If you like this book please support the people who make this great stuff

A book worth using is a book worth buying

METASCAPE

GUILD SPACE

Rule Book

The Game Master's Guide



GAMELORDS

Rule Book

The Game Master's Guide

Production

Concept: Blake Mobley
Design: Blake Mobley, Anthony Pryor, David Webb
Development: Blake Mobley, Anthony Pryor, David Webb
Text Edit: Jeannie Davis, Anthony Pryor
Color Art: Mark Maxwell
B/W Art: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson
Cartography: Karen Fonstad, freehand drawings by Blake Mobley
Miniature Sculpting: Sandra Garrity
Layout: Blake Mobley, Renay Mobley, Dianna Mobley, Anthony Pryor, David Webb

Playtesters

Colorado: Phillip Bagga, Heather Bergenheier, Mike Bergenheier, Sherri Brown, Clint Collins, Christine Cook, Monte Cook, Ron Deike, Carol Dorsett, Will Grady, David Griffin, Ellen Garrett, Joe Garrett Jr., Jared Livingston, Steve Maybury, Ivan Medlin, Blake Mobley, Renay Mobley, Matt Munson, Jason Muxlow, Cory Neilson, Anthony Pryor, Jon Rehborg, Chad Rodriguez, Steve Tobin, Charlie Bill Vincent, Dave Webb

Washington: Jeff Doering, Marisella Lockhart, Steve Lockhart, Jamie Poe, Nick Singer, Todd Sunstead

Oregon: Joseph Becker,Robert Becker, Greg Casebeer, Scott Casebeer, Tom Coughlin, Pauline Dougherty, Henry Kalani, Mark Mongillo, Tom Steward

Special Thanks

From Blake Mobley To:

- Renay Mobley (my wife) - for her support, generosity, and love
- David Webb and Anthony Pryor - for their extraordinary devotion to this project
- My Family - for their support and assistance
- The Limited Partners - for their support and belief in this project
- Ron and Wei Lin - for sharing in and supporting my dream
- Peg & Bill Thorpe - for their generosity
- Pyramid Printing Staff - for their assistance and patience on this project
- The Meeker Community - for my inspiration and peace of mind

"Mechanoids" and "The Mechanoid Invasion" are registered trademarks owned by Kevin Siembieda. Neither these trademarks nor "Mechnoids" may be used without express written permission of Kevin Siembieda

METASCAPE, GUILD SPACE, and GAME LORDS are all trademarks owned or licensed by Dream Quest Games, Ltd.

© 1993 Dream Quest Games, Ltd., All Rights Reserved. Printed in the U.S.A.

This work is protected under the copyright laws of the United States of America. Any reproduction or unautorized use of the material or artwork contained herein is prohibited without the express written permission of Dream Quest Games, Ltd.

ISBN 1-56974-001-1

Product #10100

The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders Call:

1-800-880-8880

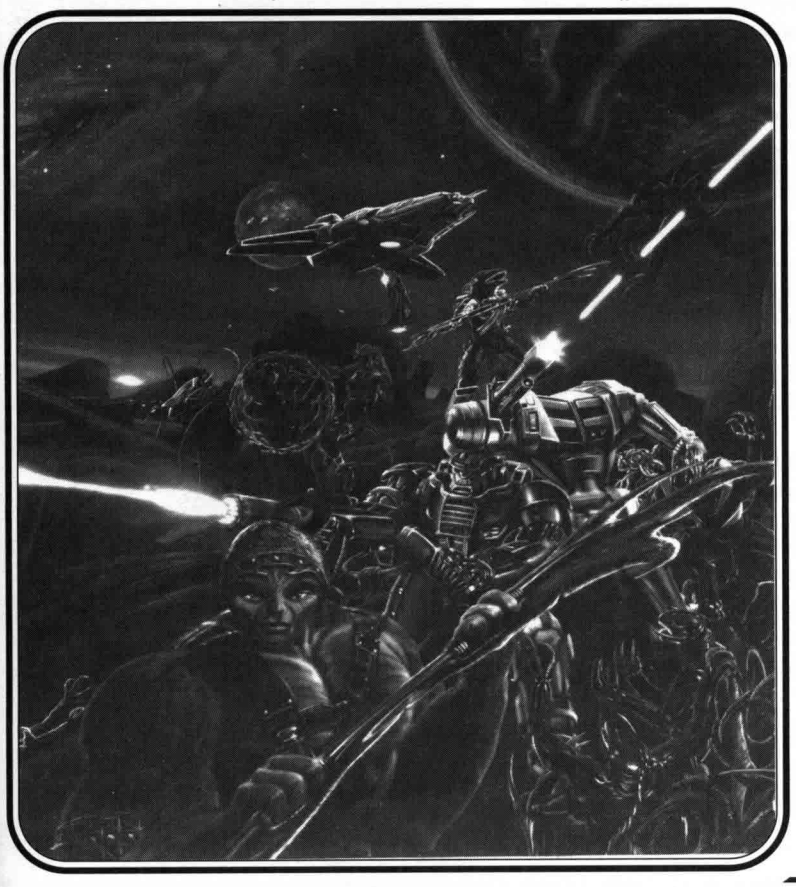


Table of Contents

Introduction **3**
To Be a Scaper 3
Welcome, Scapers! 4
Setting 4
Rules 4
Products 4
The Company 4
Box Contents 5
Learning to Play 6
Veteran's Path 6
Novice's Path 6
Roleplaying Defined 7
Terminology 8
Abbreviations 10
Dice **11**
Definitions 11
Dice 11
The Doubling Tables 11
A Rating's Level & Value 12
Category & Type 12
Rolling Dice 13
Shortcuts 13
Types 13
If You Roll a 16 14
The Complete Doubling Table 14
t and © 15
+1d, +1c, +1t 15
Critical Rolls 16
Amount of Success/Failure 16
Ties 16
Repeated Attempts 17
Difficulty 17
Diceless GMing 17
Setting Difficulties 18
Non-Diceless GMing 18
Player vs Player 18
Combining Ratings 19
Adventure Points **20**
Gaining APs 20
Worthy Events 21
Rank 21
Spending APs 21
Abilities **22**
Terminology 22
Learning Abilities 22
Using Abilities 25
Improving Abilities 27
Advancement **28**
Rank Improvement Rolls 28
Character Generation **29**
Preparation 29
Character Sheet 29
Racial Selection 31
Generation Steps 31
Miniatures **34**
Preparation 34
Miniature Gaming 35
The Board 35
Miniatures 35
Combat **36**
Personal Combat 36
Encounter Meeting 36
Initiative 36
Actions 37
Movement 38
Attacking 38
Rolling an Attack 39
Defense Rolls (NPC Attack) 39
Inflicting Damage 39
Armor (NPC Dmg) 39
Vitality 39
Critical Damage 39
Healing 40
Vehicle Combat 41
Movement 41
Vehicle Actions 41
Hull Points 41
Critical Damage 41
System Failure 42
Repairs 42
Ship Combat 42
Movement 42
Ship Actions 42
Hull Points 42
Critical Damage 42
System Failure 43
Repairs 43
Miscellaneous Combat Rules 44
Types in Combat 44
Mixed Combat 44
Multiple Attack Rules 44
Explosion Rules 45
Combat Modifiers 45
Kill Rules 45
Movement **46**
Maneuvers 46
Running/Overdrive 46
Overland Travel 46
Space Travel 47
Sublight Travel 47
Hyperspace Travel 47
Worm Hole Travel 47
Roleplaying **48**
Adventure Preparation 48
Player Preparation 49
Game Area Preparation 49
Game Mastering 50
Starting the Game 50
Ad-libbing 51
GM Tips and Traps 51
Character Death 51
Game Balance 52
Player Misbehavior 53
Miscellaneous Tips 53
Ending the Game 54
Stopping the Adventure 54
Wrap Up 54
Clean Up 54
Forming a Club 54
Miscellaneous Rules **54**
Guild Currency 54
Credits 54
Dha Mission Allowance 55
Salvage Rights 55
Selling Equipment 55
Leasing to Own 55
Chapter Benefits 55
Bio-Pool 55
Vision/Light 56
Starlight 56
Color/Monochrome 56
Field of View 56
Energy 57
Hazards **57**
Brain Damage 57
Falling 57
Fatigue 57
Fear 58
Freezing 58
Heat 58
Materialization 58
Panic 59
Poison 59
Radiation 59
Sleep Deprivation 59
Starvation/Thirst 59
Suffocation/Drowning 59
Vacuum 59
Reference Tables **60**

Table of Tables

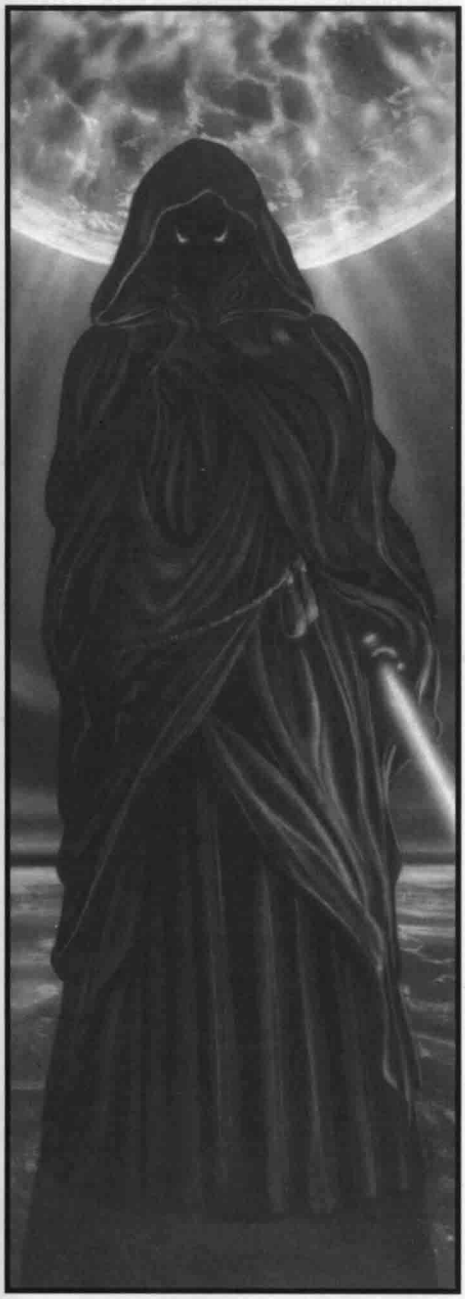
1 Rating/Value/Level 12
2 Ratings 13
3 Types 13
4 Complete Doubling Table 14
5 Rolling Examples 15
6 Difficulties 18
7 Value-Rating Conversion 18
8 Rank/AP Schedule 21
9 Vehicle Systems 42
10 System Failure 42
11 Ship Systems 43
12 Default Combat Types 44
13 Mixed Type Combat Adjs 44
14 Defense Modifiers 45
15 Attack Modifiers 45
16 Vehicle Maneuvers 46
17 Ship Maneuvers 46
18 Encounter Outcomes 52
19 Chip Color 54
20 Spectrum of Light 56
21 Hazzards 57
22 Fear Severity 58
23 Freezing Dif and Frequency 58
24 Freezing Modifers (FR) 58
25 Heat Dif and Frequency 58
26 Heat Modifiers 58
27 Materialization 58
28 Vacuum Effects 59

Introduction

I am Jodar...

Welcome to the MetaScape™ Roleplaying System. More than a game, the MetaScape™ System is an unparalleled experience, spanning time, space and the limits of your imagination.

Scaping harnesses the most powerful force in the universe — the power of human thought and imagination! Through Scaping, thought and imagination can create worlds and universes undreamed of, and catapult you to adventure beyond your wildest dreams. Read on, and learn how!



To Be a Scaper

You may think of yourself as a human being, living on the third planet of the star system Sol, in the latter part of what you call the twentieth century. This is true, but it is far from the whole truth.

As a species, humans have harnessed many of the primary powers of the universe, especially the one known as Technology. To date, there's been no accepted evidence of other sentient life, and none of the other powers has been developed by your species. In fact, the probability of such changes are almost non existent, for you live in the highly stable Scape known as Reality.

But your species controls a far greater power — the power to imagine, to aspire, and to dream. Those who have truly mastered these most awesome of powers are those few known as Scapers.

Through the power of Scaping, you, too can learn to open doorways into other places — lands you have never seen before, realms of dream and imagination, places of wonder! This is the true power of Scaping!

The art of Scaping is an ancient one, whose power originates in the beginning of the first universe. The full extent of Scaping is not known, even by those who have mastered it.

Within a species, only a few will have the ability to Scape. Rarely, an entire race will posses the latent ability, often unknown even to members of that race. Such is the case among the humans of Reality — all of whom have the power to Scape. Only the most creative and imaginative members of the human race have discovered this ability — creative and imaginative individuals such as yourself!

Before I tell you more about Scaping, you must understand what a Scape is.

A Scape might simply be described as a universe, but it is far more — a Scape is an entire existence, with unique sets of laws governing everything from physics to magic.

A Scape is everything! Traveling from Scape to Scape is like switching from one complete existence to another. Some Scapes even have multiple dimensions or planes of existence, and yet they are still just one Scape, one set of rules, one existence.

Soon, you will be introduced to my Scape — Trinium.

The Secrets of Imagination

There are several ways of traveling between Scapes. Humans possess the rare ability to travel to other Scapes through dreams — known as DreamScaping. In dreams, a being wanders the infinite possibilities of the Scapes, but has little control over the direction taken.

You may also visit another Scape through imagination or daydreaming — MindScaping. This is perhaps your species greatest power, one which few other races can even conceive.

Finally, there are the rare individuals who can actually project their entire mind, body, and existence into another Scape. This is the ultimate art of MetaScaping, of which I, Jodar, am a master.

I have extended my powers and the portal opens now — if you fear the unknown, if your mind is not able to wield the mighty powers of superscience and sorcery, it is best that you close this book, sealing the portal forever. Choose your destiny...

Welcome Beyond Reality

Welcome to the realms beyond the confines of Reality. You have taken the first step in becoming a Scaper. I, Jodar, will serve as your guide and guardian. Do not be alarmed. You are in no immediate danger, but I will not lie to you... many dangers lie ahead!

Although I possess the power to physically enter your Scape, I cannot lend the ability to others.

Despite this, I am in need of Scapers to aid me in a desperate mission, the salvation of my Scape, Trinium.

In vain have I searched the Scapes, looking desperately for a race with latent power. On the verge of total failure, I found the people for whom I had searched so long — the humans of Earth!

Now, I will teach those among you, who will listen, how to harness your dreams and imagination to assist me. Toward this end, I have caused a great tool to be created upon your planet: the MetaScape™ Game System!

Read the rules of this game. Within its pages are all the secrets you need to project your mind into Trinium, and lend the awesome powers of your imagination to me and my allies. Good luck, human — you are Trinium's last hope!

Welcome, Scapers!

There are five elements which make a roleplaying game truly great:

- the setting,
- the rules,
- the product,
- the company's philosophy, and
- the player-company relationship

The Game Lords,™ Ltd., the MetaScape™ Game System, and its Guild Space™ Setting possess all of these qualities and more.

Setting

The Guild Space™ Setting is an outstanding example of *true* space opera.

This means not only that Guildspace is a place of high excitement adventure, but it also contains many different elements: super-science technology, magic, alien races, unique powers, high tech weaponry, ship combat, personal combat, and more. Game excitement and enjoyable adventure are stressed above all else.

The Guild Space™ Setting is incredibly rich, with many factions, political alliances, and alien societies. Even the player character races are unique and well-developed ranging from the emotionless, self-disciplined Calemora warriors to the mysterious, cloaked Shanask, who wield the secret powers of the *Sorce*, and the high-tech space faring Anthropos, the evolved descendants of ancient humans in the Trinium Scape.

Characters may control fantastic powers such as *psionics* (powers of the mind), *psychosomatics* (powers of the body), and the *Sorce* (an advanced form of Sorcery or magic). Many sciences also exist including cybernetics (mechanical body implants), technology, and biotechnology (living hardware).

Rules

The MetaScape™ Game contains some of the most innovative rule systems ever designed. Powerful, flexible and versatile, MetaScape™ Game development has utilized mathematicians, physicists, astronomers, and other experts over a period of years. Its systems are powerful and detailed, but easy to master.

The MetaScape™ Game System is based upon "story-book reality" — a reality which is consistent with gaming and fictional concepts rather than those of the real world. In book reality, one well-placed shot can bring down the toughest opponent, the weakest and least powerful adventurer has a chance to succeed at any task, and even a true master occasionally fails at a simple task.

These rare occurrences add the excitement to stories, books and movies which we all love so dearly. The MetaScape™ Game System accomplishes all this through one die system. Learn it, and you've mastered the game.

In the MetaScape™ Game, all rolls are open-ended. This means that it is possible to roll anything from zero to infinity. A simple table (found on your character sheet) manages to condense nearly the entire system into an easily used form. During game play, you don't have to look up tables in the *Rule Book*, calculate complicated formulae, or consult confusing GM screens. Everything you need is in this single, powerful system.

Special attention has been paid to the role of the game master (or GM). Our "Diceless Option" allows the GM to run an entire game without once rolling the dice — the players do all the rolling, and randomize all events through their own results.

Moreover, MetaScape™ Game Masters don't even look at tables to interpret the players' rolls. Entire game sessions can be run with minimal preparation — the MetaScape™ Game is an ad-lib game master's dream come true.

Unlike most roleplaying games, the MetaScape™ Game provides complete miniature rules. Veterans and novices agree that miniatures add an entire new dimension to the realism and enjoyment of roleplaying.

Most of the color artwork has been rendered by or directed by Mark Maxwell, a nationally famous artist who has done work for NASA, and has had his art displayed in the Smithsonian Institute in Washington D.C.

Products

The Game Lords,™ Ltd. are going to support the MetaScape™ Game with an entire line of product, including adventures, setting expansions, dice, miniatures, a newzine, rules expansions, etc.

Roleplaying games are living, evolving systems which grow and expand as new rules are written, old rules are modified, game history advances and new frontiers are explored. Toward this end, expansion cards will be available for easy incorporation into your game.

Future expansion cards will be created, not only by our design staff, but by you, the players. The MetaScape™ Game grows as the players dictate. There is a form in this game box enabling you to send in suggestions for rules expansion cards. We will compile these suggestions and turn the best of them into new expansion cards — with credit given to their creators.

The Company

None of the above means anything without a great company behind the game. Our philosophy at The Game Lords,™ Ltd. is to strive beyond all ordinary limits to satisfy players. To order MetaScape™ Game products 24 hours a day simply call:

1-800-880-8880

We accept all forms of payment — credit cards, C.O.D.'s, checks. We can even bill you if you desire. You can also order through the mail, send orders to:

The Game Lords,™, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

You can fax orders to 1-303-878-4042. We take phone and fax orders 24 hours a day. However, if you call during regular business hours (M-F 8-5 mountain time) you can place your order through a live operator.

The Game Lords,™ Ltd. also provides a questions-and-answers support line. Call 303-878-4048 during our regular business hours.

Besides character ranking, The Game Lords,™ Ltd., provides a national ranking system for players. A player's rank actually affects the game. Ranked players receive wallet-sized ID cards, special figure bases and many other special advantages.

A player scholarship fund also exists to help pay for selected gamers' college education. Finally, an internship program is being implemented allowing selected players to work in-house for The Game Lords,™ Ltd. (and get paid for it!). For more information on these, and other programs, simply become a ranked player.

So, welcome to the MetaScape™ Game System. Together, we will explore the limits of imagination and beyond, and you will learn the true secrets of Scaping! We wish you luck in all your adventures, and hope that the future is both bright and exciting!

The Game Lords,™ Ltd.



Box Contents

The MetaScape™ Game Box contains several books, some forms and several game accessories.

There are five books: the *Rule Book* (this one), the *Setting Guide*, two reference manuals (the *Equipment Manual* and the *Character Manual*), and the adventure *Shakna — Assault on the Hive*.

You should read this book first. It explains how to use everything in the game box. The *Setting Guide* contains detailed information about the Guild Space™ Setting, the reference manuals contains materials the players need during game play, and the adventure, *Shakna — Assault on the Hive*, will take your group on their first mission.

The various forms you will find in the game box include character record sheets, an ID/rank application, club registration, card suggestion mail-in form, product evaluation, and an order form.

Character record sheets are used to record characters' vital statistics. Each player will use a record sheet. The ID/rank application is used to apply for ranked membership in the Scaper's Guild™. Once your application is accepted, you will receive a wallet sized, personal ID card and the benefits of being a ranked Scaper. To register your gaming club in the Scaper's Guild™, use the club registration form. The card suggestion form is a means through which you, the gamer, may influence the development of the MetaScape™ Game System (and receive credit for it). Finally, the product evaluation is a helpful way for you to evaluate this product so we of The Game Lords,™ Ltd. may better serve you.

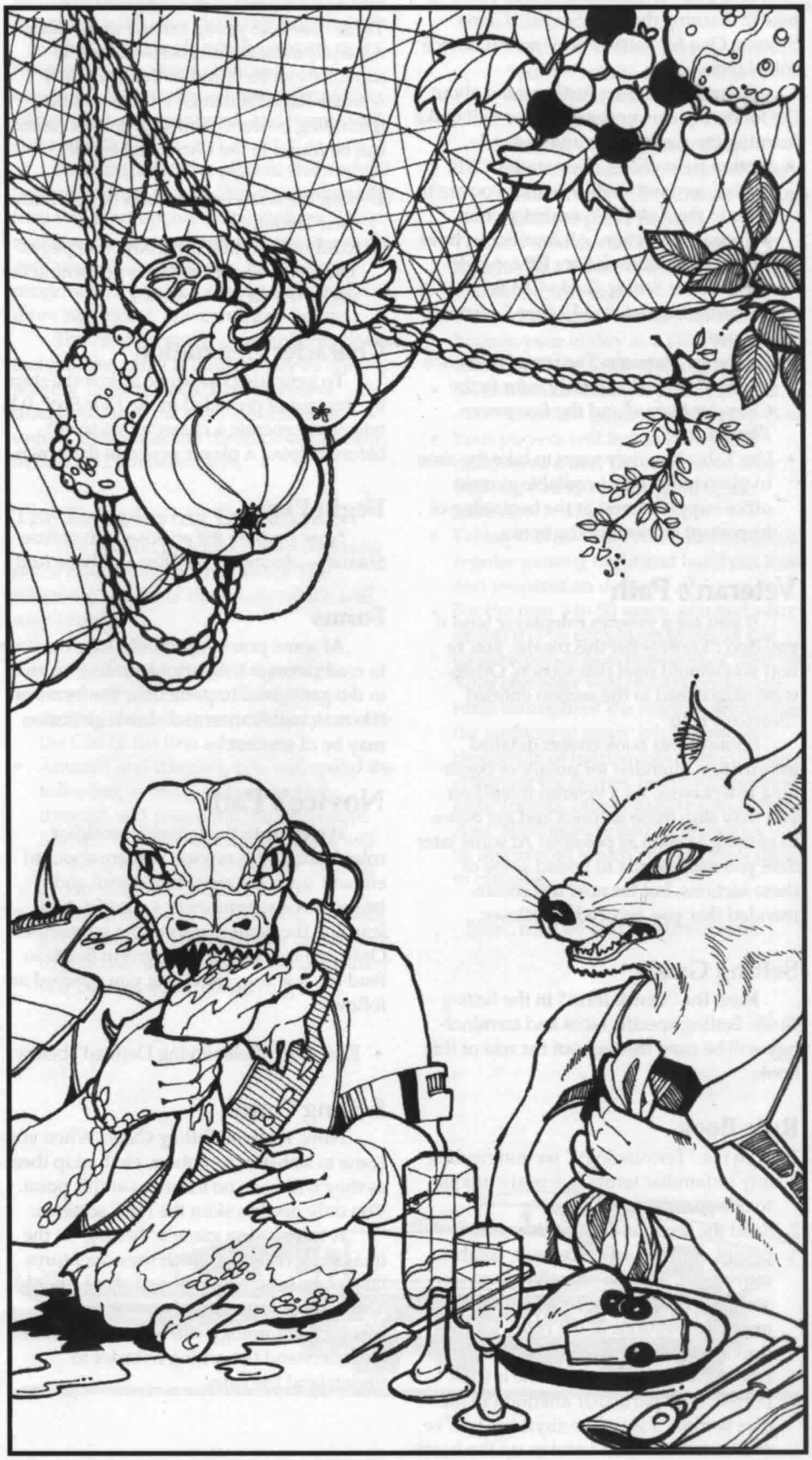
The last form you will find is the order form. This sheet will help you keep your gaming group supplied with new accessories for your MetaScape™ Game.

