster, the IDET team first out realized the significance of the shrine and were treated like gods. Breaking a commander's orders, the team zoologist helped save a wounded High, or T'Ziel Emperor. This was the highest honor, and in time a council of the wise began to understand that the Fringes were a gateway to other worlds and newfound friends. The T'Ziel became 'bound' to the IDA, to serve, protect, and gain honor for the T'Ziel across countless worlds.

The average T'Ziel is lizard-like and over 6 feet in height. Bristling with blades and their magnificent lacquered armor, they are a fearsome sight. Colors range from green to black. Most T'Ziel feel a firearm has little honor in combat and will not use one if a blade or bow is handy.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+10	+09	+04	+01
WIZ	ADA	ATU	STB
+01	-05	-30%	90
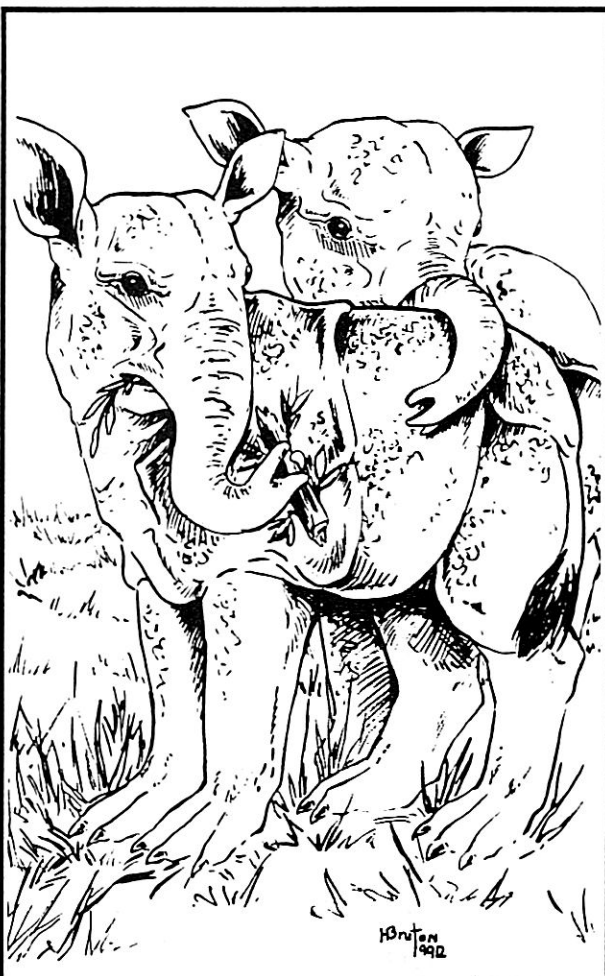
Blizniz

The elephantine form of the Blizniz and their strong herding culture make them an unlikely combination for sentience. Their gentle ways in a World-Savanna of preditors made no sense when the predators avoided them like the plague. As an IDET team shot film of these odd and friendly creatures, the Blizniz approached and presented the explorers with gifts. Not only were these creatures sentient, they were universally Fringeworthy.

Of the millions of Blizniz that live on their world, only a few dozen of the younger have joined with the IDA. Learning amazingly quickly, they have specialized in Medicine and Philosophy while adding rich essays and their long oral history to mankind's records. From humanity and other races they collect literature and printing technology to create a written language.

IDET explorers at first winced at the thought of working with Blizniz. In time a few admitted they actually liked them. In turn, the Blizniz admire humanity's dedication to peace.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+10	+10	+05	-07
WIZ	**ADA**	**ATU**	**STB**
+10	+05	-30%	40

A	**Home Location**	Alternate
+5,5	**Called**	Zarbachee

BIOLOGY

SIZE	5'2" high 6'2" long
LIFE SPAN	85 years
SEX	2
GESTATION	450 days
SURVIVAL	90%
BIRTHS	1

LIVING ENVIRON

TEMPERATURE	45-130 F
SLEEP	12w 11s

SENSES

SMELL	A
VISION	F
TASTE	C
TOUCH	B
HEARING	C
TEMPER	70
MOTIVE	60
VOICE	Lisping

SOCIETY

YEAR	Bronze Age/Mixed
TECH EXPERTISE	Medical, Natural
JOINED IDA	2010

LANGUAGES

Blizniz 98% Old Blizniz 50% Archaic Blizniz 25%
Philosophical Blizniz 30% Ancient Blizniz 05%

PERSONALITY & VIEWS

UNISS	Difficult to Comprehend
IDET	The Explorer Herd
FAMILY	Extended Herd
WORK	Finding Food
PLAY	Talking, Thinking
WEALTH	Unknown
JUSTICE	Unknown
HONOR	Unknown
HUMANITY	Funny Looking Blizniz
POLITICS	Herd Leaders
RED TAPE	Pretty
COMBAT	To Protect Young
THE FRINGES	Paths to Somewhere

SKILL TENDENCIES
Medicine, Advisory Comittees, Psychology
GOOD TRAITS
Friendly, Caring, Good Tracking Skills, Herd Children,Near Psionic calming effect (TEMP +d10 +2), Good Doctors
BAD TRAITS
Hard to Transport, Abhore Violence (Throw up), Collect Souveniers, Talk Too Much, Substitute T for S sounds. Like to snuggle up to humans. Like card & strategy games.
USUALLY SAYING
"Thay, look at the flowert!" or "If you contider the outcome.."
NAMING
Obafamy, Olugbata, Olumuji, Oluyemi, Onithede, Owodunni

P +4,0

Home Location	Prime
Called	Mat'Demka

BIOLOGY

SIZE	4'7" Average
LIFE SPAN	38 years
SEX	2
GESTATION	86 days
SURVIVAL	50%
BIRTHS	2-6

LIVING ENVIRON

TEMPERATURE	55-120 F
SLEEP	30w 4s

SENSES

SMELL	D
VISION	C
TASTE	E
TOUCH	B
HEARING	D
TEMPER	67
MOTIVE	51
VOICE	Wheezing Buzz

SOCIETY

YEAR	1990
TECH EXPERTISE	Mechanical/Electrical
JOINED IDA	2009

LANGUAGES

Barjiel 95% Stejiel 95% Technical Stejiel 45%
Akiel 95%

PERSONALITY & VIEWS

UNISS	A Fantastic Idea
IDET	Brother Explorers
FAMILY	Very Important
WORK	Builds Prosperity
PLAY	Sports and Family Games
WEALTH	To be Attained
JUSTICE	For the Deviant
HONOR	Unknown
HUMANITY	Fascinating but Ugly
POLITICS	Part of Life
RED TAPE	Part of Politics
COMBAT	Sometimes Necessary
THE FRINGES	The Web of Forever

SKILL TENDENCIES
Engineers, Economicists, Environmentalists

GOOD TRAITS
Most like Humans in Personality, Hunorous, Likable, Diligent, Outgoing, Great Technicians

BAD TRAITS
Frightening, Lean on People, Bad for initial contact with humanoid types. Overly curious, poke into things.

USUALLY SAYING
"Boy could I use a beer with dinner!"

NAMING
Taka-Gaa Mil'Deh, Sko-Ghe Mil'Taka, N'Aqra-Tae Mat'Taka
The names listed are a father , son, and daughter.
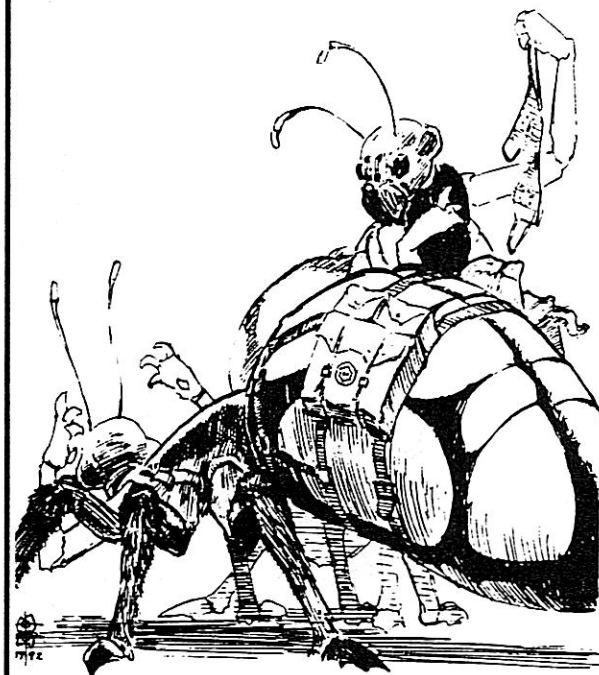
Dimixi

Mankind's third ally on the Fringepaths was found on Prime Platform +4. These creatures were the descendants of a large spider-like ancestor. Having an even lower percentage of Fringeworthy individuals than humanity, Earth's spider ally was eager for peaceful contact and a sharing of any technology to supplement their dying world.

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 two racial types and a variety of ethnic colors. Surprisingly, this species has antenna with no function other than the fact that they move when the spider talks or is feeling emotional. Spiders physically specialize in hunting or spinning as a way of life. Hunters have become economic specialists and authority while Spinners have become the race's thinkers and technicians.

Dimixi construction techniques may revolutionize high rise construction on Earth Prime and other IDA worlds.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+02	+02	+06	+06
WIZ	ADA	ATU	STB
+0	+10	+05%	Varied

Dimixi

Keegak

P +15,0 Home Location   Prime
Called   Kengah

BIOLOGY
SIZE	4'6" Uniformly
LIFE SPAN	38 years
SEX	2
GESTATION	490 days
SURVIVAL	10%
BIRTHS	6

LIVING ENVIRON
TEMPERATURE	45-120 F
SLEEP	30w 5s

SENSES
SMELL	G
VISION	F
TASTE	G
TOUCH	E
HEARING	E
TEMPER	29
MOTIVE	30
VOICE	Hollow Gurgle

SOCIETY
YEAR	2000 Estimated
TECH EXPERTISE	Mech/Electric
JOINED IDA	2010

LANGUAGES
Keegak 90% Slarg 10% Other 10%

PERSONALITY & VIEWS
UNISS	Saviors
IDET	Brave Explorers
FAMILY	Happens
WORK	Sometimes
PLAY	Never
WEALTH	Comfort
JUSTICE	Unknown
HONOR	Unknown
HUMANITY	Well Organized
POLITICS	Unknown
RED TAPE	Unknown
COMBAT	Kill or be Killed
THE FRINGES	Many Worlds of Comfort

SKILL TENDENCIES
A single talent that is excelled in. These may be anything from carving to simple electronics.
GOOD TRAITS
Few of them. Like humanity, Distrust Slargs, Follow and serve as if they were a slave.
BAD TRAITS
Odd, Creepy to Deal With, Liars, Plotting, Devious
USUALLY SAYING
"Yes, cooperation, yesss..help you yess..."
NAMING
Keegak often take the last name of a person they admire and a first name with some historical significance, regardless of the name assembly. Richard Millhouse Herschler Splag

The second race that came in off the pathways was the Keegak. These short and physically odd creatures claimed to have been from an ecologically destroyed Alternate at Prime +15.

UNISS psychologists distrust the Keegak and their motives. While their story of a hellish burned off world has been verified, the 20 Keegak claim there are more of their kind scattered across many worlds, and that they explored a thousand Alternate Platforms in the local area before their world was sterilized. Their actions and attitudes do not support what they say they are and, on smell, a Slarg muttered, "Those things! Nothing but trouble!"

The more superstitious of the Alien Corps call the short, pale creatures Goblins and avidly dislike them.

The IDA, believing all races have equal opportunity to the resources and help of the Fringes, have designated them as refugees and set aside an Alternate at -3,8 for their use and new home. Keegak claim that all Keegak are Fringeworthy.

STATISTICS MODIFICATIONS
STR	CON	DEX	AGL
-08	+10	+01	+03
WIZ	ADA	ATU	STB
+03	+06	+20%	60

? **Base Location**   Unknown
   Called   ?

BIOLOGY

SIZE	Human Sized
LIFE SPAN	Per Race
SEX	n/a
GESTATION	n/a
SURVIVAL	n/a
BIRTHS	n/a

LIVING ENVIRON

TEMPERATURE	Per Race
SLEEP	Per Race

SENSES

SMELL	Per Race
VISION	Per Race
TASTE	Per Race
TOUCH	Per Race
HEARING	Per Race
TEMPER	30
MOTIVE	20
VOICE	Per Race

SOCIETY

YEAR	Any
TECH EXPERTISE	Any Taken
JOINED IDA	Hostile

LANGUAGES

Any possible, though the one living specemin speaks French and a conglomerate form of English, Germanic, Latin, Alien, and Chinese called *Fringe Pigeon.*

PERSONALITY & VIEWS

UNISS	Fools
IDET	Targets
FAMILY	Who Cares
WORK	To Stay Alive
PLAY	Shooting Prisoners
WEALTH	Everywhere
JUSTICE	Stupid Idea
HONOR	Useless
HUMANITY	Prey
POLITICS	Solved with a Noose
RED TAPE	Solved with a Gun
COMBAT	Life
THE FRINGES	Booty

SKILL TENDENCIES
Pillaging, Burning, Looting anything not Nailed Down
GOOD TRAITS
Few
BAD TRAITS
Danger to developing worlds, any Bad traits you can imagine and probably a few more.
USUALLY SAYING
"I'll get his watch, you get his ears..."
NAMING
Human or non Human names. Often Nick names. IDET's prisoner identified himself as "Charles, but call me 'Poison' for short."

Tri Tac Systems

Fringe Pirates

It was called The Battle of +6. A group of mixed IDET and Victorians spotted another vehicle and a band of Fringeworthy explorers as they came out of an Alternate. Col. Nathanial Brighton stepped forward and uttered the classic line "Goodafternoon, We represent a group of worlds exploring this area and..." He was cut down in a hail of weapons fire. The ensuing firefight lasted 20 minutes and killed all but one of the attackers when an explosive pack was hit.

Analysis of the remains show a group of fringepirates of human and Alien origin. The carnage caused in the peaceful RUS settlement at +6,2 branded them as pirates, possibly part of a larger group that may operate across many worlds. The survivor was placed in lockup at Hatsumi Base where he rarely talks, other than to taunt UNISS psychologists in French. At least two additional Fringe travelling races of nonhuman stock were found as well as materials stolen from dozens of cultures. Tehrmelern artifacts recovered included Crystals, Translators, and Memory Spheres.

STATISTICS MODIFICATIONS

STR	CON	DEX	AGL
+0	+4	+0	+0
WIZ	**ADA**	**ATU**	**STB**
+6	+6	+30%	95

The Ed Powers Story

With his training group of 10 snuggled in their tents, Ed Powers set a pot of coffee to boil and listened to the wind howl across the Antarctic ice cap. Hundreds of feet below Hatsumi Antarctic Station bustled with life as humans and new found alien friends negotiated the exploration of countless new worlds and the mutual benefits they would share.

With the smell of coffee filling his tent, Ed poured a cup. His trainees had all been from industrial nations, unprepared for the hard physical training and survival—but they had done well.

At the front of the tent a dark shape tapped on the fabric and began to un-velcro the flap. From the shape, Ed realized it wasn't human.

Ed Powers aimed his Ingram M10 and flipped the safety off.

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 genetic matrix which enabled them to assume any living form they chose. They were called "Mellor".

Without harm, these semi-intelligent shape shifters could simply touch any life form and assume that being's entire range of skill, memory and personality. Furthermore, the shape could be duplicated to perfection and retained for future 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 most often like peaceful wide-eyed children in the candy shop of the universe. They utilized the Mellor to their 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 interdimensional 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 possible way. Near extinction, they put a final plan into effect. They would abandon the Fringepaths, leaving a few of their kind behind to warn of the Mellor.

Then they would think of something.

GUARDIANS OF THE GATES

Standing barely 5 feet tall, the first Tehrmelern described in the Antarctic journal was an odd mixture of a humanoid bear-like creature that walked mostly 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 give a detailed report of the encounter, Sayuri agreed to undergo hypnosis. Her answer, in Latin, when she did not speak any other language except her native Japanese, 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 it's tail, and handed her the crystals. It told her of a million million worlds and cried. It told her to hurry home as, an adult would talk to a child.

THE ANCIENT ENEMY

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.

> Mushy Mellor, Hungry Fellor
> Hiding 'midst the trees.
> "Who's There?" I said,
> As it bit off my head
> And gurgled gleefully.
>
> ***Ed Powers, 2011***

MELLOR CONTACT 2010

In 2010, the worst of UNISS' fears were realized when an IDET team suffered casualties during the first Human-Mellor contact. The Tehrmelern's old enemy was still out there, and they were still hostile.

MELLOR TYPES

There are seven distinct types of mutant Mellor, not including the original uncontaminated Mellor stock.

The percentage listed is for the frequency of contact in Mellor Encounters followed in the next column by their general statistics..

Roll	TYPE	Name Number	Encountered
01-75	1	Least Mellor	d100
76-85	2	Low Mellor	d100 x .5
86-90	3	Lesser Mellor	d20
91-95	4	Medium Mellor	d10
96-97	5	High Mellor	d4
98-99	6	Great Mellor	1 or 2
00	7	Master Mellor	1
*	0	Old Mellor	1
*	0b	Mellor Pack Animal	1

(*)   Not a usual Mellor encounter.

TYPE		INT	STR	DEX	AGL	CON	HPT
0	OLD	10	15	15	15	15	75
1	LEAST	00	02	10	15	06	10
2	LOW	01	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+	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 quite a mess.

LIFE FORCE (Code L)

Constitution of the victim is leeched off, leaving the victim dead when they reach a -3 CON.

TOUCH (Code T)

A single point of CON is lost for an hour in this harmless process.

SHAPE CHANGE CHANCES

MELLOR TYPE		MEMORY TRANS	SHAPE TRANS	METHOD USED	TIME NEEDED
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

FAILURE OF BODY DUPLICATION

A failure to roll under this percentage leaves the Mellor a semi-formed creature of the victim's shape and color.

FAILURE OF A MEMORY TRANSFER

A failure in mental transfer leaves the Mellor a mindless killer in the shape of its victim.

MELLOR ARMOR AND DAMAGE

TYPE		SKIN ARMOR	CLAW DAMAGE	BITE DAMAGE	CON LEECH
0	OLD	3	n/a	n/a	n/a
1	LEAST	3	d4 x .5	d4	n/a
2	LOW	5	d4	d6	n/a
3	LESSER	7	d6	d10	1
4	MEDIUM	7	d6	2d10	d4 x .5
5	HIGH	5	d10	3d10	d4+1
6	GREAT	4	d10	4d10	d6+1
7	MASTER	3	d6	d6	d10+1

Least   *Low*   *Lesser*   *Medium*

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 up to a thousand if food supplies are plentiful. If a Least Mellor consumes an amount of food equal to its body weight, it will fall into a comatose state for d4+4 hours, after which it will divide into two identical 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 nonexistent, they will go into a state of hibernation that can last up to 14,000 years and will revive when a food supply becomes available.

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 at best, a mindless copy of an intelligent creature.

The Low Mellor reproduces by injecting a genetic capsule into a half-eaten corpse, which provides material sufficient 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.

David Lexor helps capture a Least Mellor 2012

LESSER MELLOR

Weight: 70 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 a form having an intelligence of 8 or more can control and see through the eyes of any Low or Least Mellor within 2000 feet.

Reproduction is the same as the Low Mellor, creating a second Lesser, or 2 Low Mellor.

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 the same way as the Lesser Mellor, creating a second Medium or 2 Lesser Mellor.

THE ED POWERS STORY

The world was a 1950's technology that lay in ruins. There were no people.

"Why barricade the outside of a meat freezer?" said Carter as he pulled the door open.

"Wait!", yelled Powers.

The Mellor stood a little bigger than a man. Shapeless, and white in color, it looked at Carter, and gave him a toothy smile.

"What the...", stammered Carter.

With little effort, the thing 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 Creature turned to him.

The Mellor fell and died a foot from Ed, who continued to fire his now empty weapon.

High   *Great*   *Master*   *Old*
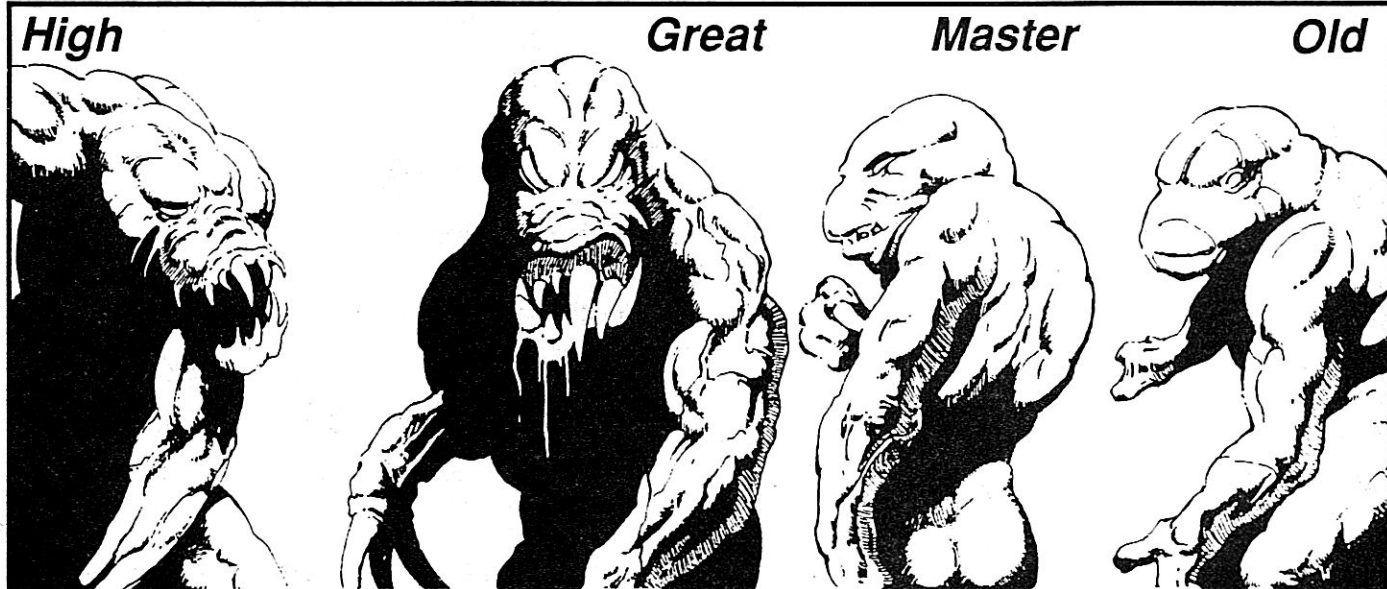
HIGH MELLOR   Weight: 170 lbs.

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. They can control other High Mellor who possess a lower intelligence than themselves. Reproduction creates another High or 2 Medium Mellor.

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 inferior Mellor types which they can control from up to 2 miles away. They have extremely keen senses and are almost never ambushed. The Great Mellor 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 2 High 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 Old Mellor, the Master Mellor 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, then plunge their societies into bloody wars of genocide.

The Master Mellor is able to travel the Pathways, unlike its 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   Weight: 150 lbs.

Old Mellor are the immortal servants of the Tehrmelern that miraculously escaped the "Mellor Infestation". These extremely rare survivors are found in remote places still tending equipment or continuing a final order.

These gentle creatures are impressionable and are as trusting as children. They are helpful, pleasant and have an outstanding capacity as information carriers.

Each Old Mellor has the ability to remember up to 100 individuals. These forms are temporarily or permanently gained either visually or by touch (visual copies 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 its victim.

How Old Mellor reproduce is still only speculative, as there has been only one known specimen.

PACK MELLOR   Weight: 350 lbs.

Another of the old Mellor line is the basic Pack Mellor. These creatures shared the shifting abilities of the Old Mellor though not the intelligence.

The Pack Mellor becomes a riding or equipment carrying animal native to the Alternate or Prime it is visiting. The transformation operates by sight. It is theorized that the Pack Mellor, when infected by the bite of hostile Mellor, becomes a number of Least, Low and Lesser Mellor.

SPECIAL MELLOR

Mellor types 4 to 6 have the GM's option of having special resistances and immunities at a cost. Roll a d100.

Number of Resistances & Immunities

01-50	1	Resistance
51-75	2	Resistances
76-85	1	Immunity
86-95	1	Immunity & 1 Resistance
96-99	1	Immunity & 2 Resistances
00	2	Immunities

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, and unable to reproduce.

TYPES OF RESISTANCE/IMMUNITY

01 FIREARMS
Damage from handguns and rifles under 50 cal.

02 FIRE
Damage from excessive heat.

03 EXPLOSION
Damage from external explosion.

04 POISON
Damage from toxic substances, external or ingested.

05 ELECTRICITY
Damage from electrical shock.

06 RADIATION
Damage from Alpha, Beta, and Gamma radiation.

07 FIREARMS (Large)
Damage from any puncture of weapons rounds over 50 cal. in diameter.

08 COLD
Damage from applied or exterior cold. This Mellor type will not freeze or be slowed by excessive cold.

09 TOXIC ATMOSPHERE
Damage from any mild to heavily toxic atmosphere or under high or lower pressure.

10 FALL/IMPACT
Will not splatter from impact or excessive fall.

Notes on Mellor

01 The higher the Mellor type, the more crafty, 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 (88% chance) to its natural form.

04 A Mellor will always use acquired skills, equipment 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's genetic structure allows only the creation of same or inferior types of Mellor, never a superior class of Mellor.

08 Great and Master Mellor can shed body mass up to 75% of their weight and size during an emergency.

09 Mellor disintegrate when killed, as well as any large or small fragments. Tissue from a Mellor cannot infect living things or create a new Mellor.

10 Mellor leave behind a sickeningly sweet stench that lingers in the air when in natural form.

MELLOR TACTICS

Mellor tactics involve the infestation of worlds by infiltration by one or a number of higher Mellor. These quickly create an army of inferior Mellor. After years of hiding, this army will boil out to cut a path of destruction and exterminate all higher forms of human, animal or alien life.

A minor Mellor invasion involves a free-for-all orgy of destruction. In smaller numbers, Mellor can be exterminated by a native population, although the social and psychological effects can be permanently damaging.

MELLOR ON FRINGEPATHS

In their last days, the Tehrmelern were able to reprogram the Fringepaths to distinguish between normal and mutant Mellor. Any mutant Mellor will receive a d100 point energy blast as it passes through a portal. This blast will occur 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.
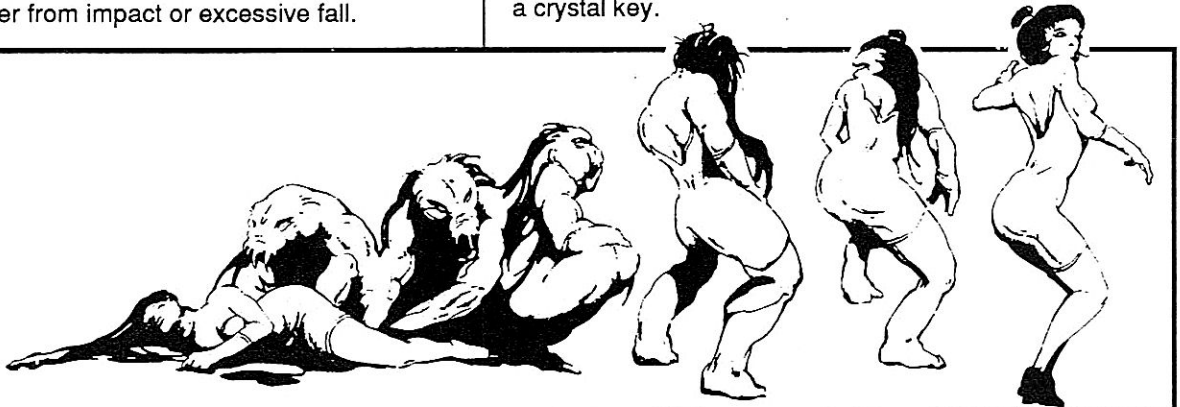
TP 0,0
Home Location   T Prime
Called   Home

BIOLOGY
SIZE	5'0"-5'6'
LIFE SPAN	Unknown
SEX	2
GESTATION	237 days
SURVIVAL	99%
BIRTHS	1

LIVING ENVIRON
TEMPERATURE	35-95 F
SLEEP	24w 4s

SENSES
SMELL	A
VISION	B
TASTE	B
TOUCH	A
HEARING	A
TEMPER	95
MOTIVE	95
VOICE	High

SOCIETY
YEAR	Unknown
TECH EXPERTISE	All Areas
JOINED IDA	Not Officially

LANGUAGES
Tehrmelern Types A-L 100%, English 99%, French 99%, any other as needed 99%

PERSONALITY & VIEWS
UNISS	Marvelous Idea
IDET	Brother Engineers
FAMILY	All Important
WORK	Saving the Worlds
PLAY	Always
WEALTH	Not Necessary with Plenty
JUSTICE	When Needed
HONOR	Always
HUMANITY	New Kids
POLITICS	Confusing
RED TAPE	Even More Confusing
COMBAT	Distasteful
THE FRINGES	Tunnels

SKILL TENDENCIES
Engineering, Psychology, Medicine
GOOD TRAITS
Helpful, Kind, Good Natured, Funny, Caring, Teaching
BAD TRAITS
Talk in Rhymes, Always Busy, Keep Asking for Sardines, sometimes Morose, & Never answer a question with a straight answer. Never find one when you need one.
USUALLY SAYING
"So, so much to do!" "A million marrbles, I have them all for you!" "Tuesday, Saturday to you, but before, not now!"
NAMING
Schmert, Glenarr, Sarrn, Galnirr Female names generally with a G and Males an S beginning.

Tri Tac Systems

Tehrmelern

    Far too smart and peaceful for their own good, the Tehrmelern paved pathways between an astonishing number of Alternate worlds. Living in a golden age, they were little able to cope with the living tide of hell they accidently released on themselves.

    With all of their amazing technology and child-like love of life, they vanished. By the deterioration of their structures, the IDA determined they abandoned this area of the Fringepaths in the Fifteenth Century AD.

    To guard the pathways and worlds, they left a few trusted technicians like Schmert, who'se job was complex.

    Theorticians believe there were many like Schmert set to help in one final great project, a hope for the Tehrmelern race. Schmert's activities seem to prove this. As crazy as his contacts with the IDA have been , he seems pleased for humanity's nobel venture to the worlds.

    In structure the Tehrmelern look like a cross between a bear and a cat-like biped. Their tails are prehensile.

STATISTICS MODIFICATIONS
STR	CON	DEX	AGL
-03	+02	+04	+03
WIZ	**ADA**	**ATU**	**STB**
+05	95	95%	45

IDET EXPLORER'S HANDBOOK   **SECTION 6-3** *Tehrmelern*

Tehrmelern */ter-mell-urn/ n, pl. Tehrmelern*
Presumed nearly extinct race. Builders of an Interdimensional Transit System only usable by a limited number of humans who are Fringeworthy.

HISTORY & SPECULATION

The Tehrmelern race developed from a tree-dwelling primate-like stock more closely relating to the ursoid family, but having many other traits not congruent with developmental theories. This divergent evolution might easily be explained by a concerted program of gene manipulation in the Tehrmelern. Once they found the form they liked, they made simple improvements and stopped the natural tides of development.

Just over 1.2 million years ago the Tehrmelern began a very leisurely climb to high technology. Finding space a dead end, they discovered a way to open easily accessible portals to other close worlds and alternate worlds.

As a race, the Tehrmelern were highly responsible for themselves as individuals and had a strong belief in family and their society. You might think of them as having a 'Japanese' work ethic. (Never let the thoughtful crazyness of the race fool the researcher into thinking they were not brilliant.) When a society has unlimited resources, steady population, and virtual immortality, you either stagnate or enjoy life. The Tehrmelern thrived.

The race was highly social and loved totravel. The Tehrmelern enjoyed nature as well as the tasteful high tech sprawl of massive cities set into natural settings. They were gregarious and fun loving when not working on something. Many were artists and craftsmen who took pride in their work.

Above all the Tehrmelern were engineers on a grand scale. Their majestic construction and the unbelievable scale of the Fringepaths proves this. Their technology was standardized. No matter how varied the purpose, they developed the design to functional simplicity and built it to last. Their ceramics, plastics, and alloys as well as most power and repair systems are still functional. In cases where they have been damaged, they are repairable if like units can be found.

Architecture is found in any combinations of natural tree houses to open air structures of up to a thousand stories. Manufacturing was automated to the maximum in clean, but tucked away complexes. Many were underground, undersea, or in near orbit. Distribution was as needed. Surplus was stored in vast warehouses for future use, if ever. It appears the race abandoned a monetary system as technology and resources became a non-concern. Craft trade became a standard bartering system.

While many worlds were utilized and colonized, most were set aside for a number of races that were developing. In predominance was the human race which grew on at least 10% of the Alternate worlds. The Tehrmelern may have also helped seed an additional 10%. Apparently Tehrmelern policy was to infiltrate and wait, helping to guide humankind to the level of the Tehrmelern and then sharing the system with them. Humans on a few worlds reached that level and joined them, only to suffer the same fate.

About 300 BC (Earth Prime) the Mellor that the Tehrmelern depended on became infected with a disease-like organism, an intelligence, that was malign and hostile. The two Mellor forms split into other forms and began a slow infiltration. Near 200 AD the Tehrmelern society began to fall to a tide of hostile Mellor now free to kill their masters. It was not as if this problem gave them no warning, but because of their gentle nature, the Tehrmelern needed to learn to fight again. The Fringepaths were a secondary concern over the immensity of the battle for the Tehrmelern T-Prime, the home world and *Master Transit Road System* that linked other T-Primes.

By 1300 AD the Tehrmelern had retreated and vanished to some Otherwhere, leaving a few guardians to maintain the system. Before they left a final re-programming of the pathways made them Mellor-Proof and locked the problem on the worlds already infested.

TM 1-2 EXPLORERS HANDBOON   **March 2019**

The Ed Powers Story

"Like rrats in tunnels, Ed Powerrs," said the engineer. "A rrhyme we learn," She paused to sip the steaming coffee. "Not easy to trranslate".

Mushy Mellorr Funny Fellorr, Rrunning Midst the Trrees
Who's Therre I saidAs I stood on my Head
And No One Answerred Me.

"Schmert gave us that," said Ed.

Mushy Mellorr, Slarrgs, and Snellorr Don't hide amongst the trrees, They'll clearr away and therre you'll stay Until the rrise of Prrime.

"I'm not sure I understand." said Powers.
"Remember the rhyme, You will in time," she said as her form was swallowed by the cold Antarctic night.

CREATING WORLDS

RANDOM SYSTEM GENERATION

01   Use the folowing tables to design random or 'close' star systems that Star Platforms lead to. In the back of the book is a sample Star System Sheet.

NUMBER OF STARS

To generate the number of stars in a system, roll a d100.

RESULT	NUMBER	
01-75	Solo	1
76-95	Binary	2
96-98	Trinary	3
99	Cluster	3+ d4
00	SPECIAL	See System Specials Below

STAR SIZE

01-10	Dwarf
11-40	Small
41-85	Medium
86-96	Large
97-99	Giant
00	Super Giant

STAR TYPE

01-02	N	Dark
03-40	M	Red
41-55	K	Orange
56-70	G	Yellow
71-82	F	Yellow-White
83-93	A	White
94-98	B	Blue-White
99-00	O	Blue
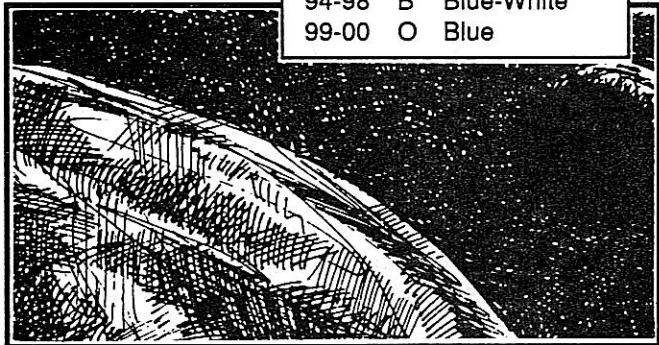
SYSTEM SPECIALS

Roll a d100 for unusual items that add a little spice to your system.

RESULT

01-20   Old Nova, Stellar Corpse.

21-30   Old Nova, Stellar Corpse, burned off planets.

31-40   Old Nova, gas and debris cloud that extends d4 light years around the remains of the system.

41-50   Close Binary with the stars exchanging gasses. At best d4 -1 planets.

51-60   Very close Binary Stars deformed by their mutual gravitation. At best d4 -1 planets.

61-70   Cold Dead Star with planets.

71-80   Cephid Type A. A variable star with a d10 year fluctuating period of intensity.

81-90   Cephid Type B. A variable star with a d20 year fluctuating period of intensity.

91-95   Cephid Type A2. A variable star with a d20 hour fluctuating period of intensity.

96-98   Semi Formed Planets orbiting star.

99   Protostar.

00   **GOTO SPECIAL B**

Tri Tac Systems

SPECIAL B

01-50   Large Nebula with dark matter d10+2 light years in diameter. Material from past Nova.

51-75   Unstable Star This star will Nova within d100 years +d12 Months.

76-95   Unstable Cephid with variable periods of changing intensity.

96-97   Unstable Protostar.

98   Unstable high Rad Emitting Star.

99   Highly Unstable Star.

00   Black Hole.

NOTES ON MULTIPLE STARS

Most multiple stars have components well out of the planetary-main star gravitational range. In closer ranges they upset planetary placement, either eliminating planets or throwing them into erratic orbits. In all cases the lighter mass of star will orbit the heavier body.

RESULT	*MULTIPLE STAR PLACEMENT*
01-50	Outside the planetary system.
51-75	Far edge of extreme cold zone.
76-88	Cold or extreme cold zone.
89-94	In the Temperate zone.
95-00	In the Hot zone.

PLANETARY PLACEMENT

In Fringeworthy we will be using a simple method to simulate random planetary design and placement. Consider the star to have four distinct zones where planets can be placed. First index the star by size and class.

SPECTRAL

CLASS	DWA	SMA	MED	LAR	GIA	S'GI
O	c	d	e	f	g	h
B	c	d	e	f	g	h
A	b	c	d	e	f	g
F	a	b	c	d	e	f
G	a	b	c	d	e	f
K	a	b	c	d	e	f
M	a	a	b	c	d	e
N	a	a	a	b	c	d

Star

Hot Zone

Temperate Zone

Cold Zone

Extreme Cold Zone
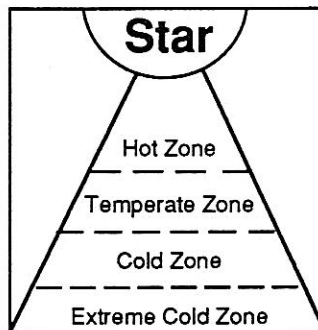
SIZE	NUMBER OF PLANETS	
a	d4	-1
b	d6	-1
c	d10	-1
d	d10	-1
e	d10	-1
f	d12	-1
g	d12	-1
h	d20	-1

PLANET TYPE

Roll a d10 for the type of planet you have.

01-05	Planet
06-10	Gas Giant

PLACEMENT

Index the type of planet and roll a d10 for its placement. Look on your planetary design sheet.

TYPE	HOT	TEM	COL	EXTREME
Planet	01-02	03-04	05-07	08-10
Gas Giant	--	--	01-05	06-10

PLANETARY SIZE

Roll a d10 for the size of your planet.

01 Asteroid Belt or Large Asteroid. Roll a d6-1 x1000 for its size in miles. Under 1000 miles, roll a d100 x10 for the diameter in miles.

RESULT	DIAMETER	GRAVITY	MOONS
02	5,500 Small	0.60	(d4 -1)
03	6,000 Small	0.70	(d4 -1)
04	6,500 Small	0.80	(d4 -1)
05	7,000 Medium	0.85	(d6 -1)
06	7,500 Medium	0.80	(d6 -1)
07	8,000 Medium	1.00	(d6 -1)
08	8,500 Large	1.25	(d8 -1)
09	9,000 Large	1.50	(d8 -1)
10	10,000 Large	2.00	(d8 -1)

GAS GIANT SIZE

01 Dense Asteroid Belt or Large Asteroid. Roll a d6-1 x1000 for its size in miles. Under 1000 miles, roll a d100 x10 for the diameter in miles.

RESULT	DIAMETER	GRAVITY	MOONS
02	20,000 Small	—	(d10 -1)
03	30,000 Small	—	(d10 -1)
04	40,000 Small	—	(d10 -1)
05	50,000 Medium	—	(d10 -1)
06	60,000 Medium	—	(d20 -1)
07	70,000 Medium	—	(d20 -1)
08	80,000 Large	—	(d20 -1)
09	90,000 Large	—	(d20 -1)
10	100,000+ Large	—	(d20 -1)

MOONS

For moon size index the size of your planet and roll a d10. This gives you the index for the moon's diameter. You may create situations where a smaller habitable moon is orbiting a dead or hellish world.

PLANET	SMALL	MEDIUM	LARGE	GIANT
Small	01-04	05-10	—	—
Medium	01-04	05-09	10	—
Large	01-04	05-09	10	—
Sm Gas	01-04	05-07	08-09	10
Md Gas	01-04	05-07	08-09	10
Lg Gas	01-03	04-06	07-09	10

MOON DIAMETER

SMALL	d10 x10	+0010 Miles
MEDIUM	d10 x100	+0400 Miles
LARGE	d10 x100	+1400 Miles
GIANT	d10 x100	+3000 Miles
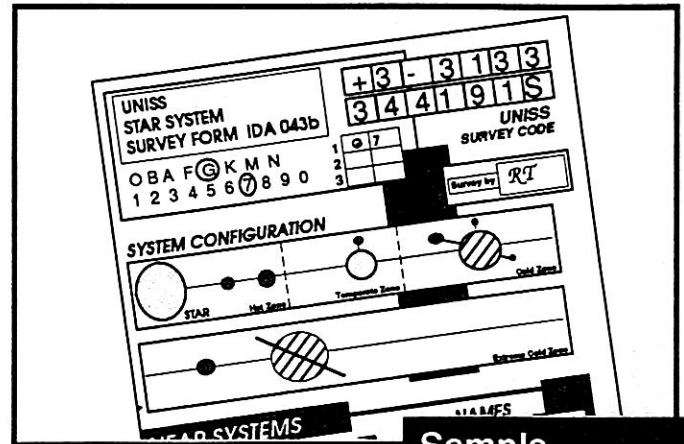
Sample Star System

MOON COMPOSITION
HOT or TEMPERATE ZONES

01	Bombarded Rock		
02	Mineralized Rock	**BURIED DEEP**	
03	Minable Minerals	07	Water Ice
04	Volcanic Rock	08	Ammonia Ice
05	Minable Chemicals	09	Sulfur
06	Diversified Mix	10	Methane Ice

MOON COMPOSITION
COLD OR EXTREME COLD ZONES

01	Bombarded Rock	07	Water Ice
02	Mineralized Rock	08	Ammonia Ice
03	Minable Minerals	09	Sulfur
04	Volcanic Rock	10	Methane Ice
05	Minable Chemicals		
06	Diversified Mix		

SYSTEM SPECIALS

These are optional debris or special features that a star system may have. Roll a d6+1 for the number you have or simply pick a few.

01 Gas Giant with Rings
02 Planet with Rings
03 (d4) Planets with rings
04 Asteroid belt in Hot Zone
05 Asteroid belt in Temperate Zone
06 Asteroid belt in Cold Zone
07 Asteroid belt in Extreme Cold Zone
08 Dense Asteroid Belt if you already have one.
09 Shattered Planet, Mostly Intact
10 Asteroids with Erratic Orbits
11 d4 Gas Giants with Rings
12 Geologically active moon orbiting a planet.
13 Geologically active moon orbiting a gas giant.
14 High Mineralization in asteroid belt.
15 Masses of Cometary Fragments, ORT Cloud
16 Ejected Stellar Debris
   Possible radioactive or high energy clouds.
17 Two Moons in the same orbit.
18 Moon with high sulfur or chemical composition.
19 Planet with a high chemical or mineral composition.
20 Very high sunspot activity or heavy solar flares. Randomly releases a burst of d4 x1000 rads over a short period of time. Only affects unshielded life.

DESIGNER'S NOTES

Simply draw a circle on the line of the system. The line below is a sample planetary mix for a small Red star. The following is an easy notation system.

Sp = Small Planet   Sg = Small Gas Giant
Mp = Medium Planet   Mg = Medium Gas Giant
Lp = Large Planet   Lg = Large Gas Giant
Ab = Asteroid Belt   M# = Moons
Ad = Dense Asteroids   S# = System Special

WORLD TEMPERATURE

Any worlds that fall in the Temperate Zone can be checked for humanoid hability on the next table.

ATMOSPHERIC PRESSURE MODIFIER

Roll a d10 for an atmospheric pressure modifier.

RESULT	TYPE	MODIFIER
01	Very Thin	-2
02-03	Thin	-1
04-07	Normal	+0
08-09	Dense	+1
10	Very Dense	+2

STELLAR INTENSITY MODIFIER

Index your star type and its size for a star intensity modifier.

STAR	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
S'Gia	+6	+5	+4	+3	+2	+1	+0	-1

SPECTRAL CLASS

MOON MODIFIER

Any Giant Moons over 2000 miles in diameter reduce the atmosphere by a modifier of -1.

TEMPERATURE RESULT

Roll a d10 and add modifiers.

RESULT	CLIMATE	LIFE	TEMPERATURE	
-4 or less	Frozen	0%	-200	or lower
-3, -2	Very Cold	1%	-200 to	-100
-1, 0	Cold	5%	-100 to	-25
01-02	**Cool**	**40%**	**-50 to**	**+50**
03-04	**Terran**	**80%**	**-25 to**	**+125**
05-06	**Warm**	**40%**	**+50 to**	**+150**
07-08	Very Warm	05%	+75 to	+200
09-10	Hot	02%	+100 to	+250
11-12	Very Hot	01%	+150 to	+300
13+	Burning	0%	+300	or higher

FINAL DETAILS

The final details are always based on the GM's imagination and needs for a campaign. Use and alter these tables as you will. Randomization often provides unusual results and ideas that can be molded into a scenario.

MINERALS

Roll a d10 for Column, then a d20 for the world's or large asteroid's predominent minerals.

01-05

01 Copper
02 Lead
03 Gold / Silver
04 Cinnabar (mercury)
05 Hematite (iron)
06 Stibnite (antimony)
07 Magnesite (magnesium)
08 Cobaltite (cobalt)
09 Cassiterite (tin)
10 Sphalerite (zinc)
11 Bauxite (aluminum)
12 Chromite (chromium)
13 Manganese
14 Pitchblende (uranium)
15 Wolframite
16 Scheelite
17 Molybdenite
18 Columbite
19 Amethyst
20 Sapphire

06-10

01 Beryl
02 Monazite (thorium)
03 Samarskite
04 Ilmenite (titanium)
05 Niccolite (nickel)
06 Realgar (arsenic)
07 Sulfur
08 Graphite
09 Calcite
10 Gypsum
11 Halite (salt)
12 Borax
13 Fluorite
14 Barite
15 Apatite
16 Talc
17 Asbestos
18 Quartz
19 Diamond
20 Ruby

WORLDS ON THE FRINGE
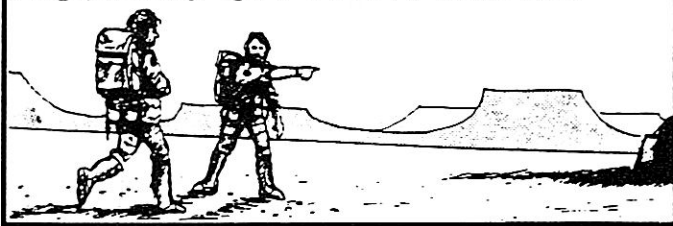
WHAT'S THE LAND LIKE?

Roll a d100 to generate the planet's appearance.

01-10	UNBROKEN LAND MASSES
11-25	SUPER CONTINENTS
26-75	SEVERAL LARGE CONTINENTS
75-98	CONTINENTS AND ISLANDS
99	SMALL CONTINENTS AND ISLANDS
00	ISLAND CHAINS

WHAT'S THE GEOLOGY LIKE?

Roll a d100 for the general geology of the world.

01-10 GEOLOGICAL HELL
Rich in mountain chains, earthquakes, and high volcanic activity.

11-25 HIGHLY ACTIVE GEOLOGY
With mountain chains, volcanoes, and generally commonly active geology.

26-75 ACTIVE GEOLOGY
With mountain chains, and varied geology. Has generally rare geologically activity.

76-95 PASSIVE GEOLOGY
Geological disturbances are at best uncommon to unknown in many areas.

96-00 NON ACTIVE GEOLOGY
This geology is inactive or staggeringly slow.

WHAT'S ALIVE?

Life almost invariably develops where ever there's a slim chance of generally terrestrial climates. Roll a d100 for alien life and diversity.

01-05 NOT MUCH
Other than a few things hobbling out of the seas and some plant growth, there's just not a whole lot here.

06-10 SPARSE
Some life, diversified plant life and a few biological surprises, but not many.

11-25 AVERAGE
A good diversity of ecology, life forms, plants and food chains.

26-75 LIVELY
Lots of life forms in many food chains. A very wide and surprising diversity.

76-95 FRANTIC
All sorts of competitive life forms and plants with many forms that are hostile.

96-00 MANIACAL
Everything here is competitive, diversified, well developed and generally looking to add you to its daily food requirements.

BIO-COMPATIBILITY

Roll a d100 for the bio-compatibility of life forms, whether there are usable foods for your species in the environment.

01-05 NO COMPATIBILITY / TOXIC
Nothing remotely resembling food exists here. If anything, it's toxic in the extreme. 98% it's Toxic.

06-10 VERY LITTLE COMPATIBILITY
A few scattered items may be compatible, but they are few and very far between. 95% it's Toxic.

11-25 LITTLE COMPATIBILITY
A one in 4 chance of finding something edible that isn't toxic. 75% it's Toxic.

26-75 FAIR COMPATIBILITY
About half of what you can find edible, will be good for you. Taste is another matter. 50% it's Toxic.

76-95 HIGH COMPATIBILITY
Most of what you can find won't kill you. These are highly unusual worlds like Terra. 40% it's Toxic.

96-00 VERY HIGH COMPATIBILITY
A paradise of a world where very little is toxic. Only 30% of the life forms are without food value.

INTELLIGENT LIFE FORMS

Life is everywhere. Throughout the Fringes worlds have developed sentient life forms who aspired to reach the stars. Forming society and industry, they often disperse into the vastness of interstellar space. Few find the Fringes or the Pathways. Whether seeded or naturally developing, they ferociously cling to life and eventually lock into that long ladder to sentience and civilization.

INTELLIGENCE

01-50 NONE
No Intelligent Forms Yet

51-75 NEAR INTELLIGENCE
Primitive Forms of Intelligence

76-90 PRIMITIVES
True Intelligence, Primitive Culture

91-98 DEVELOPING CULTURE
True Intelligence, Go to Culture

99-00 DEVELOPED CULTURE
True Intelligence, Multiple Races

OPTIONS

From here you can index the start of the cultural generators at a level for primitives or on the main tables after a check on the species use of energy. You also have the option to create the history of the intelligence by GM or the following tables.

ORIGIN OF INTELLIGENCE

01-25 UPLIFTED RACE
Raised to Intelligence by the Tehrmelern.

26-75 OLD RACE ASSISTED
Tehrmelern pushed the race to civilization.

76-98 INDEPENDENT DEVELOPMENT
Life developed without interference.

99-00 DESIGNER LIFE FORMS

PRIMITIVE MAN

As your players explore the Fringes, they will often run across primitive intelligences in various developmental stages.

01-50 PRIMITIVE
These are the primitive creatures who possessed a rudimentary intelligence and the basic beginnings of culture. EARTH TYPE: Australopithecus

51-75 EARLY
The first 'true' intelligence. Capable of early weapon and stone usage. Often have fire and the beginnings of social structure. EARTH TYPE: Homo Erectus, Neanderthal

76-99 MODERN
The species is advanced. May have various races and the beginning of ethnic diversities.   EARTH TYPE: Cro-Magnon, Modern Man

00 SUPERIOR
A slightly more advanced version of the species, with some 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 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 see any advanced technology as being magic, or just ignore it completely.

REACTIONS
01-05	Ignore Strangers
06-75	Run in Terror
76-85	Welcome Strange Guests
86-95	Attack on Sight
96-99	Attack if Taboos are Broken
00	Worship as Gods

NUTRITION
01-05	Cannibalistic
06-75	Omnivorous
76-90	Vegetarian
91-95	Carnivorous
96-00	Parasitic

RELIGION
01-05	Agnostic
06-50	Nature
51-75	Polytheistic
76-85	Monotheistic
86-95	Ancestor
96-99	Cult
00	Atheist

FAMILY
01-05	None
06-75	Nuclear
76-85	Extended
86-95	Highly Extended
96-99	Fostering
00	Other

MARRIAGE
01-55	Monogamous
56-85	Polygamous
86-90	Polyandrous
91-96	Clan Marriage
97-99	Line Marriage
00	Other

SOCIETY

Generating a world's society involves the use of a large number of factors that relate to culture, resources and general lifestyle.