Accessories contained within the game box include dice, chits, and miniatures. These will make your gaming experience even more enjoyable.

A complete set of dice, including the special 16-sided doubling die, is in the box. There is one miniature representing each of the major player-character races, and chits (cardboard cutouts) to make up the remainder of the game's typical forces.

A business card from The Game Lords,™ Ltd. has been enclosed for your convenience (portraying one of the player character races).

There is also a very special card within this box: the Gift Card! If you would like to get MetaScape™ Game accessories for your birthday or holidays, give this card to a friend or relative, and your wishes will soon come true!



Learning to Play

Below are two recommended paths to take in learning the MetaScape™ Game System. One for veteran and one for novice roleplayers.

Before proceeding further, read about the following conventions — they will make learning the game easier and faster.

- Section References: The notation *"RB, combat, personal"* indicates that you are to refer to the *Rule Book* combat section, personal subsection. All four books have a two letter abbreviation: RB for *Rule Book*, SG for *Setting Guide*, CM for *Character Manual*, and EM for *Equipment Manual*.
- Reference Manuals: The term "reference manual" is used to jointly refer to the *Character Manual* and the *Equipment Manual*.
- Use Tabs: You may want to take the time to place index tabs (available at most office supply stores) at the beginning of important sections of the books.

Veteran's Path

If you are a veteran roleplayer (and if you don't know what this means, you're not) you should read this section. Otherwise, skip ahead to the section entitled "Novice's Path".

Some of this book covers detailed information intended for novice or beginning roleplayers. As a veteran roleplayer, you may skip these sections and get down to gaming as soon as possible! At some later date you may decide to reread some of these sections, but for now it is recommended that you proceed as follows:

Setting Guide

Read the "Quick Intro" in the *Setting Guide*. Setting specific races and terminology will be used throughout the rest of this book.

Rule Book

1. Scan the "Terminology" section reading any unfamiliar terms (a few are unique to this game).
2. Read the sections on dice, adventure points, abilities, advancement, combat, movement, and the miscellaneous section. These are probably the most important sections of the rules, for they provide the framework upon which the rest of the MetaScape™ Game is supported. (Pay particular attention to the dice section, it is unlike anything you've ever seen before, and makes up the heart and soul of the MetaScape™ Game System.)

Reference Manuals

The reference manuals contain information needed during game play. These manuals group related information. All equipment from cybernetic eyes to starships can be found in the *Equipment Manual*. Racial statistics, chapters, skills (including powers), and skill enhancements can be found in the *Character Manual*.

1. Scan the reference manuals so you know their layout.
2. Read each section's introduction pages. They explain general rules governing the use of the section's entries.

Character Generation

To generate characters, follow the step by step guide provided in the *Rule Book*. It is wisest to generate a character yourself before helping a player generate their own.

Begin Play

Now prepare the enclosed adventure *Shakna — Assault on the Hive* and have fun!

Forms

At some point you should take the time to read through the various forms included in the game box. In particular, the forms on ID/rank registration and club registration may be of interest.

Novice's Path

Welcome to the fantastic world of roleplaying. As a novice, you are about to embark upon the most wonderful and imaginative adventure of your life. And, learning the game is part of the adventure. Only one member of your group needs to read on. It is suggested that you proceed as follows:

- First read "Roleplaying Defined" below.

Setting Guide

Now, read the *Setting Guide*. When you come to statistics (numbers, etc.), skip them as they will have no meaning at this point. You only need to skim the NPC sections.

A roleplaying game's "Setting" is the imaginary realm in which the adventures take place (much like the setting of a book). Throughout the rest of the rules, setting specific terminology will be used. You need to understand the setting in order to understand the rules.

Rule Book

This book has been laid out specifically for novice gamers like yourself. You should carefully read through all sections in order.

Reference Manuals

The *Equipment Manual* and the *Character Manual* contain reference material which players (as opposed to the game master) need to refer to during game play. They are broken into sections containing lists of similar items such as: tech items, psionic skills, starships, etc.

1. Scan through both manuals so you know what sections they contain and gain a feel for their layout.
2. Read each section's introduction pages (these pages explain general rules governing the use of the covered entries). Then read several of the listed entries until you become familiar with the format of the entries and the types of items found there.

Character Generation

Now it is time to go back and generate a character, follow the step by step guide provided in this book.

Once you have generated a character (as practice), one by one, meet each of your players and help them generate their characters.

Begin Play

Now prepare the enclosed adventure *Shakna — Assault on the Hive* and let the games begin!

Forms

At some point you should take the time to read through the various forms included in the game box. In particular, the forms on ID/rank registration and club registration may be of interest.



Roleplaying Defined

So what is roleplaying anyway?

Well, that question has been pondered since 1973, when roleplaying began, and the definition is constantly being molded as the industry grows and develops. Even among those who create these games, defining roleplaying is an unusually difficult task due to its flexibility, dynamics, and widely differing forms. But let us try.

First, we will make a few general statements about roleplaying games:

- They are the most advanced form of game on the planet.
- No computer can even begin to run a TRUE roleplaying game (although they do a nice job of graphically simulating some of their components).
- Roleplaying games have no formal beginning or ending.
- No one wins or loses.
- There is no simple objective.
- You don't have to use a game board.
- The largest game conventions in the world are held primarily for roleplaying games.
- Roleplaying games are the most creative, imaginative form of game in existence and, we believe, the most fun!

Now for a more specific definition.

Roleplaying games are a unique form of entertainment. They are classified as "Hobby Games" due to the depth of rules and typical time involved in play. Most roleplaying games have from 100 to several thousand pages of rules. Roleplayers typically meet weekly for six to twelve hours of play.

Roleplaying can be defined as an advanced form of group story-telling in which some rules exist to govern random events. One participant is the master story teller and is often called the game master (GM). The other participants are the players and each controls a character in the story. In fact, they do more than control these characters, they create them and "roleplay" them.

The GM learns the rules and game setting, assists the players in developing their characters, and prepares the story or adventure. The GM then explains the game's setting, in which the characters exist, to the players. The Guild Space™ Setting is a super-science space opera. This means that elements of any imaginable science-fiction setting may be included.

Once all the players understand their characters and the setting, the game begins. Play takes place around a table or while sitting in a living room. The GM explains the characters' current situation such as, "You are all part of the House of Dha of the Guild and are currently working on the Space Station Alto-5 on the outer rim. Your team is working in cargo bay nine in preparation for your daily training flight."

The GM then allows the players to interact among themselves and ask questions. Eventually, scenes will unfold, aliens will be encountered, and heroes will rise and fall.

At some point, the players will end the current gaming session. Next time they play they will start up just as they left off. They will have their characters and the story will pick up in the same place. As the game progresses, a player's character becomes more significant, powerful, and heroic.

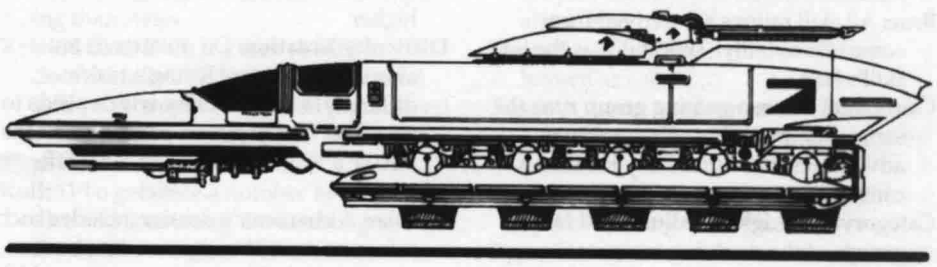
The fun and magic of roleplaying is the fact that the game is limited only by the players' imaginations. Every game is unique because the story continues to unfold and characters continue to develop in new and fantastic ways.

The Roleplaying Experience

This section provides a brief overview of the roleplaying phenomenon. The following is a list of the events which will soon unfold.

- You will read through the rules as recommended above. (Being the one reading the rules, you will likely become the GM of the first adventure.)
- Amazed and dazzled, you will spend the following evening or two reading through and preparing the adventure, *Shakna — Assault on the Hive*. (This will be the first story-line that your gaming group will adventure through.)
- Amazed, dazzled, and thrilled, you will get a group of peers together one by one to generate characters. (Most likely, they will be novices to roleplaying.)
  - First, you will explain roleplaying to them. They will be amazed and bewildered (as this is a challenging task).
  - Next you will explain the Guild Space™ setting to them (they will be more amazed and a little less bewildered).
  - Finally, you will have them generate characters (they will be thrilled and will count the minutes until the game begins).
- You will then assemble your group together as a whole (the excitement level will be electrifying!).
- With unsurpassed bravery and renewed hope in your ability as a GM, you will charge into the thick of things and play.
- Several hours (or days) later, you will draw your first gaming session to a close.
- Your players will feel as if they just discovered a new universe! And they will beg you to run the game again tomorrow.
- Taking this as a cue, you will establish a regular gaming night and hand out food and preparation duties.
- For the next 5 to 50 years, you and your group will be caught up in one of the most remarkable experiences of your life. Your character will embark on adventures throughout the heavens and across the surfaces of many worlds, meet thousands of individuals from cultures spanning the Scapes. Some will become great friends, others dangerous enemies. And, alien powers and technologies will be discovered which you have not dared to imagine.

Now, read on and live the dream!



Terminology

Being a specialized and advanced form of game, roleplaying has developed a similarly specialized vocabulary. Some of the most important of these terms are listed below. Many are universal roleplaying terms, while others are specific to the MetaScape™ Game and the Guild Space™ Setting.

Ability: Any quantifiable aspect of a character is an ability. Attributes, skills, and enhancements are all abilities.

Accessory: Dice, miniatures, character record sheets, chits, game boards, screens, are all examples of accessories. Mostly, these are optional game products.

Ad-lib: Ad-libbing is the art of improvising or making up the rules. The MetaScape™ Game System is heavily based upon ad-lib GMing. The game supplies a strong, flexible, and highly advanced core rule system upon which to ad-lib.

Adventure: An adventure is a complete story, quest, or mission which the characters will experience. The GM prepares the adventure, and the players take their characters through it. You can buy adventures from The Game Lords,™ Ltd. or make them up yourself. In roleplaying, an adventure is one episode of a campaign.

Adventure Points (AP): When characters go on adventures, they gain "adventure points." These points are used to improve abilities, gain new abilities, and increase the character's rank.

Adventurer: Another name for character.

Adventuring Group: The group of all player-characters, NPC's and mechnoids which make up the adventuring team.

Alien: Non-player race NPCs are aliens.

Attributes: These aspects define the fundamental abilities of a character, such as: Luck, Strength, Intelligence, BioTech, Nish, Vitality, etc. They are more fundamental to a character than skills. They are fully described in the *Character Manual*.

Base: All skill ratings are derived from some other ability. This ability is the skill's *base*.

Campaign: When a gaming group runs the same characters through a series of adventures, the entire story is called a campaign.

Category: The Light, Medium, and Heavy groups of the doubling tables are categories. Thus, each doubling table represents a category.

Character: The character is the imaginary entity which the player portrays or "roleplays" during the game.

Character Sheet (also Record Sheet or Character Record Sheet): A specially designed form onto which players record most of the information about their characters.

Check: Another word for "roll."

Chit: The cardboard cutouts included in the game box are referred to as chits. They are a substitute for miniatures.

Combat: When characters fight enemies, they are engaged in combat. In roleplaying, combat is typically marked by an enhancement in rule supervision, and the use of Initiative and rounds — a more controlled, detailed running of game time.

Credits: Credits are the base monetary unit of the Guild Space™ Setting.

Critical Damage: The amount of wounds exceeding a character's Vitality maximum.

Critical Failure: If the final result of a character's die roll is 1 or less, then it is a critical failure, and the GM may assess a suitable penalty or negative effect.

Critical Success: If a result is 100 or more it is generally judged to be a critical success and the GM will ad-lib some special effect.

Dice: There are four dice used in the MetaScape™ Game: 6-sided, 8-sided, 10-sided and a 16-sided. They are typically referred to as d6, d8, d10, and d16. The 16-sided die has a special name, "Doubling Die." (Usage note: a single die is "die" not "dice.")

Die Rating: When a die, category, and type are all combined, the total is a die rating. However, the term "die rating" is usually shortened to just "rating." The notation +1d, -1d stands for +1 die rating or -1 die rating.

Die Type: d6, d8, and d10 are die types. Ratings list a die type as their first element: 6L, 8L, 10L.

Difficulty (Dif): When a check is made, the GM compares the result to a number called the "Difficulty." When a GM says, "Make a Strength check difficulty 20," you need to roll your character's Strength with success being a 20 or higher.

Difficulty Notation: Dif notation is an abbreviated way of listing a task's difficulty, and the ability which needs to be rolled. The notation "WP (20)" means "make a Will Power roll vs a 20 Difficulty."

Dossier: A character's dossier includes such information as the organization, house, chapter, rank title, and team name which the character belongs to. A sample dossier might read: "Organization: The Guild, House: Dha, Chapter: Marine, Rank: Sergeant, Team: *Dark Force*."

Doubling Die: The specially numbered 16-sided die is most often called the doubling die. It is fundamental to the MetaScape™ Game and used more than any other die.

Doubling Tables: Printed on the character sheets are three special tables of numbers (L, M, and H). These are the doubling tables. They can be used to generate the results of an attribute or skill check.

Encounter: When the characters meet an NPC or when Initiative is used, an encounter is occurring. In general any specifically related group of events is an encounter.

Encumbrance: Unlike weight, encumbrance measures the overall bulk of an item. For example, 20 lbs of feathers may have an encumbrance of 40 due their size. Encumbrance typically ranges from one to two times an item's weight.

Enhancement: Enhancements are abilities which must be learned and may not be improved. They typically "enhance" other abilities, providing bonuses to rolls, etc.

Equipment: Anything your character can buy is considered equipment whether it be technology items, cybernetic implants, biotech items, ships, vehicles, mechnoids, etc.

Expansion: A product which details or expands upon the setting or rules of the game (i.e., there are Setting Expansions and Rule Expansions).

Game Board: The game board refers to an optional playing surface which may be used with the MetaScape™ System.

Game-Busting: Any element which throws the game out of balance, makes a character too powerful, kills characters too easily, or in general destroys the fun of gaming is considered "game-busting."

Game Master (GM): The gamer who referees or runs a roleplaying game is given the special title of "Game Master." The other gamers are "Players."

Game Time: Game time refers to time as experienced by the player-characters. An hour of "game time" may take four hours of real time to play, or it may take only a few minutes.

Guild Space™: All roleplaying games have a setting in which the game takes place. The setting you will be playing the MetaScape™ System in is the Guild Space™ Setting.

Guildspace: The region of space controlled by The Guild is known as Guildspace.

Handicap: Handicaps are similar to enhancements. Unlike ordinary enhancements, however, handicaps have an adverse effect on other abilities, and provide bonus APs to characters who take them.

Hazard: Hazards are a special set of rules (found in this book) which govern how to handle certain "hazardous" events such as drowning, falling, freezing, etc.

Hit: A hit occurs when an attack overcomes an opponent's defense.

House: The Guild is organized into units known as houses. The player character's will start out serving the *House of Dha*.

Improvement: When an ability is increased (i.e., made better) it is improved.

Initiative (Nish): During each round of combat, players will roll to see if their characters get to go before or after the NPCs. This process is called Initiative, and the roll is referred to as the Nish roll.

Known Space: All regions in and around Guildspace make up Known Space. Most adventures in the Guild Space™ Setting take place in Known Space.

Level: Level is a way of counting ratings with 6L being level 1 and increasing one for each successive rating, 10H being level 9 (e.g., 6L = 1, 8L = 2, 10L = 3, 6M = 4, 8M = 5, 10M = 6, 6H = 7, 8H = 8, 10H = 9). See Table 1.

Luck: Luck represents characters' ability to have events go their way in critical situations. A character may expend luck in order to improve chances of success, avoid death, etc.

Luck Boxes: The small boxes found near the luck attribute are luck boxes.

Mechnoids: A mechnoid is anything from a mechanical being to a simple robot. Androids, robots, drones, and sentient mechanical races are all mechnoids.

MetaScape™: This roleplaying game system is the MetaScape™ Game System. The game system is composed of all the fundamental rules, while the setting provides the spice to the game.

Miniature: Scale figures of metal or plastic used to represent the characters and NPCs.

Mission: If an adventure's quest is formally presented to the adventuring group, it is called a mission.

Nish: Initiative. When anything occurs in which it is important to determine order of action (which character goes first) the game master will "Call for Nish," requiring that all players make an Initiative check. Play then proceeds in order of Nish. This process is most often used in combat.

Non-Player Character (NPC): Any mechnoid, alien, race, opponent, etc. NPC is the generic term for all GM controlled beings and mechnoids. Sometimes, the GM will have players help run friendly NPCs who adventure with the characters.

Opponent: Adversarial NPCs are commonly known as opponents.

Personal: This is the type upon which the doubling tables are based. Personal type = x1. See *type*.

Player: The gamers who run characters are the "Players." Every member of a gaming group is a player except for the game master.

Player Character (PC): A character controlled by a player.

Player Race: A race which may be portrayed as characters and played. Player races include the Anthropos, Calemora, Draca, Kryll, Shanask and Zin-Shee. Player race names are capitalized throughout these books to distinguish them from NPC races.

Power: 1) Any paranormal ability is a power (e.g., *Sorce*, *psionics*, *psychosomatics*, etc.). 2) The amount of energy available to such a paranormal ability is also known as power.

Race: A specific species of being. Player character species such as the Anthropos, Zin-Shee and Calemora are considered races, as are non-player species such as the katha and skrak.

Rank: 1) Character rank is determined by the number of AP Total the character has accumulated. Rank impacts the character's mission allowance, status, title, and is an indicator of general ability. 2) Player rank indicates a player's experience and skill with the MetaScape™ Game System. Players become ranked by registering on the enclosed rank application form.

Rating: Rating is short for "Die Rating". All abilities are given a rating indicating how good they are. A rating is made up of a die, a category and a type. The nine basic ratings are 6L, 8L, 10L, 6M, 8M, 10M, 6H, 8H, 10H.

Real Time: The passage of time for gamers in the real world, as opposed to "Game Time" (see above).

Record Sheet: Short for Character Record Sheet.

Region: A region is any related area of space. Guildspace is a region, The Empire is a region, Aerolk Space is a region, etc. Regions are more encompassing than states.

Related Skill Roll: If a task or skill is deemed to be "related," then a related skill roll is made. Such a roll is penalized or adjusted in some manner to maintain game balance.

Roll: 1) To generate a number by throwing dice and consulting the doubling tables. 2) Another word for "Check." When a GM asks a player to make a "roll," he wants the player to roll a specific ability and inform him of the result. A "Strength Roll" means that the player should his roll his character's Strength.

Rounds: During combat, game time proceeds in increments called "Rounds." An individual round has no set amount of time, but simply represents the amount of time taken to perform a move action and an attack action.

Rules Expansion: Any product which primarily details or expands upon the game rules (as opposed to the game setting).

Scape: A Scape is an entire existence with its own laws of physics, magic, etc. The Guild Space™ Setting takes place in the Trinium Scape.

Scaper: 1) Any being able to travel from one Scape to another is a Scaper. 2) Anyone playing the MetaScape™ Game System is also known as a Scaper.

Science: The science attributes indicate how well a character can use various forms of equipment. The major sciences of the Guild Space™ Setting are technology (Tech), biotechnology (BioT), and cybernetics (Cyber). In order to use certain types of equipment, a character must have a specific minimal rating in one of these three sciences. These attributes are also used to determine whether a character can figure out alien technology, perform repairs, etc.

Setting Expansion: Any product which primarily expands upon the setting (as opposed to the rules).

Setting: Just as a play or story has a setting, so too does every roleplaying game. Guild Space™ is the name of the setting you are playing. A setting consists of and is defined by the time era, sciences, powers, races, NPCs, etc.

Ship: 1) This is one of the doubling types used in the MetaScape™ Game. Ship type is 100 times Personal type (see *type*). 2) Also, short for "starship."

Shock: A character's ability to maintain mental awareness during a startling or horrifying moment is the character's Shock.

Skills: Skills are non-fundamental abilities. Skills are learned and they differ from character to character. Some examples are *pilot starship*, *first aid*, *blaster pistol attack*, etc.

State: Any governed region of space is known as a state.

Team: A group of adventuring characters. Team's typically give themselves a *team name*.

Trinium: The Scape in which the Guild Space™ Setting takes place.

Type: The major classifications of the doubling tables are types: Bantam (x1/10), Personal (x1; the most common), Vehicle (x10), Ship (x100), World (x1000), etc.



Value: By converting a rating into a number, you derive a "Value" (see table 7). A rating's value is equal to the corresponding number on the x1 column of the doubling table (10L = 10, 6M = 12, 10H = 40, etc.).

Vehicle: 1) One of the types used with the doubling table. Vehicle type is 10 times Personal type (see *type*). 2) A class of vessel smaller than ships, including armored vehicles, transports, civilian cars, etc.

Vessel: Ships and vehicles are jointly referred to as vessels.

Vitality (Vit): The ability of a character to take damage is "Vitality." The value of a character's Vit maximum represents the amount of damage the character can take before becoming critically wounded.

Weapon Class: There are several groups of related weapons known as weapon classes: body, melee, hurled, ranged, and artillery.