MODIFIERS ON A SOCIETY'S DISPERSAL
01-02	Highly Shifting Resources	-03
03-04	Seasonable Shifting Resources	-02
05-08	Stable Resources	n/a
09	Very Stable Resources	+01
10	Near Perfect Stability	+02

MODIFIERS ON PROGRESS (Roll d4 times)
01	Intolerant Religion or Government	-04
02	Long-Term Oppression	-01
03	Restrictive Hierarchy	-01
04	Tight Social Structure	-01
05	Long-Term Violence or Wars	-02
06	Short-Term Violence or Wars	-01
07	Failing Economics	-01
08	Racial Injustice	-01
09	Printing / Open Information	+02
10	Progressive Views	+02

LAWS
01	No Laws, Anarchy	-03
02-03	"Eye-For-An-Eye" Justice	-02
04-05	Law for Serious Social Offenses	-01
06-07	Law for General Social Offenses	+01
08-09	Law for Profit and Social Control	-01
10	Law for a Society's Total Control	-02

WARFARE
01	War is Unknown	-02
02-03	War is Nearly Unknown	-01
04-05	War is Very Rare	+0
06-07	War is Rare	+01
08-09	War is Frequent	+02
10	War is Constant	+01

MOBILITY/URBANIZATION 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

PROGRESS

Roll a d10 and apply your modifiers to find the state of progress of the society.

THE SOCIETY'S 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

TECHNOLOGY

With these general guidelines the GM is able to easily generate the technological development of any 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 d100 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 to the column on the HIGH TECH tables.

ENERGY USE RESULT

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 natural 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, Geomagnetic Taps.
00	Mass to energy / Antimatter use.

PRIMITIVE TECHNOLOGY

Energy Level Under 51
Roll a d10 for each category.

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	High Monolithic and complex stone construction the norm. Stone carved with detail and for art.

FOOD GATHERING

01-02	Gathering and some hunting.
03-04	Hunting and some Gathering.
05-08	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 for 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 on 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.

HIGHER TECHNOLOGY

High Power Use Technology
Index by Energy Level

ENERGY LEVELS 50-85 Use Column A
ENERGY LEVELS 86-00 Use Column B

SYNTHETICS

A	B	
01-02	01	Simple Alloys.
03-05	02-05	Complex alloys and very early synthetics.
06-10	06-08	Plastics
	09	Special alloys and synthetic fuels are in general use.
	10	Synthetic metals, use of 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 synthetics and organic chemistry.

MECHANICAL

A	B	
01-02	01-02	Simple use or very basic devices that are mechanical.
03-05	03-04	Complex mechanical devices.
06-10	05-08	Complex mechanical devices and very simple automation in use.
	09	Complex automation, very high use of mechanical devices.
	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 Earth's 1900's.
10	06-08	Common household use in day-to-day life.
	09	Household dependency, very high use for communications.
	10	Travel, communications, every aspect of life.

MEDICINE

A	B	
01-04	01-02	General medical diagnosis and treatment on most areas.
05-09	03-05	Specialized treatment for many areas, repair, and physical reconstruction.
10	06-08	Synthetic replacement, use of synthetic and tailored drugs in medicine.
	09	Regeneration, Autodoc, and cold sleep technologies.
	10	Use of varied life prolongation methods and effective resuscitation.

COMPUTER TECHNOLOGY

A	B	
01-08	01-02	Bulky mechanical devices of very limited functions.
09	03-06	Bulky semi-electrical devices of limited functions.
10	07	Light - weight devices of limited functions.
	08	Bulky - devices of advanced functions.
	09	Light - weight devices of data atorage and advanced functions.
	10	Micro - Miniaturized computing 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 deep 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, very early powered flight.
10	06-08	Airplane Technology
	09	Jet Technology
	10	Goto **EARLY SPACE FLIGHT**

EARLY SPACE FLIGHT

A	B	
01-09	01-02	Early Testing
10	03-05	Early Orbital Flights
	06-08	Space Stations
	09	Interplanetary Exploration
	10	System Colonies, goto **STARFLIGHT**

STARFLIGHT

A	B	
STOP	01-02	Slow ships, Multi-Generation
	03-05	Slow ships, years per lightyear traveled.
	06-08	Early exploration of the nearest stars with early FTL drives.
	09	Colonization of Near Stars.
	10	Commercial Starflight.

GM'S NOTES

These guidelines can, with a little work, create countless societies or give an odd flavor to the creation of scenarios.

Remember that these tables are optional for GM use and modified as he or she sees fit.

ALIEN DESIGN

The general design of alien life is the decision of the GM or randomly generated with the following tables. Start with a pencil and form the design that nature leans towards on this world. Each step will take you closer to the finished form.

01 Roll number of Body Segments, Head Chance, and the chance for a Tail
02 Roll Symmetry and Body Shape
03 Roll Posture
04 Roll Head Attachment, if any
05 Roll Manipulative Members and Shape
06 Roll Walking Members and Shape
07 Roll Face, Design and Senses
08 Roll Skin Covering and Texture
09 Roll Skin Color and Pattern
10 Roll Defense, Temperament and Niche

BODY SEGMENTS

Your basic structural block is the body segment.

	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 and Vertical
96-99	Vertical
00	Vertical and 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	Two Basic Shapes
96-98	Disproportioned
99	Nonconventional
00	Slightly Variable
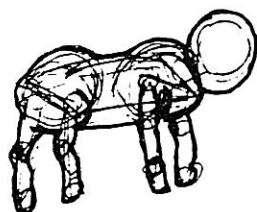
Example

Two Fused Body Segments, With Head, No Tail, Horizontal Posture, Bilateral Symmetry, Semi-Flattened Body & Short Neck.

HEAD ATTACHMENT

01-25	Direct
26-85	Short Neck
86-95	Medium Neck
96-99	Long Neck
00	Very Long Neck

MEMBERS PER BODY SEGMENT

01-50	Two Locomotive
51-75	Two Locomotive or Manipulative
76-95	Three Locomotive
96-98	Three Locomotive or Manipulative
99-00	Three or more of any combination

ARM & LEG LENGTH (Roll for Each)

01-70	Short (.25 of body span)
71-85	Medium (.50 of body span)
86-95	Long (.75 of body span)
96-00	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 (equal to hand span)
99	Tentacles (2 x d100 percent of body length if the being has no arms. d100 percent of body length if being has arms.)
00	Pincers (two to four 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 Table B.
Face	roll a d6 on Table B.
Nose	roll a d10 on Table B.
Eyes*	roll a d10 on Table B.
Ears	roll a d10 on Table B.
Teeth	roll a d6 on Table B.

* d6 in quantity

Modify as you will.

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

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
91-98	Knobby
99-00	Two Textures
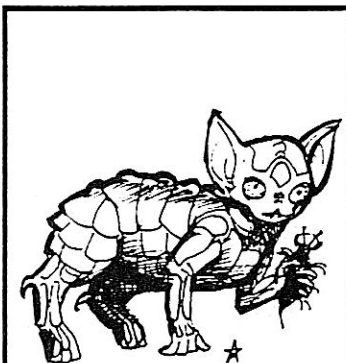
Example
After filling in more details, the creature continues to grow in structure and believability. This is the basic life-design template for the world.

PROTECTIVE COVERING

01-25	None
26-36	Fur, Thick or Thin
37-50	Hair, Thick or Thin
51-60	Scales
61-70	Feathers
71-80	Bony Plates
81-90	Shell / Carapace
91-95	Spines
96-98	Heavy Plates
99	Roll Twice
00	Roll Three Times

COLOR

01	White	11	Purple
02	Black	12	Gray
03	Pink	13	Gold
04	Tan	14	Silver
05	Brown	15	2 Shades
06	Orange	16	3 Shades
07	Red	17	4 Shades
08	Yellow	18	2 Colors
09	Blue	19	3 Colors
10	Green	20	4 Colors

PATTERN

01	Solid Areas
02	Large Spots
03	Small Spots
04	Bands
05	Splotches
06	Dotted
07	Large Stripes
08	Small Stripes
09	Camouflage
10	Seasonal Shift

DEFENSE

01-05	Brains
06-24	Claws
26-50	Bite
51-75	Kick
76-90	Bludgeon
91-95	Trample
96-97	Sting
98	Poison
99	Shock
00	Agility

FOOD

01-50	Herbivore
51-75	Omnivore
76-98	Carnivore
99-00	Parasitic

LIFE CYCLE

01-50	Diurnal
51-76	Either
76-00	Nocturnal

BIRTH

01-75	Live
76-98	Egg
99-00	Parasitic

NUMBER YOUNG

01-29	1
30-85	d4
86-90	d6
91-95	d4 +1
96-98	d6 +1
99-00	d10 +1

TEMPER
Roll a d100 twice for the general range of temper of the creature.

PREFERS

01-10	Dead & Rotting
11-25	Scavenging
26-85	Fresh
86-00	Live

IF A HUNTER

01-25	Poor Hunter
26-50	Good Hunter
51-75	Excellent Hunter
76-00	Crafty Hunter

NESTING

01-25	Abandons Young
26-75	Protects Young
76-00	Fierce Protector

ATTITUDE / HUMANS

01-05	Food
06-25	Hostile
26-50	Intolerant
51-75	Sometimes Tolerant
76-98	Tolerant
99-00	Real Friendly
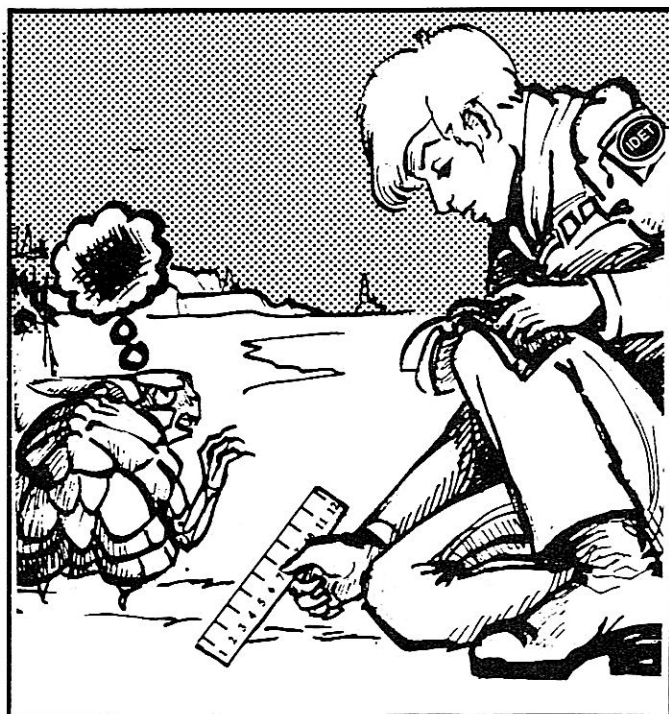
ALTERNATE ANIMALS

Alternate Worlds can play host to same or slightly different animals.

While outside designs can be different, remember that nature most often takes the easy way out in developing life forms. All forms fill an ecological niche. Hunters, grazers, and scavengers will be universal. Where a form is missing from an ecology, some form will eventually fill the niche and balance the populations.

INTERNAL BODY STRUCTURE

All higher terrestrial life forms share a general body structure that includes a respiratory, digestive, and circulatory system. All forms must have these general systems to live. While organs can be slightly different in size and structure, they serve the same basic functions and will be damaged or fail in the same general ways.

Use the Human Body Structure Tables on Page 127 for a generalized guideline.

PHYSICAL STRUCTURE, BONES & TISSUE

Tissue and bone density for larger creatures can also be indexed below. A dinosaur the size of an elephant will have more tissue to slow weapon penetration and a thicker bone structure. Compared to a man, an elephant would have x10 the bone structure at any point. A human femur with a value of 12 points to penetrate would become 120 points for the much larger creature. Work with this if you feel it is necessary but remember it is an optional concept.

DAMAGE CLASS

In the game we generalize damage to structures and life forms with simple point subtraction. While this works for most cases of combat in Role Playing, there's a gap in dealing with larger life forms that can create excessive damage. The following is an optional guideline for damage multiplication by size of attacker and victim. This can generally be used for damage totals with firearms and physical combat. The GM must manipulate this carefully to avoid player excess.

REMEMBER

01   Use a Calculator.
02   Play it by Common Sense.
03   This is an option for realism.

EXAMPLE

A vicious preditor, the size of a mouse, makes a heroic, but none too bright attack on an elephant sized grazer. The predator attacks with a BI03, a medium sized bite for its size. It does 4 points of damage. This doesn't punch through the grazer's tough skin and the grazer unwittingly steps on the predator. Concidering it a Strength related kick, for its average strength of 50, it does about 18 points of damage. Indexing the size table, that 18 is multiplied by 80 to become 1440 points of damage. The predator becomes an unnoticable splotch on the underside of the grazer's foot.

To a mouse sized predator, even a simple .22 pistol round becomes a 120mm shell in equivilent terms. Work with this system if you feel comfortable with it and feel the need or realism to inflict excessive damage in a critical situation.

ATTACKER MASS/SIZE		A	B	C	D	E	F	G	H	I
A	Ant Sized	x1	x0.50	x0.25	x0.12	x0.06	x0.03	x0.012	x0.006	x0.003
B	Junebug Sized	x2	x1	x0.50	x0.25	x0.12	x0.06	x0.03	x0.012	x0.006
C	Mouse Sized	x10	x2	x1	x0.50	x0.25	x0.12	x0.06	x0.03	x0.012
D	Cat Sized	x20	x10	x2	x1	x0.50	x0.25	x0.12	x0.06	x0.03
E	Medium Dog Sized	x30	x20	x10	x2	x1	x0.50	x0.25	x0.12	x0.06
F	Human Sized	x40	x30	x20	x10	x2	x1	x0.50	x0.25	x0.12
G	Horse Sized	x80	x40	x30	x20	x10	x2	x1	x0.50	x0.25
H	Elephant Sized	x160	x80	x40	x30	x20	x10	x2	x1	x0.50
I	Ultrasaurus Sized	x320	x160	x80	x40	x30	x20	x10	x2	x1
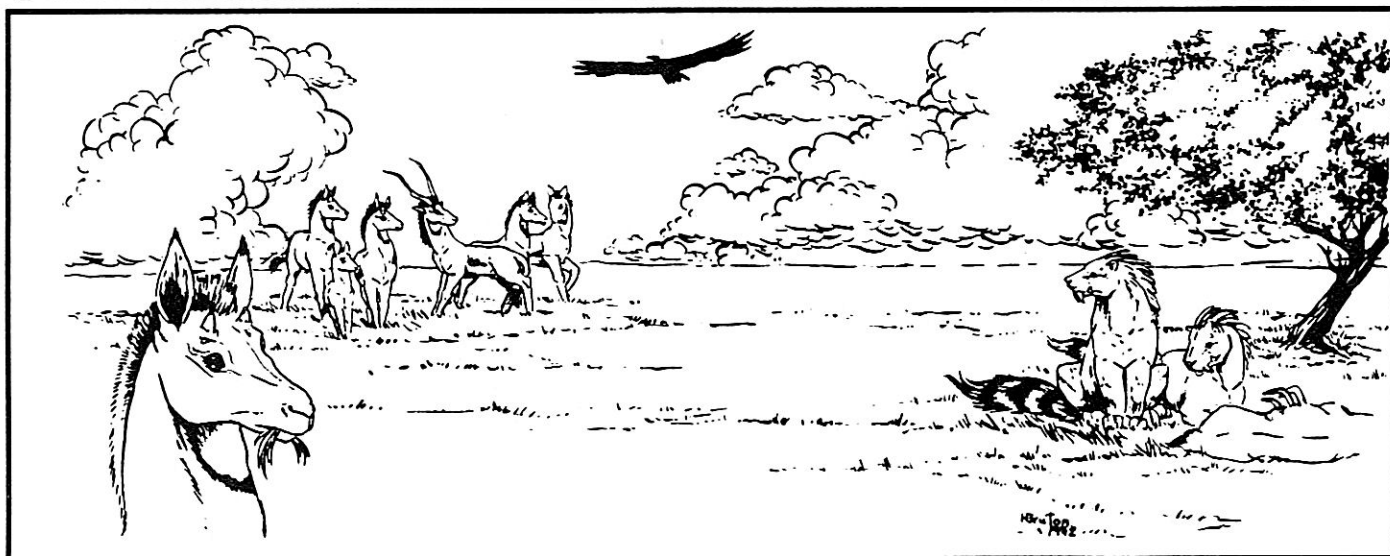
TALENTS OF THE MIND

PSIONICS

PSI is natural energy that is channeled by the mind.

For the Fringeworthy, psionic talents are a dangerous reality. Known to exist for many centuries, these powers of the mind are common across the Fringes. Psionic talents are also acquired by many who have access to the Fringepaths or close proximity to Tehrmelern Portal Stations. After a year working at Hatsumi Base, several non-Fringeworthy personnel manifested minor talents.

After a year of Fringe travelling, give each character a roll for PSI talent manifestation. Check again after 5 years.

WHO HAS PSI?

The talent for PSI is either inherited or induced. Inheritance gives the best method for developing a talent without vicious side effects. Drug or technologically induced PSI often radically changes the mind and gives a chance of dangerous talents, if it does not simply kill the victim. All characters have a once in 5 years chance of having PSI. Roll a d100 and consult the table below.

CHANCE OF PSI	CHANCE OF PSI	NUMBER OF ABILITIES
NATURAL PSI TALENT	04%	d4
PARENT WITH PSI	06%	d4
ANCESTOR WITH PSI	08%	d4

RANDOMIZE PSI TALENTS

If you score under the needed roll, go to the PSI Talent table and roll a d20 until you have your abilities. Re-roll any d20 rolls over 16. If your roll was within 2 points of what you needed, your character is a 'Latent' PSI. See Latent PSI on page 078. If you rolled a 99 or 00 see the ANTI PSI tables on page 078. Always write your d100 PSI roll on your character sheet for later reference.

INDUCED PSI

The following are the less than perfect ways that PSI can be induced in a character. This can be by design or accident. The actual attempted causing of PSI gives a roll on the **Induced PSI Result** table below. Much of this is the GM's decision.

CHANCE OF PSI	CHANCE OF PSI	*NUMBER OF ABILITIES*
MINDSHOCKED LATENT	05%	d4
DRUG INDUCED PSI	10%	d4 +1
CHEMICAL EXPOSURE	02%	d4
RADIATION EXPOSURE	03%	d4 +1
TECHNOLOGICALLY INDUCED	20%	d4 +2
ELECTRICAL TRAUMA	02%	d4
BRAIN IMPLANT DEVICE	25%	d4 +3
ACCIDENTAL BRAIN DAMAGE	02%	d4
VIRAL INDUCED (Uncommon)	02%	d4
ALIEN TRANSFERENCE	15%	d4

PSI INDUCEMENT DANGERS

The one catch to induced PSI is the required roll on the chart below. When Deathshock to the character occurs in this circumstance, treat resuscitation of the character like any other situation where lifesaving techniques are required. Due to the unusual nature of PSI inducement, use any resuscitation skills with a multiplier of (.50).

INDUCED PSI RESULT

01-50   NO EFFECT
        (45% chance of Deathshock)
51-75   NO EFFECT
        (Also reduces INT, WIZ, and all Skill Levels by half. Multiply them by .50 by using the Number Multiplier Chart in the back of the book.)(See Alsp Pg. 178)

76-85   INDUCES BORDERLINE PSI
        (40% chance of a Deathshock)
86-95   SUCCESS
        (20% chance of a Deathshock)
96-98   SUCCESS WITHOUT PROBLEM
99-00   DEATH

REMEMBER

01   All PSI talents start at a skill level of d4. All Induced PSI
     talents start at a skill level of d4 +4 .
02   PSI talent skill levels are increased with skill points as
     any other skills.
03   After the initial set up, additional PSI talents cannot be
     taken.
04   Any of the sub-classes of the talent may be used by
     the PSI if he or she has the power.
05   PSI and magic are very separate and distinct energies.
     They cannot be combined for use. A character cannot
     have talents in both. (See Also Bureau 13 TTS 3001)

GAME MECHANICS OF PSI ABILITY

Once a character has a talent, the entire category
under the listing is now open to use as long as the character
has the necessary Working PSI or WKP to power the sub-
category's cost.

WORKING PSI

WKP is the base amount of personal energy a charac-
ter can generate for PSI use. With each successful or
unsuccessful use of psionic ability, an amount of energy is
lost that is later regenerated. Each level of experience a
character gains gives him an additional d10 +2 WKP points.
Your initial score starts as follows.

> **CONSTITUTION + (20) = Working PSI (WKP)**

MENTAL COORDINATION

A second new statistic used by each active PSI is MCD
or Mental Coordination. This is found by adding your
Intelligence score to Agility and dividing the result by 2.
Round fractions down. Like other statistics, MCD can be
improved, but it has double the development cost of a
normal statistic increase.

$$\frac{\text{INTELLIGENCE + AGILITY}}{2} = \boxed{\begin{array}{l}\text{MCD} \\ \text{Mental Coordination}\end{array}}$$

MCD and WKP can be temporarily increased by a
limited number of factors. These include PSI TAP and PSI
LINKING skills.

RECOVERING WKP

The easiest way to recover WKP is to rest. This may
also be modified by situation or area. Follow these general
guidelines.

General Rest	d4	WKP	Points Per Hour
Sleep	d10	WKP	Points Per Hour
Stunned Unconscious	1	WKP	Point Per Hour

Using PSI

OPTIONAL MODIFIERS

Light Meditation	+02	WKP	Points Per Hour
Heavy Meditation	+03	WKP	Points Per Hour
Sleep	+04	WKP	Points Per Hour

OPTIONAL
ACCELERATED RECOVERY RATE

Roll a d100 for any natural modifiers on the recovery of
WKP ability. In some instances special individuals are able
to recover WKP at an accelerated rate. Only roll once on this
table.

RATE		RECOVERY
01-95	NORMAL RATE	x1.00
96-97	ACCELERATED RATE	x1.25
98-99	PHENOMENAL	x2.00
00	LIGHTNING FAST	x4.00

USING A TALENT

Using a PSI talent is a simple d100 roll under your
chance. The talent's chance is found as follows:

> | SKILL | | OPTIONAL | | |
> |---|---|---|---|---|
> | LEVEL + | MCD + | MODIFIERS | = | **Chance of Success** |
> | **a** | **b** | **c** | | Time Modifier |
> | | | **d** | | Standard Modifiers |

(a) SKILL LEVEL

Use each level of skill as 5% chance of success.

(b) MCD

Add your MCD as a flat percentage number.

OPTIONAL MODIFIERS

The optional modifier most frequently recommended for
game play is the PSI Time Modifier. This ranges from the hip
fired use of the talent to the long-prepared use. The **PSI/
UTILITY SHEET** from the utility section of this book includes
this information for easy play.

> ### (c) OPTIONAL
> ### PSI TIME MODIFIER
>
> | | | |
> |---|---|---|
> | A: | Snap Use of Talent Without Proper Time | -30 |
> | B: | Half Necessary Time Taken to Use | -20 |
> | C: | Three Quarters Necessary Time Taken to Use | -10 |
> | D: | Full Time Necessary Taken to Use | n/a |

(d) OPTIONAL
STANDARD SKILL USE MODIFIERS

These are the standard skill difficulty modifiers from
pages (021-022). Remember that all of these modifiers are
optional for the player's and GM's use.

REMEMBER

01 Any talent listed under a heading can be used as long as the character has enough WKP to power the use.

02 PSI talents are used like any skills. The following list of talents below may be modified by the GM.

03 Each talent has a specific WKP cost and a time needed to begin use of the talent. While the time can be varied, the WKP cost cannot.

04 Time (T=) is measured in Minutes (m) Hours (h) Days (d) and Weeks (w).

05 WKP cost needed to power talents is the code (C=).

06 With the GM's approval, some talents are reversible.

07 With GM approval a PSI talent can be designed by the player as long as it is limited.

PSI ABILITY INDEX

Randomly roll a d20 for areas of PSI Talent. Any roll of 17 or higher is ignored and re-rolled. Only INDUCED Psionics are able to use the full d20 roll.

01	TELEPATHY	11	HEALING
02	REMOTE VIEWING	12	SELF CONTROL
03	POST COGNITION	13	MIND CONTROL
04	PRE COGNITION	14	SPECTRALKINESIS
05	WILD TALENT	15	PSI SHIELDING
06	EMPATHY	16	PSI TAP
07	TELEKINESIS		**STOP**
08	PYROKINESIS	17	ATTACK
09	CRYOKINESIS	18	LEECH
10	PSI LINKING	19	TELEPORT
		20	MIND TRANSFER

PSI TALENTS
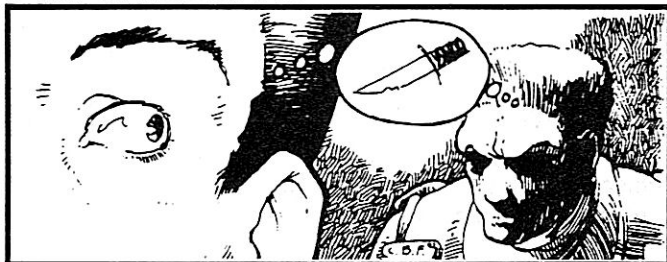
PSI TALENT: **TELEPATHY** 01

Telepathy is the talent of mind-to-mind communication over a distance. Range of the ability is 10 miles as long as the PSI has a lock on a mind. Without a lock, the distance is 1 mile. With a lock the range extends to 100 miles. Each +1 WKP added gives additional 10 miles of range. Duration of talent is 10 minutes or until stopped by the user.

* SEND TO TELEPATH	C=05	T=01m
* SEND TO NON-TELEPATH	C=10	T=01m
* LISTEN TO CONVERSATION	C=25	T=01m
* LOCK ON SINGLE MIND	C=15	T=02m
* SEND MESSAGE TO GROUP	C=25	T=01m
* SCAN OWN MEMORY	C=25	T=02m
* SCAN OTHER'S MEMORY	C=30	T=05m
* SCAN RESISTANT MIND	C=50	T=10m
* SCAN ALIEN MIND	C=85	T=15m
* SCAN FOR TRUTH	C=20	T=01m

PSI TALENT: **REMOTE VIEWING** 02

The ability to see what is happening now at a close or distant location. Over the initial cost, each additional point of WKP adds 100 miles to the range. The view lasts d100 seconds and can be subject to visual distortion as modified by the GM.

* WHAT'S HAPPENING NOW	C=25	T=05m
* OVERVIEW OF AREA	C=15	T=05m
* VIEW CONTROL	C=25	T=05m
(Allows motion of viewpoint.)		

PSI TALENT: **POSTCOGNITION** 03

The ability to see what has happened before in a specific area. Over the initial cost, each additional point of WKP extends the ability one year, month, day, or hour into the past. The duration of viewing is d100 seconds.

* WHAT HAPPENED BEFORE	C=30	T=05m
(Within 48 hours.)		

PSI TALENT: **PRECOGNITION** 04

This is a talent that allows the user to see what could happen in the near future. This may be used for an individual or a small area. Every 5 points of WKP used over the initial cost, extends the range 1 hour, day, month, or year. This future flash of insight lasts d10 +2 seconds. Because time is infinitely in flux, precognition is not always accurate and the outcome of situations can change by the minute.

* WHAT CAN HAPPEN	C=30	T=10m
* WHAT CAN HAPPEN IF	C=50	T=15m
(A specific action to change a variable situation.)		

PSI TALENT: **WILD TALENT** 05

Most useless and dangerous of the normal PSI talents is the Wild or uncontrolled talent. This ability usually manifests during stress as a random use of PSI talent. The user's skill in Wild Talent ability is primarily used to keep the talent under control, instead of firing off the ability. In some cases the user may wish to use it , and attempts it as any other PSI talent. Results are always varied and mostly obnoxious. Use a full d20 roll when randomizing its manifestation. Below is a list of possible modifiers to induce a Wild Talent.

	CHANCE TO MANIFEST	CHANCE TO CONTROL
STRESS	+10	-05
EXTREME STRESS	+25	-10
LIFE THREATENING SITUATION	+50	-15
FEAR	+15	-05
TERROR	+30	-15
PAIN	+25	-10
AGONY	+50	-20
EMOTIONAL EXCITEMENT	+20	-10

WHO CONTROLS WILD TALENT?

Wild Talent is under the control of the GM or randomized off these charts. It always will find the necessary WKP to work, even if it drains it from a nearby psionic. The user of this skill always knows the talent is about to manifest.

* TRIGGER WILD TALENT   C=05 T=01m
* CONTROL WILD TALENT   C=75 T=01m
  (Gives the chance to choose what talent manifests.)
* STOP WILD TALENT   C=25 T=02m

PSI TALENT: **EMPATHY**   06

Empathy is the ability to read emotion and alter feelings in individuals. This talent borders on Telepathy, though no concrete information may be gained by its use. Duration is up to 10 minutes and range is, line of sight.

* FAST EMOTIONAL IMPRESSION   C=05 T=01m
* READ EMOTION   C=15 T=01m
* DETECT EMOTIONAL PROBLEM   C=20 T=01m
* PROBE DISTURBED INDIVIDUAL   C=25 T=05m
  (A d10 second flash of what disturbed the individual.)
* PROBE HIDDEN EMOTIONS   C=25 T=05m
* EASE EMOTION   C=30 T=02m
* BLOCK EMOTIONAL STATE   C=35 T=02m
* PROJECT ASSURANCE
  or FRIENDSHIP   C=30 T=02m

PSI TALENT: **TELEKINESIS**   07

Telekinesis is the ability to lift and control the flight of objects. After the initial cost, each additional point of WKP added gives the ability to lift an additional 5 pounds. The duration of this skill is 10 minutes, extended an additional 5 minutes per each additional point of WKP used. Range is line of sight.

* LEVITATE   C=20 T=01m
  (Under 10 pounds, vertically only.)
* PUSH / PULL   C=20 T=01m
  (Under 10 pounds, horizontally only.)
* CONTROLLED FLIGHT   C=55 T=05m
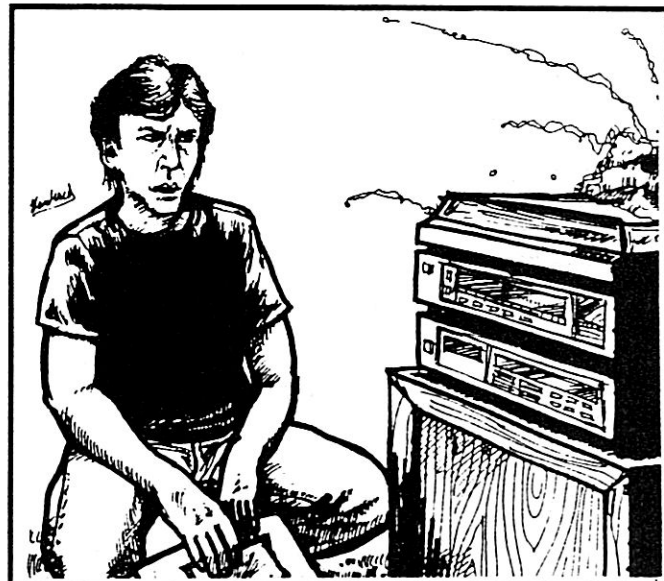
PSI TALENT: **PYROKINESIS**   08

The ability to create an area of heat on the surface of an object. Duration of the talent is a second, unless the spark or flame catches flammable material on fire.

* WARM   C=20 T=01m
  (Warms an 8 cubic inch area up to +20 degrees.)
* BOIL   C=40 T=02m
  (Warms an 8 cubic inch area up to +250 degrees)
* SPARK   C=25 T=01m
* FLAME   C=30 T=01m
  (Creates a d4 point small flame.   Each additional point of WKP used increases the burn damage by 1 point. See Also Pg. 107)
* IGNORE HEAT   C=25 T=02m
  (Allows user to ignore temperatures up to 700 degrees for the span of 1 hour.)

PSI TALENT: **CRYOKINESIS**   09

The ability to create an area of cold on the surface of an object. After the initial cost, each point of WKP added decreases the temperature of the area by 5 degrees.

* CHILL   C=25 T=01m
  (Chills an 8 cubic inch area up to -20 degrees.)
* FROST   C=35 T=01m
  (Chills an 8 cubic inch area up to -50 degrees.)
* FREEZE   C=70 T=02m
  (Freezes an 8 cubic inch area solid.)
* IGNORE COLD   C=10 T=02m
  (Allows user to ignore cold damage for 1 hour.)

PSI TALENT: **PSI LINKING**   10

Psionics may share their WKP by linking their minds. This talent is a direct connection between individuals where WKP becomes a pool for talent use. Range of this ability is limited to a 10 foot maximum distance between Psionics.

* VOLUNTARY PSI LINK   C=02 T=01m
* INVOLUNTARY PSI LINK   C=20 T=02m
* BREAK PSI LINK   C=02 T=10s
* BREAK INVOLUNTARY PSI LINK   C=15 T=01m

PSI TALENT: **HEALING**   11

Healing is the ability to reverse damage by contact with the victim of physical trauma. Healing can only aid limited cases of injury, and can not resuscitate the brain dead or re-graft a severed limb. After the initial cost, each additional 5 points of WKP will heal 1 point of WBD (hit point) or CON damage.

* HEALING   C=20 T=01m
  (Heals d4 points of cuts/open wounds, or d4 cubic inches of scrapes, brushburns, or rash.)
* BURN HEALING   C=30 T=02m
  (Heals 4 cubic inches. Turns third degree burns into second, second into first and first into mildly inflamed tissue.)
* STOP BLEEDING   C=35 T=01m
  (Reduces any artery sever or blood loss table result by one number.) (See Also Pg. 135)
* SLOW DEATH   C=50 T=01m
  (Ability to stabilize a dying person for d6 minutes. If the victim dies the PSI suffers a 5% chance of a deathshock.)
* RESUSCITATE   C=10 T=01m
  (Adds a +05% chance to resuscitation a victim. Each additional point of WKP added increases this by 1%.)

PSI TALENT: **SELF CONTROL**   12

Self control gives the user control over his normally autonomic body functions. This ability can be extended to affect a non-PSI at double the WKP cost. Distance of use is touch and duration is generally 10 minutes.

* RELAX BODY   C=05 T=01m
* REST INTO SLEEP   C=10 T=02m
* CONTROL HEART RATE   C=15 T=30s
* BREATH CONTROL   C=20 T=30s
  (d4 +4 minutes)
* DIAGNOSE BODY DAMAGE   C=20 T=01m
* IGNORE STUN   C=45 T=02m
* IGNORE PAIN   C=35 T=02m
* SPEED REACTION TIME   C=35 T=01m
  (Speeds any AGL or DEX recovery rate by d4 points. Each additional 5 points of WKP used speeds AGL or DEX 1 additional point. See the ACTION BONUS on Pg. 09).
* HEAL SELF   C=15 T=01m
  (Heals d4 points of cuts or small open wounds, d4 cubic inches of scrapes, brushburns, or rash.)
* BURN HEALING   C=25 T=02m
  (Heals 4 cubic inches. Turns third degree burns into second, second degree into first and first degree into inflamed tissue.)
* STOP BLEEDING   C=25 T=01m
  (Reduces artery sever or blood loss table result by one number.) (See Also Pg. 135)
* SLOW DRUG EFFECTS   C=35 T=01m
  (Ability to lessen, by half, a drug effect for d6 hours. May include toxin effects.)
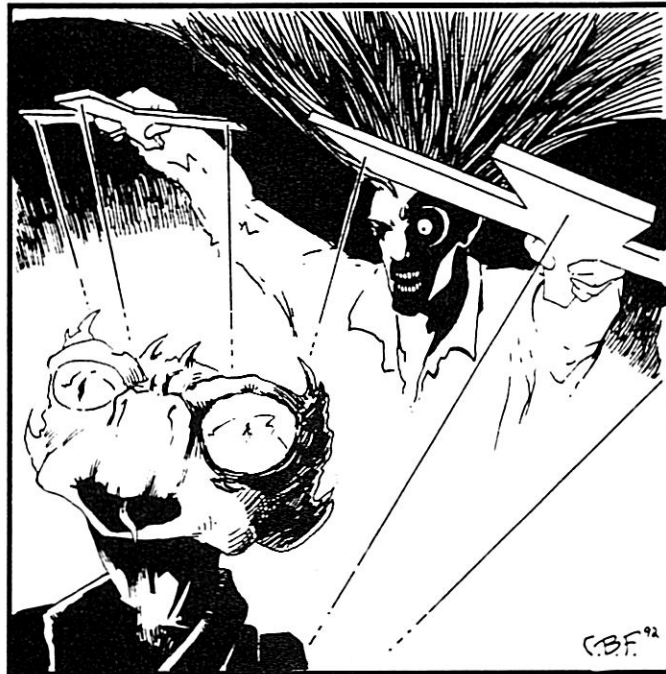
PSI TALENT: **MIND CONTROL**   13

This is the ability to enter and change the thinking process and physical coordination of an individual. Most of these uses have a duration of 10 minutes.

* SUGGESTION   C=10 T=01m
  (Plants a thought.)
* CHANGE THOUGHTS   C=25 T=01m
  (Changes a quick decision or makes a strong-minded individual take a few seconds to reconsider an action.)
* MIND BLANK   C=25 T=01m
  (Blanks a mind for d10 +2 seconds. May be extended by 1 second for every additional 5 WKP used.)
* CONTROL MINOR BODY FUNCTION C=25 T=05m
  (Used to create an itch, blink, or other minor function.)
* PHYSICAL GAIN   C=35 T=05m
  (Gives a +d4 on any physical statistic for 1 hour.)
* CONTROL SENSATION   C=25 T=05m
  (Controls what is felt, seen, tasted, etc.)
* CONTROL EMOTION   C=35 T=05m
  (Controls the intensity of feelings.)
* CONTROL LIMB   C=35 T=05m
  (Takes control of a single limb.)
* CONTROL MAJOR BODY FUNCTION C=50 T=10m
  (Controls heartrate, respiration, digestion, etc.)
* CONTROL MEMORIES   C=75 T=20m
  (Creates mental blocks, recall, selective amnesia etc.)
* CONTROL BODY   C=95 T=20m
  (Enslaves a physical body's function to command.)
* WAKE FROM SLEEP   C=05 T=01m
* REST   C=10 T=02m
* EASE INTO SLEEP   C=20 T=02m
* PUSH INTO SLEEP AGAINST
  VICTIM'S WILL   C=50 T=04m
* CREATE DREAM   C=15 T=05m
* LOOK INTO DREAM   C=10 T=05m
* ALTER DREAM   C=20 T=01m
* PARTICIPATE IN DREAM   C=30 T=01m

• COMMUNICATE BY DREAM	C=35	T=10m
• STOP NIGHTMARE	C=20	T=01m
• SLEEPGUARD (PSI)	C=10	T=01m

(Duration is until the sleeper wakes.)

• CONTROL MIND	C=75	T=40m

(Controls human mind totally without harm. Lasts for 24 hours per each additional point of WKP used.)

• FREE CONTROLLED MIND	C=75	T=10m
• STUN	C=40	T=01m

(Use the stun table on page 137. Each additional 5 points of WKP reduces the chance by 10%)

• DEATHSHOCK	C=95	T=01m

(A burst that creates a 5% chance of a Deathshock. Each additional 5 points of WKP added gives a +1% on the chance to kill. Using this gives a flat 5% chance of feedback and a Deathshock for the PSI user.)

PSI TALENT: **SPECTRALKINESIS**   14

Spectralkinesis is the talent that affects the spectrum of light. This talent creates a ball of light 6 inches in diameter that has a duration of 10 minutes extended 10 minutes per each additional 5 points of WKP used.

• LIGHTFLASH	C=10	T=30s
• GLOW	C=15	T=30s
• BALL OF LIGHT	C=20	T=30s
• DAYLIGHT	C=40	T=01m

(creates daylight in a 20' x 20' area)

• BRILLIANT BALL OF LIGHT	C=35	T=01m
• MOVE BALL OF LIGHT	C=15	T=01m
• COLOR LIGHT	C=10	T=01m
• SHAPE LIGHT	C=20	T=02m
• CRAFT LIGHT	C=40	T=05m

(creates pictures, faces, animated images, etc.)

• MULTIPLE COLORS	C=25	T=10m

(allows crafting of colors and shades)

PSI TALENT: **PSI SHIELD**   15

PSI Shield attempts to stop hostile PSI action against an individual or group. The effects of shields last for 30 minutes and are extended 5 minutes per each additional point of WKP used to power them. Technical devices can also be used to shield from PSI energy. These devices can not be broken through by natural means.

• SHIELD FROM MIND PROBE	C=45	T=30s
• SHIELD GROUP OF MINDS	C=50	T=01m
• BREAK THROUGH MIND SHIELD	C=95	T=05m
• SHIELD FROM PSI LINKING / TAP	C=35	T=01m

PSI BATTERY

An object with WKP embedded that acts like a battery. This object is always ready for use.

PSI TALENT: **PSI TAP**   16

• FIND WKP RICH AREA	C=25	T=05m

(Within a mile, if any.)

• DETECT WKP AMOUNT IN AREA	C=05	T=05m
• TAP WKP OF AREA	C=20	T=01m
• TAP WKP IN OTHER'S PSI BATTERY	C=05	T=30s
• RELEASE WKP IN OBJECT	C=05	T=01m

• DUMP WKP INTO OBJECT	C=10	T=05m

(Dumps d10 +1 points of the user's remaining WKP into an object for some later use. See the possible result of WKP storage below.)

WKP STORAGE RESULT

01-50	AS YOU EXPECTED

(Stores d10 +1 points of character's WKP)

51-75	BETTER THAN AVERAGE

(Stores d10 +05 points of character's WKP)

76-85	OUTSTANDING

(Stores d10 +10 points of character's WKP along with 2 x d10 WKP points from natural sources.)

86-95	PHENOMENAL

(Stores d10 +10 points of owner's WKP along with d100 points of WKP from natural sources.)

96-98	CRITICAL

(Item dumps all stored WKP and becomes useless.)

99-00	DANGEROUS

(Item explosively dumps all stored WKP and injures the user with 2 d10 points of blast and burn as the object disintegrates.)

NOTES ON PSI TAP

This is the ability to increase WKP for a short time by tapping into the WKP of a natural area or special source. All use of detections last d4, minutes. After the increase the WKP lasts up to 4 hours, or until it is used. After this time, the user returns to his or her natural WKP levels. WKP is also a natural force that can be found in special places or saturated into an area where PSI has been used with frequency or powerfully. The PSI must touch the object or line of force to gain this temporary WKP bonus. The following may be examples.

PSI ACTIVE AREA

Area of high PSI activity that may include a lab, home, or even a battlefield. The tapping of these areas may gain 4 d10 additional WKP for use. This may be doubled in areas of PSI combat or excessive energy use on some past date.

HIGH ENERGY MYSTERY AREA

Many geographical points on alien worlds have lines of a high PSI energy flux that causes problems or have been the homes of primitive builders who commemorated the specialness of the area. Often these areas are rich in raw PSI energies. From these areas a WKP tap can gain 4 d10 +100 points for use. In rare instances or times of the year this natural energy flux will reach a peak and give the user d4 x10 +1000 points for use.

DIMENSIONAL RIFTS

Areas of dimensional, temporal, or supernatural rifts often leak energy. At the GM's decision, WKP tapped from such events can reach d4 x10 +100 points.

TECHNICALLY GENERATED

WKP may be technologically generated with special and often cumbersome equipment. This method is highly dangerous, being created by experimenters who little understand the rifts they are punching in the fabric of dimensional space. The safest use of such equipment is to quickly regenerate a character's WKP. Use on a non-psionic character gives a chance of Deathshock equal to the amount of attempted WKP regeneration.

DANGEROUS TALENTS

PSI TALENT: **ATTACK**   17

The Attack talent is a highly dangerous form of telekinesis that allows a physical attack without the use of physical combat. This may manifest in the form of a raging poltergeist that can demolish a small area, or a razor-sharp blade-like attack that slices as if the user's mind wields a 6 inch knife. Area effects may have a duration of 10 minutes.

* HARD SLAP   C=10   T=10s
  (Does 1 point HPT damage per each additional 5 points of WKP the user adds over the initial cost.)
* POLTERGEIST WIND   C=20   T=01m
  (Creates a 25 MPH wind or cyclone.)
* RAGING POLTERGEIST   C=40   T=01m
  (Lifts and throws objects up to 10 pounds.)
* RAGING POLTERGEIST WIND   C=55   T=01m
  (Creates a 50 MPH wind or small cyclone and multiple telekinetic disturbances in the same area. Objects up to 20 pounds can be lifted and thrown.)
* BLAST OF FORCE   C=25   T=30s
  (Creates an explosion of force equal to d10 points of Blast Damage to HPT. Damage may be increased 1 point per every additional 5 WKP the user adds after the initial cost.)

* ELECTRIC SHOCK   C=25   T=30s
  (Creates an electric shock with a 5% chance of causing a Deathshock in the victim. Each additional 2 points of WKP used increase the chance of deathshock by 1%)
* MIND BLADE   C=60   T=01m
  (Creates a razor-sharp combat knife made of force. The user simply uses it from up to 10 feet away. Use Blade Damage tables from Pg. 106-107.)
* DEATHSHOCK   C=50   T=01m
  (Each additional point of WKP over the initial cost induces the chance of a mental deathshock, systemic or heart failure by 1%)
* MOLECULAR DISINTEGRATION   C=85   T=30s
  (Removes up to a 1 inch cube of mass in any form by gentle molecular unbonding. Each additional 5 points of WKP used adds an additional square inch to the area. The 1 inch maximum depth of the unbonding may be lessened at the whim of the PSI.)

PSI TALENT: **LEECH**   18

This rare talent makes the Psionic both powerful and difficult to stop. The PSI user is able to remove Constitution (CON) from a victim and convert it into an equivalency value of WKP for his use.

* LEECH   C=10   T=30s
  (Controllable, by touch, as needed.)
* FULL LEECH   C=05   T=30s
  (Drains 1 point of CON per 5 seconds of contact.)
* LEECH SKILL   C=25   T=01m
  (Gives 1 hour's use of the victim's skill level in any skill the psionic decides to take. The victim suffers a 10% chance of a deathshock and is hard stunned for d10 minutes. This does not affect the victim's skill levels.)
* LEECH APPEARANCE   C=75   T=30m
  (Gives the user hair color, voice, color and features of the victim for 7 days. This does not change body mass or sex. The victim is not harmed.)
* LEECH MEMORIES   C=50   T=15m
  (Takes the victim's personal memories for use for 1 week. This creates a 20% chance of Deathshock for the victim and puts him or her into a coma for d10 hours. Recovery to full memory takes an additional d10 days.)

PSI TALENT: **TELEPORT**   19

Teleport allows the movement of mass from point to point in the blink of an eye. Objects teleported never materialize within a solid object.

*   TELEPORT   C=40   T=05s
(100 feet maximum, line of sight.)
*   TELEPORT   C=95   T=05s
(Teleport to any known place within 10 miles.)
*   TELEPORT OBJECT   C=30   T=05s
(Move a 1 pound object up to 100 feet. For each additional point of WKP used another pound can be added.)
*   DEMATERIALIZATION   C=90   T=01m
(The user can dematerialize his body and what he is holding for up to 2 minutes. Up to 20 pounds can be carried. Each additional point of WKP used increases weight carried by 1 pound. Any dropped objects will always re-materialize. At the end of 2 minutes, the user begins to lose d4 points of CON per minute, until he or she dies of oxygen deprivation. The PSI's now dematerialized form appears normal, but can not be affected by physical attack. Objects placed within other objects by the PSI stay hidden until later removed. The mingling of atoms has no ill effects if the PSI passes through a wall or another living being.)

PSI TALENT: **MIND TRANSFER**   20

This horrific use of PSI ability allows the user to transfer his entire mind and personality into another being by touch. This will submerge the victim's mind 95% of the time, or destroy it on a 10% chance. As the transferred mind leaves a body the victim experiences a 25% chance of a deathshock. If the victim's mind and body are intact he or she recovers in d10 hours.

*   MIND TRANSFER   C=200   T=05m
*   MIND TRANSFER LINE OF SIGHT   C=250   T=05m
*   TRANSFER OTHER MIND   C=300   T=05m
(Leaves a mindless body behind.)

DESPERATION WKP USE

When all else fails and a character needs the WKP power to do some incredible deed, he or she may find the power in acute desperation. This use gives the user the power needed at a cost of 1 day without PSI ability for every point they expend that takes their WKP score into negative numbers. Running WKP into a -10 score gives the PSI a 10 day burnout period before he or she begins to regenerate WKP normally. More than 20 points under 0 gives the PSI a roll from the PSI USE BURNOUT TABLE.

PSI USE BURNOUT

01-50   STUN
        (Knocked unconscious for d10 minutes.)
51-75   HEAVY STUN
        (Knocked unconscious for d10 hours.)
76-85   DANGEROUS STUN
        (Knocked unconscious for d10 +10 hours.)
86-90   CRITICAL STUN
        (Knocked unconscious for d10 days.)

91-95   COMA
        (Knocked unconscious for d10 weeks.)
96-98   CRITICAL COMA
        (Knocked unconscious for d10 weeks and suffers a 50% chance of a Deathshock.)
99-00   DEATHSHOCK
        (Knocked unconscious for d10 weeks and suffers an 80% chance of a Deathshock.)

MIND PROBES

In the case of mind probes, the PSI victim can release a last ditch attempt to prevent the attack. This also reduces all WKP to 0 in the victim and the attacker.

REPULSE RESULT

01-95   REPULSED
        (Neutralizes victim's and attacker's WKP for d10 hours.)
96-97   BLASTED
        (Knocks victim and attacker unconscious for d10 hours.)
98-99   PSYCHOLOGICAL PROBLEMS
        (Attacker and victim have identity problems for at least d10 hours along with a 0 WKP.)
00   CONTROL REVERSAL
        (Attacker is controlled by the intended victim for at least d10 minutes as if a mind transfer occurred. Unfortunately both have a 0 WKP for d10 hours.)

FORCED PSIONIC DEVELOPMENT

A dedicated PSI user has a slight chance to increase the number of talents he or she has. This process takes a large amount of WKP to accomplish and has a number of requirements.

HOW DO I ADD NEW TALENTS?

Energy and a strong personal ambition that outweighs the danger involved are the primary costs to gaining new PSI talent areas.

PROCEDURE

01 First the PSI user must have a source of WKP energy stored or from an outside source that equals 500 points.

02 After d12 hours of deep meditation the PSI releases the WKP energy totally into his or her mind in the hopes of creating another talent. This release has no WKP cost.

03 The resulting release of energy that causes a stun that knocks the PSI unconscious for d20 hours.

04 After the PSI returns to consciousness roll a d100 on the result table.

RESULT

01-75 NOTHING
No Effect.

76-85 MINOR TALENT DAMAGE
PSI loses d4 skill levels from each of his or her normal PSI talents.

86-90 NEW TALENT, SAFE
PSI gains a new talent from the 1-16 talent range. (See Also Pg. 072)

91-95 POSSIBLY DANGEROUS NEW TALENT
PSI gains a new talent in the d20 talent range. (See Also Pg. 072)

96-98 MAJOR TALENT DAMAGE
PSI loses d4 +4 levels from each of his or her PSI talents.

99 TALENT BURNOUT
No new talent gain, the PSI loses all PSI Talents for at least d10 +2 months.

00 DEATH
This attempt kills the PSI user with a simple cardiac arrest. Resuscitate if able.

DESIGNER'S NOTES

01 If you roll for a new talent and gain one you possess, that new talent roll is lost. You can not gain what you already have or reroll.

02 The released WKP is lost even if there is no effect.

03 A PSI who has attempted a forced gain of PSI talent can not attempt it again for d4 months.

04 If the PSI is successful in gaining a new talent, the new ability will not manifest for d10 days.

05 The gaining of a new talent is always a random roll.

06 If the PSI is disturbed in the last hour before the WKP is released, the energy is lost.

07 The release of 500 points WKP in this fashion has a 50% chance of burning out all electrical equipment in a radius of 100 feet from the PSI.

08 The release of 500 points of WKP in this fashion has a 10% chance of setting d10 small fires around the PSI.

OPTIONAL BORDERLINE (LATENT) PSI

Any character that is two percentage points from having PSI is considered a borderline PSI. These individuals are PSI sensitive and often have minor problems when they encounter strong Psionic activity. This close score is recorded by the character, and the GM decides if and when the character will eventually gain that talent.

NATURE OF THE PROBLEM

01-50 Feeling of 'Psionics Being Used'
51-75 Headache
76-85 Nose Bleed
86-95 Nausea
96-99 Migraine Headache
00 Vomiting

OPTIONAL ANTI-PSI ABILITY

If the character's PSI roll is 99 or 00 the character is considered to be an Anti-PSI. The character cannot attempt to roll for PSI again as this ability is permanent and unchanging. There are two types of Anti-PSI indexed by their initial dice roll.