Wounding Damage: The amount of damage which penetrates a target's armor. If an Anthropos marine took 40 points of damage, and 10 points penetrated his armor to inflict damage, then the Anthropos is considered to have taken 10 points of wounding damage.

Abbreviations

Below are listed the common abbreviations of the Guild Space™ Setting and the MetaScape™ Game System.

Attributes

AR	Armor
Awa	Awareness
BioT	Biotechnology
Cha	Charisma
Cyber	Cybernetics
Def	Defense
Dex	Dexterity
FR	Fortitude
Int	Intelligence
NAR	Natural Armor
Nish	Initiative
Spe	Speed
Str	Strength
Tech	Technology
Vit	Vitality
WP	Will Power

Combat Related

A	attack action
Act	action
Atk	attack
C	complete action
CD	critical damage
Dmg	damage
Dur	duration
I	incidental action
M	movement action
MR	movement rate
Rnd	round
Rng	range

Die Related

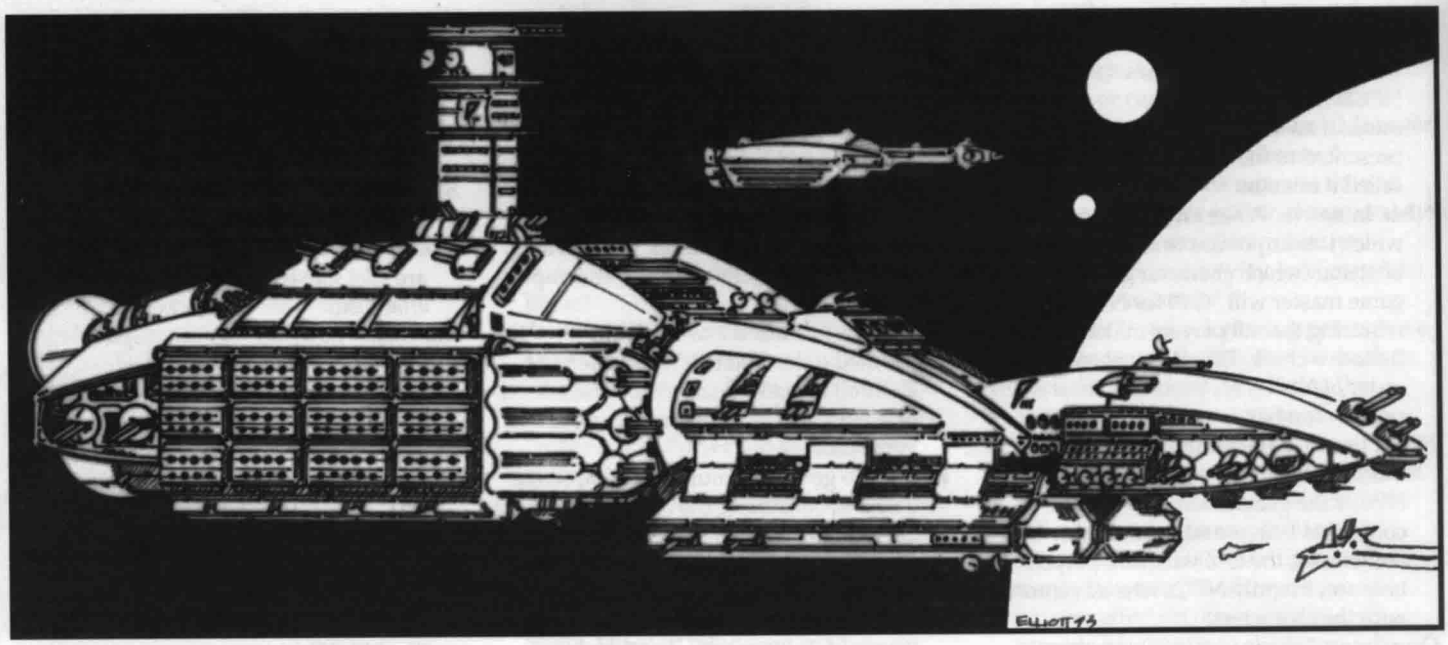
		Example
c	category	+1c
t	type	+1t
L	Light	6L
M	Medium	6M
H	Heavy	6H
B	Bantam	6LB
P	Personal	6LP
V	Vehicle	6LV
S	Ship	6LS
W	World	6LW
C	Celestial	6LC
G	Galactic	6LG
U	Universal	6LU
d6	6-sided die	
d8	8-sided die	
d10	10-sided die	
d16	doubling die	

Books

RB	*Rule Book*
EM	*Equipment Manual*
CM	*Character Manual*
SG	*Setting Guide*

Other

adj	adjustment
AP	adventure points
cr	credits
Dif	difficulty
Enc	encumbrance
GM	game master
IC	improvement cost
NPC	non-player character
PC	player character
Rtg	rating
Sk	skill
srg	surge
vs	versus



Dice

Nearly every random event in the MetaScape™ Game is governed by the same die routine, and this is one of the great features of this system. As GM you will need to explain the dice and how to roll them to the players.

IMPORTANT: This is the **most** important section in the entire game. As GM you **must** read it thoroughly, being sure to experiment with each concept. In order to make the MetaScape™ Game system work properly, you must fully understand the concepts of this section. Before playing your first game, it is paramount that you can easily recall the concepts explained below. (The designers of this game system can't stress this enough!) Please note, however, that "important" doesn't mean "difficult." The concepts discussed below are actually quite simple, but are vital to a full understanding of the game.

Definitions

Following are brief definitions of important terminology used throughout this section. Refer to these definitions as you read this section.

Category: The first letter in a rating is the category (e.g., L, M, or H). L is Light category, M is Medium category, and H is Heavy category. These three categories define the doubling tables.

Column: On the doubling table, there are five columns of numbers, headed x1, x2, x4, x8 and x16. They are referred to as the "1s-column," "2s-column," "4s-column," "8s-column" and "16s-column." These correspond to numbers obtained on the 16-sided doubling die.

d6: The six-sided die.
d8: The eight-sided die.
d10: The ten-sided die.
d16: The sixteen sided die. This die has the special name of "doubling die."

Die : A rating's number is the die type. This number indicates which die to roll. For example, the rating 6L (six Light) has a d6 die type. Thus, a six-sided die will be rolled. Please do not confuse "die type" with a rating's "type."

Difficulty: The result which must be rolled in order for the die roll (or check) to succeed.

Doubling Die: The special name for the sixteen sided die.

Doubling Tables: The doubling tables are printed on the front of every character sheet (the tables with all the numbers).

Level: Levels are a way of counting ratings. The 6L rating is considered level 1, and levels increase by one for each rating thereafter. Therefore, 6L = 1, 8L = 2, 10L = 3, and so on. Thus 10H is level 9. See Table 1.

Rating: Short for "die rating." A rating is made up of a die type (6, 8, or 10) followed by a category letter (L, M, or H) and possibly followed by a type letter (B, P, V, S...). A few examples are 6L, 8L, 10L, 8MS, 10HB, etc.

Result: After making a die roll a number will be generated (using a doubling table). This number is the "result."

Type: When a rating contains two letters, the second letter determines the "type." The types are: B = Bantam, P = Personal, V = Vehicle, S = Ship, W = World, C = Celestial, G = Galactic, U = Universal. Note that if a rating doesn't list any "type," the default is always type Personal. The most frequently used types are listed on the character sheets beneath the doubling tables.

Value: When a rating is converted into a number (without rolling) the result is the rating's "value." A rating's "value" is the number listed in the 1s column of the doubling table. See Table 1 for further clarification.

Dice

The first thing to do is prepare your dice. Get a hobby knife and trim any plastic spurs off of the dice. If the dice aren't pre-colored, you need to fill in their symbols by using a Sharpie© Fine Point Permanent Marker or by using miniature paint (use a tooth-pick or fine brush). All of the above supplies are available through The Game Lords,™ Ltd.

Now show the players the dice. There are six-, eight-, ten-, and sixteen-sided dice in the game. Players need to learn the names of these dice as d6 (dee-six), d8 (dee-eight), d10 (dee-ten) and the doubling die.

Each die has symbols upon the faces. The d6 is numbered 1 through 6, the d8 is numbered 1 through 8, and the d10 is numbered 0 through 9. However, a d10's 0 is **always** considered to be a 10. Thus, a d10 is really numbered 1 through 10.

The doubling die is numbered unusually: ©, t, 1, 1, 1, 1, 1, 1, 2, 2, 2, 2, 4, 4, 8, 16. The © represents The Game Lords,™ Ltd's copyright of the die. However, during the game consider it to be a "c" which stands for "category." The "t" stands for "type."

The Doubling Tables

As stated in the introduction, the heart of the entire game is condensed down into the doubling tables found on the character sheets. Therefore, you need to become **very** familiar and comfortable with the doubling tables' layout. So let's begin — you should have a character sheet in your hands throughout the remainder of this chapter. Any time the doubling tables are mentioned, refer to your character sheet.

The doubling tables consist of three tables found on the front of your character sheet. The three tables are labeled L1, M2, and H4:

- L1 - The **L**ight Doubling Table
- M2 - The **M**edium Doubling Table
- H4 - The **H**eavy Doubling Table

As you can see, each doubling table's label (L, M, and H) indicates its name. Furthermore, each doubling table corresponds to one of the three categories: Light, Medium, and Heavy.

When a 6L (or six-light) rating is rolled, you will use the Light doubling table. When a 6M (or six-medium) rating is rolled, you will use the Medium doubling table. In fact, any time a rating is rolled, the rating's category will tell you which doubling table to use.

A doubling table is made up of columns and rows. It is important to know which is which. Remember that a column runs up and down (just like the columns or "pillars" which hold up a roof). Rows run side to side. All three doubling tables have the same row and column labels. The columns are labeled x1, x2, x4, x8, and x16 and correspond to the numbers found on the doubling die. The rows are labeled 1 through 10 and correspond to the numbers found on the various dice.

Every rating will have one of three possible die types: 6, 8, or 10 corresponding to the d6, d8, and d10. Note that these three die types are indicated on the doubling tables as shaded boxes in the row labels.

Each shaded box represents a rating. The 6 on the Light table represents the rating 6L (six Light), the 8 represents 8L (eight Light), and the 10 represents 10L (ten Light). These are the only three Light ratings 6L, 8L, and 10L. Likewise the 6 on the Medium table represents 6M (six Medium), the 8 = 8M (eight Medium), and the 10=10M (ten Medium). The same holds true on the Heavy table: 6H, 8H, and 10H (six Heavy, eight Heavy, and ten Heavy).

These shaded boxes represent the nine fundamental ratings in order from smallest to largest: 6L, 8L, 10L, 6M, 8M, 10M, 6H, 8H, 10H.

Each doubling table also includes a line running out from the die types (6, 8, and 10). These lines indicate all possible results for each rating. For example a 6L roll can result in any number from the top of the table down to the line drawn out from the 6 row. An 8L roll can result in any number from the top of the table down to the line extending from the 8 row. And, a 10L roll can result in any number on the entire table.

Note that each doubling table is actually a multiplication table. For example if you cross reference the x4 and 5 on the Light table you obtain a result of 20 (i.e., 4 x 5 = 20). The Medium table is a multiplication table which doubles the result. Again, cross referencing the x4 and 5 on the Medium table results in a 40 (i.e., 4 x 5 = 20 doubled = 40). The Heavy table doubles twice (i.e., 4 x 5 = 20 doubled = 40 doubled = 80).

The number following each doubling table's labeled (e.g., L**1**, M**2**, and H**4**) indicates this doubling effect. On the Light table, a result is simply a multiplication (4 x 5 x **1** = 20). On the Medium table, a result is obtained by doubling or multiplying by 2 (4 x 5 x 2 = 40). Heavy table results are obtained by doubling twice, or multiplying by 4 (4 x 5 x 4 = 80).

When an actual rating is rolled, two dice are always used: one corresponding to the die rating and the other is always the doubling die. The result is then located on the table which matches the rating's category. For example, if a 6L rating is rolled, a six-sided die and the doubling die will be rolled and the result will be found on the Light table.

When looking up results, the doubling die's number will be found on the column label and the other die's number will be one of the row labels. Thus a 6L roll of 4 on the doubling die and 5 on the d6 will be looked up on the Light table, resulting in 20.

A Rating's Level & Value

To clarify the relationship between a rating and its value and level refer to table l.

Table 1: Rating/Value/Level

Rating	Value	Level
6L	6	1
8L	8	2
10L	10	3
6M	12	4
8M	16	5
10M	20	6
6H	24	7
8H	32	8
10H	40	9
6LV	60	10
8LV	80	11
10LV	100	12

Besides referring to table l, you can also derive a rating's value and level by using the doubling tables on the character sheet. It is very important that you learn to do this as such conversions occur regularly in the game, and they need to become second nature.

Level: To determine a rating's level, count down the doubling table's shaded boxes until you come to the box representing the rating. For example, to find the level of the rating 8M, just count the shaded boxes. Start at 6L (the shaded 6 on the Light table) and count until you come to 8M (the shaded 8 on the Medium table). By counting "6L = 1, 8L = 2, 10L = 3, 6M = 4, 8M = 5," you find that 8M is level 5.

The nine basic ratings indicated on the doubling tables represent the first nine levels.

To convert a level back into a rating, count down the doubling tables, and when you reach the desired level, you will have found the rating. For example, to convert the level 4 into a rating simply count "1 at 6L, 2 at 8L, 3 at 10L, and 4 at 6M." Thus level four is 6M.

Value: A rating's value equals the result in the x1-column next to the shaded box which corresponds to the rating. For example, to determine the value of 6M, find the shaded 6 on the Medium table. The number next to this shaded box is 12, which is the value of 6M.

A mental shortcut for determining value is to simply multiply the rating's die by the rating's category (L=1, M=2, and H=4 — as indicated on the doubling table labels). For example, the value of 6M is 6 x 2 or 12.

Likewise, to convert a value back into a rating, find the value in the x1 column of one of the doubling tables. The nearest shaded box indicates the rating. For example, to convert the value 20 into a rating, look in the x1 column for a 20. There is no 20 on the Light table, so you look at the Medium table and find it next to the shaded 10 — corresponding to 10M. Thus, when the value 20 is converted to a rating it becomes 10M.

Category & Type

As you learned above, the shaded boxes on the doubling tables represent the three die types d6, d8, and d10. Each doubling table therefore contains three ratings. The Light table contains the ratings 6L, 8L, and 10L. The Medium table contains the ratings 6M, 8M, 10M.

Just as the shaded boxes represent ratings, the three doubling tables represent "categories." There are three categories: Light, Medium, and Heavy, abbreviated L, M and H. Note that each doubling table is labeled with one of these abbreviations — L, M, and H. Furthermore, the three doubling tables are named after the categories: the Light doubling table, Medium doubling table, and Heavy doubling table.

Finally, all three doubling tables represent one "type." A type is nothing more than a group of three categories (L, M and H). The common types are listed on the character sheets beneath the Heavy doubling table. All that a type does is multiply the results found on the doubling tables by some number (specifically a factor of 10). For example, when we looked up x4 and 5 on the Light table we found the result to be 20. This is only true if the type is Personal, as Personal type multiplies the result by 1 (i.e., no change). If instead, the type were Vehicle (V), the result of x4 and 5 would be 200, because Vehicle type multiplies the doubling tables by 10.

From the above you can see that each type is made up of three categories (L, M, and H), and each category is made up of three die types (6, 8, and 10). A rating includes all of this information: 6LV read "six Light Vehicle" tells you the die, category, and type — the die type is d6, the category is Light, and the type is Vehicle.

If a rating doesn't list a type (such as 6L), "Personal" is always the assumed type. Thus, 6L and 6LP are identical.

Rolling Dice

When a die roll is called for, the specific dice used are indicated by the rating. Table 2 lists the nine basic ratings and the dice needed to make the roll.

Table 2: Ratings

Rating	Dice needed
6L	d6 & d16
8L	d8 & d16
10L	d10 & d16
6M	d6 & d16
8M	d8 & d16
10M	d10 & d16
6H	d6 & d16
8H	d8 & d16
10H	d10 & d16

As you can see, a simple pattern emerges. Two dice are always rolled: the die which matches the rating's die type and the doubling die.

The rating's category (L, M, or H) doesn't influence the dice being rolled. Instead, the category determines which one of the doubling tables (L, M, or H) will be used to determine the result.

Now, it's time to make your first die roll. Lets make a 6L roll.

- As per table 2, you will need to pick up the d6 and the d16. **Always** roll both dice at the same time and encourage players to do the same (this saves a lot of game time).
- Assume you roll the dice, and that the d6 rolls a three and the d16 rolls a four.
- Once you've rolled the dice, you will find the result on one of the doubling tables (so get a character sheet in front of you). Since we rolled a 6L (six-light) we will be using the Light **doubling table** which is the one with "L1" in the upper left corner.
- The doubling table has a number of columns across the top, labeled x1, x2, x4, x8, x16. The result of the doubling die will be located here.
- The left of the doubling table is labeled from 1 to 10. The result of the d6 will be located here.
- To determine the actual "result" of the die, find the column which corresponds to the number you rolled on the doubling die (in this case "x4"). Then go down the table until you find the row which corresponds to the number you rolled on the d6 (in this case "3"). You will see that they meet on the table at the number "12."
- The result of 6L rolling a four on the d16 and a three on the d6 is 12!

Try a few 6L rolls on your own. For now, reroll if the doubling die comes up with "t" or "c." Once you get the hang of things, make some 8L rolls. The only difference is that you will roll a d8 in place of the d6. Note that it is possible to get a 1-8 as a row result instead of just 1-6. Likewise, 10L makes it possible to generate any result on the entire Light table.

Now let's move up to the Medium table and make a 6M roll. You will perform this just like the 6L above except that you will look up the results on the Medium table (the table with "M2" in the upper left corner). You can also try the 8M and 10M if you like.

Finally roll a 6H, 8H, and 10H. These are just like the others except that you will use the Heavy table (the table with "H4" in the upper left).

Shortcuts

Once players play the MetaScape™ Game System several times, they will learn that they often don't need to refer to the doubling tables. Instead they can use mental shortcuts. A clue to these short cuts is printed in the upper left on each doubling table next to the table's category: L1, M2, and H4 — the clue is the 1, 2, and 4.

You may have noticed that the results on the Light table can also be obtained by multiplying the die faces together. Above we saw that a 6L roll of three on the d6 and four on the d16 resulted in 12 (i.e., 3 times 4 = 12). In fact, if you examine the Light table, it is nothing more than a special multiplication table.

Looking at the Medium table, notice that every result is exactly two times the result on the Light table. The "2" in the "M2" is the clue. In other words, the Medium table "doubles" all results found on the Light table. A 6M roll of 3 and 4 therefore results in 24 (3x4 = 12 doubled = 24).

Likewise, the Heavy table doubles the Medium table's results. Every Heavy result is then four times the result found on the Light table. Again, a 6H roll of 3 and 4 is 48 (3x4 = 12 doubled = 24 doubled = 48).

In this way, you can always obtain the result of a die roll by multiplying the two die faces and then doubling once for Medium and twice for Heavy. Real math whizzes can get Heavy results by multiplying the two die then multiplying the total by 4 (which is simply a quick way of doubling twice).

Types

Note: a "die type" (d6, d8, etc.) is not a "type" (Bantam, Personal, Vehicle, etc.), so don't confuse the two words.

In the rolling section above, you were making all rolls of type "Personal." The doubling tables printed on the character sheets generate Personal type results. However, sometimes you will run into ratings with a second letter such as 8MB or 6LV. This second letter indicates that you are to generate a result of another type. And, this is very easy to do.

Types add zeroes to the end of a result (making it bigger by 10, 100, 1000, etc.). Lets take the example of 6LV. The "V" stands for "Vehicle" type. By looking at table 3 below, you can see that this type adds one zero (or increases the result by a factor of 10). So simply make a normal 6L roll, find the result, and add a 0. Thus, a roll of 3 and 4 (a 12 result in type Personal) becomes a result of 120 in type Vehicle.

Table 3: Types

Type	Name	Size	Zeroes
B	Bantam	x1/10	-1
P	Personal	x1	—
V	Vehicle	x10	1
S	Ship	x100	2
W	World	x1000	3
C	Celestial	x10,000	4
G	Galactic	x100,000	5
U	Universal	x1,000,000	6

The most common types are printed beneath the doubling tables on the character sheet.

The Bantam type is a little unusual as it doesn't add a zero. Instead it divides the result by 10, dropping any remainder. The simple way to do this is to remove the right most digit from any result. A 6LB roll of 3 and 4 (normally a 12) is thus 1 (the 2 is removed).

If the 6LB roll were 6 and 8 (normally 48) the actual Bantum result would be 4, as the 8 is dropped. A 6LB roll of 6 and 1 (normally 6) is 0, as the .6 is removed.

Often, ratings won't indicate the type, such as 6M. Any time a type is not listed, it is always considered to be type Personal and no further adjustment to the result is made (i.e., Personal type does not add or remove zeroes).

If You Roll a 16

When a 16 comes up on the doubling die, you are not actually finished rolling. Instead, you should figure out the result as usual (we'll call this the "original result" below). From here you will proceed **without** using the doubling tables.

Now, reroll **just** the doubling die and multiply the original result by the new number rolled on the doubling die. On this second roll a t or c are both considered to be 1s.

If this second roll comes up 16, you get to roll again (after multiplying the original result by 16). If you roll a 16 yet again, continue the process.

It shouldn't take long for you to realize that huge numbers may be generated by rolling multiple 16s. In fact, there is no upper limit as long as 16s keep showing up. However, in a year of play testing, the biggest result ever rolled was an 8M roll of 131,072 when Blake Mobley's Shanask attempted *ghost walk*.

In such situations, the GM should come up with some incredible effect to match the incredible number. In Blake's case, the GM ruled that the entire building in which the Shanask was located ghost walked.

Rolls of 16 are one of the few times when numbers will go off the doubling table, requiring the use of a calculator. However, rounding off and coming up with estimates of high numbers is acceptable.

For example a 6L roll of 6 and 16 results in 96, if the second roll comes up 16 the new result is 96 x 16 or 1536, if the next roll comes up 2, the final result is 3072. By rounding the first result would still be 96 (because it can easily be found on the doubling table), when the second roll was a 16, I would have rounded the 96 to 100, multiplied by 16 and got 1600, with a final roll of 2 this makes 3200. You will find that the difference between 3072 and 3200 is negligible as huge numbers are governed by GM interpretation.



The Complete Doubling Table

Now it is time to present the entire doubling table.

Table 4 contains the category-type names of the entire doubling table in order from the smallest to the largest. Note how the three doubling tables printed on the character sheet make up an entire type.