99 Type I   MINOR Anti-PSI
00 Type II   MAJOR Anti-PSI

TYPE I

This form of Anti-PSI is a ground for WKP energy and a bane for the PSI user. The presence of an Anti-PSI within 10 feet gives the Psionic an automatic -20% to use a talent. Touching the PSI reduces the chance of using a talent by 75%, a multiplier of (x.25) as well as draining 1 point of WKP per second of touch. Touch also gives the PSI a minor headache to deal with.

TYPE II

The most powerful Anti-PSI, completely shorts out the PSI user's ability on touch as well as draining 50% of his or her WKP per second. The presence of this form of Anti-PSI within 10 feet of the PSI will give a -50% to use a PSI talent. Often the Psionic will suffer a major headache and nose bleed on close association with the Anti-PSI.
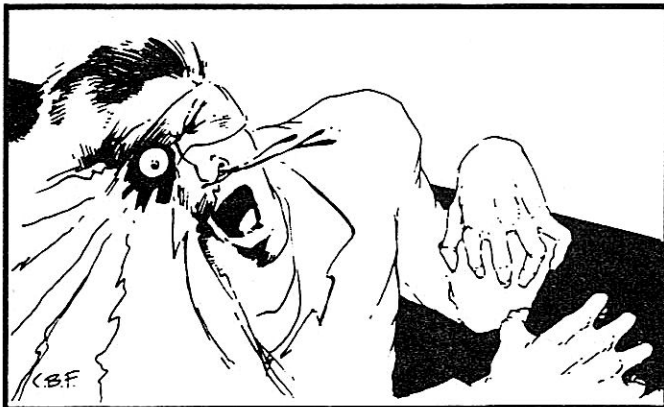
DAMAGE

Damage is defined as the amount of punishment a character or structure can withstand before ceasing to function. Damage to a character may come in three forms during play.

01 WHOLE BODY DAMAGE (WBD)

This is any damage from concussion, shock, or other types of complex trauma that can affect a wide area of the body. WBD damage reduces hit points.

02 SPECIFIC AREA 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. Any 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

Systemic damage is continuing damage to the health of the character. This type of damage will reduce the character's constitution for a short period of time. This damage is mostly in cases of suffocation, poisoning, and the general or specific metabolic disruption that can be caused by disease.

Many forms of trauma combine all or several of these types of damage. A laser, for example, may cause burn, fragments from penetrated armor and blast if it pulses.

OPTIONS OF PLAY

Any Tri Tac Advanced RPG's can use two levels of damage for play. This is the GM's option on complexity.

LEVEL ONE   (FAST PLAY)

Straight hit point reduction, ignoring all specific area damage. Much like the EASY system but with a shade more realism.

EXAMPLE

Shot in the leg, Jym takes 14 points of damage, walks to the doctor and has the wound treated. In a few hours he's out and as good as new, ready to adventure again. While simple and direct, it 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 realism of a serious medical emergency.

EXAMPLE

Shot in the leg, Jym 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 minute in damage until he can stop the bloodloss. He goes into shock, falls unconscious, and bleeds to death.

DESIGNER'S NOTES

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 due to complexity. For this we have provided fast kill tables.
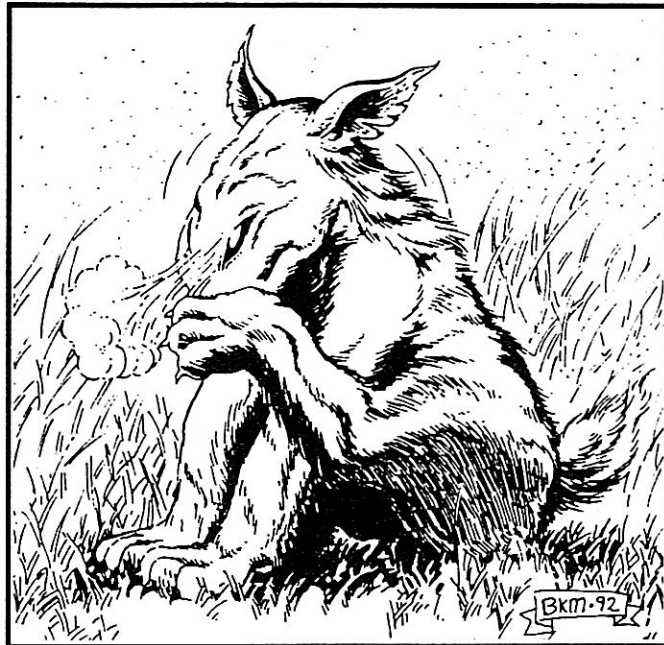
ALLERGIES

Allergens a common problem that crop up in many folks. These common substances can be the many foods, chemicals, and plant spores that trigger a immune reaction to an invading substance. This often less than perfect response generally makes the life of the victim miserable.

TYPE OF ALLERGEN

01-70	No Allergy
71-80	Plant Spore
81-90	Animal Fur
91-95	Food
96-98	Fibers / Dust
99	Chemical
00	GM Surprise

ALLERGEN CONTACT

		WEEKLY CHANCE OF CONTACT
01-75	Extremely Rare	10%
76-85	Unusual	20%
86-95	Infrequent	30%
96-98	Frequent	50%
99	Very Frequent	70%
00	Constant	90%

REMEMBER

01 Roll the chance of the substance coming into contact with the victim in a general week.

02 POL: Pollen   FOD: Food   CON: Skin Contact

SEVERITY OF ALLERGIC REACTION

01-75	Light
76-85	Medium
86-95	Heavy
96-98	Serious
99-00	Critical

EFFECTS OF ALLERGIC REACTION

The following are the generalized effects of exposure to an allergen.

LIGHT ALLERGIC REACTION
POL: Minor Sneezing, Annoyance
FOD: Indigestion
CON: Itching / Annoyance

MEDIUM ALLERGIC REACTION
POL: Sneezing, Watery Eyes, Stuffed Up Nasal Passage
FOD: Cramps, Nausea, Diarrhea
CON: Minor Redness, Rash

HEAVY ALLERGIC REACTION
POL: As Medium with Headache
FOD: As Medium with Vomiting, Cramps
CON: Rash, Swelling

SERIOUS ALLERGIC REACTION
POL: As Heavy with Incapacitation
FOD: As Heavy with Incapaciting Cramps
CON: Swelling, Blistering

CRITICAL ALLERGIC REACTION
POL: As Serious with a 05% Deathshock
FOD: Throat swelling gives 33% chance of suffocation without aid or an Allergic Deathshock of 10%. All other symptoms are found in less intensity tables above.
CON: Bleeding, Cracking, Festering

REMEMBER:

Allergic reactions can be lessened by use of drugs and common sense. The EFFECT column is the indicator that the allergic effect is now modified lower on the Allergic Reaction Severity level.

MODIFIERS

	CONTACT	EFFECT
Character is Careful	-25%	n/a
Character is Exceptionally Careful	-35%	n/a
Use 'Off the Shelf' Remedies	n/a	-10%
Use Specific Anti-Allergy Drugs	n/a	-25%
Desensitizing Shots at Allergist	n/a	-40%

REMEMBER

01   These optional modifiers can reduce the chance of having an allergic reaction or lessen its effects during the weekly check for contact the the substance. As your players explore other worlds, you can bet they will run into a wide variety of substances that they will be allergic to.

ANIMAL ATTACKS

Common alien animal attacks have a wide range of damage that has been classed into general groupings for easy use. Generally add the animal's Strength Related Damage to its particular form of attack damage. Damage codes can also have a letter code after their listing that modifies or adds to the attack.

REMEMBER

01   Additional and optional damage from an animal attack may include Toxin, Infection, Impact, Strangulation, or any of a number of optional possibilities.

BITES

		DAMAGE
BI01	Bite, Very Small	d4 x .25
BI02	Bite, Small	d4 x .50
BI03	Bite, Medium	d4
BI04	Bite, Large	d6
BI05	Bite, Very Large	d10
BI06	Bite, Gigantic	d10 x 2
a	Adds 25% on damage because of rip or a slash attack.	
b	Adds 50% on damage because of rip or a slash attack.	
d	Add Strength Related Damage	

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	Claw, Monstrous	d10 x 2
a	Adds 25% on damage because of a rip or slash attack.	
b	Adds 50% on damage because of rip or a slash attack.	
d	Add Strength Related Damage	
f	Check for Bacterial Infection	

HORN / TUSK

		DAMAGE
HO01	Horn, Very Small	d4x .50
HO02	Horn, Small	d4
HO03	Horn, Medium	d6
HO04	Horn, Large	2d6
HO05	Horn, Gigantic	2d10
a	Adds 25% on damage because of impaling or slash like attack.	
b	Adds 50% on damage because of impaling or slash like attack.	
d	Add Strength Related Damage	
f	Check for Bacterial Infection	

STINGER

		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

a   Adds 25% on damage because of impaling or slash like attack.
b   Adds 50% on damage because of impaling attack.
e   Variable Toxin Possible
f   Check for Bacterial Infection

PINCER

		DAMAGE
PT01	Pincer, Very Small	d4 x .25
PT02	Pincer, Small	d4 x .50
PT03	Pincer, Medium	d4
PT04	Pincer, Large	d6
PT05	Pincer, Gigantic	d10

a   Adds 25% on damage because of scissors type attack.
b   Adds 50% on damage because of scissors type attack.
d   Add Strength Related Damage as an Option

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

a   Adds 25% on damage because of puncture attack.
b   Adds 50% on damage because of puncture attack.
d   Add Strength Related Damage as an Option

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

a   Adds 25% on damage because of a high strength.
b   Adds 50% on damage because of a high strength.
d   Add Strength Related Damage as an Option

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

a   Adds 25% on damage because of high weight impact.
b   Adds 50% on damage because of high weight impact.

REMEMBER

These are general terrestrial statistics that can be adapted for use in any alien environment. Change damage and possible modifiers as you will to create 'alien' life forms that have realism. See the Alien Design Table on Page 088.

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

a   Adds 25% on damage because of a high strength or whip like impact.
b   Adds 50% on damage because of a high strength or whip like impact.
d   Add Strength Related Damage as an Option

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

a   Adds 25% to damage because of crushing attack.
b   Adds 50% to damage because of crushing attack.
d   Add Strength Related Damage as an Option

MISCELLANEOUS ATTACKS

TRUNK

		DAMAGE
MS01	Trunk, Medium	d6
MS02	Trunk, Large	d10
MS03	Trunk, Gigantic	d10 x 2

a   Adds 25% to damage because of crushing attack.
b   Adds 50% to damage because of crushing attack.
d   Add Strength Related Damage as an Option

STAMPEDE

		DAMAGE
MS04	Stampede, Small Creature	d10
MS05	Stampede, Medium Creature	2d10
MS06	Stampede, Large Creature	4d10
MS07	Stampede, Concentrated	8d10

* Per minute of damage
h   Large Herd   x 2

KICK / BUTT

MS09   Kick or Butt: Strength Related Damage

CONSTRICT / HUG

MS10   Constriction: See Tentacle Damage, add any Strength Related Damage.

HIGH WEIGHT IMPACT

MS11   High Weight Impact: See Vehicle Impact

SO, WHAT'VE YOU BEEN UP TO?
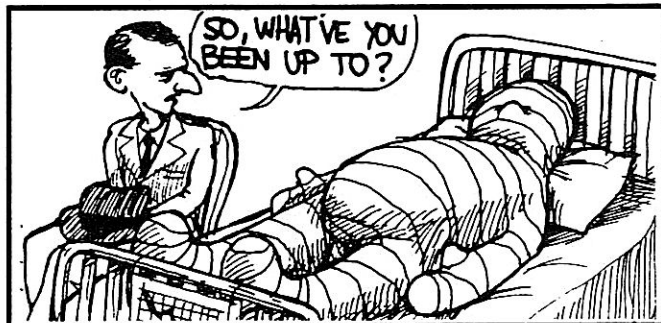
ANIMAL EXAMPLES

The following is a descriptive key for animal types and physical data.

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
R   Any

EATING HABITS

1   Herbivore
2   Omnivore
3   Carnivore
4   Parasitic

PHYSICAL DATA

a   Membrane / Skin
b   Hide / Scales
c   Heavy Hide / Heavy Scales
d   Fat Layer
e   Light Fur / Feathers
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

MOVEMENT

r   Flyer
s   Climber
t   Runner
u   Crawler
v   Jumper
w   Swimmer
x   Sessile
y   Migratory
z   Hunter

ANIMAL DATA KEY

TMP = Temper   AGL = Agility   DEX = Dexterity
TOX = Toxin   STR = Strength   INF = Information
HPT = Average Hit Points
DAMAGE = General Damage Type

FISH, SMALL   INF ABow

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
14	08	10	55	02	1-10	BI01-BI02

Includes: Piranha, and small carnivorous fish with teeth or beak. May sting or poison.

FISH, MEDIUM   INF ABcbow

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
10	08	30	45	05	1-2	BI02-BI04

Includes: Small Sharks, Barracuda and other predatory fish.

FISH, LARGE   INF ABcbow

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
08	08	100+	40	10+	1-2	BI04-BI06+

Includes: Sharks, Rays, Swordfish, Tuna, and large game fish. Rays and eels have the ability to sting or electric shock.

FISH, GIGANTIC   INF ABcbow

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
06	06	250+	40	20+	1-2	BI06+

Includes: Large extinct species, Giant Sharks, etc.

BIRDS, AVERAGE   INF DEFGHIJKLMNOPQ123efmopry

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
14	16	10+	65	3-5	-	BI01-BI03

Includes: Hawks, Seagulls, Eagles, and Crows.

BIRDS, LARGE   INF DEFGHIJKMNOQP123fmopry

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
13	15	20+	65	5-9	-	CL04,

Includes: Condor and Great Eagles   BI03-BI05
                                       CL01-CL03

BIRDS, FLIGHTLESS   INF DEIKMNO123flmopty

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
12	14	40+	45	10+	-	BI02-BI05

Includes: Ostrich, Moa, and extinct giant species. +Kick

MAMMALS, SMALL   INF Most Areas, Climates

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
14	14	05	55	02	1-2	BI01-BI03

Includes: Rats, Opossums, Dogs, Small Monkeys, etc. Bite may be mildly toxic in some rare cases. Teeth may Slash.

MAMMALS, MEDIUM   INF Most areas, Climates

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
14	13	20+	40	08+	-	BI01-BI03

Includes: Wolverines, Smaller Bears, Badgers and Apes. May have slash attack from fangs.

MAMMALS, LARGE   INF Most areas, Climates

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
13	12	50+	50	14+	-	BI03-BI06

Includes: Great Cats, Bears, Extinct Mammals, Large Canines.

MAMMALS, GRAZERS

INF Most areas, Climates

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
14	10	50+	70	15+	-	BI01-BI03

Includes:Deer, Antelope, most herd animals. May Kick, Trunk, Horn, Stampede, or Hoof in any combinations.

REPTILES, SMALL

INF ACEFGIKMNO123bchijklz

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
09	10	15+	47	04	01-06	BI01-BI03

Includes:Snakes, Lizards, may include small running Dinosaurs and Turtles.

REPTILES, MEDIUM

INF AGIKMN123cbhijklpstuvwz

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
08	10	45+	50	06+	01-04	BI02-BI03

Includes:Larger snakes, Lizards, may include extinct Dinosaurs or running Lizards up to the size of a man. Damage may include Kick, Slash, or Claw.

REPTILES, LARGE

INF AGIKMN123chijklpstuvz

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
07	10	125+	40	25+	-	BI04-BI06+

Includes:Giant Reptiles and Dinosaurs. Damage may also include Claw, Rip, or Slash attack.

REPTILES, GIANT

INF ABCGIKMN123chijklpstuvz

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
07	09	250+	30	50+	-	BI04-BI06x4

Includes:Large carnivorous Reptiles and Dinosaurs. May include Tail, Claw, Rip, or Slash attacks.

INSECTS

INF CDEFGHIJKMNO123hijkprzw

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
14	09	1	50	-	1-2	ST01,BI01, MA01

Includes:Flies, Bees, Beetles, etc.

INSECTS, GIANT

INF DEFGHKMNO123ijkprz

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
09	06	10+	50	03	3-5	ST01-ST02

Includes:Extinct Giant Species. May have Mandible Attack.

INSECTS, MONSTROUS

INF DEFGHKMNO123ijkprz

AGL	DEX	HPT	TMP	STR	TOX	DAMAGE
09	06	100+	50	15+	5-9	ST03-ST05

Includes:Mutant Giant Species. May have Mandible Attack

REMEMBER

These listings are generalizations for use by the GM. Use optional size modifiers. Remember, animal attacks can be variable to the extreme. Unpredictability is the key word in dealing with wild animals. Use logic and consider the animal, its habits, and general reaction to provocation. (See also Temperament Pg. 165 & Animal Fast Kill Pg 164)

ASPHYXIATION

Asphyxiation is the condition caused by lack of a breathable atmosphere for a life form. The listings are damage caused per 30 seconds of suffocation.

	HPT REDUCTION	CON 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		
Physical Damage	Variable	2
Toxin Caused Swelling	Variable	1
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 HOLD

This can be used by the victim once per minute by indexing the attacker's to victim's strength. Roll a d100 for the victim's chance to break away from a strangle hold.

STRENGTH INDEX	VICTIM'S CHANCE TO BREAK FREE
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	BREAKAWAY MODIFIER
Attacker Behind Victim	-20%
Attacker In Side Position	-10%
Attacker 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 Active Offense	-05%
Victim combat Trained	+15%
Victim has Warning of the Attack	+10%
Victim has MARTIAL ARTS Training:	
-Per Level of Active Defense	+05%

REMEMBER

01 Total Optional Modifiers and attempt the break.
02 Take HPT and CON damage.
03 Wear a protective collar next time.

ATMOSPHERIC DAMAGE

Atmospheric damage is sustained when a character is exposed to any environment that has the wrong atmospheric pressure or mix of breathable gasses.

DAMAGE PER MINUTE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
Vacuum	d10	2d10
Very Thin	d4	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	2d10

* 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. After d4 minutes they begin to recover Constitution normally.

NOXIOUS GASSES

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.

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

TOXIC ATMOSPHERIC ELEMENTS

Noxious atmospheres can be higher in ammonia, hydrogen, methane, chlorine, cyanide compounds, and sulfur dioxide. In higher concentrations, ammonia, chlorine, sulfur dioxide, and other compounds 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 and death. Most of these conditions can be remedied by returning to a standard atmosphere or pressure.

	STR	DEX	AGL	WIZ	DOD	THR
Oxygen Rich	+01	-	-	-01	-01	-
Oxygen Poisoning	-03	-03	-03	-02	-02	-02
Nitrogen Narcosis	+02	+01	-01	-03	-02	-03
Nitrogen Bubbles	-05	-04	-05	-05	-05	-06

PRESSURE SUITS

Most normal vac and environmental suits are designed to be able to withstand extremes of pressure and temperature. A suit puncture that is not 'resealing' allows the entry of noxious substances though damage is modified by the hole's location and size.

	PUNCTURE	CUT	GASH
HELMET	x1.00	x0.75	x1.00
CHEST / BACK	x0.50	x0.25	x0.75
ABDOMEN	x0.50	x0.25	x0.50
ARMS / LEGS	x0.25	x0.25	x0.50
EXTREMITIES	x0.25	x0.25	x0.25

REMEMBER

General damage to HPT begins at exposure to the corrosive gasses. Damage to CON begins as the corrosive or dangerous gasses are breathed into the sinus, throat, esophagus, and lungs. Damage may also by to soft tissue surfaces such as open wounds or eyes. This type of CON reduction takes up to 4 weeks to recover.

The Sultan of Firaakh Takes Offense at David Lexor's Attitude on Smoking -2,5

BLADE DAMAGE

Blade damage is any structural harm that comes from a sharp or edged weapon. These weapons may be as simple as chipped flint or as complex as a finely balanced throwing knife.   Damage from blades depends on use by the attacker and, in more complex situations, the area hit. The following are general methods of use.

A   STAB
To impact, a direct puncture wound. Use d100% of the blade length for depth of penetration.

B   IMPALE
A deep puncture wound.   Up to the maximum blade length.

C   CUT
A shallow, long wound. Up to d4 inches of blade being used.

D   SLASH
A deep, long wound. Up to d6 inches of the blade being used.

E   CHOP
Impact from a heavy blade.

USING BLADE DAMAGE

Blade damage and impact are dependent on four factors. Each of these factors add to the damage and blade penetration.   These include:

BASE DAMAGE

Indexed from the type of blade and the use of cutting action.

BLADE LENGTH

The length of the blade in inches that impacts into the target. See the examples below.

ATTACKER STRENGTH MODIFIER & BLADE WEIGHT

The general weight of the blade indexed to the Strength Related Damage of the person using it to produce a number of dice of damage. (See Als0 Pg. 114)

SHARPNESS

The final damage multiplier dealing with the sharpness of the blade.

BLADE DAMAGE = (A + B + C) x D

A	**B**	**C**	**D**
BASE DAMAGE	BLADE LENGTH	STRENGTH & WEIGHT	SHARPNESS MODIFIER

REMEMBER

01   For Strength, go to the Strength Damage table and index the strength of the attacker by the general weight of the blade.

02   Most blades will fall into one of the general categories below.

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, general survival, and cooking knives that are a bit heavier. Index these from the LIGHT OBJECT table.

MEDIUM

These are the heavy blades, large survival knives, combat type blades, and short swords. Index these larger blades from MEDIUM OBJECT in the Strength Related Damage table on Pg 114.

HEAVY

Heavy blades are the swords and larger combat weapons. Index   these from the HEAVY OBJECT column of Strength Related Damage. (See Also Pg. 114)

SHARPNESS	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 DATA KEY

WTE	=	Blade Weight Equivalency (See Pg. 114)
LEN	=	Length of Blade
N	=	User's Strength, No WTE Bonus

BASE DAMAGE BY IMPACT TYPE

BLADE	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
Halberd	12"	d8	2d10	d8	d10	2d10	H
Axe, Dbl Bld.	06"	-	-	d6	d10	3d6	H
Ranbo Knife	14"	d8	d6	d8	d8	-	M
Razor	05"	-	-	d8	d10	-	N
Meat Cleaver	08"	-	-	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	d10	d10	M
Star	02"	d4	-	-	-	-	N

BLADE	LEN	STB	IMP	CUT	SLA	CHO	WTE
Chain Saw	14"	2d10	4d10	2d10	2d10	3d10	H
Scimitar	36"	d6	d10	d10	3d6	2d6	H
Trench Knife	14"	d6	-	d6	d8	-	M
Garrote	-	-	-	d6	-	-	N
Brass Knucks	-	-	-	d4	-	-	L
Bull Whip	-	-	-	d6	-	-	N
Broken Bottle	-	d4	-	d6	d8	-	N
Cat' Nine Tails	-	-	-	d8	-	-	N
Crowbar	-	d4	d6	-	d4	d6	H

REMEMBER

The penetration of a bladed weapon is limited to the amount of blade surface that actually comes into contact with the body of the victim.

EXAMPLE

As Brian lunges with a 10" trench knife and hits Ray 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.

REMEMBER

01 Treat general blade damage, slashes and cuts as WBD or General Hit Point Damage.
02 Index stabbing wounds by specific area in the Detailed Body Charts. (See Also Pg. 126)
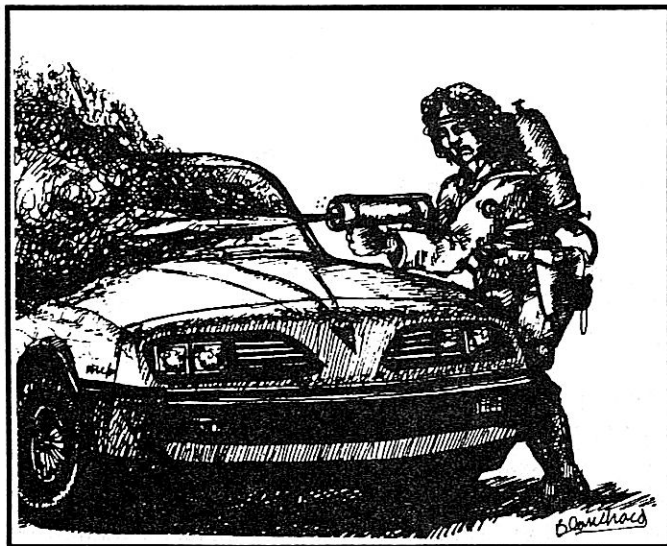
BURNS

Any source of heat that damages living tissue is a burn. Burns may come from direct contact or projected energy.

DAMAGE PER ACTION	HOT	BURN	HIGH TEMP
Radiant Heat	d4	d8	d10

FLASHBURN	FAR	NEAR	VERY CLOSE
Flashburn Damage (WBD)	d6	d10	2d10
Chance Blindness	10%	40%	85%
Blindness Recovery	95%	85%	75%

*   If eyes are unshielded, blindness may result from flashburns. Natural recovery occurs within 2d6 days.

CONTACT BURNS

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.

REMEMBER

01 Burn damage continues from the initial burn damage taken.
02 During each successive action the amount of damage will increase (INCR) in damage until the fire is extinguished.

FIRE DAMAGE

AREA SIZE	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	-

* Any burning fragments like phosphorus or sodium have the same penetration damage as ballistic projectiles with the added burn damage every action until extinguished or removed.

BURNING LIQUID SATURATION

	HOT	BURN	HI-TMP	INCR
Limited Spotting	d4	d6	d10	2
Saturation				
Up to 25% body	d6	2d6	3d6	5
Up to 50% body	2d6	3d6	4d6	8
Up to 75% body	3d6	4d6	5d6	10
Up to 99% body	4d6	5d6	6d6	14

BURN DAMAGE TO LUNGS PER ACTION

	HOT	BURN	HI-TMP
Constitution Damage	d4	2d6	4d6
	LIGHT	HEAVY	DENSE
Smoke Inhalation	0	1	d4

PUTTING OUT 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	-
Water Bucket	2d6	-
Sand Bucket	3d6	-
CO$_2$ Extinguisher	4d6	-
Soda Acid	3d6	-
Chemical Foam	6d6	-
Water Immersion	9d6	-
Inert Gas Extinguisher	6d6	-

COSHING

Coshing is a simple table for knocking an individual down or unconscious by a specific impact to the head or neck area.

01-05   **GLANCE**
Victim turns his, her, or its head and receives a glancing blow that only costs them 2 actions to recover from.

06-10   **NEAR GLANCE**
Victim receives a glancing blow that only slows them for d6 +2 actions.

11-50   **STUN**
Victim falls to knees, if any, from the stun of the head impact. Takes 2d10 actions to recover.

51-90   **COSHED**
Victim is knocked unconscious for d10 minutes.

91-95   **SERIOUS COSH**
Victim is knocked unconscious for d10 hours.

96-98   **CRITICAL COSH**
Victim stunned unconsciousness for d4 days of coma. A 05% chance the victim will stay in the coma d4 months.

99-00   **DEADLY COSH**
Victim is blasted into unconsciousness. There is a 50% chance he or she will die in d10+10 minutes without medical aid.

COSHING MODIFIERS

Coshing can also be modified by the use of heavy objects or specific combat skills.

Light Object	-05	Breakable Chair	+03
Medium Object	+0	Pottery	-10
Heavy Object	+10	Rock (good size)	+05
Blackjack	+05	Rock (large)	+10
Club (wood)	+05	Bottle	-15
Pipe (metal)	+10	Gun But	+07
Total Surprise	+10	Wooden Crate	+05

ADDITIONAL MODIFIERS

Per Three Levels of Boxing or Street Combat Skill	+04
Per Three Levels of Martial Arts AO, a Chop or a Kick to the head or neck.	+05
Head Impact into Concrete, Steel, Etc.	+10
Head Impact into Sand, Damp Earth, Etc.	-05
Head Impact into Wooden Walls, Plasterboard, Etc.	+05

TUMBLING / TACKLING

In cases of Common Slip, Tripping, Short Jump-Related Falls, Tackling, and General AGL Failure, your character can run into minor injury.

01-75   **SIMPLE TUMBLE / TACKLE**
No injury.

76-95   **SERIOUS TUMBLE / HARD TACKLE**
Take d4 x .50 (HPT) damage.

96-00   **CRITICAL TUMBLE / TACKLE**
Roll a d100 on the table below.

CRITICAL TUMBLE / TACKLE

01-50   **MINOR DAMAGE**
Take a d4 Hit Point (WBD) damage.

51-75   **GOOD FALL**
As #1 with d10 actions needed to recover.

76-85   **REAL GOOD FALL**
Take at least d4 +4 damage and d10 +10 actions to recover.

86-90   **PAINFUL TWIST**
Joint twisted, serious pain for d6 hours.

91-95   **SPRAIN**
Joint sprained, serious pain d6 days.

96-99   **TORN LIGAMENT**
Torn muscle attachment, serious pain d6 weeks.

00   **BONE FRACTURE**
See Bone Damage Chart on page (999)
See Muscle Sprain Chart on page (999).

ELECTRICAL DAMAGE

To find any electrical damage multiply the amperage by a d10. Index the *result*. Repeat the roll for death, damage and loss of consciousness each additional 2 seconds of contact.

RESULT	LOSS OF CONSCI	CHANCE OF DEATH	HIT POINT DAMAGE
001-010	10%	0%	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

01-75   Victim thrown d10 feet by shock, Full Damage.

76-90   Two actions full damage, then go to 1.

91-00   The victim is paralyzed to the electrical source until it is turned off or contact is physically broken.

REMEMBER

01   At death an electrocution victim begins to loose his or her constitution at the rate of d4 points per minute until medical aid can arrive and begin resuscitation.

02   Any critical electrical shock over a RESULT of 10 has the optional chance of doing mental damage to the victim.

03   The character takes burn damage equal to 1 point of burn for every point amperage in the calculation.

04   The electrical charge will generally 'circuit' through the body to the most easy spot where it can 'ground' out. At best this is unpredictable.

MENTAL DAMAGE

01-95	There is no Mental Damage
96-98	Reduce d6 +1 mental skills one point.
99	Reduce d4 +1 mental skills d4 points.
00	Reduce all of the victim's skills, mental statistics, and physical statistics d4 points.

EXHAUSTION

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 norms.

EXHAUSTION POINTS

Use your character's Constitution added to Strength as a base number for your Exhaustion Points.

COMBAT USE

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.

PHYSICAL EXHAUSTION

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 as the player wishes.

REMEMBER

01   At 0 DEXTERITY:
       The character cannot hit the broad side of a barn.
02   At 0 DODGE:
       The character is seriously clumsy and can fall with little provocation.
03   At 0 STRENGTH:
       The character can punch or lift objects but not with any effectiveness.
04   If any two of these characteristics reach 0 the character will collapse from exhaustion.
05   This is not a permanent reduction.
06   Exhaustion Points are regained at a rate of 2 per game minute when the character rests.

SLEEP

A lack of sleep will reduce your general Exhaustion Points by a 25% cumulative rate 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 & TRAINING

Solid mental determination can add d10 Exhaustion Points for a single use in a 24 hour period. Special physical training such as martial arts, boxing, combat sports or gymnastics teach the ability to weather exhaustion with a gain of 3 Exhaustion Points per skill level.

REMEMBER

01   Do not use Exhaustion Points unless it is specified by the GM.
02   General action does not use Exhaustion Points unless the activity is special or determined to be strenuous.

EXPLOSION DAMAGE

Objects are affected in two different ways by explosives.

01 Concussion	**02 Fragmentation**

CONCUSSION DAMAGE

The first type of damage from explosion is straight blast or concussion damage. This slap of hard 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 small or large 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. The following are objects that can shield from blast.

TYPE	MULTIPLIER	TYPE	MULTIPLIER
Unprepared	None	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 .50	Snow	x .75
Light Trees	x .75	Water	x .75

The Ed Powers Story

Ed fails to see the stick of dynamite that has 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 ends up taking 75 points of damage, enough to demolish the vehicle and send Ed flying among the debris.

The second stick lands four feet in front of Ed, who is picking himself up off the ground. Realizing he is about to be blown to bits, he rolls into a ditch at the side of the road.

At 8 feet away from the detonation, the 150 points of blast is divided by 8 to become 18 points. The 18 points is reduced by 50% due to the shallow hole he is in. Ed ends up taking 9 points of Whole Body Damage as the second stick detonates. He is alive and a little stunned.

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 that the character plans for. The chance of the accomplishment of a controlled impact is rolled on a d100. The base number to roll under is 20 + Agility + 1 point per level of martial arts **Active Defense (AD)** skill.

This controlled impact reduces fall damage by 50% (multiply damage by x.50). This ability to control a fall is limited to falls under 25 feet in height.

REMEMBER

01 Roll under (20 + Agility +1 pt per MARTIAL ARTS (AD) Level) on a d100 for success.

DAMAGE FROM FALLS

Fall damage is equal to d10 points per 10 feet of fall. A character in good physical shape can be expected to control a 10 foot fall, under most circumstances, with no damage. Do not bother with fall unless the distance is over 10 feet. Also see the Tumbling Table. (See Also Pg. 108).

REMEMBER

01 Use Modifiers for the Control of the Impact and Impact Substance.

02 Fractured bones are generally located in the area that bore the brunt of the impact. Give the victim a 10% cumulative chance, per 10 feet of fall, to break d4 bones. Roll on the Bone Breakage chart in the Detailed Body Tables. (See Also Pg. 126).

03 A different gravity reduces or increases damage with the closest multiplier found on the multiplier page.

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 Branches	x .50
Dry Earth	x 1.0	Steep Slope	x .75
Swamp	x .50	Plywood Roof	x .75
Spongy Plants	x .50	Partial Parachute	x .50

The Ed Powers Story

Ed Powers is exploring a Medieval Earth Alternate when he is pushed off the top of a building. As an average human, Ed weighs about 175 pounds. He is falling 20 feet to the hard street below. When he hits he will take 2d10 damage.

He attempts a controlled landing. His base percentage of 20 plus his Agility of 12 give him a 32% chance of success. Add to this his Martial Arts level of 3, and Ed has a 35% chance of taking half damage.

Ed's player rolls a 77 and Ed splats into the street. He decides to improve his Martial Arts a bit as he limps back into the alley.

FALLING OBJECTS

Any object dropped on a player character may cause damage. All weights listed are in pounds. All damage is listed in 10 sided dice.

OBJECT WEIGHT	HEIGHT OF FALL								
	10	20	30	40	50	60	70	80	90+
001-009	0	1	1	2	2	3	4	5	6
010-020	1	1	2	2	3	4	5	6	7
021-030	1	2	3	4	5	6	7	8	9
031-040	2	3	4	5	6	7	8	9	10
041-050	3	4	5	6	7	8	9	10	11
051-060	4	5	6	7	8	9	10	11	12
061-070	5	6	7	8	9	10	11	12	13
071-080	6	7	8	9	10	11	12	13	14
081-090	7	8	9	10	11	12	13	14	15
091-100	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

OPTIONAL HEAD DAMAGE

Crushing or severe structural damage to the character's head invariably kills the character. Index the general 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. Use optional modifiers if applicable. Use this table sparingly on player characters.

GENERAL SIZE	EXAMPLE	MODIFIER
Very Small	VCR Tape	-10%
Small	Toaster	-05%
Medium	German Shepherd	+0%
Large	Man Sized	+10%
Gigantic	Volkswagen Beetle	+20%

GENERAL MASS	HEIGHT OF FALL			
	01-05	06-10	11-25	26-40
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%
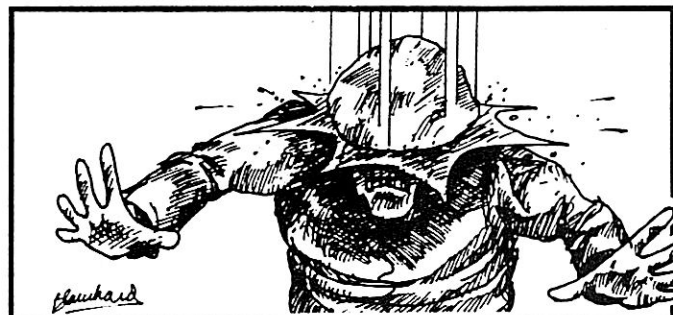
RADIATION LIFEDOSE

Radiation damage can be easily calculated for general use by the following simple method of accumulating and indexing the result.

REMEMBER

01 You never really lose your radiation exposure or the resulting tissue damage without high-tech aid.. The next time you take exposure damage you start your new accumulation at your previous accumulation or Lifedose level.

02 Radiation exposure is by the hour. A 100 Rad area takes 60 minutes to give the victim a full 100 Rad accumulation.

TIME IN MINUTES	RADIATION EXPOSURE MULTIPLIER
01-05	x 0.06
06-10	x 0.12
11-15	x 0.25
16-30	x 0.50
31-45	x 0.75
46-60	x 1.00

EXAMPLE

With a non-fatal, 200 rad accumulation, Andy crosses a hot spot and takes 180 more rads. He now begins radiation symptoms and sickness percentages of a 380 rad exposure. If he recovers, which is likely, he will carry the 380 point Lifedose until further exposure brings it higher.

RADIATION DOSE	EFFECT	DEATH
0000-0050	None	n/a
0055-0100	(10%b) NAU,VOM	n/a
0101-0150	(25%b) NAU,VOM,DIA,FTG	01% D
0151-0200	(50%b) NAU,VOM,DIA,FTG	05% D
0201-0300	(92%b) NAU,VOM,DIA,FTG	20% D
0301-0400	(98%b) NAU,VOM,DIA,FTG	35% D
0401-0500	(98%b) NAU,VOM,DIA,FTG	50% D
0501-0750	(99%a) NAU,VOM,DIA,FTG,BMS	90% C
0751-2500	(99%a) NAU,VOM,FTG,BMS,TER	99% B
2500-5000+	(99%a) TER	99% A

SYMPTOMS BEGIN AFTER

(a)	d10	Hours
(b)	6d10	Hours
(c)	4d10	Days
(d)	d6	Months

SYMPTOMS

NAU:	Nausea
VOM:	Vomiting
DIA:	Diarrhea
FTG:	Weakness
BMS:	Bone Marrow
TER:	Terminal

DEATH OCCURS IN

(A)	d10	Hours
(B)	4d10	Hours
(C)	2d10	Days
(D)	d10 x.50	Months

RECOVERY

Secondary infection is the primary agent that kills long term sufferers of a high radiation exposure. Treatment of the secondary infection is the key to victim survival. Proper food, rest and medication are mandatory.

SYMPTOM KEY   (BMS)

BONE MARROW SYNDROME

Anemia, hemorrhage due to the failure of the body's blood clotting mechanisms. Delayed healing rates of d100% are possible. You can reduce the character's CHANCE OF FIGHTING INFECTION by 1 per 100 rads of exposure. All recovery from BMS takes d6 +6 months.

TERMINAL DOSE   (TER)

SYMPTOMS OF TERMINAL DOSE

Hyperexcitability, Lack of Coordination, 75% chance of staggering, harsh or difficult breathing, and intermittent stupor.

GM'S OPTION

Reduce your lifedose by 10% per year as an option.

RADIATION SHIELDING

Most materials will shield from alpha radiation if they are thicker than a sheet of paper. The primary cause of radiation poisoning are gamma rays created from radioactive isotopes. The following list gives materials and their general value as radiation shielding.

LIGHT VEHICLE	x .75	LIGHT RAD SUIT	x .75
HEAVY VEHICLE	x .50	MEDIUM RAD SUIT	x .50
ARMORED APC	x .25	HEAVY RAD SUIT	x .25
BUILDING	x .75	CONCRETE (1 ft.)	x .25
WOOD (1 ft.)	x .50	EARTH (1 ft.)	x .25
BRICK (standard)	x .50	ICE (1 ft.)	x .25
TEHRMELERN		SNOW (2 ft.)	x .50
METAL & ALLOY	Full	ANTI-RAD FIELD	Full

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, spring or fall type climate. May include light jacket.

HEAVY
Winter protection from cold, ice, snow and generally frigid climates. General winter wear.

ARCTIC
Special cold protection that is designed for survival in sub-zero temperatures.

DAMAGE
FROM COLD — *PER TWO MINUTE EXPOSURE*

	FROM	-200	-174	-149	-124	+1
	TO	-175	-150	-125	+0	+025
Buff		5d6	4d6	3d6	2d6	d6
Minimal		4d6	3d6	2d6	d6	d6x.50
Light		3d6	2d6	d6	d6x.50	n/a
Medium		2d6	d6	d6x.50	n/a	n/a
Heavy		d6	d6x.50	n/a	n/a	n/a
Arctic		d6x.50	n/a	n/a	n/a	n/a

DAMAGE
FROM HEAT — *PER ONE HOUR EXPOSURE*

	FROM	+100	+126	+151	+176
	TO	+125	+150	+175	+200
Buff		d6x.50	d6	2d6	3d6
Minimal		n/a	d6x.50	d6	2d6
Light		n/a	n/a	d6x.50	d6
Medium		n/a	n/a	n/a	d6x.50

FAHRENHEIT TO CELSIUS

All temperatures are given in degrees Fahrenheit. Convert to Celsius by subtracting (32) degrees and then multiplying the result by (5). Finish by dividing the result by (9).

$$\frac{((\text{Temperature F} -32) \times 5)}{9} = \text{Temperature Celsius}$$

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 player character begins to burn food and water reserves. When reserves reach 0 the character begins to take daily damage from starvation and dehydration. Remember that this table is optional.

RESERVES CALCULATION

Every character has food and water reserves that can be tapped in an emergency.

WATER POINTS

Constitution +20 points for the normal individual. Add 1 point for every 10 pounds overweight.

FOOD POINTS

Constitution +20 points for the 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	080	1.0 gal.
Low Activity	15	040	0.5 gal.
No Activity	10	020	1.0 qt.

REMEMBER

01 Reduce the character's food and water reserve points by the difference of what they consumed and what they needed for the day.

02 At water reserve 0 the character begins to take damage in the form of 1 point of Constitution and d4 Hit Points per day.

03 At food reserve 0 the character begins to take d4 hit points per day.

04 All Constitution and Hit Points do not regenerate during long periods of water and food deprivation. Restoration of food and water restart the character's regenerative abilities.

05 Reserves are easily replenished by over-supply of food and water requirements at a rate of d10 +6 points per day.

06 Hotter or drier climates accelerate this loss.

HOT CLIMATES	TEMP FAHRENHEIT	CON LOSS	HPT LOSS
Hot	085-095	x1.00	x1.00
Very Hot	096-105	x1.25	x1.25
Blistering	110-125	x1.50	x1.50
Burning	125+	x2.00	x2.00

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

FOOD VALUES

See the table for food values. These tables are designed for average human types. Food is listed by value as served in what is generally an average individual portion.

REMEMBER

01 These general tables are optional for GM/Player use in any adverse situations.

FOOD AND VALUES

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 (chemical)	0.1	Sausage, Pork	1.5
Shortening	0.5		
Dessert Gel	1.5	Shrimp	2.0

TYPE	VALUE	TYPE	VALUE
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		
Lard	1.5		
Lemon	0.5		
Lunch Meat	1.0		
Macaroni	2.0		
Margarine	1.0		
Marmalade	0.6		
Marshmallow	1.0		
Mayonnaise	1.0		
Milk	1.5		
Molasses	0.5		
Mustard	0.1		
Mushrooms	0.1		

SURVIVAL RATIONS

Wholesale	10.0
Military	12.0
Survival	15.0
High Energy	20.0

FRESH FOOD BONUS

Add a + x 1.05 to any fresh food values.

ALFRED PACKER FOOD PROGRAM

Human Adult	2.0
Human Child	2.2
Carrion	1.5
Road Kill (fresh)	2.0

WHAT IS A PORTION?

An average portion is a few ounces or a reasonable amount.

STRENGTH RELATED DAMAGE

Strength related damage is added to many different tables in the game to modify damage results. Index the strength of the attacker by his or her action to find (WBD) damage to the victim.

REMEMBER

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   Any Strength Related Damage is controllable by the attacker. Attackers can use any level of strength under their own to base their 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 the Temple of Dal.

With his massive strength, Furt, can punch for 2d6 points of Whole Body Damage.

He pulls Ed off the floor with one hand and takes aim with a ham sized fist.

Seeing the horror on Ed's face, Furt lessens his punch to a rating of Strength 5. With a single point of damage he taps Powers and puts him back on the floor.

Lucky Ed didn't have the Hatsumi Bean Surprise for breakfast that morning.

Strength Related Damage & Physical Combat

PHYSICAL COMBAT

INITIATIVE

Roll a d10 and add it to either your AGL or Martial Arts Skill you intend to use. The highest number has the first action.

HOW DO YOU USE PHYSICAL COMBAT?

Hand-to-hand fighting is the use of DEX and DOD with the decision to attack or defend. Consider your DEX a skill percentage for this use only.

REMEMBER

01   Your DEX multiplied by 5 is your Percentage score for any successful Physical Combat.

(DEXTERITY) x 5 = Combat Percentage

02   Decide to attack or defend.
03   To hit an opponent roll under your DEX or Dexterity for a successful attack. Don't forget size modifiers.
04   Block a physical attack by rolling a d100 under your Combat percentage. You may also use modifiers from skills. (See Also Pg. 021-022)
05   Martial Arts is not one, but a set of 5 separate skills to be developed per discipline you take.
06   Every 5 levels of Martial Arts adds a +5% bonus point to your chance to attack or defend.
07   Use of Martial Arts gives the use of 1 bonus attack or defense action per 5 levels of skill. This can be used once per game minute or 30 actions.

EXAMPLE

With a Kung Fu, (AO Skill), level of 15 Master Chen can use three different actions per attack, with a +15 to hit attack modifier, during an average minute of combat. Martial Arts can give a player character the ability to do additional damage with such special attacks.

OPTIONAL SIZE MODIFIER

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. AT = Attacker Height in Feet

AT	DEFENDER HEIGHT IN FEET									
	01	02	03	04	05	06	07	08	09	10
01	+0	+0	+05	+05	+05	+10	+10	+10	+15	+15
02	+0	+0	+0	+05	+05	+05	+10	+10	+10	+15
03	-05	+0	+0	+0	+05	+05	+05	+10	+10	+10
04	-05	-05	+0	+0	+0	+05	+05	+05	+10	+10
05	-05	-05	-05	+0	+0	+0	+05	+05	+05	+10
06	-10	-05	-05	-05	+0	+0	+0	+05	+05	+05
07	-10	-10	-05	-05	-05	+0	+0	+0	+05	+05
08	-10	-10	-10	-05	-05	-05	+0	+0	+0	+05
09	-15	-10	-10	-10	-05	-05	-05	+0	+0	+0
10	-15	-15	-10	-10	-10	-05	-05	-05	+0	+0
11	-15	-15	-15	-10	-10	-10	-05	-05	-05	+0

MARTIAL ARTS

Martial Arts is a range of fighting skills that may be divided into several categories of attack and defense. Martial Arts is divided into 5 separate areas of skill. The first is your style of martial arts skill, your ability with the grace and teachings of that one discipline. This is followed by the automatic gain of four areas of skill that start at a skill level of 0. These are:

AO = **ACTIVE OFFENSE**
Any Punches, Kicks, Chops and other methods of inflicting physical 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, Evading and other special methods of avoiding an attack.

SPECIAL WEAPONS (SPEC)
SW = Special Weapons or Martial Arts Weapons
AW = Available Weapons
PW = Personal Weapons

STYLE OF DISCIPLINE

DISCIPLINE	USES	SPEC
Wrestling	PO,AD	
Brawling	AO	AW
Boxing	AO,AD	
Street Fighting	AO,AD,	PW
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
Tantojutsu	AO,AD	SW only
SCA Sword & Shield	AO,AD	SW only
Kendo	AO,AD	SW only

WHAT IF THE OPPONENT HAS A COMBAT ART TOO?

Find the modifier by indexing your levels of skill. This number is added to your skill, Strike or Defend, roll.

SKILL LEVEL OF ATTACKER	Defender's Skill Level						
	01-02	03-04	05-06	07-09	10-12	13-16	17-20
0	+0	-05	-10	-15	-20	-25	-30
01-02	+0	+0	-05	-10	-15	-20	-25
03-04	+0	+0	+0	-05	-10	-15	-20
05-06	+5	+0	+0	+0	-05	-10	-15
07-08	+10	+05	+0	+0	+0	-05	-10
09-10	+15	+10	+05	+0	+0	+0	-05
11-12	+20	+15	+10	+05	+0	+0	+0
13-14	+25	+20	+15	+10	+05	+0	+0
15-16	+30	+25	+20	+15	+10	+05	+0
17-18	+35	+30	+25	+20	+15	+10	+05
19-20	+40	+35	+30	+25	+20	+15	+10

MARTIAL ARTS ATTACK / DEFENSE

These are a small listing of possible martial arts actions. All physical damage (WBD) or (CON) caused by Martial arts attacks is multiplied by a x1.25 from the Number Multiplier Chart. (See Also Pg. 104 & 178)

CHOP
With hands to do Strength Related Damage with the option to stun when used on specific areas.

PUNCH
With fists to do Strength Related Damage.

KICK
Use Strength Related Damage with the option of stun when used on specific vital areas.

PIN
Using martial arts, like skill levels, modifiers are added and a character can attempt to incapacitate a victim. The victim is only held if he fails to roll a d20 under his strength, otherwise the holder must reroll a successful pin each turn until the victim fails his roll.

THROW
If a character chooses to throw an opponent, his martial arts skill is used with any difficulty modifiers. If a victim fails to roll a d20 under his AGL / Agility a throw is successful.
Throwing an individual into a wall or solid object gains the victim an unmodified roll on the Cosh Table. (See Also Pg.108)

STUN
A specific blow to the head to incapacitate or kill a victim. The user can add a +5% bonus on any roll on the Cosh Table when striking in this manner. (See Also Pg. 108)

MARTIAL ARTS WEAPONS

The following is a general list of martial arts weapons. A (T) code gives the weapon the ability to trap or tangle an opponent's weapon. On the decision of the GM a roll can be made to save the trapped weapon from breakage by rolling under a DEX or Martial Arts roll. An E code signifies that a weapon that can entangle an opponent's weapon and prevent its usage.
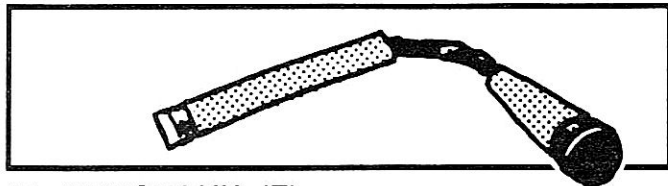
01 NUNCHAKU (E)

An Okinawan farm implement popular in combative karate training. Damages as a medium to heavy object. (See Strength   Related Damage Pg. 114)
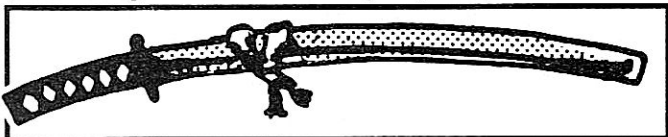
02 BLADE WEAPONS

(Swords, Knives, Throwing Stars and Spikes) (Hooked Swords (T))
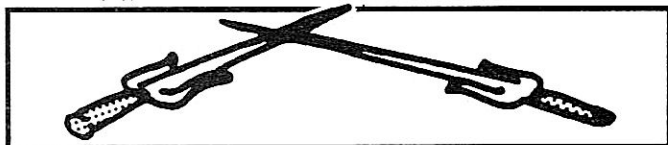
03 PARRY WEAPONS (E)

(Sai (T), Nightstick (Jitte) Kusarigama or Chained Sickle)
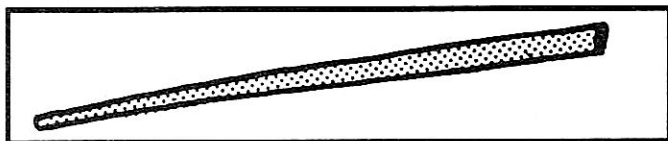
04 STAVES

(Staves age usually in 3, 5, and 6 foot lengths. See Strength Related Damage for medium and heavy objects on Pg. 114)

05 POLE ARMS

(Spear, Naginata, Yari, Bisento, Halberd, etc)

06 ODD WEAPONS

(Stars, Spikes, Tetsubishi, Power Tools, Rocks, Furniture, etc. These varied designs may include specially crafted weapons or personal martial arts weapons of unusual form and damage type.)

MARTIAL ARTS & SPECIFIC ATTACK AREAS

Martial arts attacks can be aimed at specific body areas to do damage or immobilize. User of such skills can lighten their attacks to reduce attack results by 1 to 5 letter codes.