Table 4: Complete Doubling Table

Notation	Name
LB	Light-Bantam
MB	Medium-Bantam
HB	Heavy- Bantam
LP[1]	Light-Personal
MP	Medium-Personal
HP	Heavy-Personal
LV	Light-Vehicle
MV	Medium-Vehicle
HV	Heavy-Vehicle
LS	Light-Ship
MS	Medium-Ship
HS	Heavy-Ship
LW	Light-World
MW	Medium-World
HW	Heavy-World
LC	Light-Celestial
MC	Medium-Celestial
HC	Heavy-Celestial
LG	Light-Galactic
MG	Medium-Galactic
HG	Heavy-Galactic
LU	Light-Universal
MU	Medium-Universal
HU	Heavy-Universal

[1]The Personal-type symbol "P" is often exclude from rating notation as Personal is the default type.

Of course, table 4 only lists category-type names. Each one of these categories is also broken down into the three die types: d6, d8, and d10.

By examining this table you can see that Light Vehicle is the next largest category-type after Heavy Personal. In other words, the tables printed on the character sheets wrap.

For example, let's say that you wanted to find the category-type that was seven greater than 6LP. Using the character sheet's doubling tables, you would start on the Light table (LP) and count: 1 = MP (Medium table) 2 = HP (Heavy table), 3 = LV (Light table), 4 = MV (Medium table), 5 = HV (Heavy table) 6 = LS (Light table), 7 = MS (Medium table). Thus MS (Medium ship) is the category-type seven above LP (Light Personal).

Notice how the doubling tables wrap with the Light category of the next type being one greater than the Heavy category of the previous type. This is a very important concept.

With a little consideration, all this makes sense. Given that Vehicle is the next type above Personal, it would stand that the lowest Vehicle category (LV or Light vehicle) is one category above the largest Personal category (HP or Heavy Personal).

In the following analogy, walking up steps will be used. However, because we read from the top of a table to the bottom, table 4 above and the tables on the character sheet are oriented from top to bottom (i.e. the smallest on the top and the largest at the bottom). Thus, you walk "down" tables and character sheets while you walk "up" steps. This note will make more sense as you read on.

The "wrapping" phenomenon mentioned above can be likened to a stairway in an eight story building (one story being the basement). The stairway is made up of three flights per story and each flight has three steps for a total of nine steps per story.

The stories in the building each have names: the basement is the "Bantam" story, the first story is called "Personal," the second story is called "Vehicle," etc.

On each story, the three flights each have a name: Light, Medium, and Heavy. Finally each flight's steps are numbered: the first step is numbered 6, the second is numbered 8, and the third is 10.

Besides being numbered, every step has its full "step name" printed on the step. The step name is the step's "rating" and is made up of the step's number, flight, and story (in that order). Thus, the first step on the ground floor is step 6, flight Light, story Personal or 6LP. The next step is still on the Light flight, Personal story, but it is step number 8, or 8LP, the next step is 10LP. The next step is on the first step of the second flight (i.e., we have turned the corner in the stairwell). This step's name is 6MP.

Notice that the step numbers go 6, 8, 10, and then back to 6 because we reach the next flight. After the Medium flight, the next step is 6HP (first step of the third or Heavy flight). So, let's walk up the first nine steps: 6LP, 8LP, 10LP (next flight) 6MP, 8MP, 10MP (next flight) 6HP, 8HP, 10HP.

Our next step will take us to the second (or Vehicle) story, making it the first step of the first flight on the Vehicle story. Thus, it has the name 6LV. Walking through this story, the steps are: 6LV, 8LV, 10LV (next flight) 6MV, 8MV, 10MV (next flight) 6HV, 8HV, 10HV. Once again, our next step will take us to the next story (the Ship story). And the process continues.

Now let's start again at ground floor (the Personal story). From here we can also go down the steps into the basement (the Bantam story).

Let's do this now. We are currently on the 6LP step (i.e.., Personal story). The first step down is the top step of the third flight of the Bantam level. Thus, its name is 10HB. Walking to the bottom of the basement we step on: 10HB, 8HB, 6HB (next flight down) 10MB, 8MB, 6MB (next flight) 10LB, 8LB, 6LB.

In the above analogy, the steps are the ratings, the flights are the categories, and the floors are the types. Table 4 above therefore lists the names of every flight in the building.

Keeping this analogy in mind, the doubling tables on the character sheet suddenly become clearer. Each shaded box is a step (or rating). Each doubling table is a flight (or category). This makes all three doubling tables the equivalent of one story. Thus, when you are at the 10HP rating and need to increase by one rating, you go to the top of the doubling table (the 6L step) and use the next largest type (i.e., the next story).

Notice that a rating's level is merely a way of "counting steps."

t and ©

You're probably wondering what the "t" and "©" on the doubling die do. The answer is that they change the rating's type or category. The doubling die is copy-righted, that's why the copyright symbol appears (©). However, when rolled, consider it to be a **c**.

Both the **t** and **c** change the rating. The **t** changes it toward type Personal and the **c** changes it toward the Light category.

If you roll a **t** on the doubling die, simply adjust the rating one "type" closer to Personal. A 6LS roll would therefore be calculated as 6LV (since Vehicle is one type closer to Personal from Ship type).

In order to calculate the result, you will have to reroll the doubling die. If you get another **t**, the rating is yet again adjusted one type closer to Personal, which, in the above example, would be 6LP.

If the rating is already of type Personal, then a roll of **t** is considered to be a 1.

Note that if the original type is Bantam, a **t** result moves it **up** to Personal. Rolling a **t** is therefore bad in every type save Bantam.

The **c** is very similar, except that it moves the rating one "category" closer to Light. If you are rolling an 8H and get a **c**, it then becomes an 8M. A second **c** would take you to 8L.

As with the **t** result, you need to reroll the doubling die in order to determine the final result. Again, if a second **c** shows up, you move another category closer to Light and roll again.

If the rating is already of the Light category, then a roll of **c** is considered to be a 1.

As with **t**, **c** results move Bantam categories one category **up** towards Heavy Bantam. If the category is already Heavy Bantam, then it moves to Light Personal. And, as above, if the category is already Light a **c** result is treated as a 1.

It is possible to roll t's and c's in combination. Let's take a complex example. We start at 8HS. The roll is a three (on the eight-sided die) and a **t** on the doubling die, dropping us a type to 8HV. Rolling **just** the doubling die again, we get a **c** — we now drop to 8MV. Rolling just the doubling die a third time we get another **t** and end up at 8MP. Rolling a fourth time, we get a 2. Thus the final roll was a 3 (on the d8 — which is never rerolled) and a 2 on the doubling die. However, instead of the original 8HS, we look up the result as if it were 8MP due to the effects of the **c**'s and **t**'s.

Important: if a 16 is rolled after a **t** or **c**, the result is calculated and the rolling stops. **Do not** reroll. In other words, the 16 rule does not apply once a **t** or **c** has been rolled.

The above discussion is one of the more difficult concepts in the MetaScape™ Game. For added clarification, table 5 lists several examples. Be sure to work through these step by step so that you understand how the final result is obtained.

Please note that multiple doubling die rolls rarely occur. Most rolls are quite simple and are over immediately. Table 5 lists some complex (and rare) examples.

Table 5: Rolling Examples

Rating	d6/8/10 roll	doubling roll	Result
10LB	3	1	0
10MB	8	c,1	3
10HB	8	c,1	8
6L	5	4	20
8M	5	4	40
10H	5	4	80
8LV	5	4	200
10MS	5	4	4000
8L	5	t	5
8M	5	t	10
8LV	5	t, 1	5
8MV	5	t, 1	10
8MV	5	t, c, 1	5
8MV	5	c, t, 1	5
8MV	5	t, c, c	5
8MV	5	t, t	10
8MV	5	c, 2	100
10MV	3	16, 1	960
10MV	3	16, c	960
10MV	3	16, t	960
10MV	3	c, c	30
10MV	3	c, 16	480
10MV	3	t, 16	96
8M	8	16, 16, 16, 2	131072

+1d, +1c, +1t

From time to time, players will encounter adjustments to their die rolls. Usually these will be pluses or minuses to the rating (+1d, -1d, +2d, -2d, etc.), adjustments to the category (+1c, -1c, +2c, -2c, etc.), or adjustments to the type (+1t, -1t, +2t, -2t, etc.). Note that "d" stands "die rating" which is usually shortened to just "rating."

Using the stairwell analogy above, these "adjustments" simply move you up or down (plus or minus) a number of steps, flights, or stories as indicated by the number. The "d" is one step, the "c" is one flight, and the "t" is one story.

A +1d moves you to the next step, +1c moves you up exactly one flight (three steps) from where you were, and +1t moves you up exactly one story (nine steps or three flights) from where you were. For example 6LP +1d is 8LP, 8LP +1c is 8MP (three steps up), 8MP +1t is 8MV (nine steps up)

For example, if a player is making a damage roll at 6M and is informed to make a +1d adjustment, he or she will actually make an 8M roll (since 8M is one rating above 6M). If instead the adjustment were -1d, the player would actually roll 10L (since 10L is one rating less than 6M).

Above, we discussed levels. As you can see, a +#d or -#d adjustment simply moves the rating up or down a number of levels equal to the "#". For example, the next level above 6M is 8M. Thus 6M +1d equal 8M.

The real trick comes when you are at 6L or 10H. As you can see, 10H +1d exceeds the printed table. Actually, 10HP +1d becomes a 6L of the next higher type (which is Vehicle in this case). A 10HP +1d therefore becomes 6LV. By looking at the printed doubling table, you'll see that you just wrap around the table (from one end to the other) and increase the type by one. Likewise, a 6LP -1d becomes a 10HB (it just wraps the other way) and the type drops by one.

Of course, not all die adjustments will be +1d or -1d. Sometimes they will be +2d, -3d, etc. In such cases, increase or decrease the rating several times. A +2d is exactly like two +1d adjustments. For example, 8L +2d becomes 6M and 8L -2d becomes 10H of the next lower type.

Larger adjustments may be indicated by plus or minus a category (+1c or -1c). This works just like plus or minus die ratings, except that you move an entire category. A 6L +1c then becomes 6M. An 8H -2c becomes an 8L (two categories less). A 6HP +1c becomes 6LV. Again, just wrap (Heavy becomes Light) and the type

increases by one. Likewise 8LP -1c becomes 8HB (i.e. the Light category wraps to Heavy and the type decreases by one).

Category adjustments may also occur at increments greater than one: +2c, -3c, etc.

Note that +1c and +3d have **exactly** the same effect. This makes sense as every three ratings equal one category.

Finally, very large adjustments may be made with plus or minus a type (e.g., +1t or -1t). Again, this works just like die and category adjustments except that the rating adjusts by an entire type. A 6LP +1t therefore becomes 6LV and 8MV -1t becomes 8MP.

Again, note that +3c and +1t are **exactly** the same, as every type is made up of three categories. Likewise +9d and +1t are the same — think about it.

Critical Rolls

Any roll resulting in an unusually low or high number is considered to be a critical roll. A roll of 100 or more is generally a critical success and a roll of 1 or less is a critical failure.

Governing the special effects resulting from critical successes and critically failures is a powerful area of the game which the GM controls.

When a player rolls a critical success, *always* come up with some special effect. Note that a critical success doesn't have to be interpreted as the character performing well, it can also be interpreted that the NPC performed poorly, or that the subject of the task was flawed or weak in some manner.

For example, if Mike makes a phenomenal Strength roll when checking to see if his Calemora can force open a door, you may rule that the Calemora rips open the door taking half the wall with it, or you may rule that the door is flawed and bursts into splinters when pulled upon. The choice is largely up to you, the GM.

The first example makes Mike feel heroic, while the second may be more realistic (unless the character is truly very strong). This is another point. If a Calemora is forcing the door the first choice may be more appropriate while the second is more applicable for a Shanask.

Following are a few special effect ideas for critical successes.

- **Damage:** The character has discovered a vital area and gains +1d damage on all similar aliens for the remainder of this combat. If two opponents are lined up the attack hits both of them (i.e., killing two birds with one stone).
- **Attack:** Give a +d, c, or t to damage, depending upon the degree of the success. Also some special effect such as knocking the opponent over may be appropriate.
- **Defense (opponent's attack):** The opponent swings and falls forward (even impaling himself if the character's roll is really high). Or, the character may get to take a free attack as the opponent is off balance.
- **Armor (opponent's damage):** The opponent's weapon breaks upon the character's armor.
- **Initiative:** Allow the character to perform multiple actions, or take one Initiative now and another at the end of the round, etc.
- **Powers:** Give a +d, t, or c to the effect if appropriate. Allow the character to use the power free three times in the near future. Perhaps the power works in some unusual and extreme manner.

Critical failures also result in special effects, but of a negative nature. Low rolls (2s and 3s) should also have negative effects, but should be proportionally less severe. Generally a roll of 5 or higher has no ill effect other than simple failure. Common critical failure results follow:

- **Attack:** The weapon gets stuck in its holster. The character may also fall over or drop the weapon. Hurled weapons may end up in undesirable locations. If an ally is within range, the attack may strike the ally.
- **Damage:** The character's weapon breaks upon the opponent's armor or the weapon jams or runs out of ammunition/power.
- **Defense (opponent's attack):** Double the attacker's damage rating or, equivalently, lower the character's armor by -1c. The character falls down. All defenses vs this type of alien are made at -1d, etc.
- **Armor (opponent's damage):** The character's armor is damaged, resulting in -1d AR until repaired. A random equipment item is destroyed in the attack, etc.
- **Sciences:** The item being used is damaged or destroyed.
- **Powers:** An unusual amount of energy is used. The ability becomes non-functional for a day. The effect backfires or has an unusual and detrimental result.

The important thing is to *make your players happy* and *keep them excited*. Try to come up with appropriate things which they like. Ask your players for suggestions and work with them. Don't get caught in a rut — come up with new and unique effects.

Amount of Success/ Failure

A common verbal convention used in this game is "amount of success" or "amount of failure." Sometimes the word "degree" will be used in place of amount, such as the "degree of the success." This notation indicates that the difference between the roll's result and the difficulty is significant.

For example a poison may be Dif 10 and render a person unconscious for a number of rounds equal to the amount of failure. This means that if a failed roll (such as 6) results, the victim is rendered unconscious for 10 - 6 or 4 rounds. A roll result of 12 is unaffected because 12 is greater than the difficulty. Taking another example, an opponent may be stunned for a number of rounds equal to the degree of attack success. Thus, if the opponent's Def is 15 and the attack result is 20, then the opponent is stunned for 20 - 15 or 5 rounds.

The word success or failure really isn't that important as it is relevant to point of view. In the previous example, the attack succeeded (from the attacker's point of view) but the defense failed (from the defender's point of view). In almost every case, common sense will dictate what effects a roll has.

Finally, the words "amount" or "degree" are often left out when the meaning is obvious. Using the above example, we could say that the poison renders a person unconscious for a number of rounds equal to the failure.

Later, you will learn that wounds are equal to the amount of the damage roll's success or the armor roll's failure (depending on how you look at it).

Ties

Die results will occasionally tie the difficulty. Sometimes ties make sense and can be used as a tie (i.e., ties in Initiative mean that both sides act at once). Otherwise, ties always go to the player. Ties between two players go to the defender. If there is no obvious defender, the tie goes to the higher ranked character, then higher ranked player, and if all else fails roll d10s for a tie breaker.

Repeated Attempts

If a character fails in the first attempt at a task, future attempts should become successively more difficult.

Let's take the example of a character attempting to force open a door. If rolls are continually made, eventually the character will succeed (as a high result will eventually occur), and this is unrealistic and game-busting. On the other hand, it is unrealistic to tell a player that his character can't try to force open the door a second or even third time.

To solve this, the general rule is to double the difficulty on each successive attempt. If the player doggedly continues to roll (after two or three attempts), inform the player that the task is beyond their character's ability. However, if the situation changes (if the player comes up with a new and creative approach — forming a lever to pry the door open, for example), then you may allow another roll, and you may even reset the difficulty to its original value.

Some tasks should not become more difficult upon repeated attempts. A good example is most of the combat rolls. Just because a player misses on an attack, you *should not* double the opponent's Def

In general, only double the difficulty for tasks which successive attempts would unlikely result in a different outcome in reality. For example, once you fail to lift a boulder, trying again a minute later is unlikely to succeed (thus the difficulty should double in the game). However, just because a grappling hook fails to catch on the first throw, doesn't mean that it won't succeed on a second or third (thus the difficulty shouldn't change).

The decision to double or not double the difficulty of a task should be governed by common sense. Be sure to consider the player's point of view. But, in the end, it all comes down to the GM's judgment.

Difficulty

A task's Difficulty (or Dif) is the result which must be rolled in order to succeed at the task.

Adventures will often inform GMs of the ability to be checked and the difficulty of the check. The common notation reads *ability (Dif)* such as Str (15) — make a Strength check at a difficulty of 15. Sometimes the ability won't be listed, rather the task will be listed such as, "The door has a lock (20) built into it." This means that the lock can be overcome with an appropriate ability check of 20 or greater.

Diceless GMing

One of the unusual and powerful aspects of the MetaScape™ Game System is diceless GMing. During game play, it is rare for the GM to roll any dice. Instead, the GM selects a difficulty (ranging from one to infinity) and the player then makes a roll on the most appropriate ability.

For example, if a door is locked the GM may select the difficulty of 10. The player then makes an ability check (such as *counter security* or Dex related). If the check is successful the lock is picked, otherwise the attempt fails. The power of this system is that *everything* works the same and difficulties are all identical. A difficulty 10 lock is just as hard as making a Dif 10 comm link, which is just as hard as a Dif 10 transporter lock, etc.

Even when an event is random in nature (such as an alien's damage) a simple number can be assigned. If, for example, an alien has a 10 damage rating, it is *always* 10. The player rolls vs AR to determine how much of the 10 points is stopped

The experienced GM may find this notion a little strange so we will briefly go into the mathematical details. The sophisticated die system used in the MetaScape™ Game is actually a double randomizer. If two people are rolling 20-sided die the chance that person "A" rolls higher (or wins) is exactly the same as 10M rolling above a 20 (since 10M has a value of 20).

Thus, one die roll creates the same probability of success and failure as two normal die rolls. Likewise, the probability that a d20 roll beats a d8 roll is the same as the probability of a 10M beating a difficulty 8. The MetaScape™ Game, therefore, has effectively created a d6, d8, d10, d12, d16, d20, d24, d32, d40, d60, d80, etc. through the various ratings. Moreover, any difficulty a GM selects becomes the "die" that the GM would be rolling.

By setting difficulties, the GM has the "ability" to roll any die from a d1 to a d-infinity. But the beauty of it all is that the GM doesn't have to actually roll, the player's use of the doubling system combines both rolls into one.

Of course, the ***t*** *and the* ***c*** *slightly alters the overall probability, making the above not quite true. However, their effects were derived out of play test to create a more balanced game* feel *than would be possible with normal dice.*

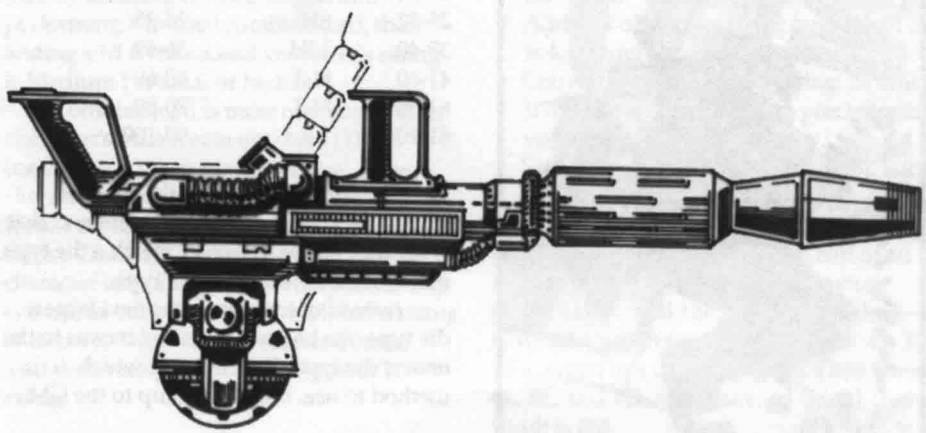
To sum up, when a player makes an armor check he is actually randomizing **both** the amount of the alien's damage **and** the success of his armor. If the damage rating was 10, a roll of 1 would result in 9 points of damage, a roll of 3 would result in 7 points of damage, and a roll of 10 or more indicates that the alien caused no damage.

GMs, don't let the die system fool you. A high armor roll by a player doesn't necessarily mean that the alien hit a well armored section. Perhaps the alien's attack was weak, grazed the character, or perhaps it did indeed strike a heavily armored section. The result of the player's roll can be interpreted as you see fit.

On an armor roll of "2" (resulting in eight points of damage) you might say, "The skrak plunged his dagger through your marine armor with a ferocious blow." On the next armor roll of "2" (again eight damage) you might say, "The skrak makes a feeble swing, but his blade fortuitously slips between a joint in your marine armor." The interpretation is up to you and your players.

With this system, all the GM has to do is determine what ability the player needs to roll to properly randomize the event at hand. Always think of opposites. If an opponent is attacking a character, *don't* grab for the dice. Instead have the player make a Defense roll. If the player rolls low, then the opponent's attack is successful.

The key question in this case shouldn't be "can the opponent hit the character?" but "can the character dodge the attack?" Try to think of all such situations from the standpoint of what the *player character* can do, rather than the opponent.



Setting Difficulties

Being a diceless GM, you need to get a really good feel for assigning difficulties. Table 6 lists a *general* guide to difficulties for low rank characters.

Table 6: Difficulties

Dif	Description
1	Automatic
2	Extremely Easy
5	Easy
8	Fairly Easy
10	Average
15	Moderate
20	Challenging
30	Hard
40	Very Difficult
50	Extremely Difficult
100+	Almost Impossible

The above is a rough guide only. As characters advance in rank, they will become more proficient and powerful. The "average" rating should roughly increase to match the die value of the character's "typical" rating.

As you gain GMing experience, you will acquire a strong feel for setting difficulties. One caution: be careful about using the above table if a character is attempting something nearly impossible,. For example, the damage roll needed to destroy a small moon would be in the millions (**not** just 200 or even 2000). Note that if Blake's 8MP roll had been one type higher (8MV) he would have rolled 1.3 million. With this roll, a simple army tank would have destroyed a small moon! Of course, this kind of occurrence is what we all roleplay for — the chance to be super-heroes — but use caution when setting such truly impossible Difficulties.



Non-Diceless GMing

Some GMs will not want to run the game diceless, and occasionally, situations occur in which the GM must roll dice. However, when a GM rolls dice special considerations must be taken.

If the roll is being made against a player's roll — such as rolling an opponent's attack vs a character's Defense — the regular doubling system should *not* be used. Instead both player and GM make "Non-Doubling" rolls. This means that they roll without the doubling die. The proper table is still examined with the result indicated on the one's column (as if the doubling die had rolled a 1).

For example, if the player is making an 8M roll, he would pick up the d8, roll it, and consult the Medium-personal table as if he rolled a 1 on the doubling die.

Since using the doubling system is the default, most statistics listed for GM use will be written as a value and not a rating. For this reason, GMs wishing to roll will need to convert the value into a rating. Table 7 provides the necessary conversion for all values (or difficulties) from 1 to 100.