BODY AREA	*Level of Combat Art*			
FRONT SIDE	01-03	04-07	08-12	13+
Temple	C	D	E	F
Nose	B	C	D	E
Ear	A	B	C	D
Under Chin	A	B	C	D
Neck, Center	A	B	C	D
Wind Pipe (trachea)	C	D	E	F
Shoulder Area	A	B	C	D
Hollow of Throat	C	D	E	F
Solar Plexus	B	C	D	E
Side / Below Ribs	A	B	C	D
Lower Abdomen	B	C	D	E
Elbow	A	B	C	D
Forearm	A	B	C	D
Wrist	A	B	C	D
Back of Hand	A	B	C	D
Fingers	A	B	C	D
Thigh	A	B	C	D
Knee	B	C	D	E
Shin	B	C	D	E
Ankle	A	B	C	D
Instep	A	B	C	D
ATTACK TO BACK				
Base of Skull	B	C	D	F
Center of Neck	C	D	E	F
7th Vertebra	B	C	D	F
Center of Back	B	C	D	E
Kidney L or R	C	D	E	F

RESULTS CODES

A   MINOR
     Light Pain / Fast Stun
B   LIGHT
     Pain, Medium Light Stun (See Cosh Pg. 108)
C   MAJOR
     Heavy Pain / Numbness / Medium Stun (Cosh +5%)
D   SERIOUS
     Agonizing Pain / Temporary Paralyzation / Medium Stun / (Cosh +07%)
E   CRITICAL
     Agonizing Pain / Numbness / Temporary Paralyzation / Hard Stun / Multiply Damage by x(1.25) / Cosh +10%
F   POSSIBLE KILL
     As E with 80% chance of causing a Death Shock

COMBAT ACTION INDEX

This is a new feature of the Tri Tac System that helps the player deal with movement and physical action in different situations. It suggests areas of modifiers and gives a detailed look at the action and its possible results.

ATTACK TACTIC	DEFENSE TACTIC

Punch   Block

If the attack fails, the defender gets a +5 initiative on the next turn. Damage to the defender from blocking a punch is the attacker's normal Strength Related Damage multiplied by x(.12).

Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 021
Personal/Stress Modifiers	Pg. 022
Moving Animals/Objects	Pg. 144

Punch   Parry

If the attack fails, the defender gets a +10 on initiative on the next turn. The defender pushed the punch to the side and takes no damage.

Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 021
Personal/Stress Modifiers	Pg. 022
Moving Animals/Objects	Pg. 144

Kick   Block

If the attack fails, the defender gets a +10 initiative on the next turn. Damage to the defender from blocking a punch is the attacker's normal Strength Related Damage multiplied by x (.25).

Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 021
Personal/Stress Modifiers	Pg. 022
Moving Animals/Objects	Pg. 144

Kick   Parry

If the attack fails, the defender gets a +15 on initiative on the next turn. The attack defender pushed the punch to the side and takes no damage.

Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 021
Personal/Stress Modifiers	Pg. 022
Moving Animals/Objects	Pg. 144

Grapple   Push Away

If a character can successfully grapple a defender, the next turn he or she can attempt a throw, or prevention of the drawing of a weapon. Grapple can also be used to prevent a firearms or blade attack, depending on the situation and the GM's decision. If the grapple fails, the defender gets a +15 on initiative on the next turn. If it succeeds the defender only gets a +5 on initiative the next turn.

Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 021
Personal/Stress Modifiers	Pg. 022
Moving Animals/Objects	Pg. 144
Strangulation Damage	Pg. 104

Grapple   Attack

The attacker has a +10 bonus chance to grapple but receives an automatic return attack from the defender.

Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 021
Personal/Stress Modifiers	Pg. 022
Moving Animals/Objects	Pg. 144
Strangulation Damage	Pg. 104

Throw   Grab

The attacker has successfully grappled with a defender and now can throw him, her, or it. During this throw the attacker is open to either an attack or the chance the victim can grab him or a near object.

Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 021
Personal/Stress Modifiers	Pg. 022
Moving Animals/Objects	Pg. 144
Strangulation Damage	Pg. 104
Fall Damage	Pg. 110
Bone Breakage	Pg. 135
Coshing	Pg. 108

Immobilize   Break Free

If the attacker has successfully grappled with a defender and now can immobilize him, her, or it. If this maneuver fails the victim is still able to return an attack or break free.

Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 021
Personal/Stress Modifiers	Pg. 022
Moving Animals/Objects	Pg. 144
Strangulation Damage	Pg. 104
Fall Damage	Pg. 110
Bone Breakage	Pg. 135
Coshing	Pg. 108

Blade Combat   Block

If the attack fails, the defender takes no damage. Damage to the defender from blocking a blade attack goes directly to the shield or extremity used to block.

Blade Damage	Pg. 106
Armor	Pg. 138
Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 021
Personal/Stress Modifiers	Pg. 022
Moving Animals/Objects	Pg. 144

Blade Combat   Parry

If the attack fails, the defender takes no damage and is able to attempt to counter attack if they are armed. A successful Parry simply prevents the weapon from making contact. A Parry can only be used to stop a stab or thrust attack. The defender gains a +15 initiative bonus on the next combat round.

Blade Damage	Pg. 106
Armor	Pg. 138
Strength Related Damage	Pg. 114
Agility Modifiers.	Pg. 021
Personal/Stress Modifiers.	Pg. 022
Moving Animals/Objects	Pg. 144

Blade Combat (Slash, Chop)   Block

If the attack fails, the defender takes no damage and is able to attempt to counter attack if they are armed. Damage to the defender from blocking a slash or chop attack goes directly to the shield or extremity used to block. The defender gains a +5 initiative bonus on the next combat round.

Blade Damage	Pg. 106	Armor	Pg. 138
Personal/Stress Mods.	Pg. 022	Agility Mods.	Pg. 021
Strength Damage	Pg. 114	Moving Objects	Pg. 144

TOXINS

Toxins and poisons are any material, ingested, inhaled, or contacted, that does 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. Use (WBD) / Hit point damage.
B   NEURAL TOXINS
   Any substance that slows or damages nerve function in living tissue. Affects CON / Constitution.
C   HEMO TOXINS
   Any substance that impairs or damages the blood transport system. Affects CON / Constitution.

TOXIN RATING

Each poison listed has an assigned or a variable level of toxic effect. This level indexed is the damage to Hit Points or Constitution per hour. This damage continues until the victim passes through the CRITICAL TIME of poisoning.

TOXIN RATING	WBD/CON LOSS	TOXIN RATING	WBD / CON LOSS
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 toxin passes the critical time.
02 Poison antidotes for general classes of poisons reduce the loss of Hit Points and Constitution by d4 points per hour during the critical time of the poison's effect.
03 Specific poison antidotes reduce any WBD or (CON) Constitution damage by d10+1 points per hour during the critical time.
04 Specific toxin antidotes only affect a specific type or small range of poisoning. The wrong antidote type has no effect. It takes a minimum of 1 hour for each antidote test to determine effectiveness without the proper analysis of the toxin.
05 After the critical hours of poisoning have passed the victim begins to recover Constitution normally.
06 Toxins may have lingering side effects or lengthy recovery periods.

SYMPTOMS OF TOXIC EXPOSURE

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		

TYPES OF TOXINS

These toxins are generally effective on humans and animals though some individuals may have a greater or lesser resistance to damage and slightly differing critical times. Toxin effects are the decision of the GM.

ANIMAL POISONS
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	3d10 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)

HALLOGENATED 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, KEYTONES
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)

VEHICLE IMPACT

Index the Miles Per Hour (MPH) speed of the vehicle in the speed chart below.   Read across the chart to find the damage done to a character during an accident. Don't forget optional damage modifiers for vehicle structure / protection.

VEHICLE MPH	DAMAGE (WBD)	CHANCE OF BONE BREAKAGE	NUMBER OF BONES BROKEN
000-025	d10	10%	d4 x.50
026-036	2d10	20%	d4 -1
037-050	3d10	40%	d6 -2
051-075	4d10	80%	d6
076-100	4d10 x2	85%	d6 +1
101-200	4d10 x3	95%	d6 +2
201-300	4d10 x4	98%	d6 +4
301-400	4d10 x5	99%	d6 +6

MEDICAL NOTES

Randomize the bones broken from the body tables and the Bone Breakage Table. (See Also Pg. 126 & 135)

IMPACT MODIFIERS

In any vehicle mishap, damage will be modified by any of a large number of modifiers. Use the following for Vehicle Construction, Position, and Impact modifiers.

VEHICLE SIZE	CONSTRUCTION	MODIFIER
Compact	Fragile	x2.00
Midsized	Fragile	x1.50
Fullsized	Fragile	x1.00
Compact	Sturdy	x1.50
Midsized	Sturdy	x1.00
Fullsized	Sturdy	x0.75
Compact	Tough	x1.00
Midsized	Tough	x0.75
Fullsized	Tough	x0.50

VICTIM IN REAR SEAT	MODIFIER
Unrestrained	x1.00
Lap Belt Only	x0.75
Lap & Shoulder Belt	x0.50
Air Bag	x0.25

VICTIM IN FRONT SEAT	MODIFIER
Unrestrained	x1.25
Lap Belt Only	x1.00
Lap & Shoulder Belt	x0.75
Air Bag	x0.50

IMPACT MODIFIERS	MODIFIER
Multiple Vehicle Head-On Impact	x2.00
Glancing Impact	x0.75
Vehicle Hit in Rear	x0.50
Victim on Impact Side of Vehicle	x1.50
Vehicle Rolls 1 or 2 Times	x1.50
Vehicle Rolls 3 to 5 Times	x2.00
Impact into Unyielding Object	x3.00
Protective Interior Padding	x0.75
Heavy or Padded Clothing	x0.75

PEDESTRIAN IMPACT

If the victim knows he or she is about to be hit by a vehicle there is a chance of a controlled impact to lessen the WBD damage. The same impact chart is used from the previous section. Index the victim's modifiers.

SURPRISE   Damage   x2.00
The victim takes damage from the vehicle as if the vehicle were traveling at twice its current speed.

MODERATE SURPRISE   Damage   x1.50
The victim has a few seconds to realize he's about to be hit by a vehicle. This gives no chance to avoid being hit, but the individual can partially control his position and lessen trauma.

NON-SURPRISED   Damage   x1.00
Victim takes standard damage and bone breakage as he or she rolls into the impact.

PREPARED   Damage   x0.75
In this instance the victim has time to flow with the impact and lessen the damage by use of any Martial Arts Training or Stunt Acrobatics. (See Also Pg. 115)

OTHER MODIFIERS

Skills in any of a number of disciplines may ease impact damage if the character is not surprised or prepared:

EXAMPLE	SKILL LEVELS			
	01-05	06-10	11-15	16-20
Martial Arts AD Training	x0.75	x0.50	x0.25	x0.25
Stunt Training	x0.50	x0.25	x0.25	x0.25
Acrobatic Training	x1.00	x0.75	x0.50	x0.25

REMEMBER

These modifiers are optional for the GM. The GM may use any or a number of reducing modifiers to change final WBD damage. Remember that they are simple guidelines to cover as many possibilities as the designer can give.

VEHICLE RUN OVERS

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 a small chance the victim may be dragged under the vehicle. In most cases this causes devastating structural trauma to the victim, if not immediate death. Index the victim's posture at the time of collision to find the chance of a run-over.

POSTURE OF VICTIM	VEHICLE FRONT	VEHICLE SIDE
Standing	10%	05%
Kneeling	15%	07%
Crawling	25%	10%
Prone	40%	12%

EFFECTS OF RUN OVER

Roll a d100 on the table below to determine the effect of the run over on the victim.

01-50 RUN OVER
Multiply damage by a x1.25 modifier.

51-75 WHEEL IMPACT
One or two wheels impact into the victim to multiply final WBD damage by a x1.50 modifier

76-85 DRAGGED
Victim is dragged by the vehicle. Multiply the impact damage by x2.00

86-95 WHEEL IMPACT & DRAGGED
Multiply final damage by a x3.00 modifier and roll a 40% chance of a crushed or severed limb.

96-98 IMPACT, DRAGGED, & MANGLED
Multiply final damage by a x4.00 modifier and roll a 65% chance of a crushed or severed limb.

99-00 HEAD IMPACT
Head crushed by impact, instant death

VEHICLE COMBAT

For car-to-car combat we recommend use of common sense. Most anti-grav and flying vehicles will also damage with their ability to achieve higher speeds. Modify damage from low speed grav or hover vehicle hits by a multiplier of x.75 or less. Combat driving and pilot skills may also be very helpful in stress filled situations or rush hour traffic.

VEHICLE DAMAGE

After a collision there remains the question of 'Is it Drivable?' Index speed and optional modifiers to find the condition of the vehicle.

SPEED	01-05	06-10	11-25	26-35	36-50	51-75	76+
Compact	+0	+05	+10	+15	+20	+25	+30
Midsized	-05	+0	+05	+10	+15	+20	+25
Fullsized	-10	-05	+0	+05	+10	+15	+20
APC	-15	-10	-05	+0	+05	+10	+15

IMPACT INTO

Immobile Object   +20   Very Solid Object   +05
Slightly Yielding Object +0   Yielding Object   -05

AREA HIT MODIFIERS

The location of impact, age of the car, its construction techniques are also serious modifiers to contend with. Early automobiles were designed for strength. Later models became lighter and easier to damage to save the lives of passengers. Anything is possible on other worlds.

HIT IN	ENGINE	REAR	SIDE
Older Simple Models	- 05%	- 05%	- 05%
Newer Complex Models	+15%	+15%	+15%
Wheels	+15%	- 10%	+ 05%
Transaxle	+20%	+05%	+ 20%

GAS TANK HITS

Any rear hits have a flat 25% chance of rupturing a gas tank. Roll an additional 25% chance of the gas igniting with 6d6 Burn per gallon in the fireball. Repair time is in hours.

VEHICLE CONDITION		Drivable	Repair Time
01-25	DINGED	98%	2d10
26-50	DAMAGED	75%	3d10
51-75	CRIPPLED	50%	4d10
76-85	CRITICAL	25%	6d10
86-95	DEMOLISHED	10%	8d10
96-98	TOTALED	05%	n/a
99-00	SCRAP	n/a	n/a

VEHICLE WEAPONS

Surprisingly, most small arms fire will not penetrate a vehicle mid-sized or larger vehicle. Armor piercing rounds and rockets are another story altogether. Hits to engines and electronics should be worked out by the GM. Most weapons fire that punches through a gas tank will not ignite it. Most small arms fire that damages a vehicle simply causes the engine or transmission to stop functioning, very rarely with spectacular effects.

COMBAT DRIVING

Combat Driving is the art of putting tons of moving steel and plastic through near acrobatic moves and keeping the passengers alive. Everyone is assumed to be able to drive. Use Combat Driving only to make those fancy turns, spins, swerves, harrowing two-wheeled stunts and dashes through traffic that save lives or get someone somewhere on time. All optional Stress and skill modifiers can apply. (See Also Pg. 021-022)

DISEASE

This set of tables allows you to design an infection, the pathological effect, weakness, and symptoms.

SEQUENCE OF INFECTION

01 Check for CHANCE of catching the infection on a d100. This is the flat percentage that exposure to the disease will result in infection. Randomize effect and general transmission.
02 Roll a d100 on the SEVERITY OF INFECTION table.
03 Randomize symptoms from the SYMPTOMS chart. Also see the HEALTH PROBLEMS MODIFIER table.
04 Generate time and medical weakness of the infection.
05 Roll the death percentage for NPC characters.
06 Roll for general recovery time.

TRANSMISSION

Roll a d100 for the disease carrier (vector) and a d100 for the disease-causing agent.

CARRIER / VECTOR

01-05	A	01	Plant Vector
06-10	B	02	Food Source
11-25	C	03	Common Animal Vector
26-50	D	04	Insect Vector
51-85	E	05	Contact with Victim
86-90	F	06	Contact With Infected Material
91-95	G	07	Uncommon Animal Vector
96-97	H	08	Waterborne
98-99	I	09	Airborne
00		10	Roll Twice again for 2 different carriers.

INFECTION

Roll a d100 for a percent chance of the disease's ability to infect the victim who is exposed to it. This becomes the future percentage of contracting that disease.

INFECTING AGENT

01-75	Bacteria
76-95	Virus
96-98	Multicellular Organism
99-00	Parasite

SEVERITY OF INFECTION	NUMBER OF SYMPTOMS				CRITICAL CHANCE
	AB	CD	E	F	
01-75 Light	d4	no	no	no	no
76-85 Medium	d4	d4	no	no	03%
86-90 Heavy	d4	d4	d4	no	20%
91-95 Serious	d4	d4	d4	no	50%
96-98 Dangerous	d4	d4	d4	d4x.50	85%
99-00 Terminal	d4	d4	d4	d4	98%

CRITICAL CHANCE

The Critical Chance is the percentage an infection will go into a critical phase where death could occur. Randomize the symptom types from the tables in the next section. Randomize the chance of death if the victim goes CRITICAL.

INCUBATION TIME

All diseases have an incubation time before they become active. Randomize this time by rolling a d100.

TIME IN DAYS

01-05	1 day
06-50	d4 +01 days
51-75	d4 +06 days
76-85	d6 +06 days
86-95	d6 +10 days
96-98	d6 +15 days
99-00	d6 +30 days
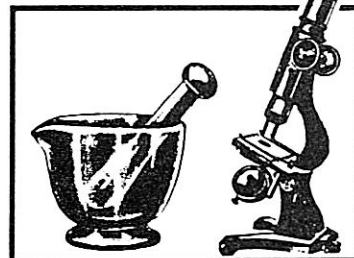
INFECTION WEAKNESSES

01-05	A	01	Chemical Inhibitor
06-50	B	02	Bacterial Inhibitor
51-75	C	03	Anti Viral
76-85	D	04	Broad Spectrum Antibiotic
96-95	E	05	Antibiotic Specific
96	F	06	Changes in Body Chemistry
97	G	07	Immune Globulin
98	H	08	Treat Symptoms / Complications Only
99	I	09	No Treatment Available
00		10	Roll Twice again for 2 Weaknesses

SYMPTOMS KEY

TABLE A		TABLE B (optional)	
Roll a d20		Roll a d20	
01	No Symptoms	01	Lethargy
02	Mild Gastritus	02	Awful Feeling
03	Loss of Balance	03	Dizziness
04	Fever +d4 Degrees	04	Sweating
05	Hypersensitivity	05	Itching
06	Blocked Sinus	06	Nose Bleed
07	Loss of Appetite	07	Hiccups
08	Skin Color Flush	08	Drowsiness
09	Mild Stomach Cramps	09	Insomnia
10	Sore Throat	10	Depression
11	Muscle Stiffness	11	Shakes
12	Light Sensitivity	12	Mild Rash
13	High Thirst	13	Irritation
14	Watering Eyes	14	Weakness
15	Abnormal Feeling	15	Aches
16	Migraine Headache	16	Red Eyes
17	Sound Sensitivity	17	Headache
18	Shortness of Breath	18	Tingling
19	Appetite Increase	19	Numbness
20	Irritability	20	Fainting

TABLE C
Roll a d10
01 Lung Congestion
02 Swelling in Joints
03 Fever +d6 Degrees
04 Bleeding, Eyes/Ears
05 Extremity Numbness
06 Internal Swelling
07 Blurred Vision
08 Intense Cramps
09 Lack Coordination
10 Disabling Cramps

TABLE D (optional)
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 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 Weight Loss
09 Internal Bleeding
10 Lung Collapse

TABLE F
Roll a d10
01 Kidney Failure
02 Coma
03 Liver Failure
04 Heart Failure
05 Mental Breakdown
06 Digestive Failure
07 Muscle Breakdown
08 Bloodclotting
09 Leukemia
10 Internal Collapse

STATISTICS REDUCTIONS FROM MEDICAL PROBLEMS

These annoyances are the temporary or continuing modifications on a character's statistics when affected by health or (WBD) wounds.

TYPE	STR	DEX	AGL	WIZ	ACC	DOD	THR
Nausea			-01		-01		
Drowsiness		-01	-01	-01			
Hiccups		-02		-03			
Watery Eyes		-02		-01			
Sneeze	-02	-04	-02	-06	-04	-06	
Minor 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	
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	

PAIN / STUN

TYPE	STR	DEX	AGL	WIZ	ACC	DOD	THR
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

TYPE	STR	DEX	AGL	WIZ	ACC	DOD	THR
Graze A	-01	-07	-05	-05	-04	-02	
Graze B	-04	-10	-07	-03	-10	-06	-06
Cosh	-04	-04	-04	-02	-04	-05	-05

MUSCLES	STR	DEX	AGL	HEALING TIME	
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 TIME	
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
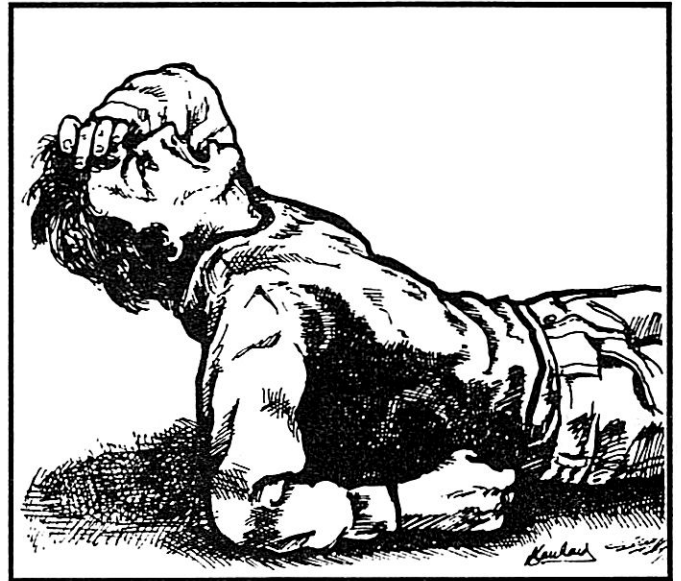
MEDICAL NOTES

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 complex modifiers. See the MEDICAL SKILLS section for controlled healing rates and treatment time. (See Also Pg. 027)

REMEMBER

01 During critical illness a character's constitution and Hit Points do not normally regenerate.
02 Constant medical care can restore d4 points of (CON) Constitution per day during the treatment of an illness.

TREATMENT

Treatment with the proper type of drugs, medical procedure, or chemical agents can give a bonus to stop the infection.

CRITICAL PHASE

As a character enters the CRITICAL PHASE of a disease he or she begins to roll on the FIGHTING INFECTION table in the hopes of breaking the grip of the infection.

REMEMBER

01 Total all Health Modifiers.

02 Roll a d20 every 24 hours to lose or gain constitution as the victim fights the illness.

03 At the end of the DURATION the character will automatically break the illness and begin a normal recovery.

04 Constitution gain during the fighting of illness does not rise above the character's original CON score.

05 A doctor can aid a victim with a (+1) modifier per three levels of PATHOLOGY. Any general medical skills 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	-01
04	Use of (Allergenic) Drugs	-02
05	Use of (Highly Allergenic) 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

RESULT OF FIGHTING INFECTION

01	Character Loses	2d6+1	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.	

DESIGNER'S NOTES

Each of the diseases listed in this section has a standard survival percentage usable for NPC's or a larger population.

COMMUNICABLE DISEASE

Some believe many of the old plagues and disease horrors of the past are gone for all time, banished by the miracle of modern medical technology. Unfortunately man or nature often has a way of making a disease resurface again to infect the unwary.

Care should be used by the GM when using the more virulent of these diseases. Remember the survivor may possess an immunity from past vaccination.

IMMU = Permanent Immunity

COMMON COLD VIRUS

Chance:	65%	Transmission:	6
		Duration:	07d
Symptoms:	A4,6,8,15	Critical:	02%
	B2,4,11,14,17	Weakness:	BH

10% chance untreated colds lead to pneumonia.

INFLUENZA VIRUS

Chance:	55%	Transmission:	5
		Duration:	04d
Symptoms:	A11,B10,,B2,B11	Critical:	03%
	B14,15,C8,D1	Weakness:	CDH
	D3,D10		

10% chance untreated flu leads to pneumonia.

PNEUMONIA VIRUS

Chance:	25%	Transmission:	5
		Duration:	14d
Symptoms:	A7,18,B3,B11,B14	Critical:	10%
	C1,C3,E10	Weakness:	C

35% chance untreated pneumonia kills.

SMALLPOX VIRUS

Chance:	40%	Transmission:	7,8
		Duration:	15d
Symptoms:	A4,B12,B13,B17	Critical:	15%
	D2,E1,E9	Weakness:	E

10% chance untreated smallpox kills. IMMU
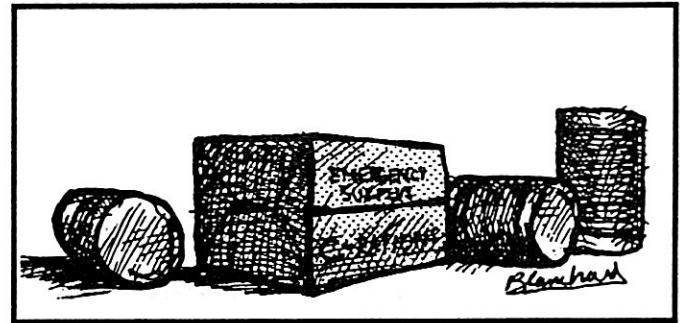
CHOLERA BACTERIA

Chance:	35%	Transmission:	6,7,8
		Duration:	14d
Symptoms:	D1,D3,D10,E8	Critical:	75%
		Weakness:	BH

50% chance untreated cholera kills.

TYPHOID BACTERIA

Chance:	40%	Transmission:	6,7,8
		Duration:	16d
Symptoms:	B12,C3,D2,E8	Critical:	40%
	E9,F6	Weakness:	BDE

25% chance untreated typhoid kills. IMMU 65%

BUBONIC BACTERIA

Chance:	50%	Transmission:	1,3,7
		Duration:	30d
Symptoms:	B14,C3,D2	Critical:	75%
	D7,E9,F3	Weakness:	ABEH

50% chance untreated bubonic plague kills.

PNEUMONIC BACTERIA

Chance:	75%	Transmission:	3,7,8
		Duration:	30d
Symptoms:	B14,C3,D9	Critical:	90%
	E10,F2	Weakness:	ABD

85% chance untreated pneumonic plague kills.

TUBERCULOSIS BACTERIA

Chance:	15%	Transmission:	6,7,8
		Duration:	10 years
Symptoms:	A7,8,18,	Critical:	25%
	B4,B11, B14	Weakness:	AD*
	C1,C3,C10,D10,E8,E9,E10		

Patient relapse every d6 months, 15% chance of death. Liver failure common if the victim drinks alcohol during treatment. Light Drinker 02% Moderate Drinker 07% Heavy Drinker 15%

YELLOW FEVER VIRUS

Chance: 75%	Transmission: 2
Symptoms: A11,B15,B11	Duration: 14d
C3,E9,F3	Critical: 55%
	Weakness: AD

25% chance untreated yellow fever kills. IMMU

MALARIAL PARASITE

Chance: 50%	Transmission: 2
Symptoms: B2,B4,B11,B14	Duration: 10 years
B15,B17,C3,D8,F2	Critical: 20%
	Weakness: AH

Patient relapse every d12 months. 30% IMMU

DENGUE FEVER VIRUS

Chance: 40%	Transmission: 2
Symptoms: B10,B12,B15	Duration: 14d
B17, F9	Critical: 25%
	Weakness: C

10% chance untreated denuge fever kills. IMMU

ANTHRAX BACTERIA

Chance: 85%	Transmission: 5,7,8
Symptoms: B2,B3,D1,D2	Duration: 21d
E9,E11	Critical: 85%
	Weakness: E

75% chance untreated anthrax kills.

POLIO VIRUS

Chance: 10%	Transmission: 7,8
Symptoms: A4,B14,B17,D3	Duration: 14d
E4,E7,F7	Critical: 25%
	Weakness: E

Polio leaves permanent paralization (d100 %) of an area of the nervous system) IMMU

COLORADO TIC BACTERIA

Chance: 20%	Transmission: 2
Symptoms: A11,B2,B12,B14	Duration: 14d
B17,C3,D3,E4	Critical: 60%
E9,F2,F9	Weakness: H

40% chance untreated Col. tic fever kills.

MENINGITIS BACTERIA

Chance: 60%	Transmission: 7
Symptoms: A11,B17,C3,D1	Duration: 14d
D7,E8,F2	Critical: 75%
	Weakness: AE

65% chance untreated meningitis kills.
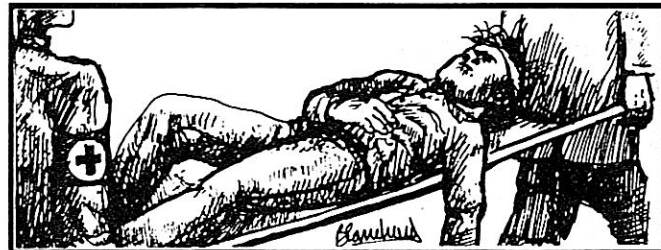
WOUND INFECTION

As a character takes minor damage he or she runs the risk of wound infection.

REMEMBER

01   Index the characters type of Wound for the Percent Chance of Contamination
02   Roll over the listed percentage to avoid an infection.
03   If the roll fails go to SERIOUS.

PERCENT CHANCE OF CONTAMINATION

WOUND	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%

SERIOUS INFECTION

01-50   Wound takes double the normal time to heal with a 05% chance of going to table A or B below.
51-75   Wound takes triple normal time to heal with a 10% chance of going to table A or B.
76-85   Wound takes triple normal time to heal with a 25% chance of going to table A or B.
86-95   Wound takes triple normal time to heal with a 50% chance of going to table A or B.
96-98   Wound takes triple normal time to heal with a 75% chance of going to table A or B.
99-00   Wound will not heal, go to table A or B.

TABLE A
FOR NORMAL WOUNDS

01-75 GANGRENE

Symptoms:	Swelling, Tissue Destruction
Critical:	40%
Type:	Bacterial
Weakness:	D,E, Removal of Necrotic Tissue

76-99 GAS GANGRENE

Symptoms:	Rapid Tissue Destruction, Swelling, Fever
Critical:	75%
Type:	Bacterial
Weakness:	D,E, Removal of Necrotic Tissue

00   GAS GANGRENE + TETANUS

Symptoms: As 76, See Tetanus Bacteria Pg. 125
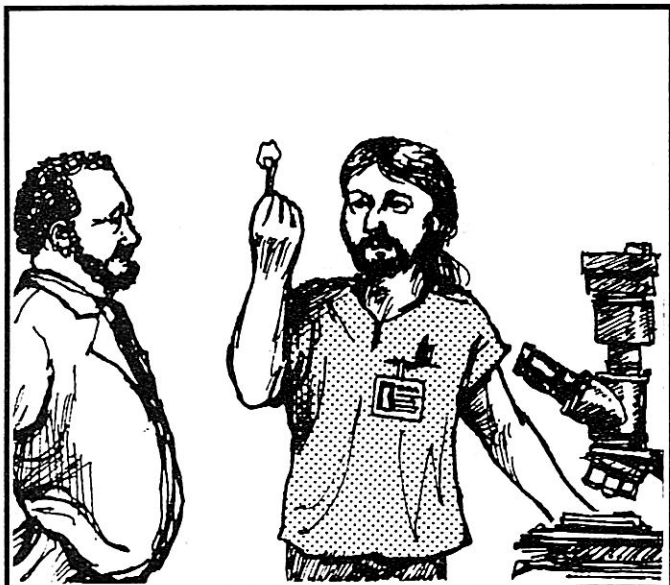
TABLE B
FOR PUNCTURE WOUNDS
01-75 TETANUS
76-98 TETANUS + GANGRENE
99-00 TETANUS + GAS GANGRENE

TETANUS BACTERIA		
Chance:	05%	Transmission: 8
		Duration: 14d
Symptoms:	A9,C6,C10,E4	Critical: 60%
		Weakness: DG

25% Chance untreated tetanus kills.

BACTERIAL FOOD POISONING
If spoiled, unclean or rotten food is consumed, the player character risks the chance of several forms of contamination or poisoning. Index type of contamination 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		
Chance:	90%	Transmission: 6
		Duration: 3d
Symptoms:	A2,B2,B14 C8,D1	Critical: 02%
	D3,D10,D14	Weakness: ADG

SALMONELLA BACTERIA		
Chance:	65%	Transmission: 6
		Duration: 6d
Symptoms:	A2,B2,B14,C8,	Critical: 25%
	D1,D10,D3	Weakness: ADG

AMEBIASIS PARASITE		
Chance:	90%	Transmission: 2,4,5,6,8
		Duration: 5 years
Symptoms:	A2,B11,C3,E9,F6	Critical: 15%
		Weakness: A

BOTULISM BACTERIA		
Chance:	75%	Transmission: 6
		Duration: 18d
Symptoms:	A16,C7,8,E4,8,F2	Critical: 85%
		Weakness: Anti-Toxin

85% chance Botulism Toxin will kill without specific botulinus anti-toxin.

CHEMICAL POISONING
See the Toxin section of damage tables on Pg. 118.

HEPATITIS
Another danger of contamination with human or animal wastes is hepatitis.

HEPATITIS A VIRUS		
Chance:	50%	Transmission: 1,3,6,7
		Duration: 8w
Symptoms:	A4,7,B2,D1,E8,F3	Critical: 10%
		Weakness: GH

40% chance of relapse if the patient does not rest for d8 weeks. Can be called Jaundice. IMMU

HEPATITIS B VIRUS		
Chance:	60%	Transmission: 6
		Duration: 8w
Symptoms:	A7,B2,E8,F3	Critical: 25%
		Weakness: H

70% chance of relapse if the patient does not rest for 8 weeks.

HEPATITIS NON A NON B		
Chance:	55%	Transmission: 1,6,7
		Duration: 2d6 w
Symptoms:	B2,E8,F3,A4,D1	Critical: d10 d
		Weakness: 7,8

48% chance of relapse if the patient does not rest for d8 +8 weeks.

The Ed Powers Story
Feverish and vomiting, an IDET team camps on a dead Alternate Earth.

As Ed Powers lies in his tent with a 102 degree fever, he wished the team's doctor hadn't been eaten by that thing on -4,8. Failing his Wisdom roll, Ed finds an old bottle of penicillin tabs in his backpack and takes a handful before passing out.

Two days later Ed comes painfully awake and realizes he's alive and the fever is broken. He yells to his three team mates, but is answered only by the howl of the wind. Only Ed is alive.

ALIEN DISEASE
The relative chance of interspecies disease is rare to nearly impossible. Use the following chart for the chance of a disease that can cross such biological lines.

01-95   Species are too different
96-98   Disease can cross species lines, but effects and symptoms are different and at best, close results have a x(.25) severity modifier.
99   Completely different reaction, other symptoms and biological reactions. Randomize to create it.
00   Close reaction, like the alien disease, but with half the potency.

Generalized Body Areas
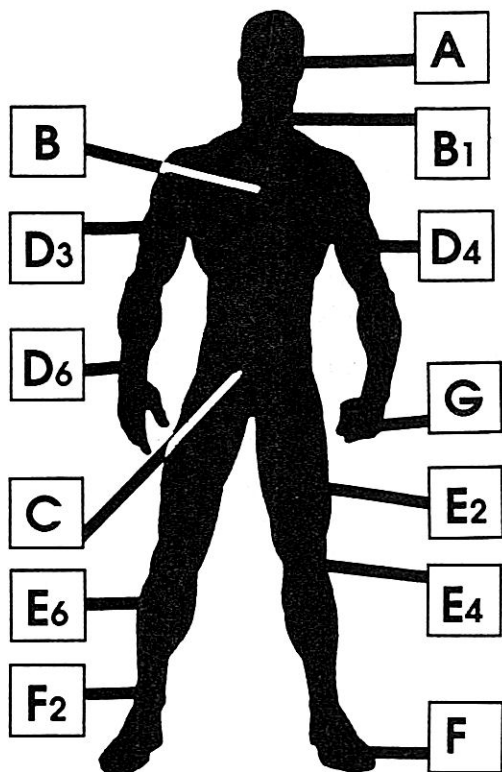
HIT LOCATIONS

The following is a set of generalized hit locations for the human body. Either table can index a specific area from the charts. These charts tend to give the user a randomization of hit area indexed by size of the area. The secondary chart below gives a more generic and equal breakdown for random hits.

HIT LOCATION
FRONT OR BACK

		GO TO
01-10	Right Leg 25% Tail Hit	E / T
11-15	Foot, L or R	F
16-30	Left Leg 25% Tail Hit	E / T
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

		GO TO
01-30	Leg, L or R 25% Tail Hit	Eb / T
31-35	Foot, L or R	F
36-50	Abdomen 25% Tail Hit	Cb / T
51-70	Chest	Bb
71-85	Arm, L or R	Db
86-90	Hand, L or R	G
91-00	Head	Ab

RANDOMIZED BODY AREA CHART

This hit chart is for shrapnel hits, automatic weapons fire, and long range projectile fire where you do not have a choice of hit location. Use of this gives a general and nearly equal probability of any area being hit.

BODY AREA		FRONT TO	*ROLL*	SIDE TO	*ROLL*
01-04	Right Foot	F	2d6	F	2d6
05-08	Right Calf	F1	d6	Ec	d6
09-12	Right Knee	E4	d6	E4	d6
13-16	Right Hip	E1	d6	Ac	d6
17-20	Right Thigh	E2	d6	E2	d6
	or Tail	T	d6	T	d6
21-24	Left Foot	F	2d6	F	2d6
25-28	Left Calf	F1	d6	Ec	d6
29-32	Left Knee	E4	d6	E4	d6
33-36	Left Hip	E1	d6	Ac	d6
37-40	Left Thigh	E2	d6	E2	d6
	or Tail	T	2d6	T	d6
41-44	Right Hand	G	2d6	G	2d6
45-48	Right Lower Arm	D6	d6	D6	d6
49-52	Right Elbow	D4	d6	D4	d6
53-56	Right Upper Arm	D3	d6	D3	d6
57-60	Right Shoulder	D1	d6	Bc1	d6
61-64	Left Hand	G	2d6	G	2d6
65-68	Left Lower Arm	D6	d6	D6	d6
69-72	Left Elbow	D4	d6	D4	d6
73-76	Left Upper Arm	D3	d6	D3	d6
77-80	Left Shoulder	D1	d6	Bc1	d6
81-84	Genitals	C6	d6	Cb6	d6
85-88	Abdomen	C	2d6	Cb	2d6
89-92	Chest	B	2d6	Bb	2d6
93-96	Neck	B1	d6	Bb1	d6
97-00	Head	A	2d6	Ab	2d6

READING THIS CHART

On the above table only, read the result D6 as a location in the detailed charts.

EXAMPLE RESULT D6: Body table D, Section 6, Roll a d6 for the exact area hit.

EXAMPLE RESULT G: Body Table G, Roll 2d6 for the exact area hit.
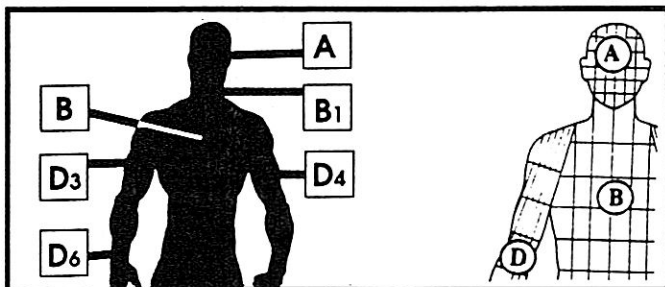
EXAMPLE OF DETAILED AREA CODES

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

REMEMBER

Once you learn it, the body chart is easy and logical. While looking complex, it is actually a simple index of area hit and what lies under it. Always roll 2 six sided dice (2d6) for the area hit. Read each die separately.

KEY TO DETAILED BODY DAMAGE

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 the structure of major internal organs.

BONE

c   B is the indicator of bone in that area. Always check the Bone Damage chart when damage is over the value of the bone. Any damage under the value always lodges the projectile in the bone.

d   After a B is always the value of the bone in brackets ( ).

e   This (M) is the indicator of a major organ in the area.

BLOODLOSS

f   The (A) in brackets indicates a possible high bloodloss area. When this appears, the Artery Damage table is checked for possible severing.

g   The (SP) is the code for a spinal hit. Check the optional Spine Damage table for additional damage and death shock.

h   This is the damage needed to penetrate the spine.

DEATH SHOCK

i   DS is the Death Shock indicator for critical damage in that particular area. A failure to roll over this percentage indicates the wound shock kills the victim. See Medical Skills for resuscitation and rescue. (See Also pg. 026-027)

j   This is the Death Shock percentage the victim 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 only the bone name is listed.

INTERNAL ORGANS

m   This is the location of the area hit in organs that have more than one listing. R = Right   L = Left

n   This is the total damage penetration needed to punch through that area. This is the maximum number of points a projectile will do to that area with a clean hit and no hydrostatic shock.
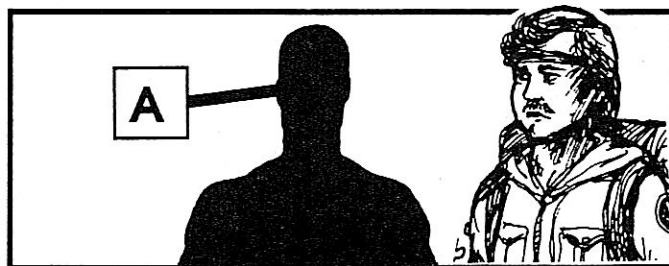
A   HEAD AREA

1,1	Miss
1,2	Graze A
1,3	Graze B
1,4	Graze B
1,5	Graze A
1,6	Miss

> **GRAZES**
> Graze A = d6 WBD damage
> Graze B = 2d6 WBD damage

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	
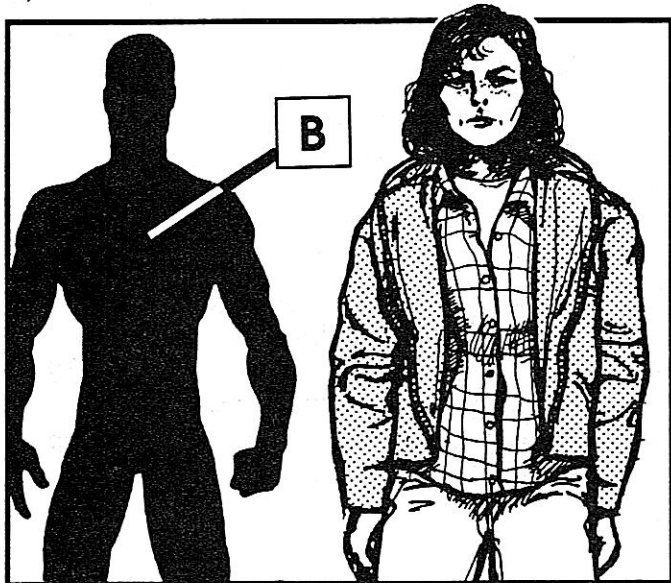
B CHEST AREA

1,1	Graze B	
1,2	**B(6) ***	T=11
	DS = n/a Clavicle, Shoulder L	
1,3	***(A) *(SP 12)*	T=17
	DS = 04%+ Trachea, Air Passage	
1,4	*** (A)*(SP 12)*	T=17
	DS = 04%+ Esophagus, Food Passage	
1,5	**B(6) ***	T=11
	DS = n/a 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=16
	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	
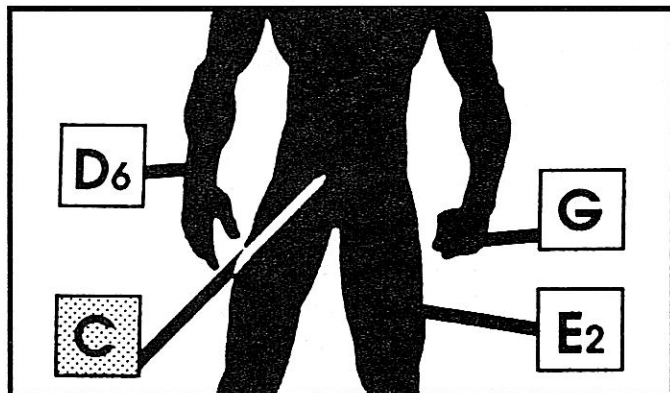
C ABDOMINAL AREA

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	
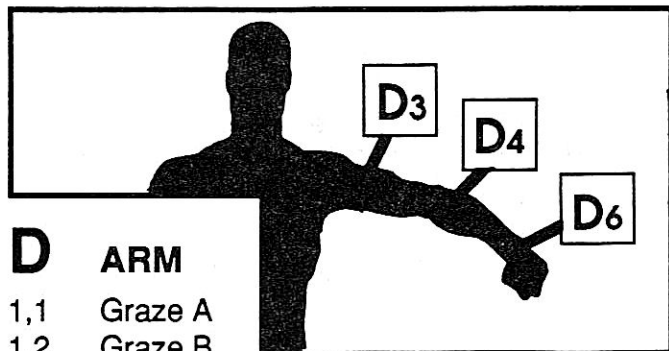
D ARM

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		

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(4)**	Schapoid	T=08
2,4	**(A) B(4)**	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
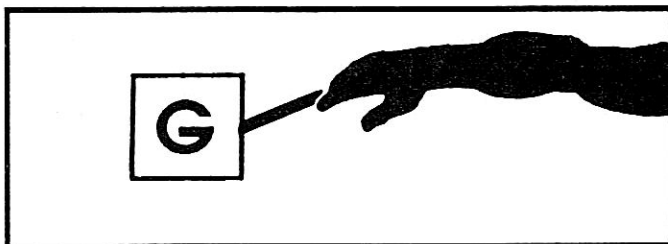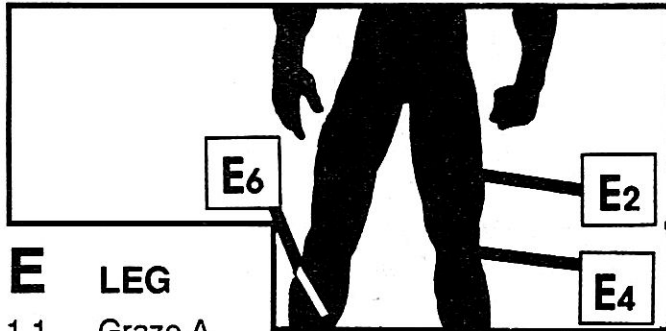
E LEG

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

Generalized Side Areas

Ab

Bb1

Bb

Bc

Db3

Db

Cb

Gc

Ac

Ec
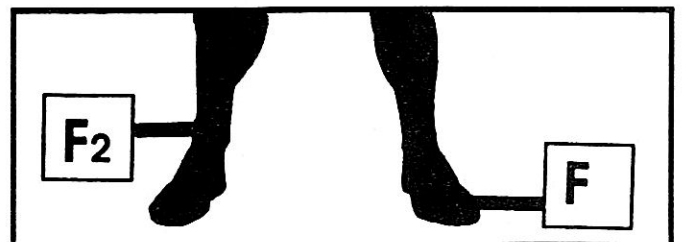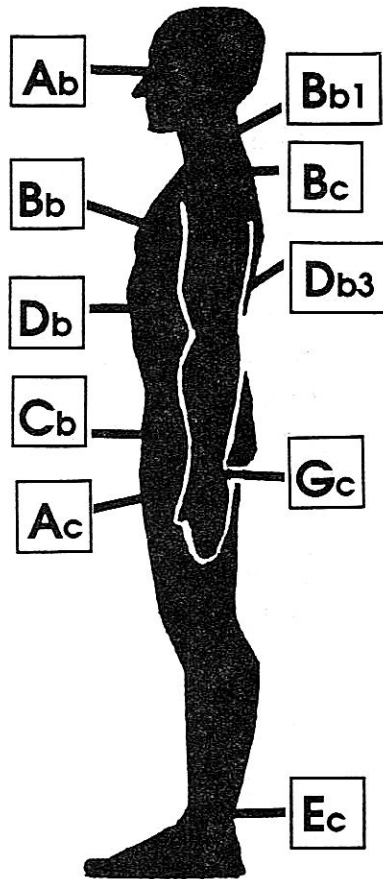
SIDE STRIKES

The following side tables work on the same principle as hits on the DETAIL BODY TABLES.

Ab HEAD

1,1	Miss (forehead nick)
1,2	Graze A
1,3	Graze B
1,4	Graze B
1,5	Graze A
1,6	Miss (scalp nick)

> **GRAZES**
> Graze A = d6 WBD damage
> Graze B = 2d6 WBD damage

2,1   Graze B
2,2   *B(8) (M)**(A) (M)**(A) B(8)*   T=22
        DS= 92%   Brain, Pre Frontal
2,3   *B(8) (M)**(A) (M)**(A) B(8)*   T=22
        DS= 98%   Brain, Frontal
2,4   *B(8) (M)**(A) (M)**(A) B(8)*   T=22
        DS= 98%   Brain, Middle
2,5   *B(8) (M)**(A) (M)**(A) B(8)*   T=22
        DS= 94%   Brain, Rear
2,6   Graze A

3,1   (M)** B(4) (M)**   T=08
        DS= 05%   Eyes, Corneas / Lenses
3,2   *B(9) (M)** B(3) (M)** B(9)*   T=27
        DS= 10%   Eyes, Mid
3,3   *B(8) (M)**(A) B(4) (M)**(A) B(8)*
        DS= 50%   Eyes/Retinas   T=26
3,4   *B(8) (M)**(A) (M)**(A) B(8)*   T=22
        DS= 85%   Brain, Motor Area
3,5   *B(8) (M)**(A) (M)**(A) B(8)*   T=22
        DS= 95%   Brain, Motor Area
3,6   Graze B

4,1   Graze B   Nose / Snout
4,2   *B(10) *B(1)* B(10)*   T=25
        DS= 02%   Frontal Sinus
4,3   *B(4) ***** B(4)*   T=15
        DS= 02%   Mid Sinus
4,4   **B(4) **B(2) * B(2)** B(4)**   T=21
        DS= 25%   Jaw, Hinge
4,5   *B(8) (M)**(A) (M)**(A) B(8)*   T=22
        DS= 95%   Brain, Motor Area
4,6   Graze A

5,1   Graze B   Upper Lips / Snout
5,2   *B(3) B(4) B(3)*   T=10
        DS= n/a   Teeth Upper
5,3   *B(3) ** *B(3)*   T=10
        DS= n/a   Teeth, Upper Mid
5,4   **B(4) (A)**** B(4)**   T=12
        DS= 05%   Jaw, Tongue
5,5   **(A)** (SP 10) **(A)**   T=18
        DS= 55%   Spine
5,6   Graze B

6,1   Graze B   Lower Lip / Snout
6,2   *B(3) *** B(3)*   T=11
        DS= n/a   Teeth, Lower Jaw
6,3   *B(3) **** B(3)*   T=12
        DS= n/a   Teeth, Lower Mid
6,4   **B(3) (A)**** B(3)**   T=14
        DS= 05%   Jaw
6,5   **(A)** (SP 11) **(A)**   T=18
        DS= 45%   Spine
6,6   Graze B

Ab

Bb1
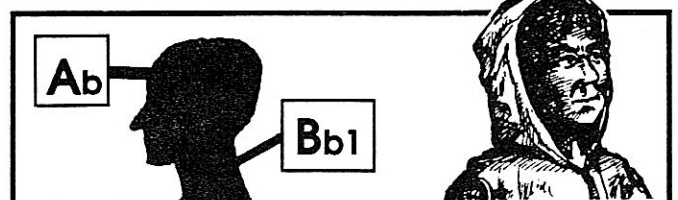
B_b CHEST

1,1	Miss	
1,2	***(A)***(A)***	T=09
	DS= 02% Larynx/Esophagus	
1,3	*** (SP 11) ***	T=19
	DS= 40% Spine, Neck, Front	
1,4	**(A)* (SP 11) ***	T=17
	DS= 45% Spine, Neck, Rear	
1,5	*** *** ***	T=09
	DS= n/a Neck Muscles	
1,6	Graze B	
2,1	Graze B	
2,2	*** B(6) **(A,A)** B(6) ***	T=22
	DS= n/a Clavicle	
2,3	***(A)* (SP 11) *(A)***	T=29
	DS= 40% Spine, Front	
2,4	**** * (SP 11) * ****	T=21
	DS= 45% Spine, Neck, Rear	
2,5	**** **** ****	T=12
	DS= n/a Neck Muscles	
2,6	Graze A	
3,1	Graze A	
3,2	**B(5) (M)**(A) (A)(M)** B(5)**	T=18
	DS= 25% Lungs, Aorta	
3,3	**** (M)(A)****(A) ** (A)(M)** ****	T=16
	DS= 95% Lungs, Heart	
3,4	***(A)* (SP 12) *(A)***	T=20
	DS= 40% Spine, Front	
3,5	**** B(4)* (SP 12) * B(4) ****	T=30
	DS= 45% Spine, Rear	
3,6	**B(5) B(10)** **** ** B(10) B(5)**	T=42
	DS= 45% Shoulder Blades	
4,1	Graze A	
4,2	***(M)** (M)(A)**(A) (M)** B(5)**	
	DS= 40% Lungs, Heart Nick	T=16
4,3	**B(5)(M)** (M)(A)****(A) **(A)(M)** ****	
	DS= 95% Lungs, Heart	T=26
4,4	**** B(5)* (SP 12) * B(5) ****	T=32
	DS= 45% Spine, Front	
4,5	**B(5) B(7)** (SP 12) **B(7) B(5)**	
	DS= 50% Spine, Rear	T=44
4,6	Graze B	

5,1	Graze B	
5,2	***(M) (A)*****(A) B(5)***	T=16
	DS= 50% Liver, Front	
5,3	***B(5)* (M)**(A) (M)*** *B(5)***	T=18
	DS= 65% Stomach, Liver	
5,4	**** B(5) **(M) (SP 12) **(M) ****	T=31
	DS= 50% Lungs, Spine, Front	
5,5	**B(5) B(7)** (SP 12) **B(7) B(5)**	T=32
	DS= 55% Spine, Rear	
5,6	Graze A	
6,1	Graze A	
6,2	**B(5) (M)*****(A) * (M)*****(A) ***	T=21
	DS= 40% Stomach, Liver	
6,3	***B(5)*(M)**(M)****(A)(M)***(A)*B(5)**	
	DS= 65% Lungs, Stomach, Liver T=26	
6,4	*** B(5) (M)**(A) (SP 12) *** (M) ****	
	DS= 45% Lungs, Spine Front T=29	
6,5	**B(5) B(7)** (SP 12) **B(7) B(5)**	
	DS= 50% Spine, Rear	T=32
6,6	Graze B	

C_b ABDOMEN

1,1	Graze B	
1,2	*** (M)********(A) ***	T=14
	DS= 20% Large Intestine	
1,3	**B(4) (M)***(A) (M)*******(A) B(4)**	
	DS= 45% Spleen, Intestine	T=22
1,4	*** **** (SP 12) **** ***	T=26
	DS= 45% Spine, Front	
1,5	** B(4) **(M)**(A) (SP 12) (M)**(A) *****	
	DS= 45% Kidneys, Spine, Rear T=29	
1,6	Graze A	
2,1	Graze A	
2,2	** (M)(A)********(A) **	T=12
	DS= 25% Intestines	
2,3	*** (M)(A)*********(A) ***	T=15
	DS= 25% Intestines	
2,4	** (M)**(A) (M)(A)********(A) (M)**(A) **	
	DS= 15% Colon, Small Intestine T=16	
2,5	**** ** (SP 12) ** ****	T=24
	DS= 23% Spine, Middle	
2,6	Graze B	

3,1   Graze B
3,2   ** (M)(A)*******(A) **   T=11
3,3   *** (M)(A)********(A) ***   T=14
       DS= 25% Intestines
3,4   ** (M)**(A) (M)(A)*******(A) (M)**(A) **
       DS= 25% Colon, Small Intestines T=15
3,5   **** ** (SP 12) ** ****   T=24
       DS= 25% Spine
3,6   Graze A

4,1   Graze A
4,2   ** (M)(A)*****(A) **   T=09
       DS= 15% Colon
4,3   ***B(5)(M)** (M)(A)******(A)(M)**B(5)***
       DS= 15% Colon, Small Intestines   T=26
4,4   ***B(5)(M)** (M)(A)*****(A)(M)** B(5)***
       DS= 15% Colon, Small Intestines   T=25
4,5   **** ** (SP 12) ** ****   T=24
       DS= 15% Spine
4,6   Graze B

5,1   Graze B
5,2   ** (M)(A)****(A) **   T=08
       DS= 10% Colon
5,3   **B(5) (M)** (M)(A)****(A)(M)** B(5)***
       DS= 10% Colon, Small Intestines   T=23
5,4   **B(5)(M)** (M)(A)****(A)(M)** B(5)***
       DS= 10% Colon, Small Intestines   T=23
5,5   *B(5)****(SP 12)****B(5)*   T=32
       DS= 10% Rectum
5,6   Graze A

6,1   Graze A
6,2   **(M) **** (A) **   T=08
       DS= 02%   Genitals
6,3   **** (M) **** (M)****(A) ****   T=16
       DS= 03%   Genitals, Bladder
6,4   **** B(6) (M) ***(A)*** ****   T=20
       DS= 05%   Duodenum
6,5   *** B(5) (M)*****(A) B(4) B(5) ***
       DS= 03%   Rectum, Tail Bone   T=25
6,6   Graze B

D_b ARM

Use the general arm table D from 2,1 to
5,6. For 1,1 to 1,6 and 6,1 to 6,6 see below.

B_c SHOULDER

1,1   Graze B
1,2   **B(8)*B(6) -
       Use Chest, Side 1,2 From Here Inwards
1,3   **B(9)*B(6) -
       Use Chest, Side 1,3 From Here Inwards
1,4   **B(4)*B(7)*B(6) -
       Use Chest, Side 1,4 From Here Inwards
1,5   Graze B
       Use Chest, Side 1,5 From Here Inwards
1,6   Graze A
       With a 5% chance of a painful chip of bone
       knocked from the spine.

G_c WRIST

6,1   Graze A
6,2   Graze B
6,3   *B(5)*B(4)*   Radius/Ulna T=12
6,4   **(A)*B(6)B(5)**   Radius/Ulna T=18
6,5   *(A)*B(6)*(A)*B(5)*   Radius/Ulna T=16
6,6   Graze B,
       (Make an artery check twice at a -1 modifier)

E_b LEG

Use the general leg table E from 2,1 to 5,6

A_c PELVIS AREA / LEG SOCKET

1,1   Graze A
1,2   ***B(7)*   See Abdomen Table 6,2
1,3   ***B(9)*   See Abdomen Table 6,3
1,4   ***B(7)*   See Abdomen Table 6,3
1,5   Graze B   Buttocks
1,6   Graze B   Buttocks

E_c ANKLE AREA

6,1   Graze A
6,2   **B(15)(A)*   See Leg Table 6,2
6,3   **B(15))*   See Leg Table 6,3
6,4   **B(12)*   See Leg Table 6,4
6,5   Graze B   Tendon
6,6   Graze B

GF HANDS / FEET / TAIL

Use general HAND or FOOT tables.
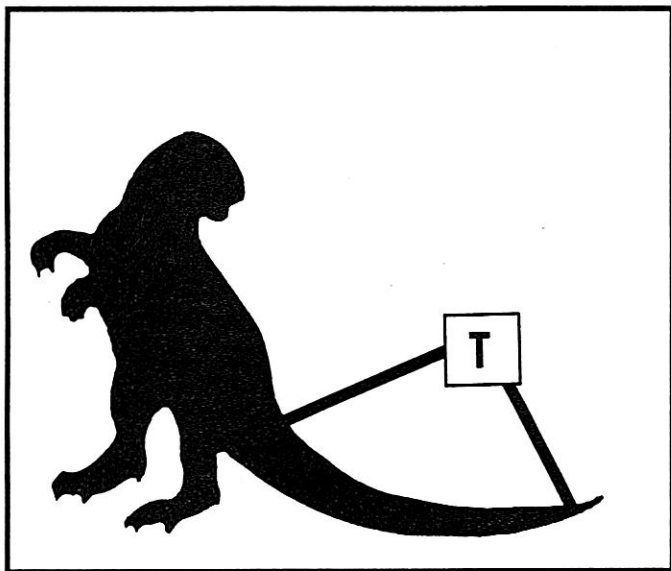
OPTIONAL TAIL HITS

For any reasons you might need a tail hit chart, use the following. Because of the wide variety of tail types, use this generalized table. Remember, Hits on tails that penetrate will continue into legs or lower back in most cases. For just tissue hits in the tail area, just generalize about an inch of solid muscle tissue stops a point of penetration

T   TAIL STRUCTURE HITS

01	Graze A
02	Tissue Hit Only
03	Bone Hit of General Type
04	Tissue Hit Only, Check for Artery hit.
05	Tissue Hit Only
06	Graze B

OPTIONAL BONE DAMAGE

The following can be used as an optional damage chart for projectile/bone hits. This can also be used with impact damage or for bone breakage.

BONE BREAKAGE / DAMAGE

01-05   NO BREAK
Clean Hit, reduce damage penetration by 4 points from this point inward.

06-09   BONE FRACTURES
Bone Fractures, add d4 points to the WBD or final body damage. This extra damage does not add to the penetration power of the projectile.

10   BONE SPLINTERS
Bone Splinters, add d6+1 points to the final damage. This does not add to the penetration of the projectile.

ARTERY DAMAGE

This is the optional chance of arterial damage and blood loss caused by a projectile or blade strike.

01-07   CLEAN HIT
No damage to arteries or veins, no bloodloss.

08-09   ARTERY NICK
Artery Nick. Artery or Major Vein damage adds one point of damage per minute until stopped by medical aid.

10   ARTERY SEVER
Artery Severed. A sever adds d6 points of damage per minute until stopped by medical aid.

AREA MODIFIERS
FOR ARTERIAL DAMAGE

Arterial damage for some areas is far more critical than others. Check the table below for a result modifier on the table above.

Brain	+2	Heart	+4
Stomach	+d4	Intestine	+d4
Spleen	+2	Lungs	+1
Kidneys	+1	Arm Sever	+3
Liver	+2	Colon	+1
Foot Sever	+4	Leg Sever	+5

LIMB SEVERING

Crush Sever, Any Limb	- 1
Blast Sever, Any Limb	+1
Slice Sever, Any Limb	+3

SPINAL DAMAGE

Spinal wounds are the second most crippling form of damage a character can take. These are optional tables for realism.

01-04   GRAZE
Graze on spine. Adds d6 points of damage to the WBD result. Does not increase the penetration of projectile.

05-06   HEAVY GRAZE
Adds 2d6 on the final WBD result with an additional 04% chance of a Death Shock.

07-08   DIRECT HIT
Direct Hit. Roll a second Death Shock percentage over 25% on a d100 for character survival. Add 2d10 to the final WBD damage total. Roll a 40% chance of the victim being paralyzed below the point of impact.

09   INTERVERTEBRAL DISC HIT
Hit on disc between vertebrae. Roll for a second Death Shock percentage over 40% for character survival. Add 2d10 to the final WBD damage. Roll a 70% chance of the victim will be paralyzed below the point of impact.

10   SPINAL SHATTER
Spine Shattered. Roll a second chance of Death Shock over 60% for the character survival. Add 3d10 to the final damage. Roll a 90% chance of paralyzation below the point of impact.

SPINAL SEVER

These are the wounds that directly damage the nerve cord in the back. These can be by bone breakage, projectile penetration, or crushing of the spinal cord, disks, or vertebrae. With traumatic damage, the areas below the damage are generally paralyzed or functionally retarded. The table below can be used for generalizations.

SPINAL DAMAGE TO SPECIFIC AREA

01-10 Arm
11-25 Arm, Chest
26-50 Arm, Chest, Leg
51-70 Entire Side, Below Wound
76-95 Both Sides, Below Wound
96-98 Both Sides, Below Wound, with a 20% chance of a Death Shock.
99-00 Both Sides, Below Wound, with a 40% chance of a Death Shock.

GRAZES

Grazes are minor structural damage, (WBD) Whole Body Damage, equal to:

GRAZE TYPE		EXAMPLE
A	d6 Extra (WBD) Damage	Minor cut
B	2d6 Extra (WBD) Damage	Serious cut

ALIEN BODY STRUCTURES

Alien body structure is based on the general human table with skin, tissue, and bone modifications. Under many circumstances human body structure will also vary widely. Below are general guidelines.

FAT

Add one point of tissue for every inch of body fat in excess of 1 inch in general thickness.

LARGE BONE STRUCTURE

Add one point of bone value per (.50) inch of additional bone.

SKIN STRUCTURE

See the Armor Section Pg. 138 for general equivalency.

OPTIONAL WOUND SHOCK

As a character takes specific area Hit Point damage or WBD, he or she suffers the possibility of wound shock that may become a Death Shock.

REMEMBER

01 Break hit points into 25%,50%,75%,and 100%.
02 Index the total amount of damage taken.
03 If the damage, WBD, is just over that fraction of the characters HPT he or she has that percentage to go into shock. Roll a d100 over this number to avoid shock. If the roll fails and the character goes into shock, index the damage percentage to the areas below and check for the chance of Incapacitation (IN-CAP), Unconsciousness (UNCON) and the chance of Desth Shock.
04 Incapacitation reduces all physical statistics use by half and makes the character dependent on others for movement or rescue.
05 Generally the Vital Area table is most commonly used. Unless the GM warrants, the specific head or extremity tables are not used.

% TOTAL WBD LOST	CHANCE INCAP	CHANCE UNCON	DEATH SHOCK

BRAIN AREA

Graze	-	-	-
01-25%	20%	25%	05%
26-50%	50%	50%	25%
51-75%	75%	70%	50%
76-99%	98%	98%	70%

VITAL AREA (Chest, Abdomen, General)

Graze	-	-	-
01-25%	10%	20%	05%
26-50%	25%	40%	20%
51-75%	75%	60%	30%
76-99%	95%	70%	50%

EXTREMITY (Arm, Leg)

Graze	-	-	-
01-25%	05%	-	-
26-50%	10%	20%	05%
51-75%	20%	30%	10%
76-98%	40%	50%	15%

FAR EXTREMITY (Hand, Foot)

Graze	-	-	-
01-25%	-	-	-
26-50%	05%	-	-
51-75%	10%	05%	-
76-98%	15%	10%	05%

BLAST STUN

Blast affects exposed body areas as Whole Body Damage (WBD) with the chance of stun and shock indexed from the body's least protected or exposed areas.

Remember that 60 points of damage to an area that can

only take 30 points only can do a maximum of 30 points WBD. Body areas hit with double their rating for traumatic damage are removed by blast or critical damage at the GM's decision. Be very reasonable in your decisions.

GM'S NOTES

As a general rule, when dealing with blast and characters, only blow them to kibbles when the total amount of WBD taken is 4x their total HPT score. This general guideline may also be used for limbs.

NEAR BLAST STUN

Most close detonations will have the effect of causing the character to lose (d4x .50) actions and suffer a 40% chance of a d10 hour hearing loss of d100% of hearing.

INCAPACITATION

Related to wound shock, stun or incapacitation is another side effect of damage. Either use the table for Coshing on page 108 or check the following for stun intensity and length.

OPTIONAL STUN REDUCTIONS

Incapacitation reduces action and skill use. The following are modifiers for types of resulting stuns. These stuns are temporary in nature and recoverable quickly after the Length of Stun time has expired.

	LENGTH OF STUN	REDUCE SKILL USE	REDUCE PHYSICAL STATS
FAST:	d10 s	n/a	n/a
LIGHT:	2d10 s	n/a	25%
MEDIUM:	d10 m	25%	50%
HEAVY:	2d10 m	50%	75%
HARD:	3d10 m	75%	95%

BRAIN AREA

PERCENTAGE WBD DAMAGE	TYPE OF STUN
Graze	Light
01-25%	Medium
26-50%	Heavy
51-75%	Hard
76-98%	Hard

VITAL AREA
(Chest, Abdomen, General)

PERCENTAGE WBD DAMAGE	TYPE OF STUN
Graze	Fast
01-25%	Light
26-50%	Medium
51-75%	Heavy
76-98%	Hard

EXTREMITY (Arm, Leg)

PERCENTAGE WBD DAMAGE	TYPE OF STUN
Graze	Fast
01-25%	Fast
26-50%	Light
51-75%	Medium
76-98%	Heavy

FAR EXTREMITY (Hands, Feet)

PERCENTAGE WBD DAMAGE	TYPE OF STUN
Graze	-
01-25%	-
26-50%	Fast
51-75%	Light
76-98%	Medium

REMEMBER

01 Fast and Light stuns are more an action penalty than the character actually falling unconscious.
02 Use of realistic Stun and Shock is always a GM option.

The Ed Powers Story

Powers and DeAngelo are caught in an old stone fort when raiders attack. A ripping explosion demolishes the wall behind them. Powers takes a good wallop of blast shock. DeAngelo takes blast shock and a sharp shard of stone shrapnel in the chest.

The GM uses the Vital Area table for general blast effects over the body.

Powers was best protected and only takes 23 points of damage. He has 77 HPT to start. Ed has taken just under 33% of his HPT. The GM rates it down to 25% for easy use. If the player rolls under a 25 on a d100, Powers will go into shock. Luckily an 89 is rolled and the explorer is medium stunned for a minute or three.

DeAngelo has a real problem. He's got a sliver of steel embedded in his chest and is lucky it didn't kill him. The damage from the fragment was 16 points (maximum points for that area) as it lodged in his Chest 4,2 or lower left lung. He doesn't have an artery sever and the wound, which has a flat 20% chance to kill, didn't.

Along with the wound damage, he took 35 points of blast bringing his total damage up to 51 points. As he only had 55 HPT points the GM rates his shock percentage to 95% DeAngelo goes into shock when a 33 is rolled on a d100. He has a 95% chance of incapacitation, a 70% chance of being unconscious, and a 50% chance of one of his hearts stopping.

While failing rolls for consciousness and function, he does, by some miracle, survive the Death Shock roll.

Powers decides he's done being a peaceful researcher, as he draws his Ingram, and sights on a rag-tag intruder.

"This is for the other team you turned into hamburger!" said Ed as he squeezed the trigger.

The gun clicked twice, jammed.

ARMOR

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

In Fringeworthy, all armor reduces the penetration of damage from projectile and physical assault.

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 / CODES

EN: Energy, Laser   PU: Puncture / Stab
BI: Bite   BL: Blade Weapon
CL: Claw   FA: Firearms
EX: Explosion / Blast
LV: Low Velocity Impact (Punch, Kick, Thrown Objects etc.)

GUIDELINES

01   Armor may be layered for general use. See the next column for a general example of a character's armor.
02   Most armor thickness is rated in (.25) or a quarter of an inch. Use realism when creating armor or layering it.
03   Metals and Ballistic cloth are rated at (.12) or an eighth of an inch.
04   The numbers below are the damage stopping power of the material in question.

ARMOR RELATED MODIFIERS

-AGL   The character's loss of Agility because of the bulk of the armor worn.
-ACC   The character's loss of Accuracy during weapons fire during movement.

ARMOR	EN	BI	CL	PU	BL	FA	LV	EX	-AGL	-ACC
Bare Skin	0	0	0	0	0	0	0	0	0	0
Fabric	01	01	02	01	0	0	01	02	0	0
Heavy Fabric	02	03	03	01	02	01	02	04	0	0
Padded Fabric	05	04	04	02	03	02	04	06	-01	0
LEATHERS										
Leather	03	03	05	03	03	01	03	05	0	0
Heavy Leather	04	05	07	04	05	02	05	07	-01	0
Hardened Leather	05	07	09	06	06	03	06	09	-02	0
PLASTIC										
Thin Plastic	05	04	07	05	05	01	04	07	-01	0
Plastic Chainmail	05	06	05	04	08	01	03	03	0	0
Plastic Plate	07	08	09	07	10	04	08	10	-01	-01
Carbon Filament	09	10	12	09	12	04	10	15	-01	0
Anti-Laser	25	04	07	05	05	01	04	06	-01	0
Anti-Blaster	06	07	08	06	09	03	07	05	-01	0
METAL										
Light Metal	12	14	16	10	14	02	15	10	-01	-01
Metal Chain	14	16	18	12	16	02	17	07	-02	-01
Metal Plate	16	18	20	16	18	06	21	15	-03	-02
Armored Alloy	18	20	22	18	20	10	25	20	-04	-02
BALLISTIC / ARAMID FIBER										
Cloth	07	08	06	04	12	16	10	07	0	0
Layered	12	15	17	16	15	21	15	10	-01	-01
Layered w/Metal	14	16	18	18	18	19	22	15	-02	-01
PROTECTIVE SUITS										
Minimal	06	05	08	06	06	01	03	05	-01	0
Light	08	07	10	08	08	02	06	07	-01	-01
Medium	10	09	12	10	10	02	09	10	-02	-02
Heavy	13	12	15	13	13	12	10	15	-03	-03
Vac Suit	18	17	20	18	18	29	18	20	-04	-04
Heavy Vac Suit	23	22	25	23	23	30	22	25	-04	-05
NATURAL ARMOR										
Light Hide	01	01	02	01	01	01	0	01	0	0
Heavy Hide	02	02	02	04	02	02	01	02	0	0
Chitin	04	02	03	05	03	01	04	06	-01	-01
Stony Hide	05	03	05	07	04	01	06	08	0	-01
Bone	06	04	07	09	05	01	07	10	-01	-01
Fur Layer	03	02	03	01	02	01	02	0	0	0
Dense Fur	06	04	05	02	03	02	04	04	-01	-01
Soft Wood	04	06	08	05	07	02	04	04	-01	-01
Hard Wood	06	08	10	07	09	03	08	08	-01	-01

ARMOR MAPPING

This is an example of armor mapping for characters in combat situations. Armor will reduce damage up to the value of the armor indexed by the type of attack.

EXAMPLE

Ballistic Cloth Hat & Sunglasses

Ballistic Cloth Shirt

Ballistic IDET Jacket
(Not Shown)

Balliatic Cloth Shorts

Fabric Socks

IDET Boots

ACCURACY MODIFIER
   +0
AGILITY MODIFIER
   +0
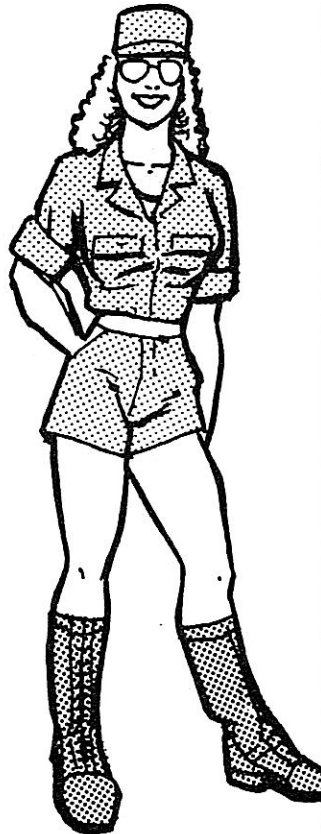
LOGIC IN ARMOR

The first illustration shows a normal spread of armor value on general street clothes. The second shows general combat armor for a rough situation where bullets might fly.

The Ed Powers Story

Near dark, Ed Powers slips out of a warp. This is an Alternate Earth, an 1850's America still sparcely populated and the home of a large number of Indians. As he heads to a hill that overlooks a small settlement, he's spotted by a war party of Comanche.

Casually, Shoots Iron Horse and Sleeps Like Buffalo both take aim with flintlock rifles. Both put a shot into the close form of Powers.

The first shot misses as Ed realizes what the popping sound was. The second shot strikes him directly in the heart.

Ed's jacket, sweater, and shirt each stop one point of the bullet's penetration. The luckless human staggers and falls over backwards with 19 points damage in the heart area.

Little do the raiders know that Powers has begun to wear a double-layered light ballistic cloth vest which stops 32 points of damage.

Though knocked down and out of breath, he is alive and not very happy with the would-be assassins.

The surprised Indians make a quick decision to close on their target and use knives.

ARMOR MAPS

In the rear of the Fringeworthy book you will find photo-copyable sheets for equipment and mapping your character's armor. The sheets may also be used for quick reference for area hit when using the detailed body tables on Pg.126.

HEAVY ARMOR EXAMPLE

Helmet

Ballistic Cloth Shirt

Heavy Ballistic Jacket
(Not Shown)

Light Ballistic Vest

Chronograph Band

Ballistic Cloth Pants

Fabric Socks

Combat Boots

HEAVY ARMOR

In heavy armor the character becomes obvious in the fact he or she is in battle armor or expecting a brawl. This may serve to attract attention from local authorities who wonder why this person is set for a war.

REMEMBER

01   Your mission is to survive.
02   Armor can provide limited protection from many forms of damage.
03   Armor is heavy and will slow you down.
04   Most armor piercing rounds will punch a hole through your armor.
05   A head shot is generally fatal.

FIRST ACTION / WEAPONS

With weapons fire the most often asked question is who fires first in a combat situation. The GM can usually answer this by the position of the character and his preparedness for the action. In problem situations or cases of 'fast draw,' use the following.

First action is the ability to complete an action before another character can accomplish his. Always roll a d10 and add this to your AGL statistic to find who completes this action first. The player with the highest score completes his action first. A tie means both actions happen at the same split second. The GM must carefully consider what the players are attempting to accomplish as this is used. For example, a character that must pull a gun from a holster before firing always looses to a person who is holding a gun. You get the picture. (See Also Time/Motion on Pg. 04)
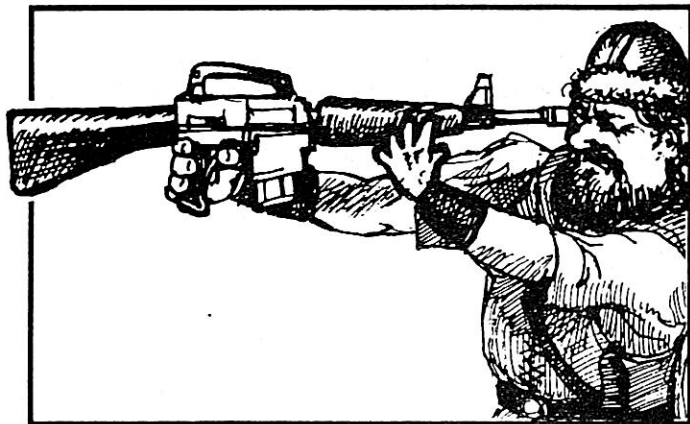
WEAPONS FIRE AND COMBAT

While looking complex, the Tri Tac Weapons System is actually easy and fast. What makes it look hard is the wealth of options you will have to use with the system. Use one or all options to create realism. Two methods are offered.

EASY USE

Your character has an Accuracy score, the ability to hit a target with any general type of firearm. This score ranges from 0 to 20. Roll a d20 under your Accuracy to hit a target. Modify this with the following difficulty ratings.

REMEMBER
01 Index your Accuracy to the Number Breakdown shot for the number you must roll under for success.

SHOT DIFFICULTY	ACC MODIFIER
SHOT YOU CAN'T MISS	ACC x 1.25
REAL EASY SHOT	ACC x 1.00
DIFFICULT SHOT	ACC x 0.75
VERY DIFFICULT SHOT	ACC x 0.50
RIDICULOUS SHOT	ACC x 0.25
IMPOSSIBLE SHOT	ACC x 0.12

NUMBER NEEDED TO ROLL UNDER

ACC	x0.12	x0.25	x0.50	x0.75	x1.25
01	1	1	1	1	1
02	1	1	1	1	2
03	1	1	1	2	3
04	1	1	2	3	5
05	1	1	2	3	6
06	1	1	3	4	7
07	1	1	3	5	8
08	1	2	4	6	10
09	1	2	4	6	11
10	1	2	5	7	12
11	1	2	5	8	13
12	1	3	6	9	15
13	1	3	6	9	16
14	1	3	7	10	17
15	1	3	7	11	18
16	2	4	8	12	20
17	2	4	8	12	20
18	2	4	9	13	20
19	2	4	9	14	20
20	2	5	10	15	20

REALISTIC RESOLUTION

This second system works like the first with modifiers for the situation of the attacker and the defender.

REMEMBER
01 Total the modifiers you choose to use. This will give the attacker a + or - number modifier to apply to his or her accuracy.
02 Add this final result to the character's Accuracy. This is the number that must be rolled under on a d20 to hit the target.
03 If the player's d20 roll is below half of what was needed to hit the target, he or she has the choice to call the specific point of the shot.
04 A general hit in an area is checked against the detailed body tables for specific location.

The Ed Powers Story

Too late the Indians realizes they have made a fatal mistake as Ed Powers points his Ingram between Sleeps Like Buffalo's eyes and tells him to drop his rifle or look for his head in the next canyon.

Being zealous, but not too bright in the Wisdom department, Shoots Iron Horse makes a fast move with his knife in the hopes of catching Powers off guard.

This is the stunt Ed expected the Indian to perform as he pulls the trigger on the Ingram.

MODIFIERS		
	Size / Speed	+2
	Movement	+2
	Weapon Modifier	+2
	Total	**+6**

There is a +6 on Ed's ability to hit the attacking war party. He fires twice.

With an Accuracy of 12, he now needs an 18 or below on a d20 roll to hit. A 19 results from the first roll and the shot is a close miss. The second shot hits when a 5 is rolled, grazing the Indian in the shoulder as Powers intended. With a resounding scream, the adversary is spun and falls on his rump.

ED'S SHOT BREAKDOWN

01	02	03	04	05	06	07	08	09	10

11	12	13	14	15	16	17	18	19	20

Hit in Specific Area Aimed At

Hit in Random Area Aimed At

Miss
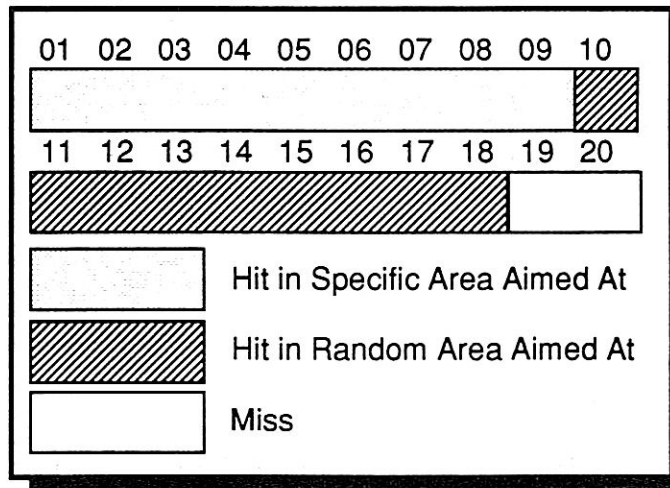
MULTIPLE HITS

Before we begin to cover optional modifiers, you need to learn the automatic weapons fire procedure. This table is useful for many weapons, from automatic weapons to grenade fragments and shotgun pellet strikes.

REMEMBER
01 Roll under your accuracy to hit the target.
02 Total all modifiers for range, size, recoil, and target spread.
03 Roll a d100 and add this modifier to the result.
04 Index the number of shots fired in the burst and the result from step 3 above. The indexed results gives you the number of shots that hit the target.
05 All shots hit the target if a 01 is rolled or the target is at PB range, prone, under the gun of the attacker.

RANGE MODIFIER
Point Blank	+25
Very Short	+15
Short	+10
Medium	+05
Long	+0
Extreme	-10

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

RECOIL MODIFIER
No Recoil	+0
Light Recoil	-05
Heavy Recoil	-10

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

ATTACKER MOTION
Still	+0
Slow	-05
Medium	-10
Fast	-15

TARGET MOTION
Still	+15
Slow	+10
Medium	+05
Fast	+0

GM'S NOTES

This table should cover most common weapons with automatic fire capabilities. For bursts over 40 rounds index the table again to find the additional amount you need.

The Ed Powers Story

Seeing a second raider take a bead on Ed Powers, Dave pulls the M-16 from his back and fires a burst of 20 rounds.

MODIFIERS		
	Medium Range	+05
	Large Size	+15
	Light Recoil	+0
	Total	**+20**

A d100 is rolled and the +20 is added to the result of 70. Indexing the 90 to the 20 rounds burst column gives the result of 12. Sleeps Like Buffalo is hit by 12 rounds from the gun.

As Ed Powers sizes up the situation, he quickly raises his Ingram and fires at Dave's Opponent. Realizing his mistake, he sees the first raider pull out an axe and take aim. He pulls the trigger and realizes the Ingrams jammed.

"Down!" Dave yells, as he begins to dump his clip at Shoots Iron Horse.

As dawn breaks, they head back to the warp.

"Tough Night?" inquires Dave.

> "This isn't in the training manual!"
> **Ed Powers**

> "Alternate Earths got Bars!"
> **David Lexor**

NUMBER OF ROUNDS FIRED / AUTOMATIC WEAPON

d100	05-06	07-08	09-10	11-12	13-15	16-20	21-25	26-30	31-35	36-40
01-05	1	1	1	1	1	1	2	3	4	5
06-10	1	1	2	2	2	2	3	4	5	6
11-15	1	1	2	2	3	3	4	5	6	6
16-20	1	1	3	3	4	4	5	5	6	7
21-25	1	2	3	3	4	5	5	6	7	7
26-30	2	2	4	4	5	5	6	7	7	8
31-35	2	2	4	4	5	6	6	7	8	8
36-40	2	2	4	5	6	6	7	8	8	9
41-45	2	3	5	6	6	7	7	8	9	9
46-50	2	3	5	6	7	7	8	9	9	10
51-55	3	3	5	6	7	8	8	9	11	11
56-60	3	4	6	7	8	8	9	9	11	12
61-65	3	4	6	7	8	9	9	10	11	13
66-70	3	4	6	8	9	9	10	11	13	15
71-75	3	5	7	8	9	10	11	13	15	17
76-80	4	5	7	9	10	11	12	16	18	19
81-85	4	5	7	9	10	12	13	19	21	23
86-90	4	6	8	10	11	12	14	22	24	26
91-95	4	6	8	10	12	13	15	24	26	28
96-00+	5	7	9	11	13	16	20	24	29	35

OPTIONAL ACCURACY MODIFIERS

The next section deals with more Accuracy and Combat Modifiers than you've probably ever seen. These are for use where needed by player or GM. This entire area is optional for use. To start there are five main modifiers.

01 SIZE / SPEED
02 RANGE OF THE TARGET
03 ATTACKER / DEFENDER MOVEMENT
04 EQUIPMENT BONUS
05 UNUSUAL SITUATION MODIFIERS

REMEMBER

01 All attacker / defender modifiers are combined to form a single Accuracy Modifier.
02 These modifiers can be used on any of the following types of combat.
     A Bows
     B Thrown / Grenade Weapons
     C Firearms / Lasers / Launchers
     D Thrown Edged Weapons

SIZE / SPEED MODIFIER

Index the size of the target to the general speed of the target for a modifier.

SIZE	TYPE	EXAMPLE
VSM	Very Small	Size of a Rat
SMA	Small	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	01	Ft. Per Action
SLO	Slow	02	Ft. Per Action
MED	Medium	05	Ft. Per Action
FST	Fast	10	Ft. Per Action
VFS	Very Fast	20	Ft. Per Action
LFS	Lightning Fast	40	Ft. 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

RANGE

Each weapon has a modifier to hit a target by range. These inherent modifiers differ with style of weapon and manufacture. See the highlighted area below.

RIFLE Semi-Auto   "AR-7"

ROF	1or2	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+0	+2	+3	-1	-2	-4

CAP	8	WTE	2.0	EFFECTIVE		EX+
CIR	1965	MIS	1%d	3d		1d
HSM	—	KDM	—	SPC (gij)		EF=05

This light weight survival weapon can be dismantled and stored in its own stock. It floats. (*.22 Long Rifle*)

EXAMPLE		DISTANCE	
PB	Point Blank	0001-0005	Ft. to Target
VS	Very Short	0006-0025	Ft. to Target
SH	Short	0026-0100	Ft. to Target
ME	Medium	0101-0500	Ft. to Target
LO	Long	0501-1000	Ft. to Target
EX	Extreme	1001+	Ft. to Target

MOVEMENT

Index the Attacker's (**AT**) and Defender's movement rates for the movement modifier.

RATE			
	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	

AT	**DEFENDER** A	B	C	D	E	F	G	H	I	J
A	+03	+02	+01	+0	-01	-02	-03	-04	-05	-06
B	+02	+01	+0	-01	-02	-03	-04	-05	-06	-07
C	+01	+0	-01	-02	-03	-04	-05	-06	-07	-08
D	+0	-01	-02	-03	-04	-05	-06	-07	-08	-09
E	-01	-02	-03	-04	-05	-06	-07	-08	-09	-10
F	-02	-03	-04	-05	-06	-07	-08	-09	-10	-11
G	-03	-04	-05	-06	-07	-08	-09	-10	-11	-12
H	-08	-09	-10	-11	-12	-13	-14	-15	-16	-17
I	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19
J	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21

WILD DODGE / EVASION NOTES

Any character attempting to dodge wildly has the chance of falling. Roll a d20 under your Agility to avoid this possibility. If the roll fails then roll a d100 an the table below.

01-50   NO PROBLEM
With this type of stumble the character immediately regains his or her balance with no action recovery needed.

51-95   STUMBLE BADLY
Takes 2 actions (4 seconds) to recover from this near fall.

96-00   FALL
Take a dive and spend 6 actions recovering to gain your feet again.

SPECIAL EQUIPMENT

Target Sighting Devices are any special optional equipment that improves the attacker's chance of hitting a target over short or longer ranges.

TYPE OF WEAPON

H	= Handgun	R	= Rifle/Assault Rifle
S	= Shotgun	M	= Machine Gun
L	= Laser Pistol	E	= Laser Rifle
P	= Energy, Hand	B	= Energy, Rifle

DEVICE	MODIFIER	*USE ON WEAPON*							
Optic Scope	+02	H	R	—	M	L	E	—	—
Electronic Scope	+04	—	R	—	M	—	—	—	—
Laser Dot Sight	+06	H	R	S	M	L	E	P	B
Radar Lock On	+07	—	R	—	—	—	E	—	—
Quick Point Sight	+01	H	R	S	M	L	E	P	B
Still Stand, Bipod	+02	—	R	S	M	—	E	—	—
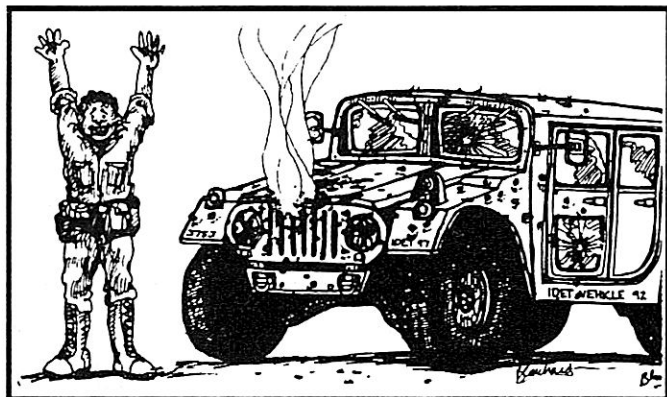
OPTIONAL
SPECIAL SITUATION MODIFIERS

These are the optional modifiers used for special conditions of weather and target motion.

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, Wide Spaced	-01
Trees, Light Forest	-01
Trees, Heavy Forest	-02
Trees, Coniferous	-03
Tundra	n/a

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, Light	-02
Smog, Heavy	-03
Snow, Dry	-01
Snow, Wet	-02
Snow, Heavy	-03
Snow, Blizzard	-06
Sunny, Clear	n/a
Sunny, Hazy	-01
Water, Clear, (Target Submerged)	-02
Water, Murky, (Target Submerged)	-04
Wind	-01
Wind, High	-03
Wind, Hurricane	-07
Sand, Windblown (No Eye Protection)	-06
Sand, Windblown (Eye Protection)	-03
Smoke	-02
Smoke, Dense	-06
Smoke, Dense, & High Heat	-10

CITIES

Close Buildings	-01
Cobblestones	-01
Falling Target	-04
Jumping Target	-04
Target Recovering From Fall	+02
Ladder / Rope (Climbing)	-02
Ladder / Rope (Descending)	-04
Rope, Swinging	-06
Night, Overcast	-12
Roof, Minor Incline	-02
Roof, Major Incline	-04
Rubbish, Low	-03
Rubbish, High	-05
Steps	-02
Steps Narrow	-03
Swimming	-03
Moonlight, Clear / Bright	-03
Moonlight, Shadowy	-06
Dawn / Dusk	-03
Water, Waist Deep	-01
Crowd, Light	-03
Crowd, Dense	-06
Crowd, Panic	-12

VEHICLES

Fast Moving (Target Inside)	-04
Slow Moving (Target Inside)	-02
Fast Moving (Attacker Inside)	-04
Slow Moving (Attacker Inside)	-02
Dirt Road	-01
Rough Road	-03
Cratered Road	-06
Heavy Truck	-01
Motorcycle	-03

DEFLECTION OPTION

DEF is the accuracy modifier to punch through a substance to hit a target behind. This is only the Accuracy modifier and not the penetration energy needed to damage or destroy the target.

The Blast listing is the general number of points of explosive energy needed to destroy a quarter inch of the listed common building material. (See also Pg. 109)

MATERIAL	DEF	BLAST
Ordinary Glass	-01	05
Double Strength Glass	-02	10
Reinforced Glass	-03	20
Bulletproof Glass	-04	15
Plexiglass	-01	10
Bulletproof Plastic	-06	25
Vehicle Windshield	-02	18
Vehicle Side Windows	-01	13
Soft Wood	-01	10
Hard Wood	-02	15
Loose Earth	-02	25
Packed Earth	-04	45
Sand	-02	30
Plasterboard	-02	04
Concrete	-06	20
Hollow Block	-04	15
Brick	-04	20
Stone	-08	35
Light Metal	-02	15
Metal Plate	-04	45
Armored Alloy	-06	95

WEAPONS SKILL

Per Every 3 Levels of Skill With Specific Weapon	+01
Very Careful Aiming (4 Actions)	+02

SPECIFIC SHOT MODIFIERS

Use these modifiers for a target at Extreme 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 ANIMALS

This set of modifiers covers characters on horseback or using weapons from moving wagons or other unstable platforms. First index the general riding ability of the attacker.

E   EXCELLENT
    Horseback Riding Skill Level 11+
G   GOOD
    Horseback Riding Skill Level 06-10
P   POOR
    Horseback Riding Skill Level 01-05
W   Firing From Flatbed Wagon
C   Firing from Coach

QUADRUPED

PACE	E	G	P	W	C
Walking	—	-01	-02	-02	-02
Canter	-02	-03	-04	-03	-02
Gallop	-03	-05	-07	-04	-03
Run	-04	-09	-09	-05	-04
Trot	-05	-09	-12	-06	-05

> "I'd prefer a BMW!"
>
> *Ed Powers*

UNISS TM 9-1005-213-25
EZ-ASSEMBLY GUIDE
.50 Cal Machine Gun
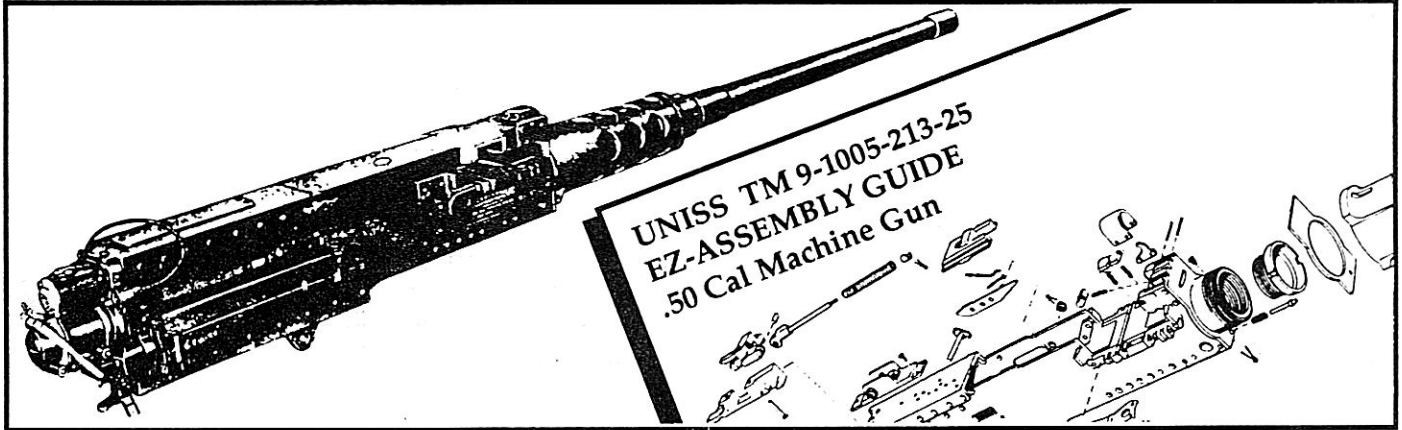
WEAPONS CODES

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: 1 to 3 See CYC for automatic weapons Rate of Fire.

Special Note
'OR' or 'TO' RATE of FIRE

When Rate of Fire (ROF) has the word "or", the weapon has a burst control that limits the number of rounds fired to the second number. The word "to" indicates no burst control; the weapon will continue to fire until the trigger is released. The second number is considered to be a short burst, the user's general choice of the number of rounds fired. However, any number of rounds up to the Cyclic Rate, (CYC) can be fired in one action. Assault rifles, sub - machine guns, and machine guns are called "selective fire" when the safety switch positions of safe, semi-, and full-automatic are possible. Weapons that are fully automatic only have positions of safe and full-auto.

ROL

Rate of Load is a weapons reload time. This load time is in actions. (2 seconds = 1 action)(See Also Pg. 146)

Special Notes
REVOLVERS

All double-action revolvers have a rate of load (ROL) of B x capacity (CAP) when using loose ammunition. This can be improved by use of a speed loader. See special (a) Pg. 146.

CAP

Capacity is the number of rounds a weapon can hold.

CIR

The year of a weapon's introduction.

Special Notes
THE +1 CAPACITY

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

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. (See Also Pg. 147)

Special Notes
INTERCHANGEABLE 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 is due to differences between the individual weapons. Example (*.45 ACP*)

DICE OF DAMAGE

The numbers listed under each weapon's range modifiers are the number of "dice" of damage the weapon does at that general range. Use round damage multiplied by the number of dice listed or a simple 10 sided die to make things easy.

Range Accuracy Modifier →	PB	VS	SH	ME	LO	EX
	+4	+3	+2	0	-2	-6

DICE OF DAMAGE	
EFFECTIVE	EX+
5d	2d

Number of Dice of Damage by 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 firings and the table to index the result of misfire.

KDM

The Knockdown modifier is a bonus for "stopping" or knocking down a generally man-sized target.

SPC

Specials are the general information and small idiosyncrasies of listed weapons.

EFFECTIVE

The "Effective Range" is the average damage modifier at which a weapon may be held and fired with a reasonable chance of hitting a man sized target, unless modified by equipment or situation modifiers.

EX

The "EXTREME Range" is the extreme range accuracy modifier for hitting a man-sized target.

EF=

The Morrow Project™ E factor. Special thanks to Nic Voss of Timeline LTD for granting use of this.

LOAD TIMES

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 BARREL RELOADING

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.

WEAPON 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 hours or found in supply dumps in empty worlds.
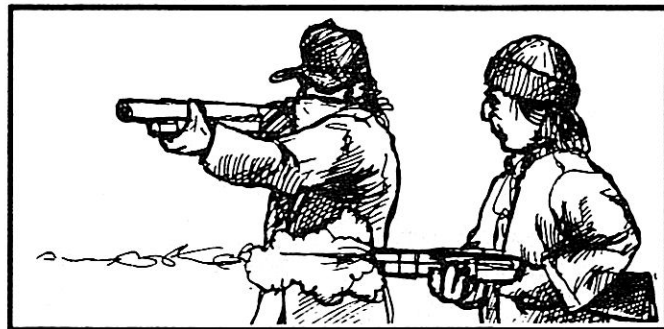
SPEEDLOADER

a Speedloader for revolvers. ROL = B x CAP. Speed loaders change ROL to B x 2.

SILENCER

b Accessory silencer decreases noise. Shot can be heard within 20 feet outdoors but not outside a closed room.

CONCEALMENT

c Weapon concealable in normal holster.
h Weapon concealable in special holster or under jacket or bulky clothing only.
i Weapon is only concealable in brief case, tool box, musical instrument case, small suitcase, etc.
o Concealable in a large suitcase or guitar case.
p Concealable in pocket.

RECOIL

d Modest recoil, minimum strength 5.
e Sharp recoil, minimum strength 10.
f Heavy recoil, minimum strength 15.

Note: shooter takes one point WBD damage for each point under the minimum strength necessary. This can result in loss of balance or broken bones in extreme cases. Roll under the player character's Agility on a d20 when firing weapons with a heavy recoil to avoid losing balance and taking damage.

SCOPE

j Scope. (If used on handguns add special type **h**).

HANDGRIPS

k Target handgrips give +1 to hit at short and medium.
l Combat handgrips give a +1 to hit at point blank and very short ranges.
m Bipod. A two-legged rest for a firearm that steadies the weapon for more accurate shooting.
n Folding or collapsing stock. (If used add special type **o** above).

SHOTGUN CHOKE

q Removable Choke. This is a replaceable device which changes the shape of the barrel constriction and shot pattern. (See Also Shotguns Pg. 155)
r Adjustable Choke. Like (q) but easily adjustable with a twist of the choke.
s Rapid Burst. Roll to hit (under ACC) once for all shots fired.
t Bullet Tumbles. Use HSM modifier.

ROUND TYPE & DICE FOR DAMAGE

To find the damage your weapon does look under the Effective or Extreme listing and index the number of dice. You can do this two ways.

METHOD 1

Use d10's for all damage / round types.

EXAMPLE

An H&K G-11 does 4d or 4 dice of damage per bullet that hits. Using the easy method 4 d10's are rolled for a result of damage between 4 and 40 points.

OPTIONAL METHOD 2

Index the specific type of ammunition you are using.

EXAMPLE

An H&K G-11 does 4d or 4 dice of damage per bullet that hits. Using ammunition F indexes type of modified dice to use. In this case it's a d8 +2. Four of these are rolled 4 (d8+2) to give you a damage range between (12 and 40).

22 Caliber

7.62 x 39

30 Caliber

40 MM XM

50 Caliber

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	—
C	Conical Bullet	D	d6 +1	—	—
D	Flat Point	E	d4 +1	+2	+1
E	Hollow Point	—	d6	+3	+1
JACKETED PROJECTILES					
F	Full Jacket, Round / Pointed Nose	F	d8 +2	—	—
G	Tracer (add d6 burn)	F1	d8 +1	—	—
H	Armor Piercing	F2	d8 +3	—	—
I	Armor Piercing (Pointed)		d8 +6	—	+2
J	Flat Point	P	d8 +2	+1	—
K	Air Space Point	O	d6 +2	+2	—
L	ASP Tracer (+d6 burn)	01	d6 +1	+2	—
M	Soft Point	H	d6 +2	+2	—
N	Protected Soft Point	—	d6 +3	+2	—
O	Flat Soft Point	—	d6 +2	+3	+1
P	Hollow Point	G	d6 +1	+3	+1
Q	Pointed Hollow Point	—	d6 +2	+3	—
OTHER 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	—	—
V	Dart	J	(See V under Pistols Pg. 150)		
W	Stun Bullets	R	d4 -2	—	+4
X	Depleted Uranium	U	d12 +6	+2	+3
Y	Tagging (paint pellet)	K	1 pt.	—	—
PRE FRAGMENTED ROUND					
Z	Glazer Safety Slug	—	d6 +4	+4	+4
	2d6 straight penetration, then add the result of the dice of damage as WBD.				
STUN ROUNDS					
SR	Rubber Bullet	—	d4	—	+4
SRb	Rubber Bullet 37mm	—	d4	—	+8

IT'S MELLOR TIME!

MISFIRE CODES

TYPE B	**FOR BLACK POWDER WEAPONS**
01-75	Hangfire (d6 +1 actions until it fires)
76-95	Mechanical Break or Jam of Weapon
96-98	Weapon Explodes (A)
99-00	Weapon Explodes (B)

TYPE D	**FOR CARTRIDGE WEAPON**
01-75	Cartridge Jams
76-98	Mechanical Break
99	Weapon Explodes (A)
00	Weapon Explodes (B)

TYPE F	**FOR CASELESS AMMUNITION**
01-75	Jammed Shell
76-98	Smashed Shell
99	Weapon Explodes (A)
00	Weapon Explodes (B)

TYPE G	**FOR REVOLVERS**
01-75	Dud Round
76-98	Bullet pops out of case and jams gun. Requires a skill of Gunsmith 2 or equivalency to repair.
99	Weapon Explodes (A)
00	Weapon Explodes (B)

TYPE Z	**FOR ENERGY WEAPONS**
01-75	Electronic Failure
76-98	Power Failure
99	Weapon Explodes (A)
00	Weapon Explodes (B)

WEAPON EXPLODES

A   Victim takes 2d6 WBD damage from detonating weapon and d4 fragments that hit with d6+1 penetration each in random areas.

B   Victim takes 2d6 WBD damage from detonating weapon and d4 fragments that hit with d10 +1 penetration in random areas.

HYDROSTATIC SHOCK OPTION

As living objects take damage from high velocity projectiles, the phenomenon of hydrostatic shock damage often happens. 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.

> **HYDROSTATIC SHOCK =**
> **Bullet HS + Weapon HS + HS Modifier**

REMEMBER

01   Hydrostatic shock does not add to the round's ability to penetratie an object.

02   Add the additional HS damage as Whole Body Damage after the general body damage has been calculated.

KNOCK DOWN OPTION

A second optional factor you can use is Knockdown, the body's reaction to a high velocity impact.

> **KNOCKDOWN =**
> **Bullet KD + Weapon KD + KD Modifier**

MODIFIERS	HYDROSTATIC	KNOCKDOWN
Tumbling Bullet	+4	—
Shrapnel, Small	—	+1
Shrapnel, Large	+1	+2
Multiple Hit, -Each Round After First	—	+1

HYDROSTATIC & KD RANGE MODIFIER

This optional modifier adds a (-1) to any hydrostatic shock and knockdown modifier at EX and EX+ ranges.