As you can see, if the value is 10, the GM would make a 10L roll, but like the player, the GM would *not* use the doubling die. This essentially results in the player making a d16 roll vs the GM's d10 roll.

Table 7: Value-Rating Conversion

Simple Value	Rating	Balanced Value
1	10LB	1
2	10MB	2
3	8HB	3
4	10HB	4
5-6	6L	5-6
7-8	8L	7-8
9-10	10L	9-10
11-12	6M	11-13
13-16	8M	14-18
17-20	10M	19-21
21-24	6H	22-27
25-32	8H	28-35
33-40	10H	36-49
41-60	6LT	50-69
61-80	8LT	70-89
81-100	10LT	90-109

The simple method is the *simplest*. Locate the value on the 1x-column and that is the die type. If it doesn't match a die type, move to the next largest die type.

Instead of moving to the next largest die type, the balanced method moves to the *nearest* die type. The choice of which method to use, is of course, up to the GM.

Now for some rationale. Indeed it is possible to have both Player and GM make doubling rolls. In fact, for those who like a lot of realism in their roleplaying, this is probably a more realistic approach. However, the authors of this game consider it game busting and contrary to the general roleplaying experience.

In roleplaying, we do not try to simulate reality. Instead we simulate "book-reality" — reality consistent with a fictional setting or gaming universe rather than the real world.

In book-reality, the characters are portrayed as mega-heroes capable of performing occasional super-human acts. The doubling system allows this to happen. It is possible for a character to slay a mighty enemy with a single throw of a dagger, or hack *into a planetary defense system, etc. These events require unusually high rolls, but they will happen from time to time. This portrays "book-reality."*

The heroes of books, movies, and TV programs seem to have an uncanny air of luck about them. If the GM also uses the doubling system, no character will live more than a gaming session or two because the GM will inevitably make one of those phenomenal rolls resulting in 1000 points of damage and another character will bite the dust! This may be a "realistic" method, but it's not recommended for regular play.

Occasionally, however, such a game can be enjoyable due to its realistic feel and the inherent challenge and sense of danger, but all players should be made aware of the likely results and new temporary *characters should be used.*

Player vs Player

Any time a player makes a game roll, they should use the doubling method. Consequently, when a player controls an NPC it is more powerful than when the GM controls it. Likewise, player ships are better than equally classed GM ships.

One of the few situations players don't use the doubling method is when the GM opts to roll dice (see above). The other is when players are rolling against each other. To prevent any catastrophic effect both players should then roll via the non-doubling method (described in Non-Diceless GMing above).

However, if one player is rolling for his character, and the other is rolling for an NPC or any other non-character aspect, the player with the character makes a normal doubling roll and the other player calculates out a difficulty. This gives the heroic advantage to the character and not to NPCs.



Combining Ratings

From time to time it will be necessary to combine ratings — for example, when layers of armor are worn, when two characters combine talents, or when a character uses a device which affects their ability (such as a ship station or gunnery port).

The common ways to combine ratings are to "combine (cat)", and "combine (high)".

Combine (cat)

To combine category, you will simply adjust the largest rating based upon the smaller rating. The adjustment depends upon the smaller rating's category as follows: HB = -1d, LP = +1d, MP = +2d, HP = +3d, LS = +4d, etc.

As an example, let's combine (cat) several ratings:

- 8L combined (cat) with 10L (+1d) is 6M
- 6H combined (cat) with 10L (+1d) is 8H
- 6H combined (cat) with 8M (+2d) is 10H

Multiple ratings are combined (cat) by simply choosing the two largest ratings (ignoring the rest) and proceeding as above. However, if two characters combine their talents along with a piece of equipment (having a rating of its own), then a special rule is used. The three ratings are combined (cat) by selecting the two largest and performing a normal combine (cat), then adding +1d if the second character's rating is Medium Personal or higher.

Combine (cat) is most often used when character's collaborate on a task (They combine (cat) their two skills (e.g., if two characters are *interrogating* a prisoner, they would combine (cat) their *interrogation* skills). Combine (cat) is also used when a character uses any piece of equipment, ship system, or vehicle system which has a rating of its own. The character then combines (cat) their rating with the equipment's rating.

Combine (high)

To combine high, convert both ratings to values. Then *add* the larger value to half of the smaller value. Now convert the single value back into a rating (using table 7).

As an example, let's combine (high) an 8L and a 10M.

- Convert to values: 8L = 8 and 10M = 20.
- Add half of smaller to the larger: half of 8 is 4, adding 4 to 20 we get 24.
- Convert the value into a rating: 24 is 6H. If the value didn't match a precise rating we would refer to table 7.
- Summing up: combining (high) 8L with 10M gives us 6H.

To combine (high) multiple ratings. simply add the largest value to half of all lesser values. For example, to combine (high) 6L, 8L, and 10L: convert to values = 6, 8, 10; add half of 6 and 8 to 10 or 3 + 4 + 10 = 17; convert to a rating 17 = 8M. Thus when 6L, 8L, and 10L are combined (high), the result is 8M.

Adventure Points

One of the most attractive aspects of roleplaying games is character advancement. As you play, your character will become more and more powerful, significant, and heroic. Adventure points are used to create characters, determine character rank, learn new abilities, improve old abilities, and much more.

On the back of your character sheet, there is a special "Advancement" area for tracking adventure points.

Gaining APs

Starting APs: Newly created characters are given 100 adventure points, plus 1 per player rank.

Game Play: At the close of each gaming night, the GM will hand out adventure points to all the player characters. Any time your character gains APs, you need to do two things: record the points under Unused AP (where they will be spent like cash) and increase your AP Total by the amount gained.

The AP Total will **never** be reduced, it only increases. AP Total is used to determine character rank.

Below is a list detailing how adventure points are gained and handed out.

- **Time:** Each character gains 1AP per hour of play (i.e., real time).
- **Group Bonus:** The GM gives out a group bonus based upon the team's effectiveness, good roleplaying, manageability, etc. The amount of the bonus should be roughly based upon the number of hours played, but can range from 0 to twice the hourly rate. Each character receives APs in the amount of the group bonus.
- **Adventure Bonuses:** Certain AP bonuses will be listed in the adventure. These are to be given to any character who fulfills the bonus requirements. For example, the adventure may state that players receive 1AP for each "good" question they ask during mission brief. When feasible, hand these bonuses out immediately (during the adventure). In the above example, you should secretly record the bonuses and hand them out as soon as the briefing is over. Adventure bonuses are designed to reward attentive, creative, players who are good problem solves.

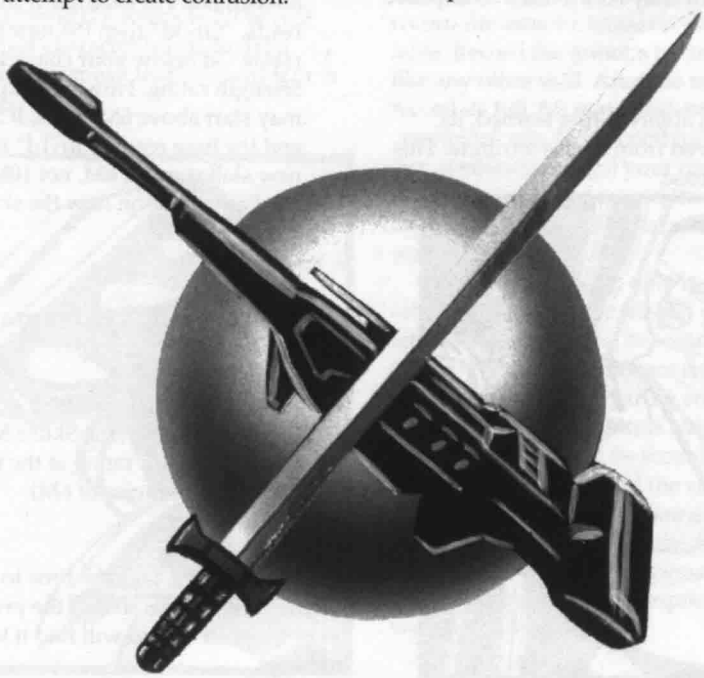


- **Journal:** (The use of journals is explained in the character creation section.) At the beginning of each game session, have one player read his or her journal entry of last week's game (you should rotate players from week to week). Have the player assess their work on a scale of one to ten. Unless you strongly disagree, give the player a number of APs equal to their self-assessment. Make sure that everyone gets an equal chance to read (a different person each week), and don't allow players to abuse your generosity by constantly rating themselves as "tens." However, if you think a player's self-assessment is too low, feel free to award more, up to the maximum of 10.
- **GM's Grab Bag:** During game play, the GM may hand out token bonuses (of 1-3 AP) any time deemed appropriate. Several guidelines should be followed:
  - Usually hand out one point. Two points can be awarded for unusually good play, and three for exceptional events or actions.
  - Treat these as "warm-fuzzies." Use them any time you find a player performing beyond the player's norm (i.e., don't compare one player to the next, judge each individually).
  - Hand them out immediately after the deserving event.
  - Do your best to spread the wealth around. If, for example, Bob never gets any bonus APs, he will soon feel left out and frustrated. Likewise, if you always give Bob lots of bonus APs, everyone else will resent him. You are using these points as behavior modifiers, encouraging good gaming, so your experienced players must do something really great to get one, while novice players need only do something reasonable.
  - In general, you should average one grab bag point each hour of game play.
- **Veteran's Pocket:** This is an optional rule allowing ranked players to hand out a number of APs equal to their rank. The veteran hands these points out to other players during the game in the same manner that the GM hands out Grab Bag points. Remaining APs are NOT kept. Veterans may NEVER award points to themselves. If you, as GM, decide to allow a ranked player to use the veteran's pocket, be sure that they read through the guidelines for GM's Grab Bag above. Be sure the veteran uses good judgment. If they play favorites at all, don't use this optional rule.

Worthy Events

Below is a partial list of events worthy of receiving grab bag or veteran's pocket points:

- **Great Roleplaying:** Acts of great roleplaying (e.g., verbally acting out the part in an extraordinary way)
- **Racial Roleplaying:** Sticking to the racial qualities of a given race, even if the act is detrimental to the character. For example, Gra the Calemora has the opportunity to throw an 8LV grenade at a powerful opponent, but chooses to charge with nothing but a ra-oot dagger (Calemora disprove of ranged weapons).
- **Point of View Roleplaying:** The player knows something which the character does not, but still portrays their character properly. Example: Laura is a player who has played this particular adventure before. She knows that a heavily-armed A-frame walker is lurking just behind a door, but has her Anthropos enter anyway, since her character knows nothing about the adventure. This is good roleplaying (although it may represent certain death for Laura's character), and should be rewarded.
- **Creativity:** Highly creative acts should be rewarded. Example: Your team hears a group of pirates in the next room. Instead of barging in and attacking, two team members disguise themselves as pirates and enter, two others circle around to the second door, one climbs into the air duct and squirms into the room's center, while the final member waits with a combat android at the front door. Then, upon signal, the various groups attack while the two disguised pirates attempt to create confusion.
- **Heroic Acts:** Selfless acts of bravery. Example: Ontash leaps over the body of his fallen comrade and defiantly fires his blaster carbine at an onrushing horak even though he could run to safety.
- **Great Rolls:** Exceptionally high die rolls leading to incredible events. Example: Your Calemora grabs the leg of a walker and attempts to throw it off balance. He rolls 2500 and shoves the walker through the ceiling with a burst of super-strength.
- **Acts of Morality:** Benevolent acts and noble consideration for others. Example: Team *Griffon* finds itself in the engine room of an enemy vessel and is immediately seen. The engine crew rushes forward with tech-wands and small knives to attack you. Arik, an Anthropos destron, notices a slaver's patch upon one crew member indicating that the engineers are actually slaves. Realizing this, Arik calls out, "attack to subdue only," drops his turbo-plaz, and throws a flash-bang grenade.
- **Exceptional Decisions:** Any time a player chooses a less advantageous course of action to stay in line with a character's personality, race, chapter, etc. it may be an exceptional decision. Example: Your team has been ordered to avoid hostilities while on a space station. While in the station's bar, a large Zin-Shee male comes up to you and slanders your mother. Remembering that you recorded a dislike for Zin-Shee in the personality section of your character's journal, you decide to jump up and shove the Zin-Shee backwards (knowing that a brawl may result), even though all of your fellow players plead with you to stop.



Rank

As characters gain APs, they become more significant within. This is indicated by rank. The number of *AP Total* needed to reach each new rank is listed on Table 8.

Table 8: Rank/AP Schedule

Rank	Name	AP
0	Initiate	0
1	Rank-1	100
2	Rank-2	200
3	Rank-3	300
4	Rank-4	400
5	Rank-5	500
6	Rank-6	600
7	Rank-7	700
8	Rank-8	800
9	Rank-9	900
10	Rank-10	1000
11-20	Rank- 11-20	+200 per rank
21-30	Rank- 21-30	+300 per rank

The sole exception to this rule is Rank One. Although characters start with enough APs to be first rank, they don't actually achieve it until the characters successfully complete their first mission (or adventure). Prior to that time, a character is considered Rank Zero (a situation which comes into play during the first adventure).

Rank commonly affects a character's mission allowance, status within a house or organization, general fame, and should be highly played up in roleplaying (the GM should lead the way on this aspect). Characters may spend adventure points in special ways upon attaining a new rank. Also, rank improvement rolls are made upon reaching a new rank (see the advancement section below).

Spending APs

Unused adventure points (APs) are spent (like cash) to learn new abilities or improve existing abilities. When APs are spent, they should be subtracted from your Unused APs only. **Never** spend or reduce your AP Total. In other words, spending APs has no impact upon your AP Total which is used solely for the purpose of determining character rank.

Handicaps, although they provide "bonus" APs, do **not** add to a character's AP Total.

Gamers must be careful not to confuse the language of *spending APs*, with *spending credits* (money). Abilities are *purchased* with APs. Equipment items are *bought* with credits.

The various ways APs can be spent are detailed in the abilities section below.

Abilities

This section defines abilities, explains how to learn or gain new abilities, how to use abilities, and finally how to improve existing abilities.

Terminology

The terminology involved with abilities is fairly simple. It is important that you understand the following terms, so study them until they make sense.

IC Box: Next to nearly every ability on your character sheet are two boxes. The smaller one (two boxes to the left) is the IC box, in which you will record the ability's IC (improvement cost).

Rating Box: The other larger box found immediately to the ability's left is the rating box, in which you record the ability's rating.

Abilities

The word "Ability" is an all encompassing word which includes any aspect of the character which can be learned or improved. Most abilities have a rating associated with them.

Abilities are grouped into categories including: attributes, skills, and enhancements. These groups are defined below.

Attributes

Attributes are "core" or "base" abilities. Attributes define the fundamental aspects of a character. The list of attributes follows:

- Luck
- Dexterity (Dex)
- Fortitude (FR)
- Speed (Spe)
- Strength (Str)
- Awareness (Awa)
- Charisma (Cha)
- Intelligence (Int)
- Will Power (WP)
- Biotechnology (BioT)
- Cybernetics (Cyber)
- Technology (Tech)
- Natural Defense (Def)
- Natural Armor (NAR)
- Initiative (Nish)
- Shock
- Vitality (Vit)
- Healing
- Body
- Melee
- Hurled
- Ranged
- Artillery

All attributes are automatically known (they aren't learned), and can be improved.

Skills

Skills are abilities which must be learned, and they can also be improved. There are numerous skills defined in the *Character Manual* and thousands more which can be made up. A few skill examples are *repair mechnoid*, *fast talk*, and *drive vehicle*.

Enhancements/Handicaps

As the name implies, enhancements improve or "enhance" other abilities (primarily attributes and skills). Enhancements may only be learned, they can't be improved.

Handicaps function exactly like enhancements except that they result in adverse or negative effects, providing bonus APs. These APs are added to the character's Unused APs. They are **not** added to a character's AP Total.

For example *beauty* is a Charisma enhancement (costing 10 APs), while *unattractive* is a Charisma handicap (providing +10, or 10 bonus APs).

Specializations

Specializations group a family of skills and enhancements together. This bundle of abilities define the specialist. For example, a martial arts specialist will take the martial art specialization which bundles *martial arts punch*, *martial arts kick*, *martial arts hold*, and other "martial art" appropriate skills and enhancements together.

Improvement Cost

All attributes and skills come with their own improvement costs (ICs) which help determine how may APs it takes to **improve** their rating.

Base

When an ability is first learned, its rating is derived from a **base** attribute. This ability is the base.



Learning Abilities

This section explains how to learn the various types of abilities. Characters learn abilities during character creation and during character advancement. An in-depth discussion of character advancement is found after the ability section.

Attributes

Attributes are automatically known and are simply written down during character creation (i.e., they aren't learned — no APs are spent).

Skills

Learning a skill is an easy process.

1. Find the skill in the *Character Manual* in the skills section.
2. It will have a column entitled "AP" which indicates how many Unused APs must be spent to purchase the skill. These APs must be subtracted from your Unused APs. **Do not** adjust your AP Total. Your character may not purchase skills if sufficient Unused APs are not available.
3. Write the name of the skill on your character sheet in the skills table.
4. Record the skill's IC in the IC box on your character sheet.
5. Another column in the *Character Manual* will be labeled "Base." This is the attribute which the skill's rating is based upon. If two bases are listed (such as "Int/WP"), you may select either one — obviously you should select the most advantageous.
6. Your new skill's rating starts out at the base's rating after the indicated adjustment. For example if the base reads, "Str-3d" then the new skill has a rating -3d below your character's Strength rating. However, no new skill may start above 6M. Thus, if Str is 6H and the base reads, "Str-1d" then the new skill starts at 6M, not 10M.
7. Record any notes on how the skill works or what it does.
8. You are done!

To sum up, when you learn a new skill you must:

- Spend APs
- Record the skill's name
- Copy the IC from the Skill's Manual
- Copy the base's rating at the indicated penalty (maximum of 6M)
- Record notes.

At this point, take the time to practice learning a few skills so that the process becomes habit — you will find it to be quick and easy.

Weapons

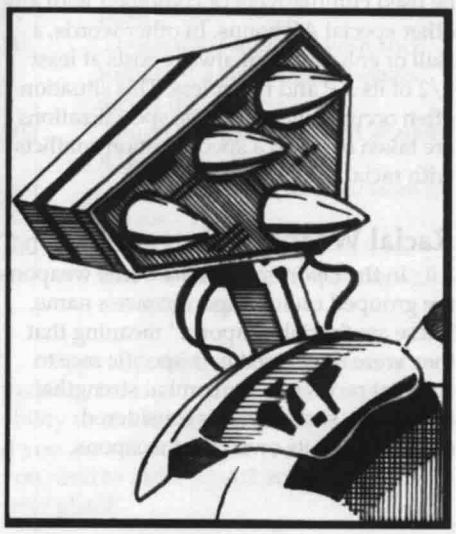
Although weapon use is also a skill, the learning process is slightly different. First, all weapon skills should be recorded on your character sheet's weapons table. Second, a weapon skill may only be learned if your character's science attribute (Tech, Cyber, or BioT) equals or exceeds the related weapon's science rating. (Note: enhancements may be used to overcome this restriction).

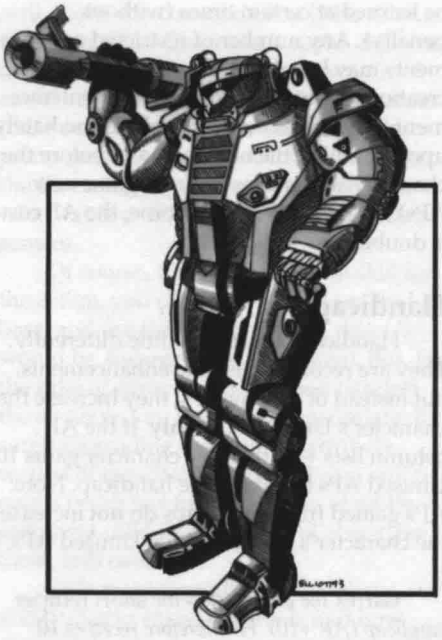
Weapon skill is called attack (Atk). When the weapon's skill rating is written down, write it in the Atk column on your character sheet. All weapons are based upon one of the weapon class attributes. These attributes are all listed in the weapon classes box on your character sheet.

Record the rest of a weapon skill as you would any other skill. Once you are done, you need to record the weapon's Dmg (or Damage) rating on your character sheet. To do this, look up the weapon's Dmg rating in the *Equipment Manual* and adjust it by the amount indicated in the "Dmg Adj" column of the weapon class table.

For example, in the reference manual *sword* has a listed Dmg of 6M and it is based upon melee. Find melee on your character sheet's weapon class table and look for the listed Damage adjustment in the "Dmg Adj" column. Let's say that +1d is listed. This means that the sword's Dmg of 6M should by adjusted by +1d, making it 8M. Now, record 8M in the Dmg box next to the *sword* skill on the weapons table.

All other specifics of the weapon such as range (Rng) or special effects may be listed in the Rng or Notes column of the weapons table. Only record a weapon's encumbrance (Enc) if your character is actually carrying the weapon. Note: just because your character learns to use a weapon doesn't mean that he owns it or is carrying it.





Armor

Anyone can learn to use any type of armor if the character's science attribute equals or exceeds the related armor's science rating. (Note: enhancements may be used to overcome this restriction.)

Armor skill is called Defense (Def) and is recorded in the Def column of the armor table. Armor skill is listed on the armor tables of the *Equipment Manual*. Once you find the armor you wish to use. Spend the indicated number of Unused APs and record the armor's name on your armor table. Record the armor's IC and rating just like any other skill. After the armor's name, record its full AR in parenthesis for future "combine" use. Now, combine (high) (*RB, dice, combining ratings*) your natural AR with the armor's AR and record this in the AR column of the armor table, and, you're ready to go!

As with weapons, only record the armor's encumbrance (Enc) if your character is actually carrying or wearing the armor. There is a significant encumbrance difference between wearing armor and carrying armor. If armor is carried, the full encumbrance should be recorded. If armor is worn, you may record the encumbrance at half of its listed value. Some forms of powered armor (noted in the *Equipment Manual*) have power compensators, and so do not encumber at all, despite their great weight.

Kai, an Anthropos marine, has a Natural Armor rating of 6L (value 6). She dons a suit of Expedition Armor (AR of 16). The larger number (16) is then added to half of the smaller (3), for a total of 19. This number translates to a total AR of 10M when Kai wears it.

Expedition Armor is normally Enc 150, but this is halved to 75 while Kai is wearing it.

Combining Armor: Armor may be worn in layers such as wearing a suit of marine armor while putting up a personal force field, creating two layers. In fact, all purchased armor is automatically layered with natural armor. The layering of armor is known as "combining armor." When armor is combined, the AR of all layers should be combined (high) (*RB, dice, combining ratings*). When combined armor is worn, you must use the worst Def rating among all worn armor. A special circle is provided on your character sheet next to all Def ratings so that you can indicate your current Def (i.e., fill in the worst one). Note, due to this rule, it is impossible to defend better than your natural defense.