HYDROSTATIC DAMAGE RESULT		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 (* x1.05)
15	Terminal	d6 +12 (* x1.10)

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

KNOCKDOWN RESULT		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

PRIMITIVE & EARLY FIREARMS

PRECURSOR   'Passelbroch'

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	2d				1d	
HSM	--	KDM	+3	SPC (ei)				EF=04	

This ancient black powder weapon is the first of the European hand-held firearms that were more bang than bullet.   (*Rocks)*

HAND GONNE   'Tannenberger Buche'

ROF	1	AMO	AB	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	-1	+2	+1	-4	-14	-18
CAP	1	WTE	11.0	EFFECTIVE				EX+	
CIR	1400	MIS	25%b	3d				1d	
HSM	--	KDM	+3	SPC (e)(IGA,PDA)				EF=09	

The first 'production' hand held, brass firearm mounted on a pole. Simply a small black powder cannon.   (*.75 cal. Ball*)

WHEELLOCK   '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	+3	SPC (eh)(IGAB,PDB)				EF=05	

First black powder firearm that did not require an external flame for ignition. In voluminous costume, it is concealable. (*.45 cal. Ball*)

FLINTLOCK PISTOL   'Kentucky Pistol'

ROF	1	AMO	B	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	+2	+2	+0	+1	-4	-8
CAP	1	WTE	2.5	EFFECTIVE				EX+	
CIR	1720	MIS	15%b	3d				1d	
HSM	--	KDM	+2	SPC (eh)(IGF,PDc4)				EF=09	

A popular black powder, muzzle loading, single shot pistol. Light and effective.   (*.45 cal. Ball*)

FLINTLOCK PISTOL   '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	3d				1d	
HSM	--	KDM	+2	SPC (h)(IGF,PDc4c5)				EF=09	

Used among 'gentlemen' to settle affairs of 'honour' for many years. May be found in sets.   (*.45 cal. Ball*)

PERCUSSION PISTOL   'Derringer'

ROF	1	AMO	B	PB	VS	SH	ME	LO	EX
ROL	D	CYC	n/a	+4	+2	+0	-2	-6	-12
CAP	1	WTE	0.50	EFFECTIVE				EX+	
CIR	1840	MIS	8%b	3d				1d	
HSM	--	KDM	+2	SPC (ep)(IGG,PDc4)				EF=07	

The size and power of this weapon made it popular with assassins and gamblers through the American Civil War. May have single or double barrel depending on manufacture.   (*.45 cal. Ball*)

CARTRIDGE REVOLVER   'Colt Peacemaker'

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	B x6	CYC	n/a	+3	+2	+2	+0	-3	-7
CAP	6	WTE	3.0	EFFECTIVE				EX+	
CIR	1873	MIS	5%g	4d				1d	
HSM	--	KDM	+4	SPC (cd)(IGJ,PDc4)				EF=08	

Popular 'Western Cowboy' weapon of the late 1800's. Weapon was usually carried with the hammer down on one empty chamber for safety.   (*.45 cal. Colt*)

EARLY MUSKET   'Blunderbus'

ROF	1	AMO	AB	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	+1	+2	+0	-3	-6	-12
CAP	1	WTE	5.0	EFFECTIVE				EX+	
CIR	1690	MIS	15%b	4d				1d	
HSM	--	KDM	+5	SPC (f)(IGF,PDBc3)				EF=08	

The first 'coach' or 'sawed-off' shotgun that was frequently made with a folding bayonet. Fires lead ball, shot, rocks or scrap metal from its 1' muzzle.   (*1.0 cal. Ball*)

FLINTLOCK MUSKET   'Brown Bess'

ROF	1	AMO	B	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	+1	+0	+0	-1	-5	-8
CAP	1	WTE	10.0	EFFECTIVE				EX+	
CIR	1720	MIS	20%b	4d				1d	
HSM	--	KDM	+4	SPC (e)(IGF,PDc2)				EF=10	

British made musket that saw over a century of use around the world. Many model and barrel lengths exist.   (*.75 cal. Ball*)
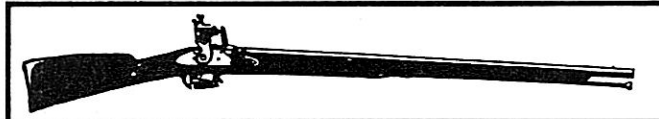
FLINTLOCK RIFLE   'Kentucky Rifle'

ROF	1	AMO	B	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	-1	+1	+3	+2	+1	-4
CAP	1	WTE	6.5	EFFECTIVE				EX+	
CIR	1700	MIS	10%b	4d				1d	
HSM	--	KDM	+2	SPC (d)(IGF,PDc4)				EF=13	

A popular black powder, muzzle loading, single shot rifle. Light and effective.   (*.44 cal. Ball*)

LEVER ACTION RIFLE   'Henry Repeating'

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	B x15	CYC	n/a	-1	+0	+2	+3	+1	+0
CAP	15+1	WTE	7.0	EFFECTIVE				EX+	
CIR	1860	MIS	3%b	5d				2d	
HSM	+1	KDM	+3	SPC (d)(IGJ,PDc4)				EF=11	

For the time, an advanced cartridge rifle with an unusually large capacity. Saw some Civil War action.   (*.44/40 Winchester*)

CARTRIDGE RIFLE   'Springfield 1873'

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	C	CYC	n/a	-1	+0	+2	+3	+1	+0
CAP	1	WTE	6.0	EFFECTIVE				EX+	
CIR	1873	MIS	3%b	5d				2d	
HSM	+1	KDM	+3	SPC (d)(IGJ,PDc3)				EF=12	

The Springfield 'Trap Door' was introduced for Army and Cavalry use. Effective but slow to load.   (*.45 -70*)

CARTRIDGE RIFLE   'Sharps Big 50'

ROF	1	AMO	CE	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-3	+0	+2	+5	+2	+0
CAP	1	WTE	6.5	EFFECTIVE				EX+	
CIR	1874	MIS	1%b	7d				3d	
HSM	+1	KDM	+3	SPC (ejm)(IGJ,PDc4)				EF=16	

The classic Buffalo rifle.   (*.50 -90SS*)

CARTRIDGE RIFLE   'Springfield 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	5d				2d	
HSM	--	KDM	+3	SPC (d)(IGJ,PDc3)				EF=11	

The highly successful Winchester carbine was used for home defense and hunting.   (*.44 -40*)

PISTOLS

The firearms most commonly used by the Fringeworthy are handguns. Easily concealable, they can be ready at a moments notice and attract little attention while carried. All pistol are considered to have Modern powder.

AMMUNITION NOTES

Ammunition type is listed as a code between two stars at the end of the text. Like listings are interchangable. Weapons that fire the .357 Magnum round will also fire the .38 round at the damage of the .38 round.

CAPACITY +1

The +1 on the listed capacity indicates the weapon may have a round in the chamber as well as a full magazine.

RATE OF FIRE 'or'

When the ROF has the word 'or', or 'to' the weapon can be fired 1 to 3 times in an action. A notation of 1/3 is an indicator of a burst control that can be set to 1 or 3.

PISTOL "Luger P.08"

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	FGHJ	+3	+3	+2	+1	-4	-8
ROL	A	CYC	n/a						
CAP	8+1	WTE	2.2	**EFFECTIVE**				**EX+**	
CIR	1908	MIS	1%d	4d				1d	
HSM	+1	KDM	--	SPC (cb)				EF=10	

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

PISTOL 'Walther PPk'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	FP	+4	+4	+2	+0	-5	-9
ROL	A	CYC	n/a						
CAP	7+1	WTE	1.5	**EFFECTIVE**				**EX+**	
CIR	1929	MIS	1%d	3d				1d	
HSM	--	KDM	--	SPC (gp)				EF=08	

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

PISTOL 'Colt M1911-A1'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	FGHJP	+3	+2	+2	+0	-4	-8
ROL	A	CYC	n/a						
CAP	7+1	WTE	2.5	**EFFECTIVE**				**EX+**	
CIR	1920	MIS	1%d	3d				1d	
HSM	--	KDM	+3	SPC (cdbk)				EF=09	

The 'government' model .45 was one of the most widely used combat handguns of the 20th century. In modified form, it is still used for target shooting. (*.45 ACP*)

REVOLVER '.38 Chief's Special'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	CDEG	+4	+3	+1	+0	-4	-8
ROL	B	CYC	n/a						
CAP	5	WTE	1.0	**EFFECTIVE**				**EX+**	
CIR	1934	MIS	1%g	3d				1d	
HSM	--	KDM	--	SPC (alp)				EF=08	

Saw extensive use with police agencies, this weapon was known as the 'snub nose .38'. (*.38 Special*)
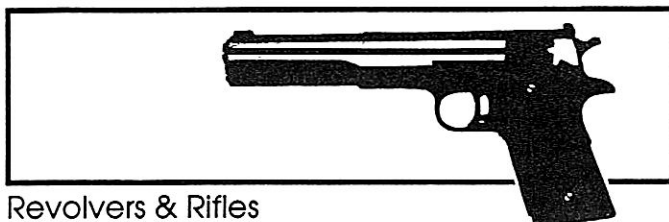
PISTOL 'Desert Eagle .44'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	DJOP	+4	+3	+2	+1	+0	-2
ROL	A	CYC	n/a						
CAP	7+1	WTE	1.7	**EFFECTIVE**				**EX+**	
CIR	1984	MIS	1%d	5d				2d	
HSM	+3	KDM	+4	SPC (ehl)				EF=13	

An outstanding and powerful pistol. Easy to fire and effective, it has become a standard sidearm of the Fringeworthy explorers. Has an under-barrel laser sight. (*.44 Magnum*)

PISTOL 'Spectre'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	FGHP	+4	+3	+2	+0	-5	-10
ROL	A	CYC	16						
CAP	30/50	WTE	1.2	**EFFECTIVE**				**EX+**	
CIR	1999	MIS	1%d	3d				1d	
HSM	--	KDM	--	SPC (cb)				EF=8	

The reliable Spectre can be a sidearm or a small machine pistol with the flip of a selector. (*9mm*)

PISTOL 'Glock 27'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	FGHP	+2	+2	+1	+0	-1	-4
ROL	A	CYC	n/a						
CAP	27+1	WTE	1.6	**EFFECTIVE**				**EX+**	
CIR	2008	MIS	1%d	5d				2d	
HSM	+1	KDM	+2	SPC (cdbk)				EF=12	

First in a new line of heavier sidearms designed for the Fringeworthy. Comes with standard laser sight. (*11mm*)

PISTOL 'Makarov Type 59'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	F	+3	+3	+2	+0	-3	-6
ROL	A	CYC	n/a						
CAP	8+1	WTE	1.7	**EFFECTIVE**				**EX+**	
CIR	1959	MIS	1%d	3d				1d	
HSM	+1	KDM	--	SPC (c)				EF=08	

This Chinese copy of a Russian sidearm is still popular with Third World and ASA countries. (*9mm Makarov*)

PISTOL 'Whisper IV'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	V	+3	+2	+0	-2	-4	-8
ROL	A	CYC	n/a						
CAP	7+1	WTE	1.5	**EFFECTIVE**				**EX+**	
CIR	2003	MIS	2%d	See Page 155					
HSM	--	KDM	--	SPC (hj)				EF=01	

The standard Drug Dart launcher.
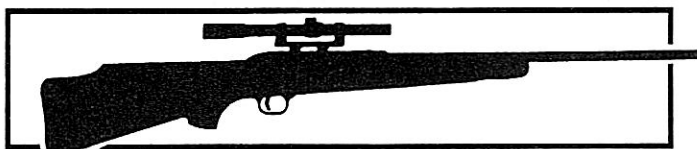
RIFLE 'M1 Carbine'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	FGIMP	+0	+2	+3	+1	-5	-7
ROL	A	CYC	n/a						
CAP	5/15	WTE	5.5	**EFFECTIVE**				**EX+**	
CIR	1940	MIS	1%d	3d				1d	
HSM	+1	KDM	--	SPC (jmno)				EF=12	

First US semi-auto assault rifle used in WWII. CAP may be 5, 15, or 30. (*..30 Cal US Carbine*)

RIFLE 'Weatherby 6700'

				PB	VS	SH	ME	LO	EX
ROF	1	AMO	SI	-6	-04	+0	+4	+6	+8
ROL	A	CYC	n/a						
CAP	4+1	WTE	9.5	**EFFECTIVE**				**EX+**	
CIR	2007	MIS	1%d	16d				10d	
HSM	+5	KDM	+8	SPC (fmj)				EF=37	

Problems with 'big' preditors was solved with a big solution in the form of the monstrous Weatherby 6700 (*.67 Nitro Express*)

RIFLE　　　　　　　　　　　　　　　'Winchester Model 94'

				PB	VS	SH	ME	LO	EX
ROF	1	AMO	O	+0	+0	+3	+2	+0	-2
ROL	B	CYC	n/a						
CAP	6+1	WTE	7.0	**EFFECTIVE**				**EX+**	
CIR	1894	MIS	1%d	6d				2d	
HSM	+2	KDM	+1	SPC (dj)				EF=14	

The most popular deer hunting rifle ever produced in the US. Still produced in one form or another.　　　(*.30-30 Winchester *)

SNIPER RIFLE　　　　　　　　　　　　　　'Dragunov SVD'

				PB	VS	SH	ME	LO	EX
ROF	1	AMO	F	-2	+0	+2	+4	+4	+4
ROL	A	CYC	n/a						
CAP	10	WTE	9.5	**EFFECTIVE**				**EX+**	
CIR	1978	MIS	1%d	7d				3d	
HSM	+5	KDM	+2	SPC (dm)				EF=17	

Standard Russian-designed sniper rifle still employed in the third world and the ASA.　　　(*7.62x54mm*)

RIFLE　　　　　　　　　　　　　　　'Gumpler Model 3'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	CDEF	-1	+0	+3	+3	+2	+2
ROL	A	CYC	n/a						
CAP	16	WTE	5.5	**EFFECTIVE**				**EX+**	
CIR	2003	MIS	1%d	7d				2d	
HSM	+3	KDM	+2	SPC (djm)				EF=18	

First caseles hunting rifle.　　　(*7.62 Caseless*)

DART RIFLE　　　　　　　　　　　　　'DUA Model 99'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	V	-2	+0	+3	+2	+0	-2
ROL	A	CYC	n/a						
CAP	6+1	WTE	8.0	**EFFECTIVE**				**EX+**	
CIR	1999	MIS	1%d	See Page 155					
HSM	--	KDM	--	SPC (jmp)				EF=01	

Common Dart firing rifle.

ASSAULT RIFLE　　　　　　　　'Kalashnikova AK-47'

				PB	VS	SH	ME	LO	EX
ROF	1to3	AMO	FGI	-1	+0	+2	+2	+0	-2
ROL	A	CYC	20a						
CAP	30	WTE	9.0	**EFFECTIVE**				**EX+**	
CIR	1948	MIS	1%d	5d				2d	
HSM	+3	KDM	+1	SPC (dn)				EF=15	

The universal and easy-to-manufacture AK-47 has seen nearly 60 years of service around the world. The standard Chilean and ASA weapon carried on the Fringepaths.　　　(*7.62mm M43*)

ASSAULT RIFLE　　　　　　　　　　　　　'M16-A2'

				PB	VS	SH	ME	LO	EX
ROF	1to3	AMO	FGI	-1	+1	+3	+3	-2	-3
ROL	A	CYC	6a						
CAP	30/50	WTE	6.5	**EFFECTIVE**				**EX+**	
CIR	1984	MIS	1%d	4d				1d	
HSM	+4	KDM	--	SPC (jmns)				EF=16	

The M16 saw combat until 2002 when it was replaced by the IWS system.　　　(*5.56mm*)

ASSAULT RIFLE　　　　　　　　　　　　　'M-14 A1'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	FGI	+1	+1	+2	+1	+0	-2
ROL	A	CYC	25a						
CAP	20	WTE	8.0	**EFFECTIVE**				**EX+**	
CIR	1958	MIS	1%d	7d				3d	
HSM	+5	KDM	+02	SPC (emn)				EF=19	

Used by American forces in the Korean War of the 1950's and early 1960's.　　　(*7.62mm NATO*)

ASSAULT RIFLE　　　　　　　　　　　　　'H&K G-3'

				PB	VS	SH	ME	LO	EX
ROF	1to3	AMO	FGI	-1	+0	+2	+2	+0	-2
ROL	A	CYC	25a						
CAP	20/80	WTE	9.75	**EFFECTIVE**				**EX+**	
CIR	1958	MIS	1%d	7d				3d	
HSM	+5	KDM	+2	SPC (bdjmn)				EF=19	

Used by European Police, late 20th century.　　　(*7.62mm NATO*)

ASSAULT RIFLE　　　　　　　　　　　　　'H&K G-11'

				PB	VS	SH	ME	LO	EX
ROF	1to3	AMO	FGI	-1	+3	+4	+4	+4	+4
ROL	D	CYC	20a						
CAP	50	WTE	8.0	**EFFECTIVE**				**EX+**	
CIR	1983	MIS	1%f	4d				1d	
HSM	+4	KDM	--	SPC (s)				EF=11	

World's first assault rifle using caseless ammunition. Used by the new German Military.　　　(*4.7x21mm Caseless*)
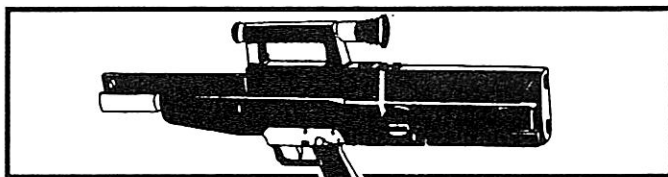
ASSAULT RIFLE　　　　　　　　　　　　　'Steyr AUG'

				PB	VS	SH	ME	LO	EX
ROF	1to3	AMO	FGH	-1	+0	+1	+2	+3	+1
ROL	A	CYC	25a						
CAP	30/42	WTE	8.0	**EFFECTIVE**				**EX+**	
CIR	1980	MIS	1%d	4d				2d	
HSM	+4	KDM	--	SPC (mos)				EF=16	

One of the first 'bull-pup' assault rifles. The AUG is easy to handle and has a scope built into the handle. Uses ammunition types INP as an option.　　　(*5.56mm NATO*)

ASSAULT RIFLE　　　　　　　　　　　　'Israeli Galil'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	FGI	-1	+1	+3	+3	+2	+1
ROL	A	CYC	21a						
CAP	35/50	WTE	8.0	**EFFECTIVE**				**EX+**	
CIR	1973	MIS	1%d	4d				1d	
HSM	+4	KDM	--	SPC (mnt)				EF=16	

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

ASSAULT RIFLE　　　　　　　　　　　　　'FN-FAL'

				PB	VS	SH	ME	LO	EX
ROF	1or2	AMO	FGI	-1	+0	+2	+2	+1	+0
ROL	A	CYC	22a						
CAP	20	WTE	9.0	**EFFECTIVE**				**EX+**	
CIR	1958	MIS	1%d	7d				2d	
HSM	+5	KDM	+2	SPC (bdjmn)				EF=19	

Popular Belgin-made weapon also used extensively by the British and the European Community.　　　(*7.62mm NATO*)

ASSAULT RIFLE　　　　　　　　　　　　　'ACR 2000"

				PB	VS	SH	ME	LO	EX
ROF	1to3	AMO	U	-1	+0	+1	+2	+4	+4
ROL	A	CYC	20a						
CAP	120	WTE	5.0	**EFFECTIVE**				**EX+**	
CIR	2000	MIS	1%f	9d				7d	
HSM	+5	KDM	--	SPC (ijmn)				EF=23	

The Advanced Combat Rifle. Fires a discarding sabot round that leaves 2 flechettes to strike the target.　　　(*6mm ACR Caseless*)

ASSAULT RIFLE　　　　　　　　　　'Chilean Osorno'

				PB	VS	SH	ME	LO	EX
ROF	1to3	AMO	FGI	-1	+0	+1	+1	+0	-2
ROL	A	CYC	20a						
CAP	20/40	WTE	8.0	**EFFECTIVE**				**EX+**	
CIR	2005	MIS	1%d	7d				3d	
HSM	+5	KDM	--	SPC (ijmn)				EF=23	

The standard Chilean Assault Rifle.　　　(*10mm Chilean*)

Sanders Uk.

Leading Manufacturer of Laser Sighting Devices since 1997

300 Yards Range
Projects a 2' Dot at 100 Yards

UNDER BARREL MOUNT LASERS

Supplier to UNISS	PB	VS	SH	ME	LO	EX
	+1	+1	+4	+4	+4	+3

SUB MACHINEGUN 'MP-38/40 Schmeisser'

			PB	VS	SH	ME	LO	EX
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	1%d	4d				1d	
HSM +1	KDM	--	SPC (i)				EF=10	

Standard issue to German Troops in WWII. (*9mm Parabellum*)

SUB MACHINEGUN 'Ingram M10'

			PB	VS	SH	ME	LO	EX
ROF 1to3	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	1%d	4d				1d	
HSM +1	KDM	--	SPC (bhs)				EF=10	

Highly popular sidearm. (*9mm Parabellum*)

SUB MACHINEGUN 'Israeli UZI'

			PB	VS	SH	ME	LO	EX
ROF 1to3	AMO	FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC	20a	+0	+1	+2	+1	-5	-9
CAP 25	WTE	9.0	EFFECTIVE				EX+	
CIR 1952	MIS	1%d	4d				1d	
HSM +1	KDM	--	SPC (bh)				EF=10	

Standard Israeli Military weapon. (*9mm Parabellum*)

SUB MACHINEGUN 'M3A1 Grease Gun'

			PB	VS	SH	ME	LO	EX
ROF 3	AMO	FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC	15a	+1	+0	+0	-2	-4	-8
CAP 30	WTE	8.0	EFFECTIVE				EX+	
CIR 1944	MIS	1%d	3d				1d	
HSM --	KDM	+3	SPC (dbi)				EF=09	

Popular US Sub Nachinegun of WWII. (*.45 ACP*)

SUB MACHINEGUN 'Czech M61 Skorpion'

			PB	VS	SH	ME	LO	EX
ROF 1to3	AMO	F	PB	VS	SH	ME	LO	EX
ROL A	CYC	24a	+2	+1	+0	-3	-7	-9
CAP 10/20	WTE	3.0	EFFECTIVE				EX+	
CIR 1961	MIS	1%d	2d				1d	
HSM --	KDM	--	SPC (cbs)				EF=07	

Czechoslovakian weapon with a small size. Highly concealable for close combat. Has a folding stock. (*.32 ACP*)

SUB MACHINEGUN 'Wather MPK'

			PB	VS	SH	ME	LO	EX
ROF 1to3	AMO	FGHP	PB	VS	SH	ME	LO	EX
ROL A	CYC	30a	+1	+2	+2	+1	-4	-6
CAP 32	WTE	6.5	EFFECTIVE				EX+	
CIR 1963	MIS	1%d	4d				1d	
HSM +1	KDM	--	SPC (bins)				EF=10	

A compact and fast firing SMG. Used by Law enforcement agencies. (*9mm Parabellum*)

WEAPON SKILL BONUS
    Remember, you gain a +1 on Accuracy per 3 levels of skill with a specific weapon.

SUB MACHINEGUN 'M1928-A1 Thompson'

			PB	VS	SH	ME	LO	EX
ROF 1to3	AMO	F	PB	VS	SH	ME	LO	EX
ROL A	CYC	22a	+0	+0	+0	-2	-4	-8
CAP 20/50	WTE	11.0	EFFECTIVE				EX+	
CIR 1928	MIS	1%d	3d				1d	
HSM --	KDM	+3	SPC (ie)				EF=09	

The 'Tommy Gun' can also take a 100 round drum magazine instead of the feed box. (*.45 ACP*)

SUB MACHINEGUN 'Chilean M5b Amigo'

			PB	VS	SH	ME	LO	EX
ROF 1to3	AMO	FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC	28a	+0	+0	+0	-2	-4	-8
CAP 20/40	WTE	7.5	EFFECTIVE				EX+	
CIR 2005	MIS	5%d	5d				2d	
HSM --	KDM	+2	SPC (ie)				EF=10	

Considered a bad copy of the Ingram, the Amigo has seen service in Africa and with Argentine Terrorists. Has a folding stock and a high tendency to jam. (*9mm Chilean*)

SUB MACHINEGUN 'IDET DPS8'

			PB	VS	SH	ME	LO	EX
ROF 1to3	AMO	FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC	30a	+1	+1	+0	-2	-4	-6
CAP 65	WTE	6.0	EFFECTIVE				EX+	
CIR 2008	MIS	1%d	6d				2d	
HSM +1	KDM	+3	SPC (bh)				EF=12	

This ugly side arm has proven to be a favorite of IDET explorers in the first few years of use. First to use new design, half size ammunition. (*10mm IDET*)

SUB MACHINEGUN 'H&K P5K'

			PB	VS	SH	ME	LO	EX
ROF 1to4	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	1%d	4d				1d	
HSM +1	KDM	+3	SPC (bhjs)				EF=10	

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

MACHINEGUN 'PPSh 41'

			PB	VS	SH	ME	LO	EX
ROF 1to3	AMO	F	PB	VS	SH	ME	LO	EX
ROL A	CYC	22a	+0	+0	+0	-2	-4	-8
CAP 35/71	WTE	11.0	EFFECTIVE				EX+	
CIR 1941	MIS	1%d	3d				1d	
HSM +1	KDM	+3	SPC (dn)				EF=10	

Mass produced for WWII, this design was simple and effective. It was later copied by the Chinese and others. A surprising number have surfaced from ASA countries. (*9mm Parabellum*)

MACHINEGUN 'M60B LMG'

			PB	VS	SH	ME	LO	EX
ROF 1to5	AMO	FHI	PB	VS	SH	ME	LO	EX
ROL D	CYC	20a	+0	+0	+2	+4	+0	-2
CAP 100	WTE	18.0	EFFECTIVE				EX+	
CIR 1983	MIS	1%d	7d				3d	
HSM +5	KDM	+3	SPC (mn)				EF=19	

A belt fed, lightweight machine gun. A special harness can be used to carry this weapon and includes a plastic guide for the ammunition belt. (*7.62mm NATO*)

MACHINEGUN 'Vickers Mk I'

			PB	VS	SH	ME	LO	EX
ROF 17	AMO	F	PB	VS	SH	ME	LO	EX
ROL A	CYC	17a	+0	+0	+0	-2	-4	-8
CAP 250	WTE	53.5	EFFECTIVE				EX+	
CIR 1912	MIS	2%d	7d				3d	
HSM +3	KDM	+4	SPC (f)				EF=17	

The Vickers served a half century of use. Can be tripod or vehicle mounted. Has a watercooled barrel jacket. (7.7x56mm*)

MACHINEGUN — '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	1%d		11d			9d	
HSM	+7	KDM	+8	SPC (j)				EF=30	

The US 50 Cal. is used against vehicles, buildings, and aircraft. Must be mounted on tripod or vehicle. (*.50 Cal M2*)

MACHINE GUN — 'M214 Mini-Gun'

ROF	1	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL	D	CYC	13/130	-2	+0	+2	+3	+5	+4
CAP	1000	WTE	30.0	**EFFECTIVE**				**EX+**	
CIR	1974	MIS	1%d		4d			1d	
HSM	+4	KDM	--	SPC ()				EF=15	

A six barrel electrically operated system. Must be mounted on a vehicle. Can not be carried and fired. (*5.56*)

DUA 3700 Assault Laser
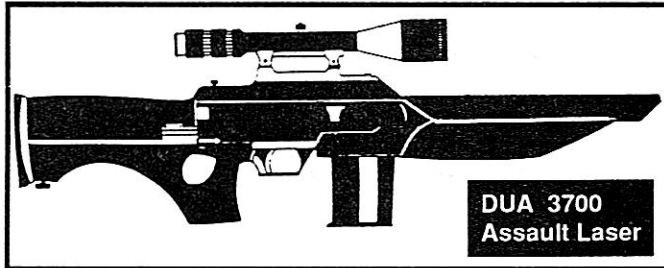
LASERS

Use of most energy wepons is dependent on CHA or Charge. Each die of damage the weapon produces reduces the Charge by 1 point. The listed laser pistol has an effective range of 4d or four dice of damage. This is also the Charge lost per firing. The weapon may also be set to PULSE or rapid fire 2 to 3 times per pull of the trigger. All damage is burn/penetration in d6's.

LASER PISTOL

ROF	1	AMO	--	PB	VS	SH	ME	LO	EX
ROL	C	PUL	3	-1	+2	+4	+4	+3	+3
CHA	100	WTE	3.0	**EFFECTIVE**				**EX+**	
CIR	2004	MIS	8%z		4d Burn			3d Burn	
HSM	--	KDM	+1	SPC (fs)					

LASER RIFLE

ROF	1	AMO	--	PB	VS	SH	ME	LO	EX
ROL	C	PUL	6	-1	+2	+4	+4	+3	+3
CHA	200	WTE	5.0	**EFFECTIVE**				**EX+**	
CIR	1997	MIS	8%z		4d Burn			3d Burn	
HSM	--	KDM	+2	SPC (fs)					

LASER ASSAULT RIFLE

ROF	1	AMO	--	PB	VS	SH	ME	LO	EX
ROL	C	PUL	8	-1	+2	+4	+4	+4	+4
CHA	1500	WTE	7.0	**EFFECTIVE**				**EX+**	
CIR	2000	MIS	8%z		8d Burn			7d Burn	
HSM	--	KDM	+3	SPC (fs)					

HEAVY ASSAULT LASER

ROF	1	AMO	--	PB	VS	SH	ME	LO	EX
ROL	C	PUL	3	-6	+0	+6	+6	+6	+6
CHA	9500	WTE	47.0	**EFFECTIVE**				**EX+**	
CIR	2007	MIS	4%z		20d Burn			18d Burn	
HSM	--	KDM	+5	SPC (fs)					

These lasers can be powered from a vehicle or backpack power source of 5000+ points charge or continuous .

PARTICLE RIFLE — 'Starheart 25'

ROF	1	AMO	*	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	+3	+5	-3	-6	-9
CHA	250	WTE	6.5	**EFFECTIVE**				**EX+**	
CIR	2003	MIS	2%z		8d10			4d10	
HSM	--	KDM	+3	SPC (ojmn)					

A heavy duty experimental weapon developed for unusual circumstances. Creates hideous damage and burn in living tissue. Recharges in 10 hours.

HEAVY PARTICLE RIFLE — 'Starheart 90'

ROF	1	AMO	*	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	+3	+5	-3	-6	-9
CHA	500	WTE	8.0	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z		12d10			8d10	
HSM	--	KDM	+6	SPC (jm)					

FLAME THROWER — 'Canada Arms Brushfire'

ROF	1	AMO	10 uses		
ROL	F	CYC	n/a	**MINIMUM RANGE**	**MAXIMUM RANGE**
CAP	4.0g	WTE	45.0	7 ft.	120 ft.
CIR	--	MIS	2%		

Burns with 8d10 Fire Damage

A small backpack flame thrower with a hand-held flamegun. Has 30 charges and a maximum range of 120 feet for the stream of fire. A misfire is a clog in the weapon or a failure to ignite. If 60 points of incendiary shell hit the backpack tank there will be a puncture but no chance of explosion due to the tank's special liner. The puncture will cause a stream of burning fuel to spray from the tank until it empties. Fuel may be ignited or cold when sprayed.

SPRAYER — 'B&D Yardmaster'

ROF	1	AMO	20 uses		
ROL	F	CYC	n/a	**MINIMUM RANGE**	**MAXIMUM RANGE**
CAP	4.0g	WTE	45.0	3 ft.	100 ft.
CIR	1985	MIS	2%		

A small backpack liquid sprayer with a hand-held gun. Has 20 charges. A misfire is a clog in the weapon. The tank is holed with 25 points of puncture damage. Sprays any liquid combination.

LIGHT GAS LAUNCHER — 'Star Little 40'

ROF	1	AMO	*RB*		
ROL	B	CYC	n/a	**MINIMUM RANGE**	**MAXIMUM RANGE**
CAP	1	WTE	7.0	20 ft.	300 ft.
CIR	1965	MIS	2% fails		

A shotgun styled weapon that launches a 40mm round of variable gas, flare, or stun bullet. Use 40mm table data Pg. 147 & 161

GYROJET PISTOL — 'DUA Bucky'

ROF	1to3	AMO	FJX	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+2	+1	0	-2	-4	-6
CAP	7+1	WTE	2.0	**EFFECTIVE**				**EX+**	
CIR	1985	MIS	1%f	1d	2d	5d	6d		
HSM	+1	KDM	+4	SPC (cj)					

A gyrojet firing pistol with an explosive round that does an extra d10 +5 damage on a 75% chance of detonation after arming at (SH) short range. (*9mm Gyro*)

GYROJET RIFLE — 'DUA Big Bucky'

ROF	1	AMO	FJHX	PB	VS	SH	ME	LO	EX
ROL	C	CYC	n/a	-2	0	+1	-1	-2	-4
CAP	4+1	WTE	5.0	**EFFECTIVE**				**EX+**	
CIR	1986	MIS	1%d	1d	2d	5d	8d		
HSM	+2	KDM	+5	SPC (djmn)					

A gyrojet rifle with an explosive round that does an extra d10 +10 damage on a 75% chance of detonation. (*11mm Gyro*)

EXOTIC & ALIEN WEAPONS

In the first years explorers brought back a collection of new and unusual weapons. A small number found in quantity have found their way back to the armory at Hatsumi Base.

SCRAMBLER PISTOL

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	A	CYC	n/a	-1	+3	+5	-3	-6	-9
CHA	130	WTE	1.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z		d6			d6 x(.50)	
HSM	--	KDM	--	SPC (cp)				EF=n/a	

Easily recharged in an hour, this 'mercy' weapon is under study for duplication. Damage from Scramblers reduces Intelligence (INT) and Wisdom (WIS) until the victim sits quietly and drools. Recovery time is 30 minutes.

SCRAMBLER RIFLE

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	A	CYC	n/a	-1	+3	+5	-3	-6	-9
CHA	275	WTE	6.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z		2d6			d6	
HSM	--	KDM	--	SPC (o)					

FLAMER RIFLE

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	B	CYC	n/a	-2	+2	+7	+2	-4	-8
CAP	25	WTE	6.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z			8d10 Burn		2d10 Burn	
HSM	--	KDM	--	SPC ( )					

The unusual flamer is a bulky and ungainly weapon that spits a ball of fire. On contacting a target or obstruction, the ball bursts to cover a 3 foot area.

C'LASER PISTOL   'Argentine Quik Light'

ROF	1or2	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	A	CYC	n/a	-1	+2	+4	+4	+3	+2
CAP	7+1	WTE	1.7	**EFFECTIVE**				**EX+**	
CIR	2006	MIS	4%z		3d Burn			2d Burn	
HSM	--	KDM	+1	SPC (ehl)					

Other designs of laser can use battery/cartridges that are expended and ejected like a casing. These are simple, one-shot electro-chemical cartridges that create a lazing effect. In this way a laser can become a hybrid of lower technology and higher, creating Laser Assault Rifles and Revolvers not much different than turn of the century weapons.   (*11mmLAZ*)

C'LASER RIFLE   'Argentine Quicklight 07'

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	A	CYC	n/a	-3	-1	+2	+4	+4	-4
CAP	20	WTE	10.0	**EFFECTIVE**				**EX+**	
CIR	2007	MIS	6%z		7d Burn			4d Burn	
HSM	--	KDM	+3	SPC (em)				(*11mmLAZ*)	

C'LASER ASSAULT RIFLE   'Argentine Quicklight Bravo'

ROF	1to3	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	A	CYC	20a	-1	+0	+2	+2	+0	-2
CAP	40	WTE	9.0	**EFFECTIVE**				**EX+**	
CIR	2007	MIS	6%z		5d Burn			3d Burn	
HSM	+3	KDM	+2	SPC (dn)				(*9mmLAZ*)	

BLASTER PISTOL

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	B	CYC	n/a	-1	+0	-2	-4	-8	-16
CHA	120	WTE	2.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z		3d			2d	
HSM	--	KDM	+2	SPC (cpk)					

The blasters found in the +9,3 ruins are clean and elegant weapons

that create an explosive field effect on the surface of the target. This is a shreading blast as if an explosive was used. Recharge in 11 hours at 240 volts AC. The core of the Blaster is a sealed component block that will detonate with 900 points of blast if removed and punctured.

BLASTER RIFLE

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	B	CYC	n/a	-1	+0	-1	-2	-4	-8
CHA	220	WTE	7.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z		6d			3d	
HSM	--	KDM	+4	SPC (od)					

HEAVY BLASTER RIFLE

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	B	CYC	n/a	-2	+2	+4	+2	-2	-4
CHA	540	WTE	12.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z		9d			5d	
HSM	--	KDM	+8	SPC (dm)					

ASSAULT BLASTER

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	B	CYC	n/a	-3	+2	+4	+2	-2	-4
CHA	750	WTE	24.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z		8d			2d	
HSM	--	KDM	+12	SPC (em)					

STUNNER PISTOL

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	B	CYC	n/a	-1	+3	+5	--3	-6	-9
CHA	80	WTE	1.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z		4d			2d	
HSM	--	KDM	--	SPC (cp)					

Shots from stunners disrupt the central nervous system. Use the damage from the shot and add it to the d100 Cosh roll as a modifier. This 'stun' effect will not kill. These weapons recharge in 6 hours at 40 volts AC. (See Also Cosh Pg. 108)

STUNNER RIFLE

ROF	1	AMO	*	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	A	CYC	n/a	-1	+3	+5	-3	-6	-9
CHA	150	WTE	4.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	2%z		8d			4d	
HSM	--	KDM	--	SPC ( )					

GM's NOTES

Use these sparingly and only with highly competent or experienced players.

DRUG DARTS

These rounds are small darts that contain any of a number of drugs. The Break percentage is the chance the dart will impact and break rather than inject the drug. The power of the dart round, V1-7, and the contents are the choice of the agent. Darts also can come prepackaged for specific target types.

DART PENETRATION in (d4)

V ROUND	PB	VS	SH	ME	LO	EX	BREAK
V1	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%
V7	8	7	7	6	5	4	35%

REMEMBER

01 Darts can be filled with anything.
02 Use the Time To Effect Chart on Pg. 162 for guidelines on drug reaction time. Also see Toxins Pg. 118.

SPLAT PISTOL

				PB	VS	SH	ME	LO	EX
ROF	1/3	AMO	Y	+1	+2	+4	-1	-4	-8
ROL	B	CYC	n/a						
CAP	20	WTE	2.0	EFFECTIVE				EX+	
CIR	1990	MIS	5%f			1d		1d	
HSM	--	KDM	--	SPC (hjkl)					

SPLAT RIFLE

				PB	VS	SH	ME	LO	EX
ROF	1/3	AMO	Y	-1	+0	+2	+1	-1	-4
ROL	B	CYC	n/a						
CAP	50	WTE	10.0	EFFECTIVE				EX+	
CIR	1990	MIS	5%f			1d		1d	
HSM	--	KDM	--	SPC (nm)					

Like the pistol, fires a pellet of fluid that ruptures on contact with the target. May be filled with drug, chemical, or even a corrosive.

SHOTGUNS

The most effective close combat weapon is the shotgun. These pellet firing descendants of the simple cannon have versatility and outstanding stopping power. Unfortunately we need a much more complex system to rate damage realistically. We can explain shotgun damage with two systems.

01 EASY DAMAGE

Any damage a shotgun does will be in ten sided dice. Use this resulting damage to reduce Hit Points / WBD. For small shotguns like 16 and 20 guage use six sided dice to reduce HPT.

EXAMPLE

Kathleen catches a blast from a shotgun at short range. The weapon's *choke* is open and he received 7 dice of damage or 7 to 49 points of Hit Point or WBD reduction.

THE SHOTGUN CHOKE

Shotguns often have a 'choke', or constricting device, that controls the spread of the pellets fired. A full choke limits spread of the pellets over a distance, while an open choke is like firing an unchoked shotgun. Modified is generally a point between.

SHOTGUN DAMAGE EASY SYSTEM

CHOKE	PB	VS	SH	ME	LO	EX
OPEN	9d	8d	7d	6d	3d	1d
MODIFIED	10d	9d	8d	7d	4d	2d
FULL	12d	11d	10d	8d	5d	3d

OPTIONAL
SHOTGUN GAUGE MULTIPLIER

10 Gauge	Damage x 1.25
12 Gauge	As Listed
16 Gauge	Damage x 0.75
20 Gauge	Damage x 0.50

02 MORE REALISTIC DAMAGE

This system uses the detailed body tables at closer ranges and WBD at far ranges. Closer shots require checking a number of factors including number of shotgun pellets, pattern spread, and *choke* setting.

DAMAGE AT LONGER RANGES

Shotgun damage is either WBD for longer ranges or specific area damage at closer ranges. Shotgun shot, the lead or steel balls that make up the round, penetrate's like any bullet.

|	PB	VS	SH	ME	LO	EX
A						
B	Specific Areas				WBD	
C						

A Open Choke   B Modified Choke   C Full Choke

INDEX RANGE FROM TARGET

Index your range from the target on the following table. Your damage will be WBD or specific area.

WBD TYPE DAMAGE

If your damage is WBD, use the above easy system for that range but do not use a d10 for your damage. Index the type of shotgun round from the following table and use the DICE column to find the type of dice you need to roll. Use the above shotgun Gauge Modifier as an option for modifying your damage total.

TYPE	PELLETS	DICE OF DAMAGE						USE DICE
		PB	VS	SH	ME	LO	EX	
Slug	1	9a	8a	7a	6a	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
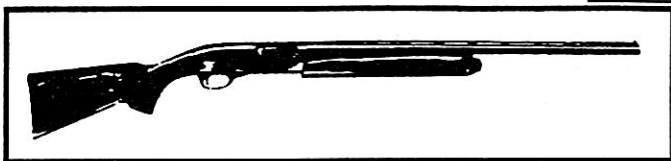
HOW MANY PELLETS HIT?

Next randomize the number of pellets shot and quantity of pellets hitting. All listings above are for a shotgun set on normal fire. If a choke is used consult the next table for a change in the pattern of the damage spread. (See Also Pg. 141) From the above table you also get a code for the spread pattern of the shot indexed by range. Index that letter code to the following table and choose the choke of the shotgun. When you have both, index to the right to find the number of body areas hit. From there use the body tables (Pg. 126) and treat each pellet as a normal projectile.

FUL =Full Choke   MOD=Modified Choke   OPE= Open

FUL	MOD	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	WBD Damage Only

ACTUAL SHOTGUN ROUND DATA

A third optional method for realism is to index the Gauge of the shotgun by the actual ammunition. Listed in this new edition of Fringeworthy are shotgun AMO types Imq for shotguns only. If you use this section, run your number of pellets hitting through the automatic weapons fire resolution chart on Pg. 141 to find the general number of pellets hitting. Use the body tables after that. (See also Pg. 126)

COMMON SHOT TYPE		SHOT DIAMETER	SHOTGUN GAUGE			
			10	12	16	20
I	000 Buck	.36"	12	08	06	03
I1	00 Buck	.33"	16	09	07	04
I2	0 Buck	.32"	18	12	09	05
I3	1 Buck	.30"	20	16	12	07
I4	3 Buck	.25"	37	25	22	18
I5	4 Buck	.24"	54	27	25	21
m	BB Shot	.18"	100	63	56	50
m6	7.5 Shot	.095"	700	438	394	350
q	Slug	(AMO D)	01	01	01	01

SHOTGUN GAUGE MULTIPLIER

GAUGE	Damage Modifier		HSM+	KDM+
10 Gauge	Damage Penetration x 1.25		+6	+8
12 Gauge	Damage Penetration As Listed		+5	+7
16 Gauge	Damage Penetration x 0.75		+4	+6
20 Gauge	Damage Penetration x 0.50		+3	+5

Electro Thermal 12 guage x1.22

Old Size

New Size
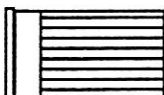
AREAS HIT

Always pick a central point for the first pellet that hits. After, use the above shot spread table and randomize the direction of the adjacent hits. Use an 8 sided die.
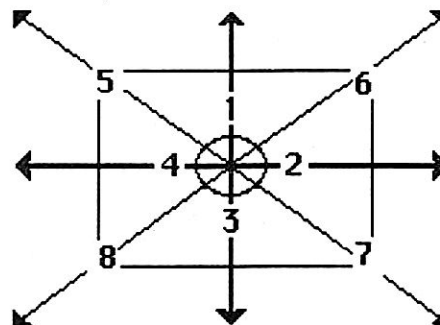
GENERIC SPORTING SHOTGUN
ROF	1or2	AMO	Imq	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	0	+2	+1	0	0
CAP	2	WTE	6.5	--	--	--	--	--	--
CIR	1910	MIS	1%d	SPC (eq)				EF=08	

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

GENERIC PUMP SHOTGUN
ROF	1	AMO	Imq	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	0	+2	+1	0	0
CAP	5+1	WTE	7.5	--	--	--	--	--	--
CIR	1930	MIS	1%d	SPC (enr)				EF=08	

LIGHT SHOTGUN
ROF	1	AMO	Imq	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	0	+2	+1	0	0
CAP	1	WTE	5.0	--	--	--	--	--	--
CIR	1950	MIS	1%b	SPC (d)				EF=06	

HEAVY SHOTGUN
ROF	1	AMO	Imq	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	0	+2	+1	0	0
CAP	2+1	WTE	9.0	--	--	--	--	--	--
CIR	1980	MIS	1%d	SPC (fr)				EF=09	

ASSAULT SHOTGUN   'Atchissson'
ROF	1to3	AMO	Imq	PB	VS	SH	ME	LO	EX
ROL	A	CYC	10a	-1	0	+2	+1	0	0
CAP	20	WTE	11.0	--	--	--	--	--	--
CIR	1991	MIS	1%d	SPC (ds)				EF=08	

IDET ASSAULT SHOTGUN   'Baby'
ROF	1to3	AMO	Imq	PB	VS	SH	ME	LO	EX
ROL	A	CYC	15a	-1	0	+2	+1	0	0
CAP	40	WTE	6.0	--	--	--	--	--	--
CIR	2002	MIS	1%d	SPC (ds)				EF=10	

First Shotgun to use Electro Thermo Rounds.. (*12guage x.96*)

HEAVY ASSAULT SHOTGUN   DUA 'Alice'
ROF	1to5	AMO	Imq	PB	VS	SH	ME	LO	EX
ROL	A	CYC	25a	-1	0	+3	+2	+1	0
CAP	95	WTE	8.5	--	--	--	--	--	--
CIR	1998	MIS	1%d	SPC (ds)				EF=12	

ELECTRO THERMAL ROUNDS

New for IDET is the electrically fired chemical propellent that reduces round size by half. This gel converts to plasma and gas, providing it is not on the Fringepaths. Waterproof and shock proof, in standard cartridges and new 'Half Sized' rounds.

GAU 2B/A 7.62mm Minigun
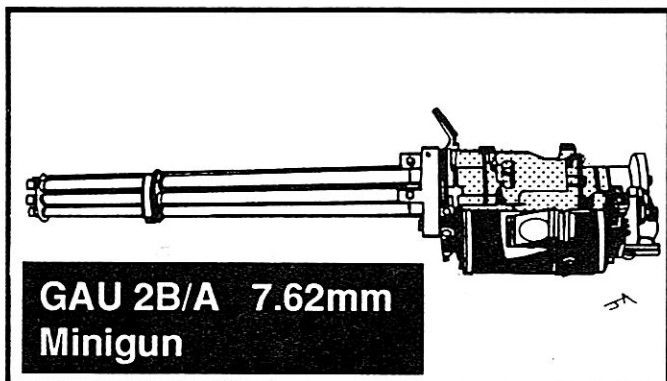
HEAVY WEAPONS

For the sake of simplicity in dealing with Other Earth Manufacture of Heavier Weapons, generic Earth Prime versions or equivalencies are listed. The GM is encouraged to modify these as he sees fit.

GRENADE LAUNCHER (Shotgun Style)

					MINIMUM	MAXIMUM
ROF	1	AMO	40mm Variable			
ROL	B	CYC	n/a		MINIMUM	MAXIMUM
CAP	1	WTE	5.0		RANGE	RANGE
CIR	1998	MIS	1%d	50 ft.		2000 ft.

A simple, shotgun-style grenade launcher.

GRENADE LAUNCHER, PUMP ACTION 'FCC 400'

ROF	1	AMO	40mm Variable			
ROL	B	CYC	n/a		MINIMUM	MAXIMUM
CAP	3+1	WTE	7.0		RANGE	RANGE
CIR	1992	MIS	1%d	20 ft.		2000 ft.

Resembles an oversize Pump Shotgun.

GRENADE LAUNCHER (Under Weapon)

ROF	1	AMO	40mm Variable			
ROL	B	CYC	n/a		MINIMUM	MAXIMUM
CAP	1	WTE	1.0		RANGE	RANGE
CIR	1998	MIS	1%d	50 ft.		2000 ft.

A 40mm grenade launcher for most combat rifles.

GRENADE LAUNCHER (Pistol Style)

ROF	1	AMO	40mm Variable			
ROL	B	CYC	n/a		MINIMUM	MAXIMUM
CAP	1	WTE	4.0		RANGE	RANGE
CIR	1997	MIS	1%d	25 ft.		1800 ft.

Pistol style with a collapsing stock.

40mm ROUND TYPES

		BLA	BUR	FRA
M381	High Explosive	950*	2d6	d4-1
M381b	Armor Piercing	950*b	d10	d10-1
M381c	Anti-Personnel	50*	d10	See A
M433	HEDP Anti-Personnel	500*c	2d6	See B
M433d	Incendiary	150*	6d10	See C
M576E1	Anti-Personnel	25	d10	d20

CNDM

		BLA	BUR	FRA
M651E1	Tear Gas	25	d6	n/a
M651E2	Tear & Vomit Gas	25	d6	n/a
M651E3	BZ, BX, BN Agents	25	d6	n/a
M651E13	Any Liquid	25	d6	n/a

These are generally the same type of round as their 1990's counterpart with lessened weight and better overall performance.

Night Signaling

M583	White Parachute Flare	(1-5 minutes)
M661	Green Parachute Flare	(1-5 minutes)
M662	Red Parachute Flare	(1-5 minutes)
M695	Orange Parachute Flare	(1-5 minutes)
M585	Star Shell White	(40 second burn time)
M663	Star Shell Red	(40 second burn time)
M664	Star Shell Green	(40 second burn time)

Daylight Signaling

M676	Smoke Canopy	Yellow
M679	Smoke Canopy	Green
M680	Smoke Canopy	White
M681	Smoke Canopy	Violet
M682	Smoke Canopy	Red

Special Stunbag 300 ft. range   See Heavy Stun Pg. 122 & 137

*	Standard use of blast and burn.
*b	Blast is unidirectional. Reduce the blast damage value by 50% in other directions.
*c	Combines * and b with no reduction of blast due to a shaped charge.
A	See Fragmentation, High Yield Pg. 160-161
B	See Fragmentation, Low Yield Pg. 160-161
C	See Fragmentation, Phosphorus Pg. 160-161 & 107

MORTAR (Advanced 81)

ROF	1	AMO	81mm Variable			
ROL	A	CYC	n/a		MINIMUM	MAXIMUM
CAP	1	WTE	40.0		RANGE	RANGE
CIR	1997	MIS	01%d	150 ft.		3 mi.

An 81mm mortar. Use the 40mm shell tables with a damage or flare burn multiplier of x4.

MORTAR ACCURACY

For missile fire use accuracy with normal modifiers and a d10 bonus for any special missiles with sensors aid targeting.

SMART WEAPONS & ROUNDS

As technology advanced, the accuracy and targeting for direct and indirect fire increased. Use of micro-computers created smart weapons or rounds that actively seek their targets.

Smart Weapons are weapons that tell the operator when to fire and reload. They often help acquire a target with special imaging. They can use smart rounds that correct for target movement.

Smart Bombs, are operator or self-guided weapons launched from shoulder or vehicle. They seek their target and look for openings in a structure or a weak point. With airborne or parallel to ground targets, they may be able to turn around for a second try if they miss.

Smart Grenades can have their yeild damage dialed from low stun to high explosive. They detonate on close proximity of target or can serve as mines or booby traps.

ACCURACY BONUS FOR SMART WEAPONS

This is the GM's decision. Recommended bonus is a +2 to +10 to hit under best conditions.

MISSILE FIRE ACCURACY

For hitting a target with a launched missile, use Accuracy and any optional modifiers. Use a +d10 bonus for any special missiles with sensors and interactive tracking.

INDIRECT FIRE

For indirect fire, imagine a clock face over your target and 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.

STILL TARGET SHOT NUMBER		IMPACT DISTANCE FROM TARGET	
01	First Shot	3x	d100
02	Second Shot	2x	d100
03	Third Shot or Moving		d100
04	Fourth Shot	5x	d10
05	Fifth Shot	3x	d10
06	Sixth Shot	2x	d10
07	Seventh Shot		d10

IDET LIGHT ANTI-VEHICLE LAUNCHER

ROF	1	AMO	HE Rocket	
ROL	B	CYC	n/a	**MINIMUM** **MAXIMUM**
CAP	1	WTE	4.0	**RANGE** **RANGE**
CIR	1995	MIS	1%	165 ft. 3250 ft.
BACKBLAST 2d10			BLAST 2400	BURN 6d10

IDET MEDIUM ANTI-VEHICLE LAUNCHER

ROF	1	AMO	HE Rocket	
ROL	A	CYC	n/a	**MINIMUM** **MAXIMUM**
CAP	2	WTE	10.0	**RANGE** **RANGE**
CIR	2001	MIS	1%	100 ft. 3000 ft.
BACKBLAST 4d10			BLAST 3600	BURN 6d10

IDET HEAVY LAUNCHER

ROF	1	AMO	HE Rocket	
ROL	C	CYC	n/a	**MINIMUM** **MAXIMUM**
CAP	1	WTE	56.0	**RANGE** **RANGE**
CIR	1996	MIS	1%	100 ft. 4100 ft.
BACKBLAST 8d10			BLAST 5500	BURN 10d10

IDET VEHICLE MOUNTED LAUNCHER

ROF	1	AMO	HE Rocket	
ROL	C	CYC	n/a	**MINIMUM** **MAXIMUM**
CAP	1	WTE	65.0	**RANGE** **RANGE**
CIR	1997	MIS	1%	75 ft. 18500 ft.
BACKBLAST 10d10			BLAST 9400	BURN 15d10

IDET LAUNCHER, SURFACE TO AIR

ROF	1	AMO	HE Rocket	
ROL	C	CYC	n/a	**MINIMUM** **MAXIMUM**
CAP	1	WTE	49.0	**RANGE** **RANGE**
CIR	1996	MIS	1%	1000 ft. 14000 ft.
BACKBLAST 4d6			BLAST 2000	BURN 3d10

NOTES ON BLAST DAMAGE

Remember that any blast damage can be adjusted at the GM's decision. More advanced weapons always pack a harder punch and are smaller and lighter in size.

PRIMITIVE LAUNCHERS

Launchers will generally follow these guidelines with lesser damage and higher rates of misfire.

Basic Launcher Design M72-A2 LAW
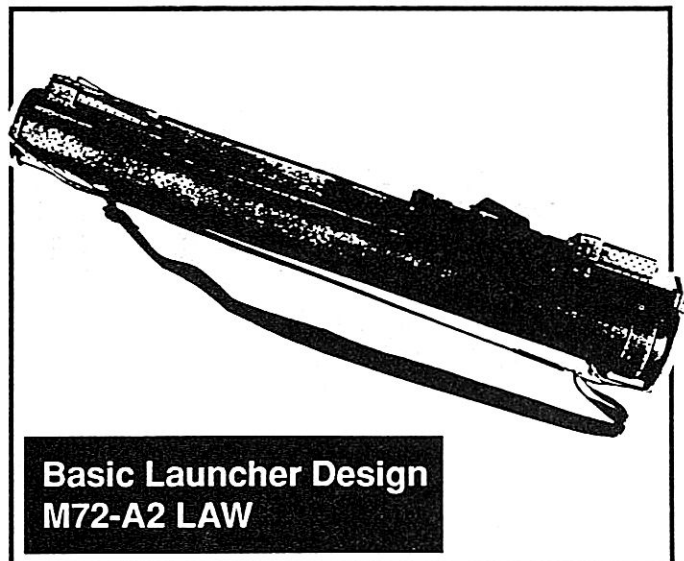
VEHICLE MISSILE POD

Damage from these missiles is indexed from the 40mm round table. A, B, & C types are all triggered by impact into the target.

REMEMBER

01 Index the damage of the 40mm equivalency of what you're using and multiply the damage accordingly. (See also Pg. 157 & 161)

MISSILE / ROCKET TYPE	NUMBER IN POD	DAMAGE MULTIPLIER
A 0.75 Inch Micro	10-40	x 0.25
B 1.75 Inch Mini-Missile	06-24	x 1 or 2
C 2.75 Inch Missile	02-08	x 2 to x 4
D 3.25 Inch Missile	02-04	x 4 to x 10

MISSILE RANGE	MAXIMUM	FAILURE
A 0.75 Inch Micro	275 ft.	05%
B 1.75 Inch Mini-Missile	440 ft.	02%
C 2.75 Inch Missile	790 ft.	02%
D 3.25 Inch Missile	1400 ft.	02%

ENHANCED DAMAGE

The following group of 'Pod' missiles are a high-tech option. These have improved range and damage. Smart missile modifiers can also apply at the GM's decision. (See Also Pg. 157)

MISSILE / ROCKET TYPE	NUMBER IN POD	DAMAGE MULTIPLIER
A 0.75 Inch Lightning	10-40	x 02.0
B 1.75 Inch Mini-Missile	06-24	x 04.0
C 2.75 Inch Missile	02-08	x 08.0
D 3.25 Inch Missile	02-04	x 10.0

MISSILE RANGE	MAXIMUM	FAILURE
A 0.75 Inch Lightning	500 ft.	02%
B 1.75 Inch Mini-Missile	900 ft.	01%
C 2.75 Inch Missile	2000 ft.	01%
D 3.25 Inch Missile	3400 ft.	01%

RANDOM WEAPONS GENERATION

These tables allow for the random creation of firearms that could be found on other worlds.

The GM may generate a few dozen to have ready at any time. Results may be from outstanding to whimsical for random designs, though they could be surprisingly effective.

Start with a blank card or use the weapon information charts located at the bottom of a photocopied equipment sheet.

	Higher Tech		Lower Tech	
01-02	Handgun	01-03	Handgun
03-04	Rifle	04-07	Rifle
05-06	Shotgun	08-10	Shotgun
07-08	Assault Rifle		
09	Laser		
10	Energy		

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-automatic or other type. Lasers have a d6 for their rate of maximum pulse.

	ROF	CYC		ROF	CYC
1	1	n/a*	4	1/3	20a
2	1/2	n/a*	5	1/3	30a
3	1/3	n/a*	6	1/3/6	40a

* Weapons with this designation may be of the following 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 asterisk (*) designation may be of the following types:

	Type	Capacity	
01-04	Separate Box	4d10	rounds
05-06	Grip Box	5d4	rounds
07-08	Drum	6d10	rounds
09	Belt Feed	Any Amount	
10	Manual Load	2d10	rounds

WEIGHT OF WEAPON

Pistol Type		Weight
01-02	Light	00.50
03-04	Medium	01.50
05-06	Heavy	03.00

Rifle Type		Weight
01-02	Light	04.00
03-04	Medium	07.00
05-06	Heavy	10.00

Shotgun Type		Weight
01-02	Light	05.00
03-04	Medium	06.00
05-06	Heavy	12.00

Laser Type		Weight
01-02	Light	02.00
03-04	Medium	03.00
05-06	Heavy	04.00

AMO

Ammunition (AMO) is the choice of the GM, depending on the availability of the shells required and the technol-ogy of manufacturers.

Lasers will use capacitor rounds or a battery in the form of a magazine or beltpack.

Accuracy

Type & Rating		PB	VS	SH	ME	LO	EX+
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

Lasers have an average accuracy modifier that seldom varies.

	PB	VS	SH	ME	LO	EX
LASER	+1	+1	+4	+4	+4	+3

Weapon Damage

	Type	Rating	PB VS SH ME LO	EX+
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	Avr.	EFFECTIVE 4d	EX+ 2d
	Rifle	Avr.	EFFECTIVE 5d	EX+ 2d
	Shotgun	Avr.	(Damage x1.0 on Total)	
05	Handgun	Good	EFFECTIVE 5d	EX+ 2d
	Rifle	Good	EFFECTIVE 6d	EX+ 3d
	Shotgun	Good	(Damage x1.25 on Total)	
06	Handgun	Great	EFFECTIVE 6d	EX+ 3d
	Rifle	Great	EFFECTIVE 8d	EX+ 4d
	Shotgun	Great	(Damage x1.50 on Total)	

These damages can be modified by a player character's research and use of gunsmith skills or the purchase (GM approved) of better grades of ammunition.

A shotgun's design changes pellet damage by the modifica-tion of final (WBD) Whole Body Damage.

It is always fun to add idiosyncrasies to weapons including: jamming, sticking, hard to find ammunition, sensitivity to specific environment, and unpopularity are but a few that we suggest.

EXPLOSIVES

Explosives are nondiscriminatory weapons that come in many variable strengths and types. Some general Terrestrial examples include:

	STYLE	FUSE	DAMAGE
TNT	BL	ABC	200 pts.
C-4	BL	BC	268 pts.
C-4 (Demo-Pack)	12 BL	BC	3216 pts.
C-6	BL	BC	560 pts.
C-6 (Demo-Pack)	10 BL	BC	5600 pts.
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.
Fuse (waterproof)	Cord	—	1 per inch.
Primer Cord	Cord	—	4 per inch.
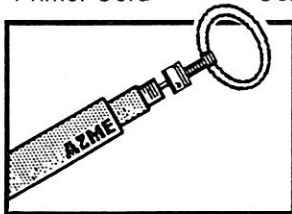
PACKING STYLE KEY

BL   A small, rectangular block.
ST   Stick. 12" long, 1" wide.
DI   A 2 inch by .25 inch disk.
PD   Packed powder.

DETONATOR FIRING

Explosive detonators may be mechanical or electrical. Special mechanical or electrical detonators can be timed up to 30 hours or fired immediately at the player's or GM's choice.

FIRING

F=   Fuse
B=   Blasting Cap
C=   Primer Cord
H=   Heat Source
E=   Electrical Firing
M=   Mechanical Firing
I=   Impact (projectile)

	F	B	C	H	E	M	I
F	y	y	y	y	n	y	n
B	y	y	y	y	y	y	y
C	n	y	y	n	y	n	y

DOES IT FIRE?
Y = Yes N = No

CHANCE OF IGNITION

This is an index of primitive black powder and the chance of its ignition in weapons as indexed by dampness.

ARCHAIC POWDERS		WET	DMP	NORM	
A	Serpentine Powder	0%	35%	80%	
B	Corned-Black Powder	0%	35%	80%	

BLACK POWDER		WET	DMP	NORM	TYPE
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%
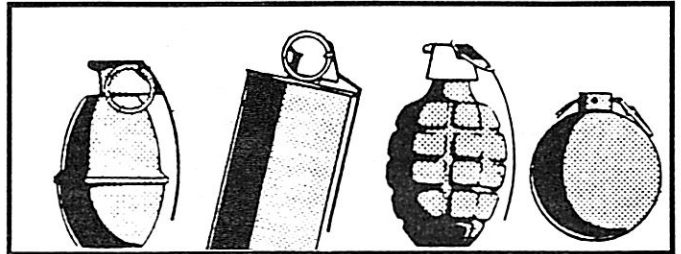
GRENADES

Grenades are as variable as the races who use them. The above collection is a basic example of what a grenade may be, from manual fused models to guidance corrected computerized models.

GRENADE TYPE	BLAST	BURN
Primitive Explosive	100	d10 x2
High Explosive	200	d10
Smoke (see accuracy modifiers)	d6	d6
Incendiary (80 foot circle)	50	6d10
Illumination (as a flare)	2d6	d10
Phosphorus (see burn damage)	65	Varied
Fragmentation (low-yield)	110	2d6
Fragmentation (high-yield)	140	3d6
Stun	25	d6
Gas	05	d6
Energy	Varied	Varied

FRAGMENTATION

Many grenades are designed to shatter into fragments and cause damage. From the point of detonation these fragments travel at the speed of the blast and are subject to distance modifiers. Divide the fragment's penetration, (blast velocity) by the number of feet it has traveled from the point of detonation. Treat these fragments as projectile hits and use the detailed body tables. (See also Pg. 126)
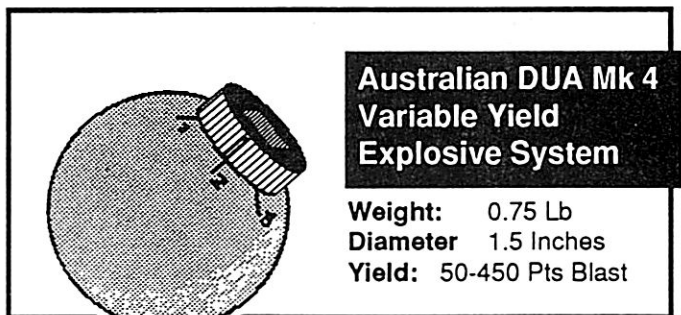
Australian DUA Mk 4 Variable Yield Explosive System

Weight: 0.75 Lb
Diameter   1.5 Inches
Yield: 50-450 Pts Blast

The Ed Powers Story

While searching through a long-abandoned Tehrmelern ruin David Lexor finds a silver sphere wrapped in a foam-like blanket. Without a second thought he twists the sphere and watches it open at the center.

After pushing the violet buttons a few times, he notices a set of tiny display lights have changed. He gets a bad feeling and snaps the lid closed, unwittingly arming the blast grenade and setting it for 60 seconds. David decides to throw it. The grenade lands 25 feet behind him and rolls another 10 feet before it detonates with 250 points.

At 35 feet from the Explorer, the blast wave does 7 points of concussion damage and d6 pieces of alloy shrapnel. Luckily Dave has the few seconds to dive behind a wall and miss most of the concussion. The hard wall protects him from the flying bits of grenade that would each have each hit with 7 points of penetration.

GRENADE	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

01 Grenades explode with damage from blast and high velocity fragments that travel with penetration equal to the force of the blast divided by the distance of the target in feet.

02 Smoke, chemical, and gas grenades create a dense cloud 50 feet in diameter that travels with the direction and speed of the wind.

GAS GRENADES

Gas grenades are many in form and function. The following are a collection of their possible contents and mixtures.

DELAY TO GAS EFFECT (DE)

The time until the full effect of the agent takes place.

DURATION (DU)

The duration of the effects of the agent.

CHANCE OF DEATH (DX)

The chance of an allergic or highly toxic reaction to the agent. Treat as a d10 poison. This is a one time roll.

BZ **HALLUCINOGENIC TRANQUILIZER**
 DE: d4 min. DU: d4+4 hrs. DX: 05%

BX **HALLUCINOGENIC IMMOBILIZER**
 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%

SM **SMOKE**
 DU: 2 min. Creates a dense cloud of smoke.

PO **POISON GAS**
 (See Toxins Pg.118)

DR **DRUG SPECIFIC**
 (A specific or special Drug)
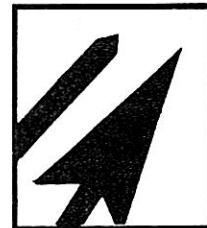
BOW WEAPONS

EARLY BOW	PB	VS	SH	ME	LO	EX
Wood	+0	+1	+4	+3	+0	-3
ARROW TYPE: AC	EFFECTIVE				EX+	
BREAK: 06%a		3d			1d	

LONG BOW	PB	VS	SH	ME	LO	EX
Wood	+0	+1	+4	+4	+2	+0
ARROW TYPE: A-D2	EFFECTIVE				EX+	
BREAK: 03%a		4d			2d	

MODERN BOW	PB	VS	SH	ME	LO	EX
Fiberglass	+0	+1	+4	+3	+1	+0
ARROW TYPE:E1-5	EFFECTIVE				EX+	
BREAK: 02%a		4d			2d	

COMPOUND BOW	PB	VS	SH	ME	LO	EX
Fiberglass / Steel	+0	+1	+5	+5	+3	+1
ARROW TYPE:E1-5	EFFECTIVE				EX+	
BREAK: 01%b		4d			2d	

ARBELEST	PB	VS	SH	ME	LO	EX
Wood	-1	+1	+4	+3	-4	+0
BOLT TYPE:A-D3	EFFECTIVE				EX+	
BREAK: 07%b		4d			1d	

CROSS BOW	PB	VS	SH	ME	LO	EX
Wood/Iron	-1	+1	+4	+3	+2	+1
BOLT TYPE:E1-5	EFFECTIVE				EX+	
BREAK: 01%b		5d			2d	

PISTOL CROSSBOW	PB	VS	SH	ME	LO	EX
Steel/Fiberglass	+4	+3	+2	+0	-4	-8
BOLT TYPE: E1-5	EFFECTIVE				EX+	
BREAK: 03%b		3d			1d	

WRIST BOW	PB	VS	SH	ME	LO	EX
Steel/Plastic	+3	+2	+1	+0	-8	-12
BOLT TYPE: E1-5	EFFECTIVE				EX+	
BREAK: 05%b		2d			1d	

JAPANESE BOW	PB	VS	SH	ME	LO	EX
Wood	+0	+2	+4	+3	+2	+1
BOLT TYPE: A-E	EFFECTIVE				EX+	
BREAK: 01%a		4d			2d	

VAC CROSS BOW	PB	VS	SH	ME	LO	EX
Aluminum/Plastic	+6	-2	+2	+4	+2	+0
BOLT TYPE:F1-4	EFFECTIVE				EX+	
BREAK: 10%b		4d			6d	

IDET BOW	PB	VS	SH	ME	LO	EX
Alloy	+0	+3	+5	+4	+2	+1
BOLT TYPE: A-E	EFFECTIVE				EX+	
BREAK: 01%a		3d			2d	

T'ZIELCROSS BOW	PB	VS	SH	ME	LO	EX
Aluminum/Plastic	+0	-2	+2	+4	+2	+0
BOLT TYPE:F1-4	EFFECTIVE				EX+	
BREAK: 10%b		6d			4d	

ARROW TYPES

		BREAKAGE CHANCE	DAMAGE DICE
WOOD TIP			
A	Blunt Wood	30%	d4
A2	Pointed Wood	40%	d4 +1
PRIMITIVE ARROWHEAD			
C	Stone, Bone, Shell	55%	d6
EARLY METAL			
D	Bronze	40%	d6
D2	Iron	20%	d6
D3	Steel	10%	d6
MODERN			
E1	Target	03%	d4 +1
E2	Broadhead	01%	d6
E3	Tri-Blade	02%	d6 +1
E4	Four-Blade	03%	d6 +2
E5	Fishing	03%	d4 +2
HIGH TECH SPECIALS			
F1	Rocket Assist	05%	d6 +4
F2	Explosive	99%	d4 (Blast 3d6)
F3	Incendiary	95%	d6 (Burn 2d4)
F4	Stun Blast	25%	(See Pg. 137)
F5	Tagging	95%	(Paint Splash)
F6	Gas	95%	(See Pg. 161)
F7	**Electric**	10%	d4 -1

Arrow creates a heavy stun effect if it penetrates skin on human-sized targets.

F8	**Smoke Trail**	98%	d4 Burn

Burns to leave a ribbon of smoke behind the arrow.

F9	**Flare**	98%	d4 Burn

Bursts like a signal flare and ignites for 6 seconds.

F10	**Chemical**	95%	d6

Bursts and sprays shaft's contents.

F11	**Hypodermic**	55%	d4 -1

Injects drug or liquid.

F12	**Electronic Bug**	25%	d4 -1

A micro-mini bug resides in the arrow shaft. Range on this device is 10 miles.

F13	**Energy**	75%	Varied Field

Used to create a momentary field effect.

F14	**Smoke Bomb**	95%	d6 Burn

Bursts to cover a 200 foot diameter area of white or colored smoke.

F15	**Micro Line**	10%	n/a

Trails a 450 Lb test micro line.

BOW BREAKAGE

These are the possible results for bow breakage.

BREAK TYPE A		BREAK TYPE B	
01-07	String Snaps	01-07	String Snaps
08-09	Bow Cracks	08-09	Mechanical
10	Bow Breaks	10	Bow Breaks

General Design .22 Hunting Rifle

Typical .45 or 9mm Design

WEAPONS USE NOTES

Use a little logic when dealing with aliens, police, and the carrying of weapons.

The brandishing of weapons for any threatening purposes, other than hunting or self defense, is generally an offense no matter where you go. Using a weapon in a threatening manner can get the user a stiff fine or a term in jail on most Alternate Earths. While carrying a weapon is near universal, using one may open a can of worms for the owner. Pulling out a weapon in the presence of police is a good way to get shot.

GENERAL CIVILIAN FIREARMS

The average small arm is the equivilent of the Earth Prime .22 used for hunting small game or defense. Smaller shotguns and hunting rifles are also common and popular.

As you look at those folks who don't respect the law, you find a heavier range of weapon. Standard non-energy home defense examples include:

RIFLE	Semi-Auto						'Ruger 10/22'	
ROF	1or3	AMO	CDEF	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	A	CYC	n/a	-1	+1	+3	+1	-2	-9
CAP	10+	WTE	4.0	**EFFECTIVE**				**EX+**	
CIR	--	MIS	1%D		3d			1d	
HSM	--	KDM	--		SPC (ojmn)				

The general example of a small rifle. Capacity can be adapted to 10/25/30/50/200/550 shots   (*.22 Long Rifle*)

REVOLVER							'Saturday Night Special'	
ROF	1or2	AMO	CDE	**PB**	**VS**	**SH**	**ME**	**LO**	**EX**
ROL	Ax6	CYC	n/a	+3	+2	+1	-03	-05	-09
CAP	6	WTE	0.5	**EFFECTIVE**				**EX+**	
CIR	--	MIS	1%D		3d			1d	
HSM	--	KDM	--		SPC (acip)				

The general example of a small pistol. Variations may have such weapons having as many as 30 rounds.   (*.22 Long Rifle*)

TRUE ALTERNATE WEAPONS

For the pure fun of it, use the Random Weapon Generator on page 159. This table gives you strange but functional weapons.

> "It's a stick and it looks like a cannon is mounted on one end. While I've never seen a Tannenberger Buche, I can assume the little man in the tin hat is trying to strike a fuse. And it's pointed in our general direction!"
>
> *W. Welsh*

Other designs are the option of the GM's imagination.

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 to 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 any unusual paranormal or alien life. It is recommended this table not be used for player character wounds.

HUMAN FAST KILL RESULT

01 GRAZE
   Victim is grazed.
02 GRAZE/STUN
   Victim is grazed and loses next action.
03 MINOR WOUND
   Minor wound lightly stuns victim.
04 MINOR WOUND / STUN
   Wound stuns victim for d6 minutes.
05 MINOR WOUND / HEAVY STUN
   Wound stuns victim for d6+10 minutes.
06 SERIOUS WOUND
   Serious wound, NPC falls unconscious after his or her next action.
07 CRITICAL WOUND
   Critical wound, NPC falls unconscious just after one more actions, dies in 6d10 minutes.
08 CRITICAL WOUND
   Critical wound, NPC falls unconscious immediately, dies in 2d10 minutes.
09 CRITICAL WOUND
   Critical wound, NPC falls unconscious immediately and dies in d4 minutes without aid.
10 DEATH
   Victim falls unconscious, dies.
11+ INSTANT DEATH
   Victim dead before he hits the ground.

HUMANOID FAST KILL OPTIONS

As a GM option, add a d10 roll to the above weapons fire result to surprise the players. Use common sense when you use these modifiers.

01 VICTIM SPUN
   Victim is spun by shot. Must take d4 actions to recover.
02 ARMOR ABSORPTION
   Victim's armor reduces first table roll by d4 on the initial d10 roll.
03 ARMOR ABSORPTION
   Victim's armor reduces first table roll by d4 +2 on the initial d10 roll.
04 FUMBLE
   Victim fumbles next action.
05 KNOCKBACK
   Victim is knocked d4 feet backwards by shot. Takes at least d6 actions to recover.
06 PROJECTILE DEFLECTION / KNOCKBACK
   Obstruction or possession deflects the shot. Knocks victim backwards as #5.
07 SHOCK
   Fear and shock reduces the victim's Accuracy by d6 on the next shot if the next action is weapons fire.
08 COMPLETE PROJECTILE DEFLECTION
   Obstruction or possession deflects the shot totally. If a burst of shots are fired, d100% are deflected. No action penalty to the NPC.
09 WEAPON JAM
   The NPC's weapon jams or dysfunctions on the next or last action.
10 PLAYING 'POSSUM
   If NPC is alive after and conscious after being hit, he will feign death, (play 'possum) until he or she has an advantage.
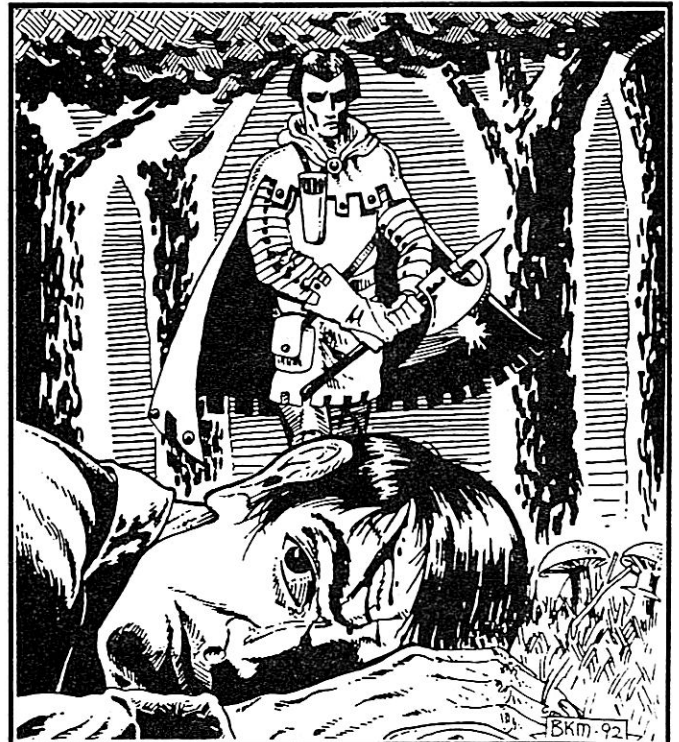
ANIMAL FAST KILL

Use this table in the same way as the first set of tables with these results:

01 GRAZED
Victim is grazed.
02 GRAZED / STUN
Victim is grazed and loses next action.
03 MINOR WOUND
Minor wound lightly stuns victim.
04 MINOR WOUND / STUN
Wound stuns victim for d6 minutes.
05 MINOR WOUND / HEAVY STUN
Wound stuns victim for d6 +4 minutes.
06 SERIOUS WOUND
Serious wound, victim falls unconscious after its next action.
07 CRITICAL WOUND
Critical wound, victim falls unconscious after its next action and will die in d10 minutes.
08 CRITICAL WOUND
Critical wound, victim falls unconscious after its next action and dies in d6 minutes.
09 CRITICAL WOUND
NPC falls unconscious, dies d4 minutes.
10 DEATH
Victim falls unconscious, dies.
11+ INSTANT DEATH
Victim dropped in tracks.

ANIMAL FAST KILL OPTIONS

As a GM option, add a d10 roll to the above weapons fire result to surprise the players. Use common sense when you use these modifiers.

01 RUNS
Victim flees in terror if alive.
02 RUNS AT ATTACKER
Victim flees in terror in direction of attacker if still alive.
03 ARMOR ABSORPTION
Deflection reduces the attacker's primary dice result by a d4.
04 PLAYS 'POSSUM
The victim will feign death until attacker leaves or death occurs.
05 PLAYS 'POSSUM / ATTACKS
Victim will feign death and attempt to attack the attacker at the first opportunity.
06 VIOLENT REACTION
Victim begins to thrash, roll, and die violently.
07 ATTRACTS SCAVENGERS
The kill attracts scavengers, if any.
08 ATTRACTS PREDATORS
The kill attracts predators, if any.
09 ATTRACTS FRIENDS
This kill attracts more of the victim's type, if any.
10 PANIC RUN
Victim panics, runs off to die.

REMEMBER

01 With either Human or Animal Fast Kill, each additional round that hits the victim adds a +1 to the d10 die roll. With the result of 7, a Critical Wound becomes an 11, (Instant Death) if three more rounds hit the target.

TEMPERAMENT IN ANIMALS

Most animals will avoid contact with man and the supernatural whenever possible. Only when very sick, cornered, angry, wounded, or protecting young will they attack with a berserk fury. See the TEMPERAMENT charts on Pg. 165.

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

BODY CHARTS FOR ANIMALS

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. See Also Pg. 090 and 135-136..

TEMPERAMENT

All intelligent life and animals have a temperament rating, an index of their reaction to stress or the unknown. This rating generally shows how readily the individual or species is provoked.

The T or temperament scale has a set base of 50 for somewhere between hostile (low) and pacifistic (high). Humans are generally at 50 except on Mondays when they drop to 40.

HOSTILE		PACIFISTIC	
01	25	50	75	99
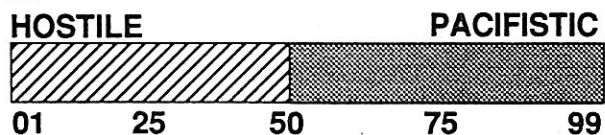
MODIFIERS TO PROVOKE	TEMPER ADJUSTMENT
01 Trying to be Peaceful	+05
02 Generally Peaceful	+02
03 Neutral	n/a
04 Neutral, Hostile	-10
05 Hostile	-15
06 Trying to Provoke	-20
07 Taunting to Provoke	-25
08 Physical Assault	-30
09 Continued Physical Assault	-35
10 Major Physical Assault	-40

ORIGINAL TEMPER	*PROVOCATION TO ACTION*	ORIGINAL TEMPER	*PROVOCATION TO ACTICON*
01-05	98%	51-55	40%
06-10	96%	56-60	30%
11-15	90%	61-65	25%
16-20	85%	66-70	20%
21-25	80%	71-80	15%
26-30	75%	81-85	10%
31-35	70%	86-90	05%
36-40	65%	91-95	02%
41-45	60%	96-00	n/a
46-50	50%		

RESULTS OF PROVOCATION

Now that you've provoked somebody or something, index the general intelligence and T Scale to determine the type of action that will result.

INTELLIGENT HOSTILE
01-50 Stop Attack by Force
51-75 Attack Next Action
76-85 Attack in d4 Actions
86-90 Attack if Provoked Again
91-98 Reason d4 Actions, Attack
99-00 Reason d4 +4 Actions, Attack

INTELLIGENT PACIFISTIC
01-50 Not Fight Back
51-75 Continue to Reason
76-85 Flee Hostility
86-90 Warn, Then Use Force
91-00 Stop Hostility by Force

MINIMALLY INTELLIGENT HOSTILE
01-75 Attack Immediately
76-95 Wait d4 Actions, Attack
96-00 Attack, Run

MINIMALLY INTELLIGENT PACIFISTIC
01-75 Run
76-95 Wait d4 Actions, Run
96-00 Wait d4 +4 Actions, Run

NON-INTELLIGENT HOSTILE
01-98 Attack
99-00 Wander Off Mindlessly

NON-INTELLIGENT PACIFISTIC
01-98 Look Mindless
99-00 Wander Off

CHARISMA

Everybody is assumed to have a little Charisma. This statistic is a combination of the character's looks, personal magnetism, speaking ability, and intelligence. Use this score when dealing with unknown or hostile NPCs. Modify your final score by optional or listed modifiers.

NPC HOSTILITY
The GM usually rates an NPC character's personality. Being friendly or hostile does not necessarily constitute a total direction of attitude. Even in an extremely friendly situation, a hindrance may occur or become a serious obstacle.. Check for optional modifiers and possible serious hindrances.

HOSTILITY MODIFIERS
01	Bribe with Something Valuable	+20%
02	Bribe with Small Sum	+10%
03	Persistent	-10%
04	Minor Violence	-15%
05	Major Violence	-20%
06	Blackmail	Variable
07	Threaten Family	Variable
08	Threaten Financial Security	Variable
09	Convincing Argument	+05
10	Helping Hostile Individual	+10

HINDRANCES
01 Wrong Information
02 Bad Tempered Individual
03 Individual just wants to be helpful to the group even when no beneficial information is available
04 Wants something in return for information
05 Individual has a good sense of humor
06 Apathy
07 Extreme Apathy
08 An honest mistake with information
09 Bureaucracy Sets In
10 Informant is Pathological Liar

HOW NPCs DEAL
WITH YOUR CHARISMA

This gives you a modifier for dealing with the general mood of the NPC. Index your Charisma, on the next chart, for modifiers to use.

CHARISMA STATISTIC	MODIFIER TO AID	MODIFIER TO HINDER
01	- 08	+05
02-04	- 06	+04
05-07	- 02	+02
08-10	n/a	n/a
11-13	+02	-02
14-16	+05	-04
17-18	+05	-06
19	+08	-08
20	+10	-10

FINAL RESULT

Total your modifiers and add them to the roll of a d100. The result is indexed below to give the character's actual chance to aid or the chance that a hindrance will happen.

PERSONALITY	AID	HINDER
01-12 Outright Hostile	05%	95%
13-25 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%
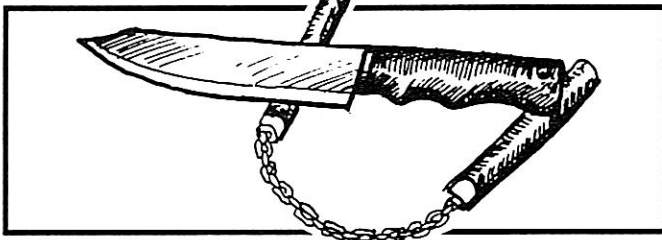
LEGALITY & WORLDS

As you and your crew travel the pathways in the search of high adventure remember one simple fact of life. You are legally responsible for the actions you commit.

This means any criminal actions can be tried by local authorities. There is no magic that can save you from jail and remember your lawyer is probably a few dimensions away.

Only your team and common sense can help you.

Because laws and regulations differ across political, geographical, and interdimensional boundaries, a general set of law and response tables is impossible. The following is a set of basic rules designed to simulate a court system.

REMEMBER

01 Determine the severity of the offense.
02 Total your potential legal modifiers.
03 Add the modifiers to a d100 roll and index the outcome of the type of dispute.
04 Pay fines and/or serve time.

SEVERITY OF CRIME   MODIFIER

01	CHARGES DEFERRED	+20

Defers charges to general claims and fines. No court case.

02	NUISANCE CASE	+15

Judge wonders why this was brought to court.

03	VERY MINOR OFFENSE	+10
04	MINOR CASE	+05
05	LESS THAN SERIOUS OFFENSE	n/a
06	SERIOUS OFFENSE	-05
07	VERY SERIOUS OFFENSE	-20
08	SEVERE OFFENSE	-30
09	VERY SEVERE OFFENSE	-40
10	HEINOUS OFFENSE	-50

JUDGE   MODIFIER

01	Bored	-02
02	Disinterested	-01
03	Routine	n/a
04	Interested	+01
05	High Interest	+02
06	Fascinated	+03

JURY   MODIFIER

01	Bored	-02
02	Disinterested	-01
03	Routine	n/a
04	Interested	+01
05	High Interest	+02
06	Fascinated	+03

LEGAL AID

		DEFENSE LAWYER	PROSECUTION LAWYER
01	Incompetent	-03	+03
02	Not Very Competent	-02	+02
03	Somewhat Competent	-01	+01
04	Mostly Competent	+01	-01
05	Competent	+02	-02
06	Extremely Competent	+03	-03

WITNESSES		DEFENSE WITNESS	PROSECUTION WITNESS
01	Incompetent	-03	+03
02	Not Very Competent	-02	+02
03	Somewhat Competent	-01	+01
04	Mostly Competent	+01	-01
05	Competent	+02	-02
06	Extremely Competent	+03	-03

POLITICS

Roll a d6 to find if politics plays a positive or negative factor in the case. Roll a second time to find the modifier.

		RESULT 01-03 POSITIVE MOD	RESULT 04-06 NEGATIVE MOD
01	No Involvement	n/a	n/a
02	Little Involvement	+01	-01
03	Some Involvement	+02	-02
04	Involvement	+03	-03
05	High Involvement	+04	-04
06	Political Intrigue	+05	-05

EVIDENCE

		DEFENSE	PROSECUTION
01	None	+10	+10
02	Very Little	+05	+05
03	Some Evidence	+01	+01
04	Large Amount	-05	-05
05	Serious Evidence	-10	-10
06	Damaging Evidence	-15	-15

BRIBES

		DEFEN	PROSE	JUDGE
01	Bribe Accepted	+10	-10	+10
02	Bribe Accepted	+05	-05	+05
03	Bribe Accepted	+03	-02	+02
04	Bribe Rejected	+01	+01	n/a
05	Bribe Rejected	-02	+05	-05
06	Bribe Rejected	-05	+10	-10

OPTIONAL CIRCUMSTANCES

01	Popular Condemnation	-05
02	Difficult Case	-10
03	Language Barrier	-05
04	Being Made an Example	-10
05	Kangaroo Court	-25
06	Government Wants Conviction	-50
07	Setting a Precedent	+02
08	Popular Support	+05
09	Unexpected Aid	+05
10	Sloppy Trial Procedure	+25

LEGAL OUTCOME

The final table to roll on splits into two possible choices for legal action.

LEGAL RULINGS, PROPERTY SETTLEMENTS

01-10	Highest Unfavorable Ruling
11-25	Near Highest Unfavorable Ruling
26-50	Highly Unfavorable Ruling
51-75	Unfavorable But Fair Ruling
76-85	Favorable Ruling
86-90	Very Favorable Ruling
91-95	Highest Favorable Ruling
96-00	Case Thrown Out of Court

CRIMINAL DISPUTES

		FINE MODIFIER
01-10	Highest Punishment	+100%
11-25	Near Highest Punishment	+75%
26-50	Harsh Punishment	+50%
51-75	Standard Punishment	n/a
76-85	Less Than Normal Punishment	-25%
86-90	Very Light Punishment	-50%
91-95	Lightest Possible Punishment	-75%
96-00	Case Thrown Out of Court	n/a
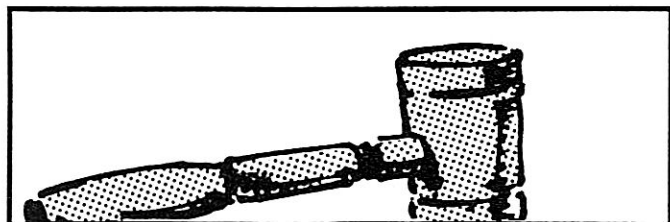
FINES

The fines levied for a crime and court costs are entirely the decision of the GM. The same goes for time spent in court or jail before trial. The average fines for Motor Vehicle Laws are a quarter of a week's wages.

Criminal charges and destruction of property can range from the equivalency of a few hundred to a few thousand dollars.

Harsh criminal charges may result in jail and fines of the equivalency of tens of thousands of dollars as well as property seizure and jail sentences. Parole from harsh crimes often takes a year or two.

SEVERITY OF CRIME

This section deals with the severity of crime, the seriousness of how the court will treat the offense.

> "Honest, it was only a flower! You can't execute me for picking a flower ....you can?"
>
> *David Lexor*

SERIOUS CRIME	SEVERITY
Manslaughter	10
Manslaughter (2nd Degree)	09
Manslaughter (3rd Degree)	08
Negligent Homicide	03-07
Conspiracy (Murder)	03-07
Assault with Intent to Kill	08
Assault	07
Assault (2nd Degree)	06
Assault (3rd Degree)	05
Brawling	04
Aggravated Assault	03
Reckless Endangerment of Life	04-06
Kidnaping	09
Kidnaping (2nd Degree)	08
Coercion (Forcing Under Threat)	07
Sex Related	04-09

DESTRUCTION OF PROPERTY

Arson	08
Arson (2nd Degree)	07
Arson (3rd Degree)	06
Unlawful Demolition	04-10
Vandalism	06-07
Vandalism (2nd Degree)	04-05

CIVIL DISTURBANCE

Riot	08
Inciting to Riot	06
Harassment	03-06
Unlawful Assembly	02-04
Disorderly	02
Public Intoxication	02-03
Intoxicated & Disorderly	03
Trespass	01-05
Tampering	01-05
Mischief	01-03
Criminal Trespass	04-08
Criminal Tampering	05-08
Criminal Mischief	04-07

THEFT   SEVERITY

Burglary	06
Burglary (2nd Degree)	06
Robbery	07
Armed Robbery	08
Larceny (Minor)	02-03
Larceny	04-05
Grand Larceny	06-07
Unlawful Use of Credit Card	05
Possession of Stolen Property	05
Possession (2nd Degree)	03-04
Forgery	08
Forgery (2nd Degree)	06-07
Forgery (3rd Degree)	04-05

BRIBERY

Bribery	07-10
Bribery (2nd Degree)	05-06

ARREST RELATED

Resisting Arrest	02-03
Hindering Prosecution	03-04
Obstructing Official Agency	03-04
Harboring a Fugitive	03-04

DRUGS

Possession of a Controlled Substance	07-09
Possession of Substance (2nd Degree)	06-08
Possession of Substance (3rd Degree)	05-06
Possession of Substance (4th Degree)	04-05
Possession of Substance (5th Degree)	03-04
Sale of a Controlled Substance	09-10
Sale of Controlled Substance (2nd Degree)	08-09
Sale of Controlled Substance (3rd Degree)	05-07

WEAPONS

Unregistered Handgun (Variable by Area)	04-05
Explosives	05-07
Military Explosives	06-08
Machine Weapons (Without License)	04-07
Military Gasses	03-06
Exotic Weapons	02-07
Knives	02-04
Radioactive Material	02

OTHER

Racism	01-03
Immigration / Customs Law Violation	02-04
Tax Evasion	02-09
Computer Tampering / Hacking	02-06

CIVIL INFRACTIONS

Traffic / Motor Vehicle	01-04
Property Ordinance	01-03
Social Ordinance	01-03
Health Ordinance	01-03
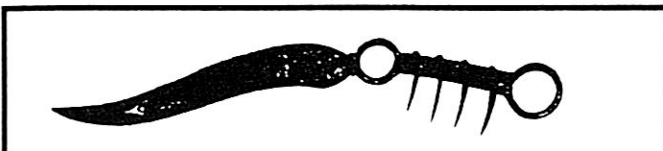
PRISON CONDITIONS

01-10 HELLHOLE
These places are the lowest place in society. If the prisoners don't get you the guards will. You fight and work and hope to survive your sentence.

11-50 HARSH PRISON
These are a step up above hell-holes where an individual works off his time and attempts to survive. Whatever his or her time, the system is extracting whatever it can, in work, while the victim suffers.

51-75 MODERATE PRISON
For some societies a prison is a place to put criminals so they may think on the crimes they have committed. These are a comfortable place with some work to do, but otherwise ineffective to rehabilitate.

76-85 EASY PRISON
This prison is another time waster. While easy and comfortable, it has few redeeming features to help rehabilitate the criminal.

86-90 EDUCATIONAL/TRAINING FACILITY
This Philosophy of Prison reeducates the prisoner to be more useful in society. It teaches good social habits and generally improves where an education is lacking.

91-95 CONDITIONING FACILITY
This facility uses mental conditioning to make sure the prisoner will not commit more crimes. Whether by physical, chemical, or psychological means the prisoner's will to commit a crime is impaired.

96-00 EXTREMES
Extreme prisons use harsh chemical conditioning, high-tech implants, or mind wipes / blocks to create a person who does not commit crime. In lower or primitive societies this may become severe forms of torture or a simple execution to eliminate the problem.

OTHER PRISONERS & GUARDS		TEMPER
01-10	Inhuman and Sadistic	10 or Less
11-50	Harsh and Cruel	20 or Less
51-75	Hard	30-40
76-85	Average	40-50
86-90	Reasonable	50-60
91-98	Friendly	60
99-00	Very Friendly	70

CHANCE TO ESCAPE OPPORTUNITIES		CHANCE PER MONTH
01-10	Forget it	05% or Less
11-50	Real Rare	10% or Less
51-75	Rare	15% or Less
76-85	Average	20% or Less
86-90	Occasionally	25% or Less
91-98	Common	35% or Less
99-00	Very Common	49% or Less

ESCAPE
The chance to escape doesn't mean you escape, but rather you see an opportunity or a possible method.

+14,3

FRINGEWORTH SCENARIO
'THE LAST BASILEUS'
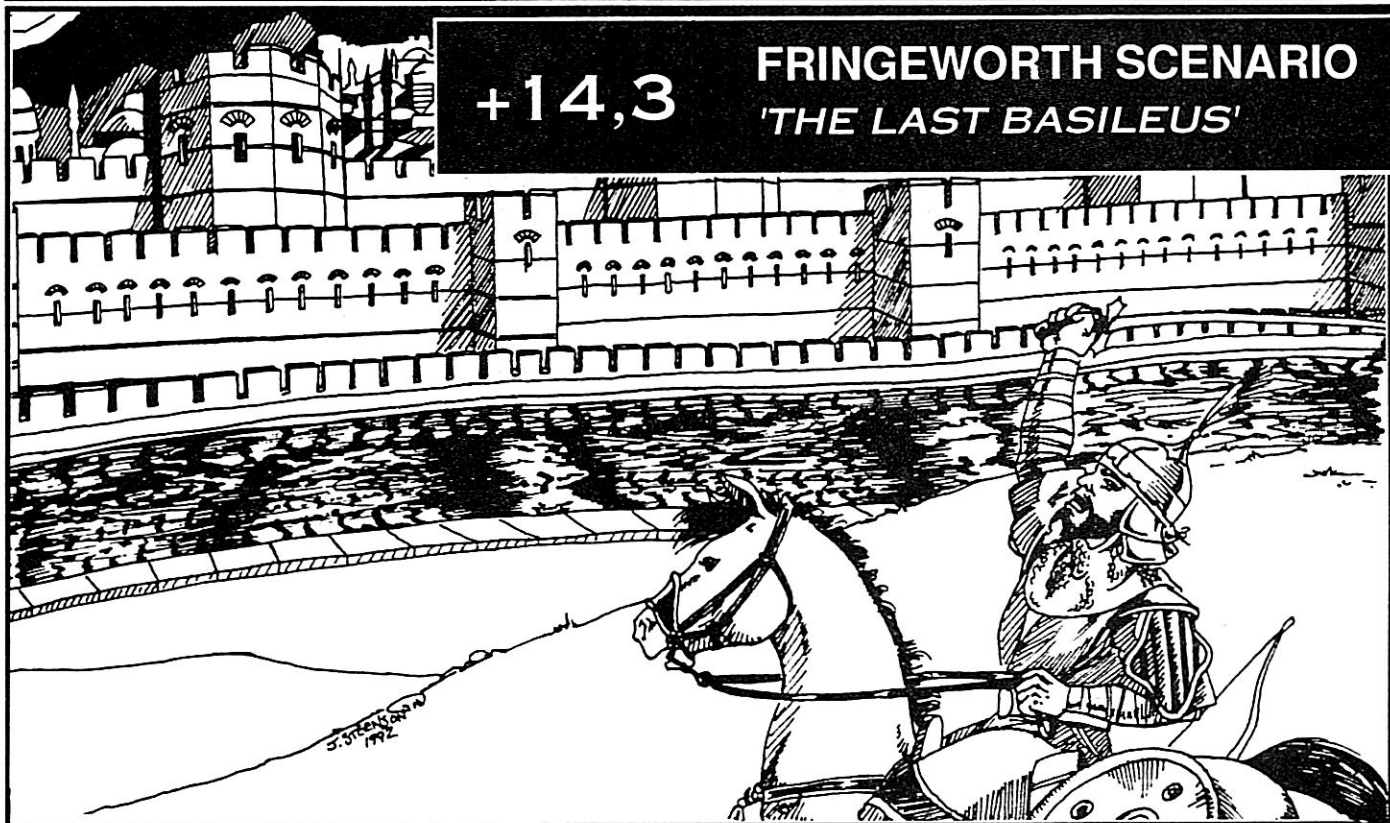
60 Days at Constantinople

The portal has been cataloged as safe.   First contact had shown the city to be in Western Turkey, sometime in the late middle ages. Apparently a close Historical Alternate to Earth, the city of Constantinople is an astonishing prize to historians. A covert film survey of the city has been assigned to UNISS. An IDET team is selected and assigned the mission.

The Fringeworthy explorers have costuming, mini-cams, and a mass of equipment and weapons set for a later delivery to a further supply dump. Their initial stay is planned for two or three days.

The Real Situation

Little does the small group of Fringeworthy know, this is Byzantine Empire in its last 60 days before it is sacked and destroyed by the Turks.

To add an additional problem to this, the portal is also a Timed Transfer, open for 10 days and then automatically shut off for nearly two months.

GM'S NOTES

Get your crew and their vehicles through the warp, then shut it down. The drop point from a previous IDET surveyor tells of the 30 day cycle and he will radio every 72 hours. Rahib Mulhatny is now hiding in the country side, waiting for rescue. He will tell the survey team of the year and the impending invasion. Within hours he will be captured by the invading turks and killed as he is transmitting his situation and location.

Assume your Explorers have a computer and a limited historical fact library.

History

The city of Constantinople was a Greek colony that dated to the seventh century BC. Eventually it became the center for the Roman Empire's production and trade of grain. In AD 330, Constantine made it his capital and renamed it Constantinople. Formally splitting from Rome in 395, this strategically located city became the capital of the Eastern Roman Empire.

By 550, the city's magnificence rivaled Rome. After the fall of Rome, the Byzantine empire rose to influence Europe and slowly push aside the 'Dark Age'. By the early 1400's the Byzantine Empire was in serious decline due to a rapidly shrinking land area, warfare, and repeated conflicts with the expansionistic Turks. By 1450 the once mighty empire was a small city state, rich in culture, and in the way of invasion.

Christian Rome

Constantinople was Rome. It also became the center of Christian Rome. The Byzantine believed themselves the Kingdom of Christ on Earth.   The culture and people were traditionally Roman. This combination of Roman/Greek Cultural Baggage, Justinian Code, Eastern and Arab Influence, and Fervent Christian belief produced both a dynamic and classically stable City-State that became Empire and lasted nearly a thousand years.

CITY:	**Constantinople**
RULER:	**Constantine XI Palaeologus**
GOVERNMENT:	Generally election and later assassination after loss of the people's confidence or others who coveted the rulership.
POPULATION:	**16,500 (2000 Foreigners)**
LANGUAGE:	**Greek**

Geography

Byzantium sits on the tip of the western edge of the Horns, a channel little more than a few hundred feet wide that controls direct access to the Black Sea and the beginnings of Asia. Byzantium was the grandeur of Rome but built for the glory of God, buildings sheeted with copper and gold, magnificent Bacillus, palaces and public structures. Chariots were raced in a Circus/Colosseum to rival Rome. A walled city unequaled in history.

Politics

The politics of the mid 1400's was complex. It was the end of the middle ages and the vacuum after the collapse of Rome was being filled with the rise of the Italian city-states. Christian Rome had split with the Eastern Orthodox Church (Byzantium) in 1054. The crusades and constant invasions nibbled away at territory until 1071 when their last holdings in Italy were conquered. By 1453 Byzantium was slowly being strangled economically and socially with the rise of the Moslem world. The Byzantine empire was rapidly shrinking. Warfare was nearly constant with the Moslem Turks who saw a rich and strategic city waiting to be conquered.

Allied	Neutral	Hostile
Venice	Genoa	Turks

THE CITY

H1   The Hippodrome
A 40,000 seat arena for Chariot Racing, Circus, and political spectacle.

H2   Hagia Sophia
A huge cross shaped cathedral with a dome that reached 180 feet in height.

Other Points of Interest

Brought in fresh water and disposed of waste in near modern fashion. **Surrounded by 12 miles of walls** with 112 towers, and a mote. **Chain-Boom (CB):** A floating Log and hook boom that stopped shipping from entering the channel to the golden horn. Connected to Pera shore.

KEY TO CONSTANTINOPLE 1453

GATES & TOWERS		BUILDINGS	
T01	Tower of Anemas	A00	Blachernae Palace
G01	Gate of Xylokerkos	A01	St George
G02	Gate of Charisius	A02	Saint Andrew
G03	Gate of St Romanus	A03	St John of Stoudion
G05	4th Military Gate	A04	Fourm of Arcadius
G06	Gate of Rherium	A05	Fourm Bovi
G07	3rd Military Gate	A06	St Mary Panachrantos
G08	Gate of the Pege	A07	Column of Marcian
G09	2nd Military Gate	A08	St John in Petra
G10	Golden Gate	A09	Virgin Pammakaristos
T02	Marble Tower	A10	Amastrianum
G11	Gate of St Aemilanus	A11	Monastery of
H01	Harbor of Eleutherius		Christ Akataleptos
H02	Harbor of Contoscalion	A12	Aqueduct of Valens
H03	Harbor of Julian	A13	St Savior Pantocrator
G12	Iron Gate	A14	St Theodosia
G13	Gate of St Barbara	A15	St Theodore
H04	Phosphorion Harbor	A16	Fourm of Theodosius
G14	Italian Quays	A17	Acropolis
G15	Gate of the Drungarii	A18	St Irene
G16	Plateia Gate	A19	Senate
G17	Gate of St. Theodosia	A20	Augustaeum
G18	Phanar Gate	A21	Imperial Palace
G19	Contoscalion Gate	A22	Lighthouse
G20	Gate of	A21	Venetian District
	St John de Cornibus	A22	Covered Bazaar
F1	**Interdimensional Warp**		

Stealth & Tactics

The Portal opens a mile outside the walls with the gate of Xylokerius the nearest entry to the city. Near the Warp are a ruined barn-like structure ideal for hiding the team's Hummer and trailer.

When the situation becomes critical and the Turks begin arriving, the team will loose the vehicle unless they bring it behind the walls.

The Turks will loot the strange siege machine and burn it, setting off the stored ammunition and explosives, leaving the explorers with little but their wits.