When combining armor, you need to list the armor separately and combined. You can not improve combined armor so the IC box should be crossed out. The armor combination's Def is always equal to the worst Def of any individual component (including natural defense). To improve the combined Def, you must improve the worst individual component.

Powers

Powers are very special skills (in fact each power is made up of two closely related skills). Due to their special nature powers must be discussed in detail. When a power is learned, the player should use the power sheet.

Record the Power's name at the top of the sheet along with the character's name and player's name. The *skill's* IC and rating should be recorded in the box marked "Skill" in the upper left hand corner of the power sheet.

Next to the skill's box is another box for the "*Power*" skill. The *power* skill functions a lot like Vitality — it can be expended, and it naturally replenishes. Beneath the *power* skill's rating box is an area to record power points (see *CM, powers* for the proper number). Next to this area is a "current power" box which is used to keep track of your current power points. Finally, there is an area in which you can record notes on how power points are regained.

The rest of the power sheet is designed for the recording of the power's enhancements (powers have a lot of enhancements).

Enhancements

Learning enhancements is even simpler than skills. However, those enhancements which enhance skills may not be learned unless the skill has already been learned. Of course, attribute enhancements are not restricted in this manner (as attributes are all automatically learned).

- First, find the enhancement in the *Character Manual*.
- Look up the enhancement's AP cost and spend the indicated Unused APs.
- Enhancement's list a base which is the attribute which they "enhance" or improve. At this point, you should record the enhancement's name on the enhancement table. (NOTE: before a skill can be enhanced, the skill must first be learned). It is best to record enhancements as close to their base as possible, making them easier to find during game play.
- Next to the enhancement's name, record the enhancement's base in the proper box for future reference. The base has no use besides indicating what ability the enhancement is "enhancing."
- Make any notes relating to the enhancement in the notes box.

Enhancements have AP costs which need only be paid once. After the initial AP cost is paid, the character has the enhancement, and does not need to spend any more APs.

In general, an enhancements may only be taken once, and in no way should they be allowed to act cumulatively (i.e., you cannot take *beauty* twice to become "doubly beautiful").

Combat Enhancements: Combat enhancements are learned a little differently. Most combat enhancements list several letters as their base such as B, M, H, R, A. These letters correspond to the first letter of the weapon class attributes (Body, Melee, Hurled, Ranged, Artillery). These enhancements also list three AP costs such as 50/20/5. The first AP cost applies if the enhancement is learned for all weapons included in the listed weapon classes (in this case copy all of the indicated weapon classes into the base box). The next cost applies if the enhancement is taken for only one class of weapon from among the list (in this case copy only one class into the base box). The last and cheapest AP cost applies if the enhancement is learned for a single weapon from among the listed weapon classes (in this case write the weapon's name into the base box).

The "*" Notation: Some enhancements will be followed by an asterisk "*." These are restricted enhancements and may only be learned at certain times (without penalty). Any number of restricted enhancements may be taken during character creation. Thereafter only one such enhancement may be learned per rank (immediately upon attaining the new rank and before the character adventures again or gains new APs). If taken at any other time, the AP cost is doubled.

Handicaps

Handicaps function a little differently. They are recorded just like enhancements, but instead of costing APs, they increase the character's Unused APs **only**. If the AP column lists +10, then the character gains 10 Unused APs by taking the handicap. Note: APs gained from handicaps do **not** increase the character's AP Total, only Unused APs.

Garrok the Draca takes the short temper *handicap (AP +10). He therefore receives 10 APs, which he may spend any way he likes. These APs are not added to his AP Total, however, for they do not count toward rank advancement.*

In general, a handicap may only be taken once, and in no way should they be allowed to act cumulatively (i.e., you cannot take *unlucky* twice to become "doubly unlucky").

Any number of handicaps may be taken during character creation. Thereafter only one handicap may be learned per rank (immediately upon attaining the new rank and before the character adventures again and gains new APs). If taken at any other time, the AP bonus is cut in half (i.e., you only gain half the indicated number of Unused APs).

Handicaps may also be removed by expending twice the number of listed APs. Any number may be removed during character creation. Thereafter only one handicap may be removed per rank (immediately upon attaining the new rank and before the character adventures again). If removed at any other time the AP cost is double (i.e., 4 times the handicaps listed AP bonus).

Specializations

To learn a specialization, look it up in *CM, specializations* and spend the indicated number of AP. If the specialization lists any *bonus* skills and/or enhancements, you should immediately record these (they are learned for free, do not spend any additional AP learning them). Some specializations also provide special benefits (much like an enhancement). If this is the case, read the text on the specialization and make any necessary notes.

The skills listed in the *skills* entry and enhancements listed in the *Enhs* entry of a specialization are not learned immediately. However, you need to remember what they are (for future use). It is best to write the name of the specialization down under notes and list all of these skills and enhancements beneath it. As you latter learn these skills and enhancements, you can record them in the proper area and erase them from the specialization list.

Specializations bundle a group of similar skills and enhancements under one name and allow them to be learned at 1/2 their normal AP cost. The option to buy the listed skills and/or enhancements at 1/2 AP cost always exists (i.e..., the option does not have to be taken immediately) and it does not have to be taken for all skills and/or enhancements at once (i.e., some can be learned now, and others latter, but they are all at 1/2 AP price). Furthermore, any listed enhancements may be learned at 1/2 price at any time (breaking the restrictions and penalties on asterisked "*" enhancements above).

Any enhancements of a specialized skill may also be learned at 1/2 their normal AP cost even though these enhancements will not be listed under the specialization. This **only** applies to those enhancements listed directly beneath a skill's entry in the skill's section of the *Character Manual*. To help remind you of this benefit (and to remind you of the improvement benefit discussed in the improving abilities section below), you should lightly shade in the IC box of a specialized skill once it is actually learned.

NOTE: The 1/2 AP bonus may never be used cumulatively or combined with any other special AP bonus. In other words, a skill or enhancement always costs at least 1/2 of its AP and never less. This situation often occurs when multiple specializations are taken or when a specialization conflicts with racial weapons (see below).

Racial Weapons

In the *Equipment Manual* some weapons are grouped under a specific race's name. These are "racial weapons," meaning that they were developed by a specific race to suit that race's specific combat strengths, tactics, etc. A character is considered specialized at its own racial weapons.

Using Abilities

This section describes the specifics of using the various types of abilities during game play.

General Rules

GMs who want players to determine the results of using an ability will commonly ask for an "ability check." For example, "Ivan, your Draca, Oshga, needs to make a Strength check to break through the door." The other acceptable terminology is "ability roll." For example, "Ivan, your Draca needs to make a Dex roll to catch the falling gemstone." As you can see "check" and "roll" are used interchangeably.

To make a check or roll, locate the ability's rating, roll the appropriate dice, and inform your GM of the result. Ties always go to the player. If two players tie, ties go to the highest ranked character, then the highest ranked player, and if all else fails, roll a d10 tie breaker.

If the result of a check or roll exceeds the difficulty set by the GM, then the character succeeds. Otherwise, the character fails. The degree of success or failure is determined by the GM based upon how much the result varies from the difficulty. For example, if the GM decides that a particular door is Dif 15 to force open then the following are possible ad-lib effects based upon the player's Str check:

Result	The character...
1	...slips and falls, or takes five points of Dmg
5	...clumsily slams into the door
10	...hits the door with a thud
14	...shoves, the door groans and snaps in protest, but doesn't open
15	...shoves the door open a few inches
20	...forces the door open with ease
30	...throws the door open with a bang
50	...hurls the door open with such force that a large crack appears across the center
100	...hurls the door open and shatters it upon the wall
200	....physically rips the door from its hinges
500	....hits the door with such force that the door and part of the wall are taken out

Typically, the most difficult part of making checks is in determining which ability to use. Often, the choice is obvious — if you are attacking with your laser pistol, you need to make an Atk roll using your laser pistol.

However, if you are trying to determine if someone is lying, the choice is less clear. If the character knows the *detect lie* skill, this is the correct choice. Otherwise, should you use Charisma (i.e., the ability to deal with people), Intelligence (are you smart enough to catch the lie?), Awareness (did you notice his lips tremble and his palms sweat?), etc. The Attributes section of the *Character Manual* gives guidelines for what Attributes to use under what circumstances.

Of course, if there is an actual skill for the action, you can look the skill up, find its base, and use that attribute (e.g., *detect lie* would be Awareness or Charisma). But, for the sake of game speed, it is best to select the attribute you find most appropriate. By carefully reading through the attribute section of the *Character Manual*, you will gain a better feel for these types of ad-lib judgment calls. Experience will also make these calls easier.

GMs must typically decide when ability checks should be made and how difficult the checks are. At times, this will be obvious — for example, when a player wants to attack with a weapon, it is obvious that the weapon attack skill must be used versus the opponent's defense.

Adventures will often inform the GM what ability to use and the difficulty of the check. The common notation reads *ability (Dif)* such as Str (15) — make a strength check at a difficulty of 15. Sometimes the ability won't be listed, rather the task such as, "The door has a lock (20) built into it." This means that the lock can be overcome with an appropriate ability check of 20 or more.

Related Checks

Related checks are a special form of ability check which frequently occur. A related check is made when your character needs to make a check for a task which doesn't directly apply to any of your character's attributes or skills. For example, if your character picks up and tries to use a weapon with which it is not skilled, a related Atk roll will be made. If your character jumps into a transport and attempts to drive it without knowing *drive vehicle* skill, then a related check is made. If armor is worn for which your character has no skill, then a related Def check applies.

To make a related check the player and/or GM needs to determine the most appropriate attribute or skill to make the related roll from. With experience, this will become easy and obvious.

Related checks are rolled at a penalty (-1d, -1c, -2c, or -1t) assigned by the GM. The exact penalty is heavily governed by the GM using the following guidelines.

- No related roll should ever exceed 6M.
- Most related skill checks are made at twice the normal base penalty, listed in the skill's "base" column in the *Character Manual*. However, don't take the time to look this penalty up (this slows the game down too much). Simply ad-lib the penalty as best you can.
- The more closely a related task is to the ability being used, the less severe the penalty. For example, swinging a sword is a melee-related check, while curing a disease may be a Biotech related roll. Obviously, swinging a sword is more closely related to Melee than curing disease is to Biotech. Thus, the related penalty would be less for a related sword attack (-4d perhaps) than for a related cure disease check (-2c perhaps).
- You must also judge the task's fundamental difficulty. For example, swinging a sword is fundamentally simpler than firing a turbo plaz. Thus, a related sword attack may be made at -4d while firing a turbo plaz may be made at -2c.
- As GM, you also need to judge the importance of the roll to the party and adventure. If the roll is vital to the continuation of the adventure, you may want to assign a smaller penalty.
- Another consideration is skill availability. If a character in the adventuring team has a skill (say *drive vehicle*), other character's related *drive vehicle* rolls should be made at a more sever penalty. This properly portrays the fact that they aren't as good at driving as the skilled character.
- However, if no party member has a particular skill such as *drive vehicle* you may want to make the related penalty less so that "skill holes" in the team don't adversely affect the adventure.

Two alternative methods of governing related checks follow. You may use any method or combination which you feel comfortable with.

Difficulty Method: With this method, the GM simply increases a task's difficulty when the player is making a related check. The players always roll their actual related rating (no penalty applied), and the GM simply doubles, triples, etc. the difficulty.

Ad-lib Method: In this method, the related roll is made like any other roll, and the GM simply judges the final result on an ad-lib basis. A related result accomplishes less than an equal "unrelated" result.

A common combination of these methods is to have players make related rolls always at -1c then ad-lib the effects from there.

In general, you want to allow characters to at least try to do something, even if they aren't skilled at it. Even a young child could fix a hyperdrive by accidentally attaching the right wire or flipping the right switch.

The above rules are essentially a framework which makes the game play well and "feel" right. There are actually numerous solutions to the situation. The parameters of the situation are this:

- *Any character should be able to attempt any task*
- *Skilled characters should be better than unskilled ones*
- *If a party has no skilled character, there is a need to make tasks easier — so that small parties can function normally, and so that a missing skill isn't game busting. Note that this should not be construed as a license to "go easy" on careless or unprepared parties. Don't be afraid to penalize bad planning, but don't kill off the entire party as a result, either.*

Attributes

When characters attempt a task for which they have no specific skill, an attribute is commonly used. Determining if an attribute check should be normal or related is a judgement call. If the check is a direct uses of the attribute, for example trying to remain on one's feet during an earthquake (a Dex check), then it is a normal check. Most tasks should be considered normal checks unless a specific skill exists for the task. Thus, forcing doors open is a normal Str check as there is no *force door* skill. However, if *force door* is later listed as a skill in a rules expansion or turned into a skill by your gaming group, it should be treated as a related check by those who haven't learned the skill.

Skills

Usually, skill checks are normal rolls. Occasionally, a character may attempt a task which the GM will rule is only related to the skill — such as determining someone's mood by using detect lie.

Kharrush, Joe's Zin-Shee has the scanners *skill at an 8M Rtg. Under normal conditions, when using scanners, Joe rolls for Kharrush using his 8M rating. When Kharrush attempts to use the ship's sensors, however, the GM declares that the sensors are similar enough to scanners for the Zin-Shee to use them, but are different enough that all rolls must be related checks (requiring a penalty).*

Specializations

Specializations really aren't used themselves. Instead the skills and enhancements which are learned through the specialization are used. Specialized skills and enhancements function normally. However, it is strongly recommended that both player and GM play up a character's area of specialization.

A few specializations come with additional bonuses much like an enhancement. Such special bonuses are described in the *CM, specialization* section.

Enhancements

Each enhancement/handicap has its own rules for how it is used. Unlike attributes and skills, most enhancements have no rating. Many of them use the ratings from other abilities. Some use no rating of any kind; instead, they have other game effects, while a few have a set rating which never changes. For specifics, read about the enhancement in the *Character Manual*.

Also, unless explicitly stated otherwise, no two enhancements may be used at the same time. For example a character with *two weapon attack* and *double attack* may **not** attack twice with two weapons; he may either make a double attack (with one weapon) or attack with two weapons.

Most enhancements allow the player to make "enhanced rolls." An enhanced roll is always one step above the norm. If no roll would normally be allowed, the enhanced character may get to make a related roll. If related rolls are normally allowed, the enhanced character gets to make a regular roll. If regular rolls are normally allowed, the enhanced character should roll at +1c. Enhanced rolls should be allowed, where appropriate, even if an enhancement doesn't specifically mention enhanced rolls.

Special Cases

Following are some special rules on how to use various abilities.

- **Luck**

For specifics on luck see *CM, attributes, luck.*

- **MR/Carry**

Although movement (MR) and the ability to carry items (Carry) aren't actual abilities — rather they are applications of attributes — they are governed by some special rules.

After generating your character, you should add up all encumbrance and record it in the "Total Enc" box on the back sheet. Then, next to carry (on the back sheet) find the first carry box with a number equal to or greater than this total. Now fill in the circle directly above this box. By referring to the MR number above the circle, you can find what your character's current movement rate is. This final number can be written on the front of your character record sheet in the Combat Statistics area.

Technically, whenever your character drops or picks up an item, their total encumbrance and, therefore, MR should be adjusted. However, this is tedious, takes a lot of time, and almost no one does it. Instead, you should adjust your encumbrance and MR before each gaming session or after any significant change of gear.

If a character carries more encumbrance than the amount listed in the "x32" box, the character can't move.

Dale's Draca, Surra, has an unencumbered MR of 8. Surra is carrying equipment totaling 72 enc, however, reducing his MR to 3.

- **Sciences**

Characters may only use equipment items (tech, biotech, and cybernetics) if the character's science rating equals or exceeds the item's science rating. This restriction can be overcome with enhancements (*CM, Enhancements*).

Sciences can also be used to see if a character can figure out how to use a new piece of equipment. In this case a science check is made each time the character wishes to use an item (see *CM, attributes*).

Patty is running a Zin-Shee female whose Tech rating is 8M. She wishes to use a blaster cannon (Tech 10M), but cannot since her Tech rating is too low. If she increased her Tech by one die (either by improving it or by taking an enhancement), she could use the weapon; otherwise, she must make a Tech roll each time she wants to fire the cannon. If she wants to use a pulse rifle (Tech 6M), however, she would be free to do so.

Likewise, Tom's Anthropos (Cyber Rtg 6M), cannot be fitted with a titanium endoskeleton (Cyber 10M) without increasing his Cyber rating.

- **Weapons/Armor**

The specifics for using weapons and armor are listed in *RB, Combat*.

- **Powers**

The specifics for using powers are listed in *CM, powers*.

Improving Abilities

Now that you know how to learn and use abilities, it's time to learn how to improve abilities. Once an ability is known, it can be improved. The specifics follow.

General Rules

Attributes and skills can be improved by expending adventure points. Enhancements can't be improved, however their affects often improve as their base improves. Although handicaps can't be improved, they can be "bought out" or removed.

Improving an ability costs a number of APs equal to the ability's value plus its IC. For example, if you wish to improve a 6M Dex (IC 20), it would require spending 12 + 20 or 32 of your Unused APs. If you do not have enough Unused APs, then you may not improve the ability. Once the APs are spent, the ability improves by +1d.

An ability may only be improved once (i.e., a single +1d) until after the character completes their next mission. Also, a freshly learned skill may not be improved until after the character completes their next mission. The exception is during character creation. During creation a skill may be both learned and improved (but only one improvement may be made, even during creation).

Attributes

Most attributes follow the general rules above. The few special cases and special rules follow.

- **Luck** — When Luck increases, a new luck box is gained. The total number of Luck boxes should equal the luck's current level (minus any Luck boxes expended by the *luck burn* enhancement).
- **Dex** — Dexterity determines the ranged class damage adjustment (found on the weapon class table). The adj is based upon Dex category: HB = -1d, L = 0d, M= +1d, H = +2d, etc.
- **Spe** — Speed determines the hurled class damage adjustment (found on the weapon class table). The adj is based upon Spe category: HB = -1d, L = 0d, M= +1d, H = +2d, etc.

  When Speed increases, all MR numbers (five in all) should move up one rating. Since these are recorded as values, convert the old values to ratings increase them by +1d and convert them back to values.
- **Str** — Strength determines body and melee class damage adjustments (found on the weapon class table). The adj is based upon Str category: HB = -1d, L = 0d, M= +1d, H = +2d, etc.

  When Strength increases, its value should be recorded in the first box on the carry bar (back sheet). Then follow the instructions to fill out the rest of the carry bar — i.e., multiply by 2, 4, 8, 16 and 32 for the other 5 boxes.
- **Vitality** — If your Vitality increases, be sure to convert the new rating into a value and write it in the maximum box.

Skills

Skills improve as described above. Note that improving an attack skill has no effect upon the weapon's damage.

Likewise, improving your character's natural Def attribute has no impact upon AR. However, the Def of layered armor should be reevaluated.

Specializations

Specializations can not be improved. However, the skills learned through a specialization may be improved. These skills are improved normally except that the AP cost is calculated as if the specialized skill was one die type bellow its actual rating (i.e., -1d below its listed rating).

Handicaps

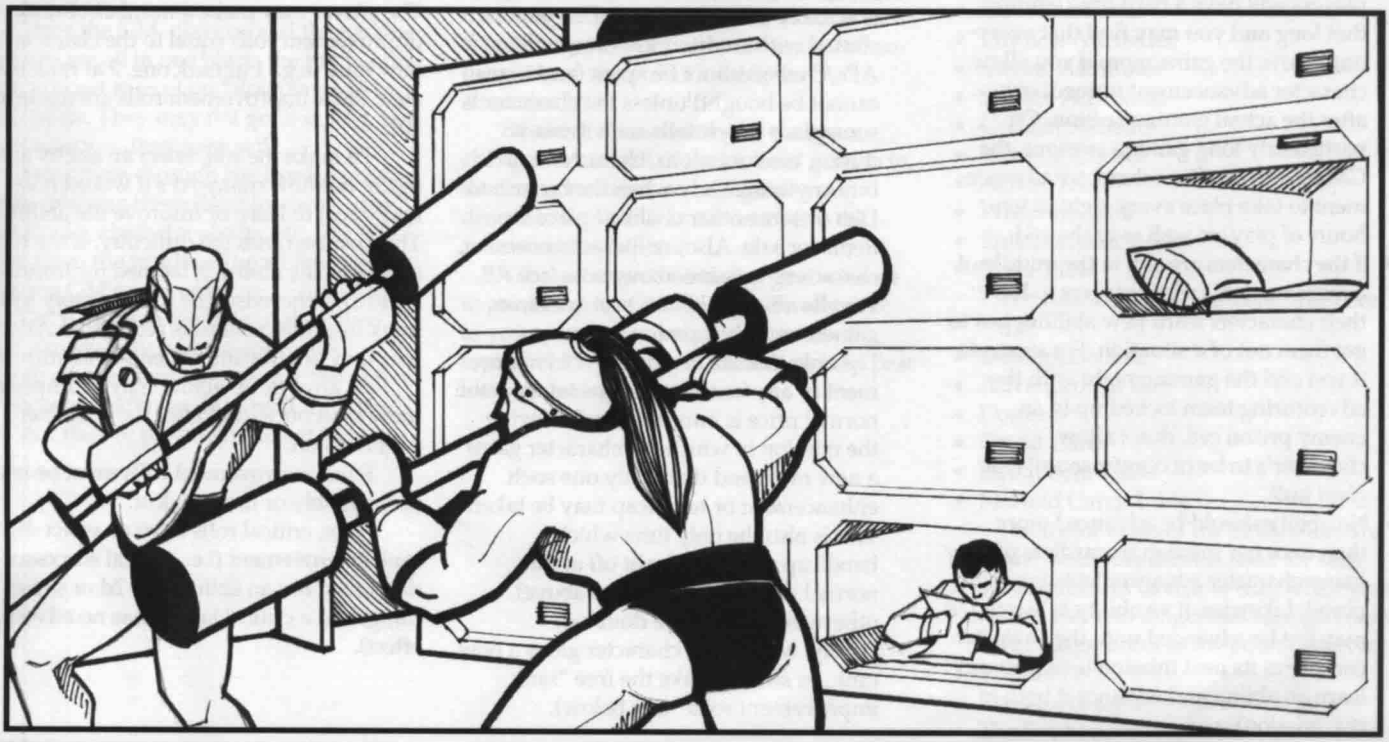
Although handicaps can't be improved, you can "buy them off". This costs a number of APs equal to twice the handicap's listed AP (i.e., twice the ones you got when you first took the handicap).

Handicaps may only be bought off immediately after gaining a new rank (before any additional APs are gained and before the character adventures again). Furthermore, only one handicap may be bought off per rank.

If bought off at any other time the cost is four times the listed amount.

Powers

For details on improving powers refer to *CM, powers*.



Advancement



Character advancement is the stage in the game in which the players spend Unused APs to improve their characters. Advancement and character creation (are related, but not to be confused. Character creation is the process of generating a character for the first time. Character advancement is the process of spending APs **after** the character has adventured.