Constantinople
City Map 1453

The Timeline 1453

MARCH

03/30	**Warp Opens**
03/31	Mehmet's Troops Arriving

APRIL

04/01 to 4/10	Setup
04/11	Forces are Ready
	Turkish Fleet Arrives
04/12	Artillery Begins
04/13 to 04/17	Bombardment Continues
04/18	**First Land Attack Fails**
	Four Hour Night Battle at Lycus Valley/ Pempton Gate Wall
04/19	**First Sea Attack Fails**
	Battle of the Chain Boom
04/20	Four supply ships fight their way in
04/21 to 4/23	Stalemate
04/23	Turks create slipway over the Pera heights and drag 72 Fustes 'to the top' to Sail overland to the Channel.
04/24 to 4/27	Stalemate
04/28	**Attack on Turkish Fleet Fails**

MAY

05/01 to 05/14	Attacks across the walls. Stalemate
05/16 to 05/17	Tunneling Countered at Blachernae
05/18	Turk Siege Tower Destroyed at Port St. Andrew
05/19 to 05/24	Stalemate
5/25	The Turkish Proposal for Yearly Tribute is rejected by Byzantines
5/26 to 05/27	Critical Decision Day. The Day of Zagan Pasha who urges the taking of the city when Mehmet wants to quit.
05/28	Five Hour Siege at West Wall (Sea of Marmora) and Eastern Wall (Channel of Golden Horn). Main force attack at North Wall (Adrianople & St. Romanus Gate).
05/29	Turks find Kerkoporta (Circus) gate open and swarm through the breach. John Giustiniani falls and Constantine XI vanishes under the tide of Moslem invaders.
05/30	Sack of Constantinople
	Warp Opens 6:48 PM

Sultan Mehmet II

The young and ruthless leader of the Moslem World, he commanded 450,000 Ottoman Turks.

Turkish Army (Anatolians)
Standard Turkish Army

Bashi Bazouks
The poor soldiers who did not have horses. It was said they were that much fiercer.

Jannisaries (reserve)
Pulled from Christian homes, these male children were trained to be a competitive, organized, and fierce fighting force.
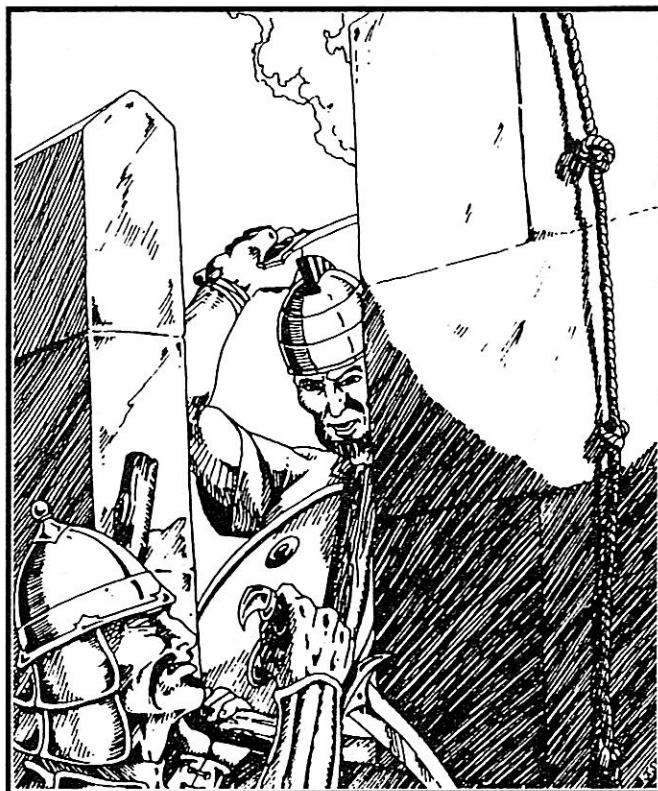
Constantine XI Palaeologus

The ruler of Byzantium, unlike many of the previous leaders, was respected. In Byzantium, in true Roman style, a lack of confidence in leaders meant their quick disposal from office by assassination or mob violence.

Constantine XI knew his fate early on, but he never gave up his faith in the arrival of the fleet to drive off the Turks. Like a ghost, he walked the ramparts of the North walls and encouraged his few men to fight for Byzantium. With a temperament of 44, the Fringeworthy will find him an intelligent man. If they prove their weapons and worth, he will see their value and may even become a friend.

The Walls of the City

Constantinople was ringed by walls, constructed for defense, which time and again proved they could stop any siege. It took the invention of gunpowder and the largest cannon ever built to crack these fortifications. To do this the Turks built the Basilic, a massive cannon with a 3' barrel capable of lobbing a 1,500 pound projectile 13 miles. While inaccurate, it did blast a 6 foot deep crater in walls and towers.

City Wall with Moat
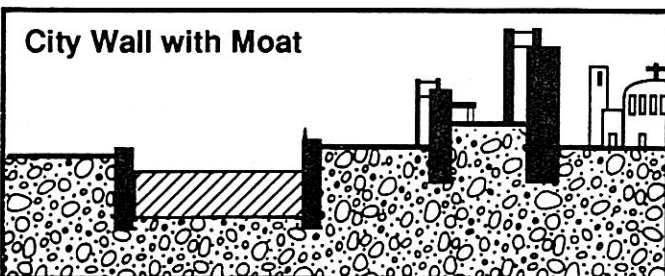
Turk Regular

ACC	DEX	STR	THR	DOD	AGL
09	10	11	11	10	10

ARMOR	ARMED WITH
None	Any

Genoan Soldier

ACC	DEX	STR	THR	DOD	AGL
13	12	11	11	10	10

ARMOR	ARMED WITH
Scale	Any

Jannisaries

ACC	DEX	STR	THR	DOD	AGL
13	12	13	12	12	12

ARMOR	ARMED WITH
Scale	Any

Byzantine Civilian

ACC	DEX	STR	THR	DOD	AGL
08	12	10	10	10	11

ARMOR	ARMED WITH
Scale	Any

Weapons

In direct combat, randomize from this chart for the enemy's main weapon.

01-50	Sword
51-75	Crossbow
76-85	Polearm
86-90	Knife
91-95	Firearm 'Wheellock'
96-98	Mace/Axe
99	Club
00	2 Weapons

Bashi Bazouks

ACC	DEX	STR	THR	DOD	AGL
10	12	12	11	10	10

ARMOR	ARMED WITH
None	Any

Under John Giustiniani's Leadership

The great defender of Constantinople was not a native, but a competent Genoese Nobleman who held the Turks from an easy victory. With Giustiniani were 400 Soldiers and 300 Sailors.

Unlike the city guard and forces recruited from resident foreigners, these Genoan volunteers were trained military who fought for the survival of the city. They were eventually massacred.

Sea Battles

The Turkish fleet was composed of 493 ships mostly small *Fustes,* that were useless against the Galleons of Genoa and the tiny Italian Fleet.

In defense of the city were 10 Italian vessels with 2 Corsairs. The use of Greek fire and the blockage of the chain boom held the Turks until they built a slipway over the mountain behind Pera and slid 70 vessels inside the Channel of the Golden Horn.

Turk Fustes

Genoan Corsair
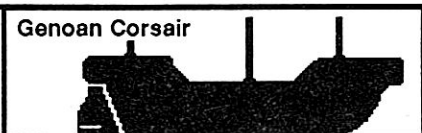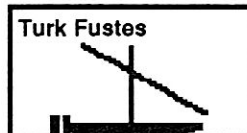
In Defense of Constantinople

Combat comes in waves. Generally at night, a wave of combat is composed of a small siege tower and troops with ladders and grappling hooks. First the wave peppers the walls with archers. The next rush is ladder men. Defenders drop rocks, push ladders and hack at any who top the wall or make it over.

The Enemy

Pushed from behind by whip and sword, the waves of troops will continue to attack until killed or a disengage is sounded.

Close Combat

Close combat is simple. The enemy will charge to the walls and place ladders. They simply swarm up the ladder in the hope of creating a stable beachhead. Armed with sword, crossbow, or the rare firearm, their power comes in their masses and determination.

REMEMBER
01   Use Fast Kill Tables.

Siege Events

During siege combat on the wall the Fringeworthy run the risk of injury from flying objects and weapons. Check once per 3 minutes of peak combat on the wall.

01-50	**No Damage**	
51-75	**Hit from Flying Rock**	(2d6 WBD)
	Randomize Area Hit, Check for Head Cosh.	
76-85	**Arrow Hit**	(3d6 Penetration)
	Randomize Area Hit.	
86-90	**Attacked**	
	by 1 Individual	
91-95	**Attacked**	
	by d4 Individuals	
96-98	**Random Firearm Hit**	(2d6 Penetration)
	Randomize Area Hit.	
99-00	**Attacked**	
	by d4+4 Individuals	

IDET SUPPLY

The folowing items are in the Hummer's trailer, destined for a supply dump further down the line. Add a few more.

*	24	Assault Rifles
*	20,000	Rounds in 1000 Cases
*	48	Phosphorus Grenades
*	24 Pounds	Plastic Explosive
*	24	Detonators (12 Mechanical, 12 Radio)
*	04	Detonator Boxes
*	06	Light Anti-Tank Weapons (LAW type)
*	01	Flamethrower
*	01	Computer and Peripherals
*	06	Generic Byzantine Clothing Packs
*	03	Microcams and Disk Supplies
*	02	Translator Bands
*	04	Doctors Bag's
*	06	Cases Rations (3 Month Supply)
*	01	Portable Solar Array
*	01	Ultralight Helicopter (50 gal Fuel Drum)
*	--	Varied Vehicle tool kits, Tarps, etc.

The Historical Outcome

With the opening of the Circus gate and the sudden and demobilizing death of John Giustiniani, the defense of the city quickly crumbled. The Turks pushed into the city and began three days of savagery and looting. Nothing was sacred. The population was murdered, Christian images destroyed or covered by the strict edicts of Islam.

The Fringeworthy, with luck and determination, can hold out until they can make a run for the Warp and freedom.

The Possible 'New' Outcome

With clever tactics and a little help from the Fringeworthy, Constantinople will not fall. Just a small infusion of hope and the arrival of the Christian fleet off Chios will turn the tide. This Christian core at the edge of Asia again prosper and grow. With time the entire course of this world's events will change and victory may mean fast friends and a historical treasure that will benefit Earth Prime.
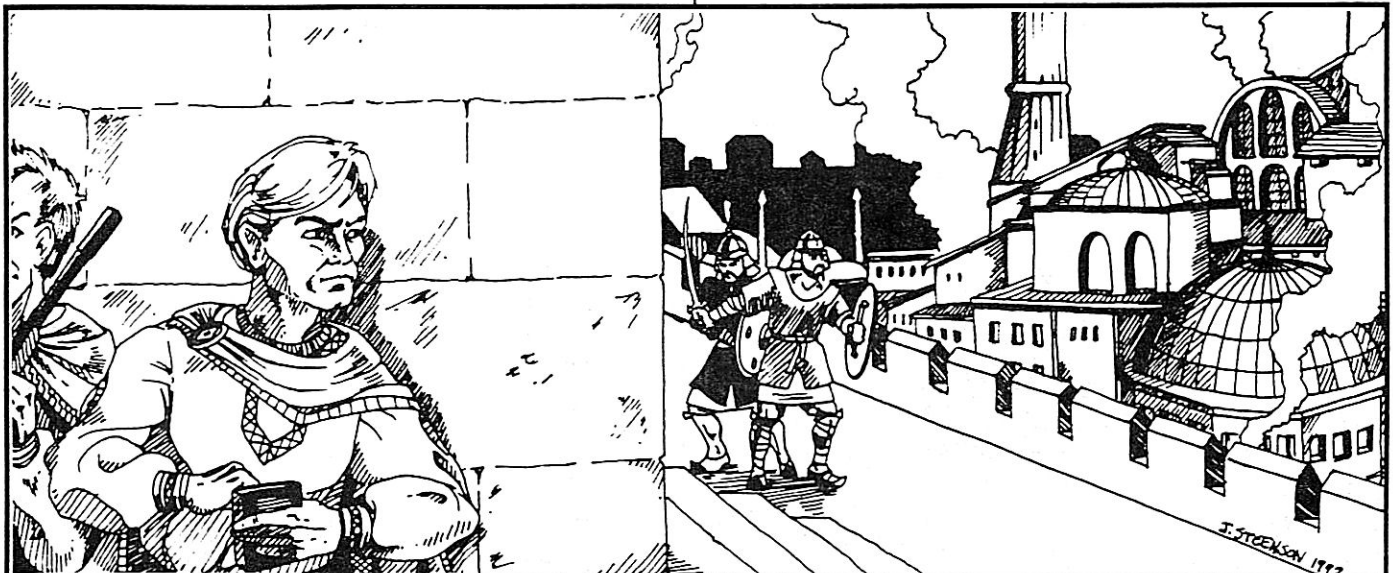
FINAL CAMPAIGN NOTES

Fringeworthy lends its premise to small groups of people who have become explorers of the greatest frontier ever opened to mankind. Adventure is everywhere and home is a short step away. As team members of UNISS they have responsibility and must be decision makers.

CAMPAIGN DESIGN

Your campaign design is simple. The IDET teams have hundreds of thousands of worlds to find and explore. During this exploration they will run into historical happenings, mystery, aliens, odd political systems, and just plain folks in trouble. With the resources they posess, they must wisely help solve these problems.

Searching for technology, trade items, and ideas may be secondary to their keeping Earth Prime safe from external and internal threats.

Problems will also find the players at every opportunity. From broken cultural taboos to dumb mistakes, trouble is just around the corner.

Their resources from contacted worlds is amazing and powerful compared to many worlds they may enter. Remember that with power comes responsibility. Many would also like to take that power from them for less than good intentions.

As time goes on players are allowed to play aliens that have joined the IDET Alien Corps.

REMEMBER

01 Fringeworthy lends itself to 4 to 10 excellent role players who are not overly trigger happy.

02 Players who are constant as well as intermittent will find that Fringeworthy is an easy game to move their characters into and out of. Once you are part of the team, you are known, and absences can be explained as other assignments or work back at Hatsumi Base.

03 The GM should plan adventures well in advance and create necessary game related material in the form of records and special data. The use of taped special effects and background sounds adds much more to a campaign than most realize. Fringeworthy's game designer Richard Tucholka highly recommends the Syntonics '**Environments**™' tapes. Creating maps and other handouts are great for game play and 'close' player participation.
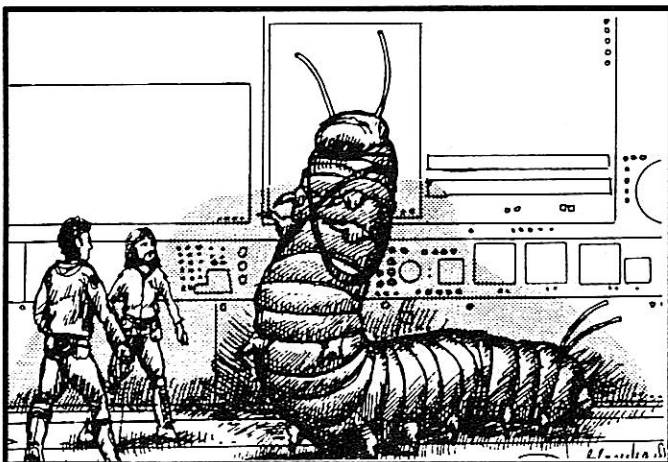
FOR THE GM

01 Never let your players gain control of the game. Your game decisions are final.

02 In the same vein, don't keep absolute control over your players. Be willing to change a ruling but don't make it a habit.

03 Don't herd your players through a situation they have no hopes of changing. They might as well just listen to the story as participate when they have little to do.

04 The invincible character is no fun for the GM or other players. When there's no chance of death or challenge, what good is running a character? Any changing or fudging of a character's statistics or skills should not be allowed. A player character with low to mediocre stats becomes interesting and more of a challenge to role-play than a super-powered character.

05 Make your players work for their supplies and wealth. Don't ever be afraid to destroy a character's equipment. Necessity is the mother of invention and the basis of a good game. Make 'em sweat.

06 Don't design killer or solutionless scenarios. A grim, blood thirsty GM is no fun for the adventurers. Always give your players a way out of a situation they cannot handle.

07 A GM may find himself in a situation where he or she is tempted to fudge a dice roll for a player's benefit. This is not the sign of a weak GM, but a very good GM who can understand the difference between bad luck and a bad decision. Just don't let the players know.

08 Inconsiderate, ridiculous, or homicidal players should be removed from the game at the first opportunity (preferably with a heavy blunt instrument). There is no place in a role-playing adventure for fools who disrupt the game or get other player's characters killed. There is no, and never will be an excuse for acute stupidity.

09 A little humor in a game makes it a lot of fun. Remember humor has its place, so don't get too wrapped up in fun or your credibility as a GM will suffer. Avoid slapstick as a GM, you'll nauseate your serious role players.

> "After 10 years out here, what do I think of my job? I love it!"
> **Col. Ed Powers**

> "Say What?"
> **Dr. David Lexor**

10 Find an interruption-free and quiet place to play. The created tension of the game is very likely to suffer from constant interruption.

11 Don't forget the paper, pens, munchies and soft drinks.

12 Above all, be honest and fair with your players. You are the person they trust to guide them on an adventure. You, as a GM are an extraordinary new breed of story teller. Give your players something to remember.

REMEMBER

01 Above all else, this Science Fiction RPG is designed for fun.

FINAL NOTES TO PARENTS

In the last 13 years, role playing games have grown from a supposed fad to a permanent part of the world hobby industry. These fantastic and imaginative games have come under attack by parents groups and some religious leaders who claim role playing is psychologically dangerous for our children. They tend to cite cases of a few mentally unbalanced individuals who used these games to their own ends and gained coverage by the media due to the sensationalism of the event.

"Are Role Playing Games Harmful?"

The truth is quite the opposite. The role playing game is an outstanding hobby and can be a learning experience. Role playing games motivate the mind of the child to solve problems and learn, even to the point of causing the child to take a secondary interest in history or science

Role playing games also promote social and group interaction that can help in school or later life. This is something a video game can never do.

Role Playing is Imagination!

Perhaps the greatest benefit of this new generation of games is the potential to open the imagination of the child. So when your children play, remember these games have a hidden potential for education as well as fun.

OTHER TRI TAC GAMES

Fringeworthy is the first in a series of games by Tri Tac Systems that have compatible rules and systems.

INCURSION

Incursion is the game of Galactic Exploration and high adventure. You, a twentieth century human, become owner of a mighty HFTL Starship, lost in a crumbling Galactic empire of a million worlds. As you explore these worlds and interact with aliens, your mission is simple. Survive and find home again.

See Tri Tac Game #4001   INCURSION

FASTER THAN LIGHT 2448

Faster Than Light 2448 is Tri Tac's space role playing game. You are a citizen of the 25th century. You work in space and aliens are your friends. The new edition includes hundreds of pages of information and dozens of aliens that you can play. It's space the way it should be!

See Tri Tac Game #2001   FTL 2448

BUREAU 13
STALKING THE NIGHT FANTASTIC

Tri Tac's award winning game of modern Horror and Paranormal Adventure. Become a member of the super secret Bureau 13 and explore the dark side of America. As agents of the night your mission is to find the supernatural, preserve it or destroy it as you see fit. You have the latest in high technology, equipment and weapons. Just don't get caught. Winner 1991 RPGA Best Fantasy Game.

See Tri Tac Game #3001   BUREAU 13

Tri Tac Systems

HARDWIRED HINTERLAND

Tri Tac's Future Science Fantasy game is on the boards for a 1992 release. Fantastic role-playing beyond time and space.

See Tri Tac Game #4500   HARDWIRED HINTERLAND

READ THE BUREAU 13 BOOKS!

Starting in 1991 Bureau 13 has became a paperback book series from the talent of Nick Pollotta.

Published by Ace Books, there will be two released in 1992.

BOOK 1	Bureau 13	(July 91)
BOOK 2	Doomsday Exam	(January 92)
BOOK 3	Full Moonsters	(July 92)
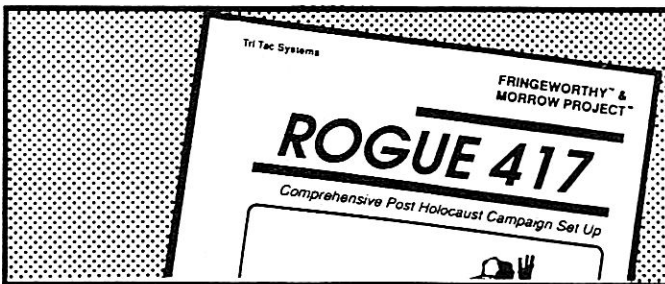
MODULES

Tri Tac Systems will also be producing a line of modules for Incursion. Many Incursion submissions are in the planning stages. The first that have been released (*) or are planned are:

*	ROGUE 417	#1050
*	INVASION US	#1060
	OTHER EARTHS 1	#1070
	OTHER EARTHS 2	#1071
	PORTALS TO ADVENTURE 1	#1080
	PORTALS TO ADVENTURE 2	#1081
	ALTERNATE WORLDS 1	#1090

RECOMMENDED

Another great system that the designer of Incursion recommends is Timeline Ltd's **Morrow Project** ™.

REFERENCE MATERIAL

The following is a list of the highly recommended authors and specific titles that can add a wealth of ideas to your campaigns.

ANY ALTERNATE UNIVERSE
BOOKS OR STORIES BY:

Isaac Asimov	Arthur C Clarke
Robert Heinlein	Jack Chalker
James Herbert	Robert Asprin
Alan Dean Foster	Madelline L'Engel
Dianne Wynn Jones	Roger Zelazny
H Beam Piper	Larry Niven
Murray Leinsner	Lawrence Watt-Evans
Nick Pollotta	Clifford D. Simak

BOOKS TO READ

Paratime	H Beam Piper
Roadmarks	Roger Zelazny
Tunnel in the Sky	Robert Heinlein

Michael Moorcock's
The Land Leviathan
The Warlord of the Air
The Steel Tsar

A Transatlantic Tunnel	Harry Harrison
Sideslip	Ted White
Bring the Jubelee	Ward Moore
Man in the High Castle	Philip K Dick
Pvane	Keith Roberts
The 'Timeliner' Series	Meridith
The 'Well World' Series	Jack Chalker
Mandalay	John Ford
The 'Lord D'Arcy' Series	Randall Garrett
The 'Imperium' Series	Keith Laumer
The Unicorn Girl	Michael Kurland
The Butterfly Kid	Chester Anderson
Callahan's Series	Spider Robinson

FILMS

Since the beginnings of SF on film there have been few stories on alternate times until reciently. Films are even more rare. The films tagged (*) are the designer's favorites.

BRAZIL*	QUEST FOR LOVE*
TRON	TIME BANDITS
DAY TIME ENDED	FANTASTIC PLANET

A CONNECTICUT YANKEE IN KING ARTHURS COURT

Little Girl Lost	(Twilight Zone Episode)
Quantum Leap	(TV Series)

MAGAZINES

Analog	Isaac Asimov's SF Magazine
Astounding	Vertex
Amazing	Pandora
Galaxy	If
Imagination	Worlds of Tomorrow
Fantasy & SF	Aboriginal SF
Other Worlds	Fantastic Universe
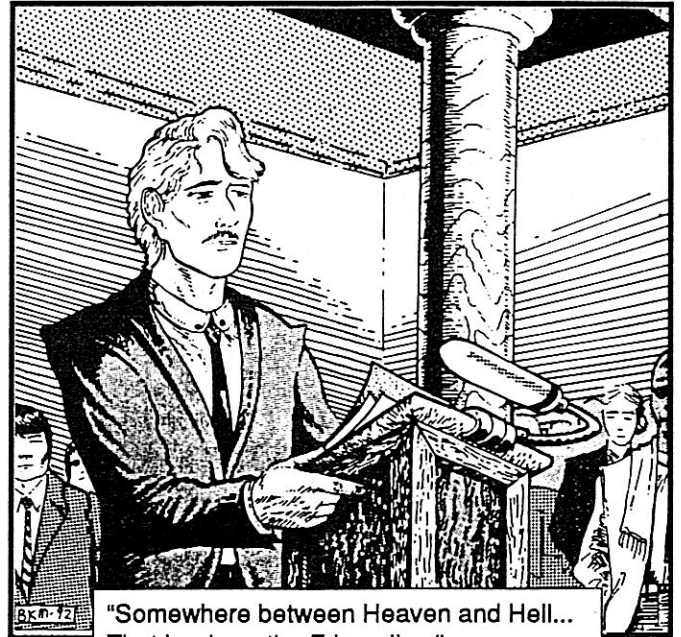
"Somewhere between Heaven and Hell... That is where the Fringe lies."
Hatsumi

The Ed Powers Story

"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 discovery of 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 Fringepaths, the costs are worth it. Can we turn our backs now? We have inherited access to the universe 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 our help? 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 dangers are and what the papers say, I'm going out there again. Thank God I was born Fringeworthy."

Col. Edward Powers
"Portals and Pathways" Lecture
University of Michigan, 2020

"Sheesh! Kids!"
Schmert

FINAL DESIGNER'S NOTES

Tri Tac Systems does not support use of Black Magic, Devil Worship, UFO Brotherhoods, Environmentalist Wackos, Rabid Fundamentalism, New Age Thinking, Crystal Energies, or the people who practice belief in such things.

We have included this disclaimer (a genuine waste of space) because many narrow-minded individuals equate Role Playing with the above and can not make the distinction between Science-Fiction and reality.

No offense is intended toward specific beliefs or any religious groups or individuals. If we have offended your beliefs in any way, please feel free to **purchase and burn** as many of these books as you desire. Send a (SASE) with your questions, comments, criticisms, and letter bombs. Expect a letter and a catalog. Thanks.

TRI TAC SYSTEMS
PO BOX 61
MADISON HTS, MI 48071-0061
USA

INFORMATION & UTILITY APPENDIX

The next section of Fringeworthy is the Utility Appendix that contains special data for the GM and players. These will include Character and Utility sheets as well as special tables that make game play easier. Most of these sheets are self explanatory.

Permission is granted to photocopy any of the following pages after 177 for game play.
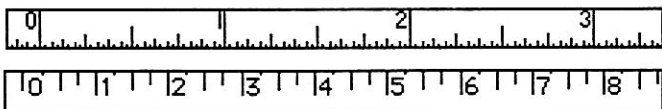
METRIC EQUIVALENCY

For these conversions you will need a pocket calculator or a little patience.

LENGTH

1 Inch	=	2.54	Centimeters
1 Foot	=	30.48	Centimeters
1 Yard	=	0.9114	Meters
1 Mile	=	1.61	Kilometers
1 Centimeter	=	0.3937	Inches
1 Meter	=	3.28	Feet or 1.093 Yards
1 Kilometer	=	0.6214	Miles

WEIGHT

1 Ounce	=	28.35	Grams
1 Pound	=	453.60	Grams
1 Gram	=	0.03553	Ounce
1 Kilogram	=	2.206	Pounds

NUMBER CRUNCHER

Page 178 is an easy utility designed for reducing or increasing numbers. In many cases the tables in Fringeworthy will tell the player or GM to roll under (.75) of a number. To find this fraction simply index down the (1.00) of the column to find the number you need. From that point index left or right to find your needed number. This table also rounds down to the nearest whole number. As an example, you might need to find (.25) of the number 70.

.12	.25	.50	.75	1.00	1.25	1.50	1.75
008	017	035	052	**070**	087	105	122

INDEX

The index on Pg. 179 is an easy cross reference to many areas of the game. The first index is a simple map to finding a section. The second more complex index is a detailed look at sections of the book and how sections relate to each other.

NPC or CHARACTER JUMP STARTS

This large new section is a compendium of 12 possible NPC character starters or used to help assist you in the generalized creation of your character. While some statistics are listed, some are left blank for the GM or player to work with. Find them on Pages 182-184. Modification to Alien statistics is an easy process. See Also Pg. 059-060.

UTILITY SHEETS

The last sheets in the book are your character and equipment sheets. Nearly a decade of suggestions and play testing have gone into their design. If you don't like them, let us know what you think and suggest. Look to new modules for more utility ideas and additional sheets.
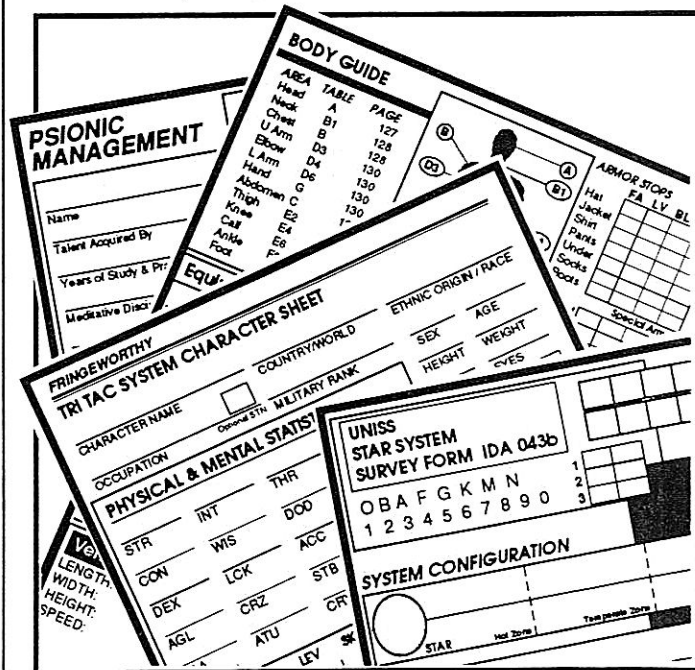
NUMBER MULTIPLIER 01-50

.12	.25	.50	.75	1.00	1.25	1.50	1.75
001	001	001	001	**001**	001	001	001
001	001	001	001	**002**	002	002	003
001	001	001	002	**003**	003	004	005
001	001	002	003	**004**	005	006	007
001	001	002	003	**005**	006	007	008
001	001	003	004	**006**	007	009	010
001	001	003	005	**007**	008	010	012
001	002	004	006	**008**	010	012	014
001	002	004	006	**009**	011	013	015
001	002	005	007	**010**	012	015	017
001	002	005	008	**011**	013	016	019
001	003	006	009	**012**	015	018	021
001	003	006	009	**013**	016	019	022
001	003	007	010	**014**	017	021	024
001	003	007	011	**015**	018	022	026
001	004	008	012	**016**	020	024	028
002	004	008	012	**017**	021	025	029
002	004	009	013	**018**	022	027	031
002	004	009	014	**019**	023	028	033
002	005	010	015	**020**	025	030	035
002	005	010	015	**021**	026	031	036
002	005	011	016	**022**	027	033	038
002	005	011	017	**023**	028	034	040
002	006	012	018	**024**	030	036	042
003	006	012	018	**025**	031	037	043
003	006	013	019	**026**	032	039	045
003	006	013	020	**027**	033	040	047
003	007	014	021	**028**	035	042	049
003	007	014	021	**029**	036	043	050
003	007	015	022	**030**	037	045	052
003	007	015	023	**031**	038	046	054
003	008	016	024	**032**	040	048	056
003	008	016	024	**033**	041	049	057
004	008	017	025	**034**	042	051	059
004	008	017	026	**035**	043	052	061
004	009	018	027	**036**	045	054	063
004	009	018	027	**037**	046	055	064
004	009	019	028	**038**	047	057	066
004	009	019	029	**039**	048	058	068
004	010	020	030	**040**	050	060	070
004	010	020	030	**041**	051	061	071
005	010	021	031	**042**	052	063	073
005	010	021	032	**043**	053	064	075
005	011	022	033	**044**	055	066	077
005	011	022	033	**045**	056	067	078
005	011	023	034	**046**	057	069	080
005	011	023	035	**047**	058	070	082
005	012	024	036	**048**	060	072	084
005	012	024	036	**049**	061	073	085
006	012	025	037	**050**	062	075	087

Fraction Rounding

All numbers in this table are rounded down to the closest whole number. In the case of fractions of a whole number, the whole number (1) is substituted for playability.

NUMBER MULTIPLIER 51-106

.12	.25	.50	.75	1.00	1.25	1.50	1.75
006	012	025	038	**051**	063	076	089
006	013	026	039	**052**	065	078	091
006	013	026	039	**053**	066	079	092
006	013	027	040	**054**	067	081	094
006	013	027	041	**055**	068	082	096
006	014	028	042	**056**	070	084	098
006	014	028	042	**057**	071	085	099
006	014	029	043	**058**	072	087	101
007	014	029	044	**059**	073	088	103
007	015	030	045	**060**	075	090	105
007	015	030	045	**061**	076	091	106
007	015	031	046	**062**	077	093	108
007	015	031	047	**063**	078	094	110
007	016	032	048	**064**	080	096	112
007	016	032	048	**065**	081	097	113
007	016	033	049	**066**	082	099	115
008	016	033	050	**067**	083	100	117
008	017	034	051	**068**	085	102	119
008	017	034	051	**069**	086	103	120
008	017	035	052	**070**	087	105	122
008	017	035	053	**071**	088	106	124
008	018	036	054	**072**	090	108	126
008	018	036	054	**073**	091	109	127
008	018	037	055	**074**	092	111	129
009	018	037	056	**075**	093	112	131
009	019	038	057	**076**	095	114	133
009	019	038	057	**077**	096	115	134
009	019	039	058	**078**	097	117	136
009	019	039	059	**079**	098	118	138
009	020	040	060	**080**	100	120	140
009	020	040	060	**081**	101	121	141
009	020	041	061	**082**	102	123	143
009	020	041	062	**083**	103	124	145
010	021	042	063	**084**	105	126	147
010	021	042	063	**085**	106	127	148
010	021	043	064	**086**	107	129	150
010	021	043	065	**087**	108	130	152
010	022	044	066	**088**	110	132	154
010	022	044	066	**089**	111	133	155
010	022	045	067	**090**	112	135	157
010	022	045	068	**091**	113	136	159
011	023	046	069	**092**	115	138	161
011	023	046	069	**093**	116	139	162
011	023	047	070	**094**	117	141	164
011	023	047	071	**095**	118	142	166
011	024	048	072	**096**	120	144	168
011	024	048	072	**097**	121	145	169
011	024	049	073	**098**	122	147	171
011	024	049	074	**099**	123	148	173
012	025	050	075	**100**	125	150	175
012	025	050	075	**101**	126	151	176
012	025	051	076	**102**	127	153	178
012	025	051	077	**103**	128	154	180
012	026	052	078	**104**	130	156	182
012	026	052	078	**105**	131	157	183
012	026	053	079	**106**	132	159	185

INDEX

IDET UNISS

About The Author

Sometimes called the Great Gaming Guru of Michigan, Richard Tucholka is a long time RPG'er and once a staff writer for Stardate Magazine. Richard's game designs are unique and varied with an odd sense of humor that keeps creeping in.

Most recently, Bureau 13: Stalking the Night Fantastic won the 1991 RPGA Best Fantasy Game of the Year Award at Gencon.

Richard lives in Pontiac, Michigan and is currently building a 1:1 scale replica of an Apollo Capsule in his garage. When asked about the booster, he says "Just give me a little time."

MAJOR GAME DESIGNS

- The Morrow Project* (Timeline)
- Bureau 13 : Stalking the Night Fantastic
- Fringeworthy
- FTL 2448
- Incursion
- Hardwired Hinterland
- Midnight at the Well of Souls (TAG)**

*   With Robert L. Sadler & Kevin Dockery
**   Astronomical Systems

CHARACTER: Computer Tech

OCCUPATION High Tech Engineering

STATISTICS				
09 STR	**15** INT	**10** THR	**41** HPT	WKP
11 CON	**09** WIS	**12** DOD	**30** 75%	MCD
13 DEX	**14** LCK	**08** ACC	**20** 50%	REC
12 AGL	**09** CRZ	**70** STB	**10** 25%	**55** TMP
12 ADA	**15%** ATU	**?** STN	CRY	EXP

Comp Program	07	Mech Engineer	04
Comp Engineer	05	Tennis	02
Electrical Repair	04	Swimming	03
Elect Diagnosis	03	Pistol Shooting	02
Physics	04	Cooking	01
Data Manipul.	03	Auto Repair	02

CHARACTER: Ex-Street Thug

OCCUPATION What am I doing here?

STATISTICS				
16 STR	**07** INT	**13** THR	**58** HPT	WKP
16 CON	**07** WIS	**12** DOD	**43** 75%	MCD
12 DEX	**09** LCK	**13** ACC	**29** 50%	REC
09 AGL	**06** CRZ	**83** STB	**14** 25%	**10** TMP
05 ADA	**12%** ATU	**?** STN	CRY	EXP

Street Fighting	05	Burglary	04
Threaten	08	Extortion	03
Pistol Shooting	06	Driving	02
Street Wise	03	Robbery	01
Shadowing	02	Blade Fighting	04

CHARACTER: Police Officer

OCCUPATION Law Enforcement

STATISTICS				
16 STR	**14** INT	**15** THR	**52** HPT	WKP
14 CON	**16** WIS	**14** DOD	**39** 75%	MCD
14 DEX	**12** LCK	**15** ACC	**26** 50%	REC
13 AGL	**09** CRZ	**80** STB	**13** 25%	**45** TMP
12 ADA	**12%** ATU	**?** STN	EXP	CRY

Criminal Justice	08	Baseball	02
Police Science	06	Swimming	04
Police Proced.	04	Diving	02
.38 Pistol	02	City Politics	01
Street Wise	02	Driving	04
Investigation	07	Psychology	04

CHARACTER: IDET Explorer

OCCUPATION Ex-Truck Driver

STATISTICS				
16 STR	**09** INT	**10** THR	**79** HPT	WKP
13 CON	**06** WIS	**14** DOD	**59** 75%	MCD
09 DEX	**14** LCK	**08** ACC	**39** 50%	REC
12 AGL	**12** CRZ	**69** STB	**19** 25%	**35** TMP
17 ATA	**18%** ATU	**+10** STN	**22%** CRY	**8600** EXP

Truck Pilot	12	Rifle	08
Ultralight Pilot	06	Vac Suit	06
Street Wise	07	Electrical Diag.	08
Engineer Mech.	08	Electrical Fab.	07
Fast Talk	08	Fringe Lore	05
Cargo Hand	07	Tracking	04

CHARACTER **Politician**

OCCUPATION **Staying in Office**

STATISTICS				
06 STR	**14** INT	**07** THR	**50** HPT	WKP
10 CON	**07** WIS	**11** DOD	**37** 75%	MCD
08 DEX	**18** LCK	**07** ACC	**25** 50%	REC
12 AGL	**16** CRZ	**65** STB	**13** 25%	**40** TMP
18 ADA	**05%** ATU	**?** STN	CRY	EXP

Local Politics	08	Hunting	03
Psychology	05	Campaigning	04
Wit	04	Fast Talk	09
History	02	Economics	02
Political Science	06	Bribery	05
Knowing People	07	Etiquette	07

CHARACTER **Ex-Merc**

OCCUPATION **New IDET Recruit**

STATISTICS				
17 STR	**13** INT	**16** THR	**56** HPT	WKP
15 CON	**13** WIS	**15** DOD	**42** 75%	MCD
14 DEX	**12** LCK	**17** ACC	**28** 50%	REC
14 AGL	**13** CRZ	**80** STB	**14** 25%	**45** TMP
09 ADA	**06%** ATU	**?** STN	CRY	EXP

Commando	08	Demolition	02
Weapons, Light	06	Driving	04
Weapons, Heavy	04	First Aid	02
Bow Hunting	02	Mercenary	01
Martial Art	02	Blade Combat	04
Forest Survival	07	Swimming	04

CHARACTER **Research Scientist**

OCCUPATION **Physicist**

STATISTICS				
08 STR	**16** INT	**07** THR	**41** HPT	WKP
12 CON	**19** WIS	**09** DOD	**30** 75%	MCD
08 DEX	**10** LCK	**07** ACC	**20** 50%	REC
11 AGL	**13** CRZ	**70** STB	**10** 25%	**55** TMP
05 ADA	**6%** ATU	**?** STN	CRY	EXP

Physics	12	Chemistry	05
Engineering	04	Higher Math	06
Mathematics	08	Play Games	02
Computer Use	05	Musical Instr.	01
Electronics	02	Research	04
Journalism	07	Tinker	03

CHARACTER **Military Officer**

OCCUPATION **Foreign Military**

STATISTICS				
12 STR	**13** INT	**13** THR	**40** HPT	WKP
09 CON	**12** WIS	**12** DOD	**30** 75%	MCD
14 DEX	**16** LCK	**14** ACC	**20** 50%	REC
13 AGL	**08** CRZ	**74** STB	**10** 25%	**45** TMP
03 ADA	**1%** ATU	**?** STN	CRY	EXP

Command Officer	08	First Aid	03
Protocol	06	Forest Surv.	04
Command	06	Sociology	05
English	13	Jungle Surv.	04
Urban Survival	04	Desert Surv.	04
Brawling	04	Pilot Vehicle	05

CHARACTER Fringe Pirate

OCCUPATION Surviving on the Fringepaths

12 STR	**13** INT	**09** THR	**49** HPT	WKP
14 CON	**12** WIS	**11** DOD	**36** 75%	MCD
09 DEX	**16** LCK	**07** ACC	**24** 50%	REC
10 AGL	**11** CRZ	**76** STB	**12** 25%	**50** TMP
16 ADA	**08%** ATU	**?** STN	**35%** CRY	EXP

Fringe Use	08	Mellor Lore	05
Disguise	06	Ambush	03
Pistol	05	Forest Surv.	02
Rifle	04	Urban Surv.	02
Fast Talk	03	Smuggling	04
Sociology	02	Heavy Weap.	04

CHARACTER Farmer

OCCUPATION Crops & Profit

16 STR	**14** INT	**15** THR	**52** HPT	**?** WKP
14 CON	**16** WIS	**14** DOD	**39** 75%	MCD
14 DEX	**12** LCK	**15** ACC	**26** 50%	REC
13 AGL	**09** CRZ	**80** STB	**13** 25%	**45** TMP
12 ADA	**02%** ATU	**?** STN	CRY	EXP

Agriculture	07	Small Business	07
Animal Care	06	Food Process.	03
Meteorology	04	Pest Control	05
First Aid	03	Geography	02
Trade	02	Heavy Vehicle	04
Computer	05	Farm Vehicle	02

CHARACTER Joe Average

OCCUPATION Citizen

17 STR	**12** INT	**11** THR	**54** HPT	**?** WKP
16 CON	**05** WIS	**15** DOD	**40** 75%	**?** MCD
07 DEX	**10** LCK	**09** ACC	**27** 50%	**?** REC
13 AGL	**08** CRZ	**30** STB	**13** 25%	**Varied** TMP
17 ADA	**01%** ATU	**?** STN	CRY	EXP

Main Career	06	Minor Sport	02
Career Related	06	Tax Evasion	04
Vehicle Pilot	04	Hobby	02
Administration	02	Fast Talk	01
Urban Survival	05	Local Law	03
Family Survival	07	Computer	04

CHARACTER Warrior, Primitive

OCCUPATION Shaman (with PSI)

14 STR	**13** INT	**14** THR	**56** HPT	**36** WKP
16 CON	**15** WIS	**13** DOD	**42** 75%	**12** MCD
12 DEX	**10** LCK	**17** ACC	**28** 50%	**?** REC
12 AGL	**12** CRZ	**81** STB	**14** 25%	**65** TMP
17 ADA	**06%** ATU	**?** STN	CRY	EXP

Forest Surv.	06	Tracking	08
Natural Medicine	05	Hunting	06
Tribal Politics	04	Wood Fab.	04
Tribal Lore	04	Acrobatics	03
Blade Weapon	07	*Empathy*	02
Traps	04	*Healing*	03

TRI TAC SYSTEM CHARACTER SHEET

CHARACTER NAME

COUNTRY/WORLD

ETHNIC ORIGIN / RACE

OCCUPATION   Optional STN   MILITARY RANK

SEX   AGE

HEIGHT   WEIGHT

HAIR   EYES

HANDED   **R** or **L**

BLOOD TYPE
O A B AB   POS   NEG

PHYSICAL & MENTAL STATISTICS

STR	INT	THR	HPT (WBD)
CON	WIS	DOD	75%
DEX	LCK	ACC	50%
AGL	CRZ	STB	25%
ADA (Fringeworthy)	ATU	CRY	EXP

STRENGTH RELATED DATA

PUNCH	KICK
LIGHT	MEDIUM
HEAVY	CARRY
DEAD LIFT	DRAG

SKILL	LEV	SKILL	LEV

MODIFIED ACCURACY BONUS

PISTOL	RIFLE
SMG	LAUNCHER
THROW	BOW
BLADE	BLASTER

PHYSICAL COMBAT

COMBAT ARTS STYLE

ACTIVE OFFENSE

ACTIVE DEFENSE

PASSIVE OFFENSE

PASSIVE DEFENSE

WRESTLING

© 1992 Tucholka & Tri Tac Systems

BODY GUIDE

AREA	TABLE	PAGE
Head	A	127
Neck	B1	128
Chest	B	128
U Arm	D3	130
Elbow	D4	130
L Arm	D6	130
Hand	G	130
Abdomen	C	129
Thigh	E2	131
Knee	E4	131
Calf	E6	131
Ankle	F2	131
Foot	F	131

Body diagram labels: A, B, B1, D3, D4, D6, G, C, E2, E4, E6, F2, F
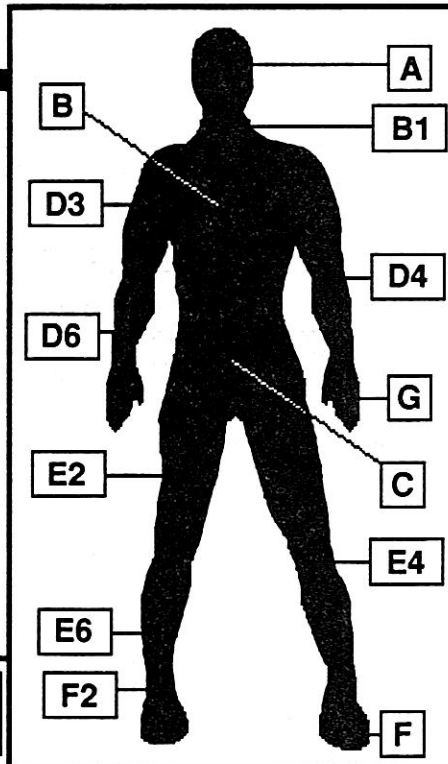
ARMOR STOPS

	FA	LV	BL	EX
Hat				
Jacket				
Shirt				
Pants				
Under				
Socks				
Boots				

Special Armor

	FA	LV	BL	EX
Helmet				
Jacket				
Shirt				
Pants				
Under				
Socks				
Boots				

Equipment

Other

Weapon

ROF		AMO		PB	VS	SH	ME	LO	EX
ROL		CYC							
CAP		WTE		EFFECTIVE			EX+		
CIR		MIS							
HSM		KDM		SPC					

Vehicle Data

LENGTH:	TANK:
WIDTH:	MPG:
HEIGHT:	RANGE:
SPEED:	WATER:
WEIGHT:	CREW:
CARGO:	

ARMOR
Window:
Wheels:
Top:
Body:

Vehicle Weapons

UNISS
STAR SYSTEM
SURVEY FORM IDA 043b

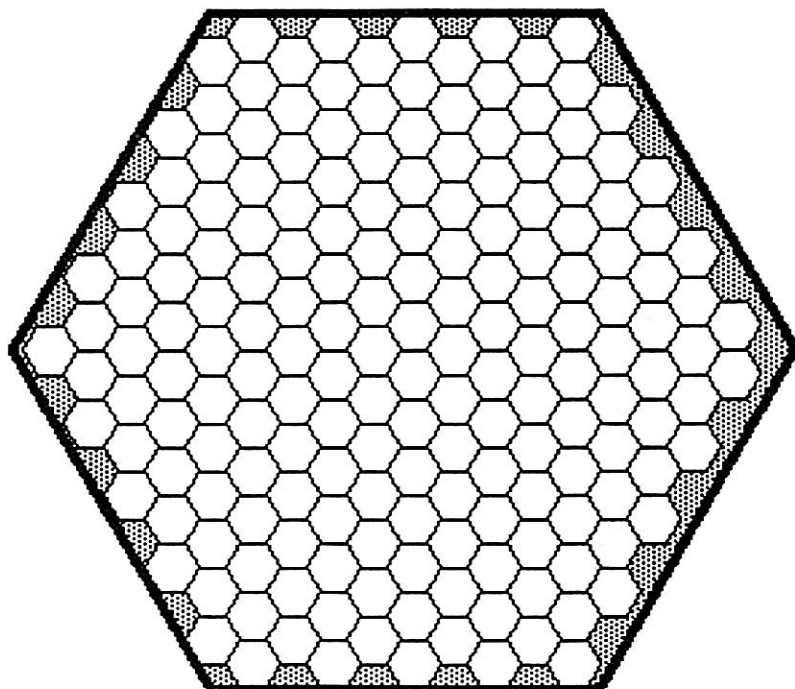O B A F G K M N

1 2 3 4 5 6 7 8 9 0

1
2
3

UNISS
SURVEY CODE

Survey by

SYSTEM CONFIGURATION

STAR Hot Zone | Temperate Zone | Cold Zone

Extreme Cold Zone

NEAR SYSTEMS

NAMES

PSIONIC MANAGEMENT

WKP [ ]

_____
Name

_____
Talent Acquired By

_____
Years of Study & Practice

_____
Meditative Discipline

_____

MCD [ ]

REC [ ]

PSI Talent | Level | Page

PSI Talent	Level	Page
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____
_____	____	____

Optional WKP Storage Device

Device _____

WKP _____

TIME MODIFIERS

Snap Use	-30
Half Time	-20
3/4 Time	-10
Full Time	n/a

(Also See Page 92)

DIFFICULTY MODS

Real Easy	x1.25
Easy	x1.00
Average	x0.75
Tough	x0.50
Real Tough	x0.25
Near Impossible	x0.12

OTHER MODS

Fresh, Healthy	+05
Very Healthy	+03
Healthy	+01
Sick	-03
-at 75% CON	-05
-at 50% CON	-10
-at 25% CON	-15
Shot	**-25**
Physically Abused	-15
Pain, Light	**-05**
Pain, Heavy	**-10**
Stun, Light	**-15**
Stun , Heavy	**-40**
In Shock	**-30**
Tired	-05
Pushed to Limit	-10
Affected by Drugs	-10
Tipsy	-05
Drunk	-20
Roaring Drunk	-40
Annoyance	
-General	-02
-Continued	-05
-Rampant	-08
-Total	-10
Forced Against Will	**-05**
Forced at Gunpoint	**-10**

(Also See Page 22)

World Name

Alternate Type

UNISS
PLATFORM
SURVEY FORM IDA 026f

Date   /   /

INHABITED

RACE

ERA

ACCESS EASE

CLIMATE
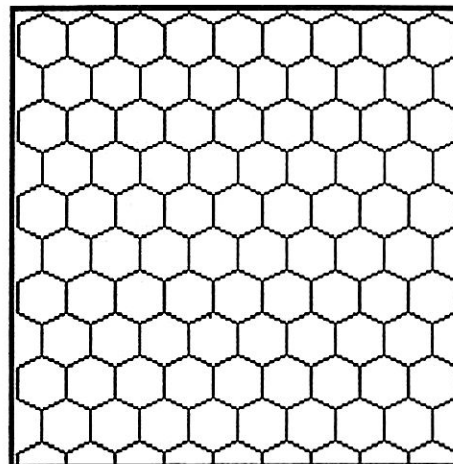
PORTAL OVERVIEW

LIGHT PATERN

OPENING CRYSTAL

LOCAL OVER VIEW

☐ WARP   ☐ OPEN
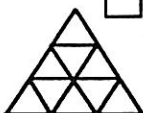
☐ STATION   ☐ COVER

☐ PRI
☐ ALT
☐ SYS   RING
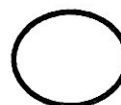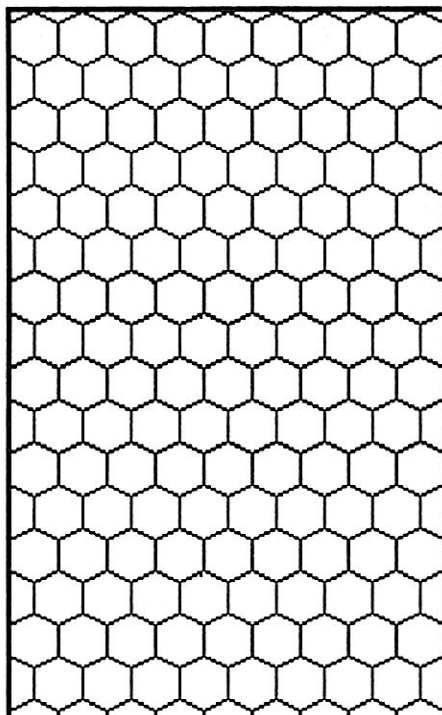
SURVEY BY

PROBLEMS

RECOMMENDATION

STAR

5 6 7 8 4 1 3 2

01 02 03 04

05 06 07 08

SYSTEM

5 6 7 8 4 1 3 2

01 02 03 04

05 06 07 08

ALTERNATE

5 6 7 8 4 1 3 2

01 02 03 04

05 06 07 08

PRIME

5 6 7 8 4 1 3 2

01 02 03 04

05 06 07 08

UNISS DIMENSIONAL SURVEY FORM