There are several rules which govern character advancement:

- Character advancement is a post-game function — it is not considered to be part of actual game play. Thus, such "game" elements as spending luck boxes may not be used during advancement.
- During character advancement players spend their Unused APs to improve abilities and learn new abilities. Remember, AP Total is never used for character advancement or creation, it is only used to indicate current rank.
- The choice of what to improve and what to learn is entirely up to the player. Just use the rules above on learning and improving abilities.
- Remember the effects of specialization (see above) as they can have an impact upon character advancement.
- Also remember the rules for racial weaponry (see above). Racial weapons are always considered to be specialized.
- Ideally, character advancement should take place once the characters complete a mission (or adventure). However, most players will have a hard time waiting that long and you may find that everyone enjoys the game more if you allow character advancement immediately after the actual gaming session. On particularly long gaming sessions, the GM may even allow character advancement to take place every eight to ten hours of play, as well as at the end.
- If the characters are still in the middle of a mission, don't allow players to have their characters learn new abilities just to get them out of a situation. For example, if you end the gaming night with the adventuring team locked up in an enemy prison cell, don't allow character's to learn *counter security*, or *ghost walk*.
- No ability should be advanced more than once per mission (regardless of how many character advancements take place). Likewise, if an ability is learned, it may not be advanced until the character completes its next mission (i.e.., you can't learn an ability and advance it both in one mission).
- Note that just because your character learns a new armor or weapon skill doesn't mean that the armor or weapon is actually owned — it must be purchased with credits. However, unlike APs, credits cannot be spent (and items cannot be bought) unless the character is someplace which sells such items, so during most missions, characters can't buy anything. Only when they return to Dha or some other civilized place are items for sale. Also, unlike advancement, characters' mission allowances (see *RB, miscellaneous, guild currency*) are **never** gained until the mission is over.
- The only time an asterisked "*" enhancement or **any** handicap can be taken at the normal price is immediately following the mission in which the character gains a new rank, and then, only one such enhancement or handicap may be taken. This is also the only time which a handicap may be bought off at the normal price (see handicaps above), otherwise all costs are doubled.
- Finally, when your character gains a new rank, be sure to make the free "rank improvement rolls" (see below).

Rank Improvement Rolls

Rank improvement rolls are allowed whenever a character reaches a new rank. The player may make a number of rank improvement rolls equal to the character's new rank (e.g., 1 at rank one, 2 at rank two, etc.). Rank improvement rolls are made at 10L.

To make the roll, select an ability and figure out how many APs it would normally cost to learn or improve the ability. This cost becomes the difficulty. If the roll succeeds, the ability is learned (or improved by +1d). Otherwise, the roll is simply lost. Rank improvement rolls require no APs (i.e., they are free improvement attempts).

As always, no ability may be improved more than once until after the character's next mission.

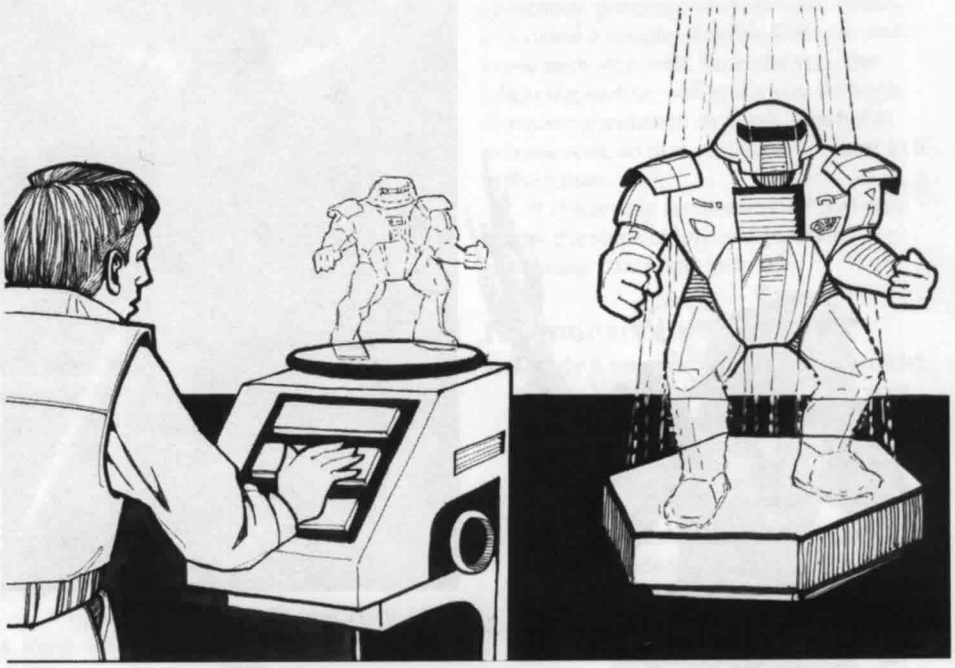
Rank improvement rolls must be used immediately or they are lost.

Note, critical rolls have no effect during rank improvement (i.e., critical successes don't increase an ability by +2d or something, and a critical failure has no adverse effect).

Character Generation

One of the more technical but rewarding roleplaying tasks is character generation (also known as character creation). Through this process, players will create and define their characters. This section covers the process of character generation in detail.

IMPORTANT: Before you GM or attempt to help a player create their character, it is imperative that you walk through the steps and actually create a character or two of your own — even if you don't intend to use them. By doing this, you will become familiar and comfortable with the creation process. Furthermore, you won't have to constantly refer to the detailed generation process below.



Preparation

Generating characters will be an unusual experience for new players, and one which you must lead them through carefully.

If you are a novice GM, you should meet with one or two players individually to generate characters (you may opt to do this over several evenings prior to the game night). Even veteran GMs should use this method with players new to the MetaScape™ Game System.

First, gather up pencils (**never** use pens, since most of the things you write are likely to change), scratch paper, a calculator, the MetaScape™ Game box, and find a quiet area where you are unlikely to be disturbed. Be sure you have character sheets available for each player.

Once the GM, players, and the gaming supplies are all in one place, the fun begins. First, you get to explain "Roleplaying" to the players. They may not get it at first, but don't worry — they soon will.

Tour them through the game components, showing them the miniatures, dice, Rule Books, character sheets, etc. DO **NOT** show them the inside of the adventure (this is for the GM's eyes only).

Once they see the bulk of the rules, your players may become concerned. Simply assure them that you are the only gamer who really needs to read the rules, and that they're the ones who get to play.

You might mention that character generation is the most rule-intensive phase of roleplaying, but they will soon learn that it is a lot of fun.

Show them the *Equipment Manual* and *Character Manual* and explain that these books are all they need to use during play, and that using them is like browsing through a catalogue. They don't need to read them, just know where things are.

The next step is to explain the Guild Space™ Setting to them. Be sure they realize that they will soon be creating a character in this setting, so they need to imagine it from the point of view of a Guild Space™ character.

Note: the basic setting of the game changes as a result of the players' actions in the first adventure, so make sure you describe the setting as it exists *before* the adventure takes place.

Character generation is a good chance to practice your GMing skills. Be attentive to your players — use greater detail on topics which peek their interest and zip past less interesting elements.

Character Sheet

Hand each player a set of character sheets. Explain the sheets' layout to the player, making sure they understand where the key areas are located.

The sheets are two sided, the "Front" of the main sheet says "Character Record Sheet," and the "Back" has "Back Sheet" recorded on it.

The major areas of the Character Record Sheet are:

- The Luck area
- Doubling tables
- Physical Attributes
- Mental Attributes
- Science Attributes
- Combat Statistics
- Weapon Classes
- Armor Table
- Weapons Table
- Enhancement Table
- Skills Table

The major areas of the Back Sheet are the:

- Description area
- Advancement Box
- Dossier
- Credit Card
- Equipment Table
- MR and Carry Table

The major areas of the Skills sheet are obvious. Note: this sheet is used for skill and enhancement overflow (i.e., when your character sheet no longer has enough room).

The major areas of the power sheet are:

- The Skill box
- The Power table
- The 5 enhancement tables













Racial Selection

The fun begins... It is time to help your players decide which race to play. First, you need to introduce them to the races. Turn to the racial section of the *Character Manual* and show them the pictures and miniatures while you explain a little bit about each race.

Things to cover on each race include: any powers which they use, their science ratings (i.e., how good they are at Tech, BioT, and Cyber), special abilities, rough personality description, description of homeworld and their brief history, and available genders. Be sure to interact with the players, allowing them to ask any questions they may have. Remember, you are their guide to this Scape.

In the first adventure, Shakna — Assault on the Hive, *certain races (the Shanask and the Kryll) have minor restrictions on them. These races are still available to players, but make sure you are aware of the special rules regarding them, as described in the adventure itself (i.e., be sure to read the adventure first).*

Once you have introduced the races, you need to have the players select which ones they wish to play. The following guidelines may help you and your players.

- A racially mixed party is generally more advantageous. If a previous group of your players has already created characters, tell your current group which races they chose.
- Novice roleplayers should avoid strange races and races with powers (i.e., select something easy to play). Inform players that they may generate other characters at a later time — their current decision isn't final.
- No race is better or more powerful than another. They each have strengths and weaknesses.
- **Important:** Be sure the player selects the race, **NOT** the GM or other players. Don't be suckered in by lines like, "Well, which is best?" or, "Which one would you pick?". You may suggest races to avoid (due to difficulty), but be sure to leave the player with a choice. After all, this is the whole concept to roleplaying: individual choice. Besides, players will have more ownership of a race they choose.

Generation Steps

Generating a character can be boiled down to the following seven steps.

1. Record racial information
2. Record Dha information
3. Record chapter information
4. Spend unused APs
5. Buy equipment
6. Calculate MR
7. Make a journal

Veteran players will be able to generate characters without referring to any steps. However, this requires quite a bit of experience.

In the *Character Manual's* generation section, the following outline is provided for your players.

1. Select a race
2. Record player name on all sheets
3. APs = 100 + player rank
   - only use Unused APs (not Total APs)
4. Rank = 0
5. Copy racial information
   - Age = your roll or older
   - Height and weight are generated with the same die roll
   - Your character may be shorter and weight may vary
   - Luck boxes = Luck level
   - Vitality maximum = Vit value
6. Record any powers on power sheet
   - Don't forget your player name
   - Look up the power for specifics on Power Points and regain rate
7. Select a chapter from the House of Dha
   - Make sure your character's race is eligible
8. Record House of Dha information
   - Fill out dossier — Guild, Dha, etc.
   - Record House of Dha training
9. Record chapter information
   - A summary of specialization effects are listed here
10. Spend remaining APs
    - Learn or improve abilities
    - Remember enhancements, especially those marked with an asterisk "*"
    - Handicaps can be taken to increase Unused APs (but not Total APs)
11. Purchase equipment
12. Add up encumbrance
13. Determine MR and copy it to the front
14. Select character name
15. Select a team name
16. Make a sketch
17. Start a journal

With the above outline you will be able to easily guide your players throughout the generation process once you walk through it in detail a couple of times. But, you must know each step well. To assist you, the following section will guide you through character generation in detail. Learn this process well, so that you need not refer to it in the future.

It is strongly recommended that you follow the steps below and practice generating characters yourself.

Preliminary Information

1. Decide if you need one or both character sheets. You will only need both if your character has a power or an unusually large number of skills or enhancements. Otherwise you will just need the character record sheet.
2. PLAYER NAME: First, record your name in the provided spaces on both sides of the character sheet.
3. ADVANCEMENT: Record 100 plus your rank as a player (if any) in the AP Total box and in the Unused AP box. During the rest of character generation, you will only use the Unused APs. The AP Total box will not change until after your first adventure.
4. RANK: Until your character completes its first mission, it will be rank 0. Record a 0 in the rank boxes on the front and back sheet.

Racial Information

This step is largely a copy session in which you copy racial information from the *Character Manual* onto your character sheet. Refer to the statistical section for your race (*CM, races*).

Back Sheet

1. DESCRIPTION: The following items will be recorded in the "Description" box.
- RACE: Racial name
- AGE: You will need to generate age. The age will list a rating plus some number (for example 8L + 15). Make a roll based upon the rating (8L in our example) and add the result to the indicated number (15 in our example). If the total is greater than the indicated max, then use the max instead of the rolled result. Record the final number as your character's age. Players may always choose to make their characters older than rolled (but not younger).
- LIFESPAN: Don't record lifespan information — GM use only.
- SEX: Chose from the listed choices.

- HEIGHT & WEIGHT: Height and weight are generated similarly to age. However, only **one roll** is made. Simply pretend this is the roll you made for both height and weight. For example, if the notation reads

  Hgt: 6L + 66 inches (84 max)
  Wgt: 6LV + 150 lbs. (335 max)

  Then roll a 6L and add 66 for the character's height in inches. If the result is greater than the indicated max, then the max is used instead of the generated height. Now, **don't reroll your dice,** but simply interpret the dice as 6LV, add 150, and this becomes your weight. The reason the same die roll is interpreted twice is to keep a character's height and weight proportionate.

  Note: Players may always make their character's shorter than rolled (but not taller). Also, the rolled weight is just a guideline; players should be allowed to modify the weight to any reasonable amount (making their character skinny or fat).
- OTHER: Some races will also have a width or length aspect. Again, you should keep the same die roll made for height above. Just reinterpret the die results just as you did for weight and record the information under notes.
- EYES & HAIR: Players may select any indicated eye and hair color.
- DIET & SLEEP: Record diet and sleep information under notes.

2. CREDITS: Generate starting credits. Record the result in the white space of your credit card. This is how much money your character has before entering into Guild service (don't worry about a low roll, the Guild pays very well).
3. MOVEMENT & CARRY: Copy movement and carry information onto the provided MR and Carry box at the bottom of your sheet.

Front Sheet

ABILITIES: Follow the steps below to copy ability statistics. Note that some ICs have been prerecorded on the sheets.

1. Copy the race, age, and sex information from the back sheet into the provided spaces on the front sheet.
2. LUCK: **Do not** roll luck. Simply copy the luck rating from the *Character Manual* into the large box next to the word "Luck" on your character sheet. The luck IC has already been recorded for you.
3. LUCK BOXES: Beneath Luck is a series of luck boxes. You need to leave a number of them open equal to your luck's level (e.g., 1 for 6L, 2 for 8L, etc.). Blacken in the rest of the luck boxes.
4. PHYSICAL: Copy down all the physical attribute information just as you did with luck.
5. VISION: Record your character's form of vision in the vision box found under "Mental."
6. MENTAL: Copy mental attribute information.
7. SCIENCES: Copy science attribute information.
8. NISH & SHOCK: Copy Initiative and Shock information.
9. VITALITY: Copy Vitality information. You also need to convert your vitality rating into a value and record it in the "Maximum" box.
10. HEALING: Copy Healing information. Nothing goes in the "Wounds" box until your character is "wounded" (*RB, combat, damage*).
11. DEFENSE & ARMOR: Defense and Armor information is copied next to the word "Natural" on the armor table (Def stands for defense and AR stands for armor).
12. WEAPON CLASSES: The weapon class information should be copied onto the Weapon Classes table.
13. NATURAL WEAPONS: Natural weapon information should be recorded on the weapons table. You will have to write the name of the natural weapon, as well as its statistics. Natural weapons have no encumbrance. Most players record natural weapons at the bottom of this table, leaving the top for purchased weapons. Note that a race's natural weapon statistics don't necessarily match those given in the *Equipment Manual* (also, Body-class damage adjustments have already been made for you).
14. SKILLS: (Note: not all races get skills) Skills are recorded on the skills table. You may want to look up the skill in the *Character Manual* and read on what it does. Any special rules can be recorded in the notes box or in your character's journal (see below). If your character gets a power skill, refer to the Powers section below.
15. ENHANCEMENTS/HANDICAPS: All enhancements/handicaps will indicate what ability they affect. The enhancement/handicap should be recorded next to the appropriate ability (if possible).

Powers

Players should record powers (if any) on the power sheet.

1. PLAYER'S NAME: Record your name.
2. POWER NAME: Record the power's name at the top of the power sheet.
3. SKILLS: Now record the information for the power's *Skill* and *power* skills in the proper boxes on the power sheet.
4. POWER POINTS: Record the indicated power points in the power points box.
5. REGAIN RATE: Finally, record any regain information in the regain box.

House of Dha

Currently, all characters are members of the House of Dha, the secret elite military unit of the Guild. To fill in the following information, refer to the *CM, Dha* section.

Back Sheet

1. DOSSIER: Record syour character's dossier information in the dossier box:
   - Organization: The Guild
   - House: Dha
   - Chapter: *leave blank at this time*
   - Title: *leave blank at this time*
   - Team: *leave blank at this time*
2. DHA CREDIT CARD: Every member of Dha is issued a Dha credit card. Record the hack and security levels as indicated. Credcard encumbrance is negligible.
3. DHA COMMUNICATOR: Record "Dha Communicator" on the equipment table. It has an Enc of 1. All races are given the *enhanced use* enhancement so that they can use the communicator (no matter what their Tech rating is).
4. DHA LEASE: Every Dha member enjoys the ability to lease to own equipment. See *RB, miscellaneous, guild currency* for specifics. You can write down the specifics in the notes area.
5. LIVING EXPENSES: Dha also pays for its member's basic living expenses while they are stationed on planet. Basic living expenses include clothing, food, and a place to stay (Dha barracks).
6. GUILDSPEAK LANGUAGE: Every Dha member is taught guildspeak. Record this language on the enhancement table.
7. BRIDGE OFFICER: Every Dha member is taught the fundamentals of running a starship. Record the *bridge officer* enhancement on the enhancement table.
8. SHIP SPECIALIZATION: Dha members have the option of being specialized at a ship position. If taken any one ship specialization may be purchased for 1/2 the normal AP price. It is most advantageous for team members to select different ship specializations. The specifics on learning a specialization can be found in *RB, ability, learning abilities.*

Chapter Information

Now turn to the chapter section of the *Character Manual*. You need to choose which Chapter your character is going to join. A list of chapters is provided at the beginning of the chapter section of the *Character Manual*. Make sure you choose a chapter which accepts your race.

Chapter information is recorded as follows.

Back Sheet

1. DOSSIER: Record the chapter you selected on your dossier.
2. ALLOWANCE: Record the rank - 0 allowance in the allowance balloon of your credit card.
3. FORMULA: Now record you allowance on your credit card's formula balloon.
4. BONUS: Most chapters give a bonus equal to the chapter's rank - 0 allowance to help equip new recruits. Record any bonus in the white space of your credit card. These are credits which your character has and can spend.
5. BENEFITS: Chapters provide members with special financial benefits such as half-price for certain equipment, access to the bio-pool, free equipment, etc. Record these in the notes box beneath your credit card. Specifics on leasing and mission allowance can be found in *RB, miscellaneous, guild currency*.
6. ATTRIBUTES: All attributes listed under benefits should be increased by +1d.

Front Sheet

The effects of specialization are summarized at the beginning of the chapter section of the *Character Manual*. The details on how to record skills, and enhancements can be found in the abilities-learning section of this book.

1. SPECIALIZATION: Record all bonus skills and enhancements in the skills and enhancements tables on your character record sheet (be sure to shade in the skill's IC box). Then write down your chapter's name in the notes area and list all other skills and enhancements under the name (for later use).
2. DOSSIER: Find your chapter's 0 - rank title and record this in the provided "Title" space at the top of your character record sheet. Now flip over to the back and record the information in your character's dossier.

Adventure Points

Now for the real fun — decision time. You may spend any remaining Unused APs. Remember that you DO NOT spend nor reduce the APs listed in the AP Total box.

You can use APs to learn new abilities or improve existing abilities. Specific rules for learning and improving abilities (including weapons and armor) are given in the abilities section of this book.

Don't forget that you can take any number of handicaps (negative enhancements) to **increase** your Unused APs. However, handicaps **do not** increase your AP Total.

Only one enhancement marked with an asterisk "*" may be learned per rank. However, during character generation, you may learn as many of them as your APs allow, so it is wise to examine enhancements carefully at this time.

You are not required to spend all of your Unused APs. Any remaining points are left in the Unused area. However, you may not spend into the negatives or borrow APs.

Purchase Equipment

Remember, just because your character is skilled at using an equipment item, doesn't mean he or she owns it. Be sure to buy or lease any equipment items you need. (Specific rules for leasing items are provided in *RB, miscellaneous, guild currency*)

Note that equipment is bought with credits, and abilities are purchased with APs.

Every equipment item has a use rating. To use a piece of equipment, your character's appropriate science rating (BioT for biotech items, Cyber for cybernetic implants, and Tech for technological items), must exceed the item's use rating. (There are enhancements which overcome this limitation — see the *Character Manual* for details.)

When you buy equipment, be sure to record how many you bought, the item's name, its encumbrance, and any notes on the equipment table (back sheet).

If the equipment is a weapon or armor, you can record everything you need on the weapons or armor table on the front sheet. Refer to *RB, abilities, learning* for specifics on how to record armor and weapons.

Some equipment requires AP expenditure before the equipment is usable (especially true of cybernetic enhancements). Other equipment functions much better if APs are expended (such as weapons and armor).

You do not have to spend all of your credits. In fact, it is probably a good idea to keep some in case you need to charter a spaceliner, buy an agent a drink, provide yourself with emergency ammo, etc.

Finishing Touches

Once, you spend as many of your APs and credits as you desire, you have almost completed your character. Just a few finishing touches.

1. ENCUMBRANCE: Add up all encumbrance and record the total on your back sheet in the provided box, don't forget weapon and armor encumbrance (recorded on your front sheet).
2. MOVEMENT: Find the first carry box which equals or exceeds your total encumbrance, and fill in the circle above it. This indicates your movement rate at your current encumbrance. Copy your current MR onto your front sheet. Note, some types of armor result in additional movement restrictions.
3. CHARACTER NAME: Select a character name and record it on all sheets. To set the proper feeling tone of the game, select racially appropriate names. Don't call a Calemora Bob, Piccard, or Speedo. Instead use Goth, Ubok, Kotaw, etc.
4. TEAM NAME: As a group, decide upon a team name and record it on the front and back sheet in the provided areas.
5. SKETCH: A sketch box is provided on the back sheet so that you may draw a sketch of your character.

Character Journal

This is an optional rule, but one which is highly recommended.

A character journal is a log book in which you keep your character sheets; a detailed character sketch; specifics on skills and enhancements, etc.; record information about your character's personality, history, and family; and record journal entries after each gaming night.

Some of the common journal entries are discussed below.

- BACKGROUND: Your first entry should be entitled "Background." Take some time to create and write down background information: family, past occupations, etc.
- PERSONALITY: You should create a personality sketch — a written description of your character's personality.
- ADVENTURING HISTORY: After each gaming night, make a journal entrey briefly detailing the highlights of the adventure from your character's point of view. This will help you to build up your character's history. (And later in your real life, you will find reading your journal enteries takes you back to a warm time filled with fond memories).
- EXPAND: Feel free to record any other information you want into your character's journal: maps; sketches of acquaintances; etc.

Miniatures

"Miniature Gaming" or "Miniature Use" refers to the process of using, not only miniatures, but chits, a game board, pens, erasers, props, etc.

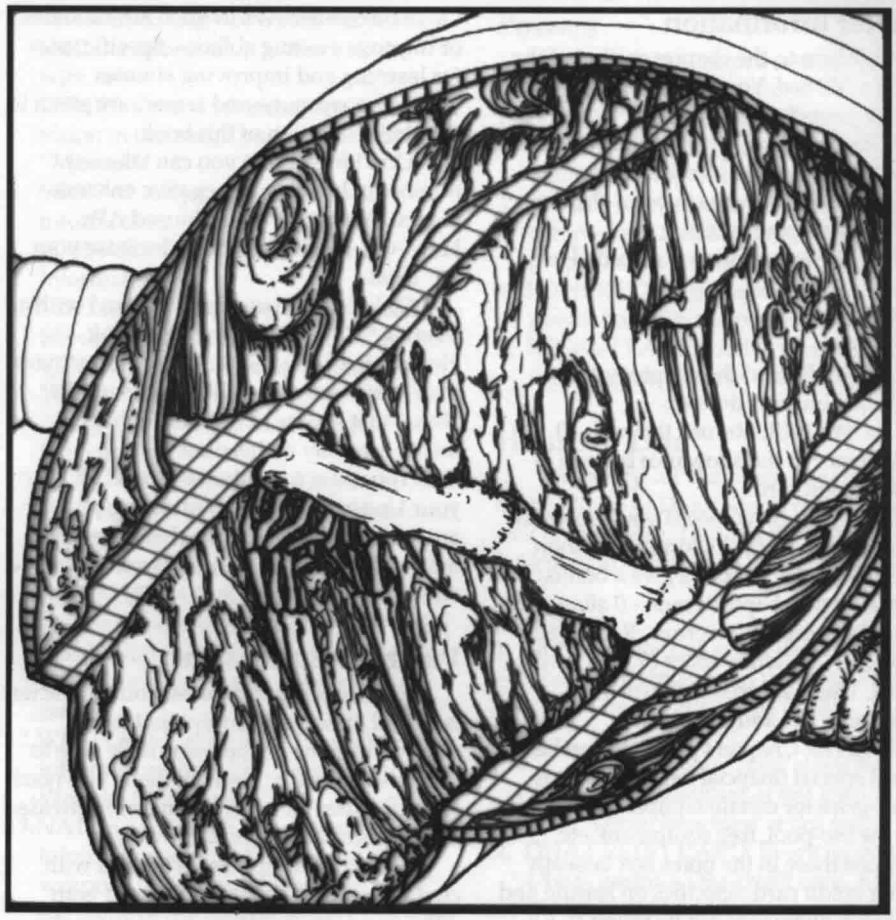
Preparation

First, you need to prepare your miniatures, chits, and game board for use in the game.

Miniatures: Half the fun of roleplaying arises from its "hobby" nature. Nowhere else is this as apparent as in miniature preparation.

You need to assemble the miniatures as described below. Several accessories are required to aid in assembly: a modeler's knife, special glue, and miniature paint. You may order these items through The Game Lords,™ Ltd. or buy them at a local hobby shop.

- Using a modeler's knife, trim away any excess metal, or "flash," from the miniature's surface; however, DO NOT trim away the tab on the bottom of the miniature as it will be used to affix the miniature to its base. (**Warning:** Be very careful when using a knife, always cut away from yourself, and seek adult supervision.)
- You may also need to trim the plastic miniature bases.
- Miniatures may come with multiple parts. You need to assemble and glue these miniatures together. Use fast bonding epoxy for metal miniatures and plastic model glue for plastic miniatures.
- Once trimmed, slip the bottom tab of the miniature into the slot in one of the plastic bases. The fit should be snug. If it is loose, bow the tab until it fits snugly. Once the miniature slips into the base properly, put a dab of glue on both sides of the tab and glue it into the base.
- Now the real fun begins: you get to paint your miniatures. Miniature painting is an art which many people love as it brings the game alive with vivid colors and imagination. However, if you don't have the time or patience to paint miniatures, see if someone else in your gaming club does. If not, miniatures serve their purpose perfectly well unpainted.
- Once the glue and paint dries, the miniatures are ready.



If the GM can not locate sufficient miniatures or chits to cover all needs, alternate items may be used: green plastic army men, figurines from a chess set, pawns from other games, etc. If you have none of these items, you can resort to pen and cardboard (or paper) to make your own chits. Simply draw a profile of the NPC you need or write the NPC's name on the chit. Crumpled balls of paper can even be used to represent hordes of similar aliens. Note, however, that such props are poor substitutes for well-crafted, colorful miniatures.

Additional miniatures and chits can be purchased through The Game Lords,™ Ltd.

Game Boards: A game board is provided on the inside of the *Shakna* adventure cover. However, this is only a simple temporary board which must be drawn upon using pencil and erased with a pencil eraser. Permanent professional game boards with erasable pens can be ordered through The Game Lords,™ Ltd.

Boards ordered through The Game Lords,™ Ltd. are perhaps the best option as they are nice, durable, permanent boards approved for use with the MetaScape™ System. However, most generic grid boards available at your local hobby shop will work.

Props: To add extra life to your game, you may want to collect together any available props. Props are in-scale items used to represent other elements of the game such as chairs, tables, transports, rocks, columns, equipment, etc. A good source for props are other toys and games.

You can also make home-made props. Wadded up paper works well as a rock. Wood blocks function as tables, benches, and chests. Sponges can represent trees and bushes. Small dowels or cash register or adding machine tape rolls make good columns, etc. Be industrious and creative. If you really get into props, you can even get a pail of plaster and sculpt your own props.

Perhaps the most useful miniature aid is wall-tack, a kind of gummy clay normally used for sticking posters, pictures, etc. to walls. You can use wall-tack to stick miniatures onto props and vice-versa.

Another useful item is a carrying case to hold all of your miniature gaming supplies. Among the best of these devices are multi-drawer utility bins or fishing tackle boxes.

All of the above props may be found in local stores or you can call The Game Lords,™ Ltd. and order them direct (after all, we are the "One Call, Get it All" game shop, when it comes to the MetaScape™ System).

Miniature Gaming

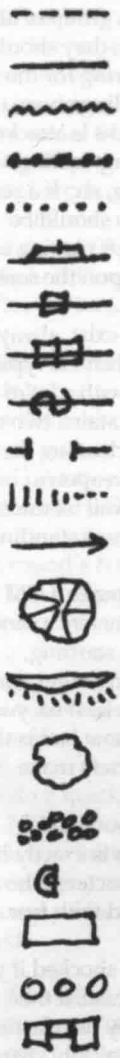
To prepare for miniature gaming the GM should try to find miniatures or chits sufficient to represent the player characters as well as all likely NPC encounters.

The Board

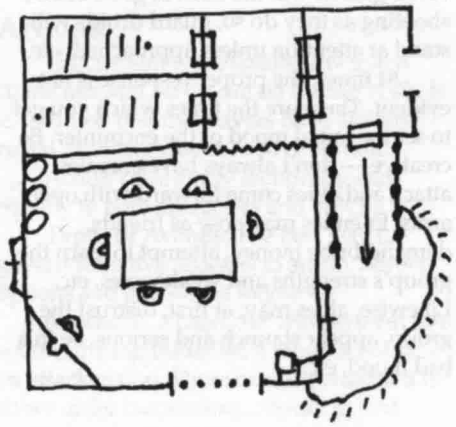
When you begin your gaming session, lay the board out on the table. The game board serves two primary functions: first it delineates distance in miniature scale, secondly, the GM uses it to draw the character's surroundings. Several drawing guidelines follow:

- Do **NOT** count every square and draw rooms exactly as they appear in adventures. First, this is too slow. Secondly, character's aren't stopping to measure every room with a tape measure, so having them a little off is more realistic.
- Draw quickly, but not sloppily.
- You may draw out the surroundings as often as you like. In general you should draw out any combat situation and any place which the players wish to use their miniatures.
- Do **NOT** draw out scenes if miniatures aren't useful — this is a waste of time.
- Use varying colors: one for walls, doors and other permanent fixtures, a second for tables, chairs, computer consoles, etc., but don't spend a lot of time switching colors.
- The purpose of your drawings is to indicate where players may move their miniatures, which way they should be facing, and what major furnishings exist.
- Don't waste time drawing a deailed map (such as the one shown above). The maps provided in our products are professional maps drawn out in far greater detail than is needed for a game board drawing.
- A table is drawn just as square, a computer console a shape, etc. If a table has items on it, describe them verbally. If a computer has special buttons, explain this to the players. To make the drawing process easier, drawing guidelines follow. We intentionally drew these out by hand so you can see exactly how to do it.

Board Symbols



When these symbols are combined, a board drawing might look something like below. Note how items have been drawn fast and simple. However, the map functions well to indicate where miniatures can be placed, the limits of sight, etc.



Miniatures

Once the board is ready, players select miniatures or chits to represent their characters — it is best if NPCs are represented by miniatures or chits, as well. The remaining miniatures are placed within the GM's reach. Your group is now ready to play, but first you need to explain miniature rules to your players.

Following are a number of fundamental miniature rules

- First, the board's scale must be determined. In other words, each square on the game board represents a certain size. If you have a purchased adventure, consult its scale. Otherwise, use the following scales
  - Personal Scale = 5 feet
  - Vehicle Scale = 50 feet
  - Ship Scale (tactical) = 1 mile
- Whenever a new miniature or chit is used, be sure all gamers know who or what it represents.
- A miniature should only be moved by the GM or the player who controls it.
- During combat, a player's miniature should only be moved during Initiative (unless moved by the GM).
- The GM may move any miniature at any time. However, GMs should allow players to move their own miniatures whenever possible.
- The number of board squares a miniature may move is equal to its movement rate (i.e., a movement rate or MR 6 means that the miniature may be moved up to six squares during its Initiative).
- Unlike most games, miniature movement is NOT a hard science. Gamers do not need to count out exact squares unless it is really important, and it doesn't matter if a miniature is in a square, on the border, or somewhere in between.
- The direction a miniature faces is often very significant. Players and the GM need to make sure their miniatures are faced properly.
- If a particular miniature's facing is difficult to determine (e.g., a marine looking forward with a gun extended to the left), the gaming group needs to make a facing judgment which everyone understands (marking an arrow or dot on the miniature's base is often useful).

Further details on movement can be found in the movement section of the rules.

Combat

If you'll excuse the pun, now we're into the real guts of the game system — combat! And, as true adventuring heroes, you will undoubtedly become involved in numerous combats ranging from simple bar brawls to all-out war.

These combats will be of a type you've never experienced before. Swords, techno-boomerangs, laser cannons, grenade launchers, combat androids, drones, giant walkers, horrible bio-weapons, and arcane powers are just a few of the elements you will encounter. Opponents will range from those similar to yourself, to strange aliens, giant killer mechnoids, and beyond. If you wish to keep your character alive, expect the unexpected, because it will certainly expect you!

Personal Combat

Personal combat occurs when a character directly fights a foe. This is the most common and detailed type of combat and will be examined first. Later in this section, Vehicle and Ship combat will be examined. But, for now, read on and fight well!

Encounter Meeting

Miniature Use: At the beginning of every encounter, the first thing to do is draw out the encounter area in scale on a game board, then place any applicable props.

If your drawing is an extension of a previously drawn area, the player's miniatures should already be located appropriately. For example, if one of the characters opens a door, you should say, "Okay, don't touch your miniatures while I draw out the next encounter area."

If you need to erase the board to make room for the encounter area, have all the players pick up their miniatures, remembering how they were situated. Then have the players replace them in a similar manner once you've completed the drawing.

Placement: Once the room is drawn and the player's miniatures are situated, you need to determine NPC composition: how many, how tough, and where. Typically, the first two questions are answered by the adventure. But often, it is up to you to determine the exact placement of the NPCs.

The rule of thumb is to follow common sense and create fun. Place the NPCs logically based upon the area and their function within the area. If a group of aliens is encountered in a hatchery, they should be moving eggs around and caring for the young, not hiding on the ceiling above the doorway. If a guard's barracks is attacked, the guards should be sleeping, resting, sitting on their bunks talking, etc. If a sentry post is encountered, a sentry should be standing at watch (or perhaps playing cards with his peers, depending upon the sentry's reliability).

When multiple options exist, always consider player enjoyment. Players typically prefer dynamic encounters with a lot of variety — some guys on the stairs, two on guard, several visiting, one cleaning the area, and one sitting in the weapon's crow's-nest high up on the wall (sounds more fun than "a bunch of guys standing around," doesn't it?).

Shock: Now you must make a GM judgment call: from the characters' point of view, is the encounter scary, startling, unexpected, or would it in any other way create a possible state of shock? If so, you need to set a difficulty (i.e., how bad is the shock?), and have the characters make shock checks.

Characters who fail a shock check automatically lose Nish. This is exactly like rolling a 0 on Initiative. Characters who roll a critical failure are paralyzed with fear and get no Nish that round.

NPCs may also become shocked if you deem it appropriate. In this case, if the player rolls a high shock, they have actually shocked their opponents. Typically characters must roll at least twice their opponent's rating in order to shock them.

Response: It is now time to roleplay. You, the GM, need to determine the general mood and intent of encountered NPCs. Often, this will be evident: hungry alien monsters will usually attack to kill, outnumbered guards will fall back in good order, shooting as they do so, guard droids will stand at attention unless approached, etc.

At times, the proper response is not evident. These are the times which you get to set the initial mood of the encounter. Be creative — don't always have enemies attack and allies come forward with open arms. Enemies may pose as friends, demand bribe money, attempt to learn the group's strengths and weaknesses, etc. Likewise, allies may, at first, distrust the group, appear staunch and serious, be in a bad mood, etc.

Once the mood is determined, you need to figure out the NPC's intentions: are they looking for a fight, do they need money or equipment, will they fight until all are killed, will they run at the first sight of blood, or are they trying to sell items for everything they can get? Again, be creative and logical. Not all enemies will fight until only they or the characters are left alive. This becomes **boring!**

One very import piece of advice: remember that moods and intentions change. With sufficient reason, enemies may become friends and friends enemies.

Initiative

Initiative breaks game time down into tidy "rounds" in real time which are easy to GM. This causes the MetaScape™ Game to function similar to a traditional game: players take turns, and specific rules govern each turn's action. As GM, you can "Call for Initiative" any time you want: simply announce, "Nish." At this point, the game will take on an entirely different tone. Your players may ask you to call for Nish, but only you can do it.

So, when should you call for Nish? In general, any time you need it or want it. To help, a few guidelines follow:

- **Combat:** Any time combat erupts, the game should definitely be placed into Initiative mode. If one side would logically get to attack first, call for Nish right after they make their attack (e.g., during an ambush, or if a character is prepared to shoot the next alien walking through a door, etc.).
- **Growing Tension:** If the encounter is becoming tense or potentially dangerous (i.e., combat or other drastic measures are imminent), call for Nish.
- **Detail:** Any time that you need to control the game in detail, call for Initiative. For example, if the movement of characters is very important (perhaps there is an explosive mine in the area), you may want to enter Initiative so you can have each player move their character on their turn.
- **Even Turns:** Call for Initiative if you need to make sure that every character gets to perform a similar amount of actions. For example, if the characters are looting an area, you may want to call for Nish so that everyone gets a fair chance to grab the "good stuff."
- **Control Action:** If the game is becoming hectic, with everyone doing some specific or major action, you may want to call for Nish just to help you keep track of who is doing what.

Characters: When the GM calls for Initiative, all players make Initiative rolls. Have players locate their character's "Nish" rating (found on their character sheet). Each player then rolls the required dice and calls out the result. Record each result on scratch paper as you hear them.

A useful technique is to draw a small rectangle to represent the game table. As you hear each result, write it down on your map where that player sits. Once you get good, you won't even need the rectangle. This method allows you to easily match Initiative to player.

It is best if all players roll at once and call out their results as they figure them out. Otherwise, rolling Initiative takes too much time. The map method, above, should make this manageable.

NPCs: You also need to write down the NPCs' Nish — place it where you sit.

NPCs move on their recorded Initiative (see *SG, NPCs*) Note, the GM does NOT roll NPC Initiative, it is recorded without rolling. Thus, each round, it's possible for characters to go first, last, or in between.

So, you're ready to begin your first combat round. Play proceeds in Nish order, with the highest Initiative result going first, the next highest second, and on down to the lowest.

Once all characters and NPCs have taken their actions, call for Nish again, signifying the beginning of a new "Round."

Player-Controlled NPCs: It's easiest to have NPCs, mechnoids and other individuals being controlled by a player move and attack during that player's Initiative.

Initiative Types: The above is an example of "Individual Initiative." This is the most precise and generally the most fun. However, it is also the slowest. If you are gaming with a lot of players, you may chose to use "Wave" or "Group" Initiative.

WAVE: Wave Initiative works just like individual, except that you have all players rolling greater than the NPCs take their actions together, then the NPCs, then all players who rolled less than the NPCs. Note that all NPCs are grouped into one wave — just average their ratings.

If the NPCs have a number of different Initiatives, it may be easier to group them into one or two Initiatives, and have all NPCs act during which ever Initiative is closest to their actual rating.

Even during individual Initiative, it is generally best to have GM controlled NPCs use the wave method. Otherwise, you will take too much time and may forget which NPCs have gone and which haven't.

GROUP: If possible, avoid group Initiative, as it is unfair to individual characters. In group Initiative, all the characters go at once and all the NPCs go at once. One player rolls for the entire group — the one who controls the group leader. The group leader is the first character who meets one of these requirements:

- Ship Captain
- Highest character Rank
- Most Charismatic
- Highest WP
- Highest Player Rank
- Ties are broken by a d10 roll.

Saved Initiative: A player may always "Save Initiative." This means that they don't want their character to perform all of their actions on their Initiative. A character with saved Initiative may take his Initiative at any later time DURING THAT ROUND. Saved Initiative is lost once you call for the next round's Nish.

It is the responsibility of players to remember that they have saved Initiative and to perform actions later in the round. You shouldn't ask them again if they want to perform actions. However, if a player remembers saving Initiative as you call for Nish, allow the character to do something if they do it quickly.

Note that a player can save PART of a character's Initiative. If, for example, a character just walks down a hallway, he or she may perform an attack action later that round.

John rolls a 256 Initiative for his Anthropos warrior, Brice. This is a very high Initiative roll, and would normally enable Brice to go before anyone else during the round. John, however, wishes to see what the attacking skraks will do before having Brice act, and so announces that he is "saving Initiative." Brice may then go at any time during the round. John waits until the skrak have all acted, then has Brice step from hiding and massacres them with his turbo-plaz.

Actions

This section will explain how much characters and NPCs can do during Nish. It is assumed that the players have already rolled Initiative (see the above section).

Action rules apply identically and equally to both characters and NPCs.

Types of Actions: The best way to govern Initiative action is to ad-lib. Several options and guidelines follow.

In general, a character will perform two actions during Initiative: a **move** action and an **attack** action. These can be performed in either order but moving, attacking, and moving again is not allowed (without an enhancement).

As you can imagine, there is an unlimited number of possible actions (anything the players can think of), and it would be impossible to list them all. Most common actions are classified below to help you ad-lib the others.

(C) Complete Actions
- Running
- Detailed Search

(A) Attack Actions
- Attacking
- Using most power enhancements
- Content Search
- Voluntary use of Awareness

(M) Move Actions
- Moving (not running)
- Switching weapons
- Surface Search
- Picking up and storing an item
- Standing up from prone position
- Opening a door with a key

(I) Incidental Actions
- Change facing
- Flipping switches
- Looking around
- Stand from sitting or kneeling
- Going prone from standing position
- Sit or kneel
- Open a simple door

Each Initiative a character may perform the following combinations of actions. A character may always perform fewer actions than listed, but never more:

- One complete action
- One attack and one move action
- Any REASONABLE number of incidental actions may be combined with any of the above

In general two incidental actions equal one move action, but it is better to use common sense ad-libbing to govern incidental actions. To give you some guidelines in regard to adjudicating actions and ad-libbing, consider the following:

- The intent of Initiative is to allow every character to perform the same number of actions.
- Consider the "Fun" element. Try to ration time equally to all players. If a player is always prepared and acts quickly, you might allow that player's character to do a little more.
- REWARD CREATIVITY: If a player is performing an unusual action which needs some explaining or dialogue, don't cut them short — this is what roleplaying is all about, and exceptionally good actions might even result in an AP or two being awarded!

Speaking: Because of the roleplaying aspect, speech is governed under more flexible rules. In general, allow players to speak for their characters a little longer than would be realistic. The main guideline is to balance the amount of time you spend on each player. If a player takes a lot of time to say a few words, then that is all that character can accomplish that round. On the other hand, fast and succinct players may get to say twice as much or perform an attack action along with speech. You must also balance the importance of what is being said. Allow more time for creative or important speech.

Players will also get caught up in the game and want to discuss plans, make comments, etc. among themselves. Generally, allow this as long as you and the player with Initiative can carry on an easy conversation. However, you should always encourage good roleplaying. In other words, if characters are in separate rooms, be sure that there is a way for them to communicate. If not, ask the players not to discuss game-relevant ideas with each other.

Once your group gets the hang of roleplaying, pay a lot of attention to their conversations, and run the game accordingly. If characters are trying to be quiet, for example, actually have your players whisper.

Facing: Players may always adjust the facing of their characters at any time after their Nish. They don't even need to ask you about this. However, during NPC Initiative, this is no longer the case. Only allow a player to alter a character's facing if it would make sense.

If, for example, an alien tries to maneuver around the side of a character for a back attack, allow a player to adjust his or her miniature **if** the character would notice the alien and **if** the character could actually make the facing change. If an alien stepped through a doorway behind the character, it is unlikely that the character would change facing until after the alien attacked (unless the door made a lot of noise).

Duration: In general effects which last for one round last until the end of the next round. Likewise, effects which last two or more rounds last until the end of those rounds.

Movement

Movement rules are detailed in the movement section.

Attacking

There are two types of attack: melee (any attack made against targets in an adjacent square with body or melee weapons), and ranged (any attack made from more than one square away with hurled or ranged weapons).

Line of Sight: Ranged attacks require that a character have line of sight. The simple rule is that if the character can see *any part* of its target, the character has line of sight.

Remember that drawn walls, doors and other obstacles will block line of sight (unless the character can see through them). Smoke, darkness, and the presence of other miniatures must also be taken in to consideration. And, don't forget that different races possess different forms of vision.

Range: A target must be in range before it can be attacked. The range of all melee weapons is, of course, one square — you can attack miniatures in squares adjacent to your character, unless some unusual obstacle intervenes. Exceptionally long melee weapons may be able to reach more than one square (the GM should adjudicate in such cases).

In most cases, it is best to ignore the effects of range for ordinary weapons. If a target is visible, it can be attacked with ranged weapons without penalty.

Long Range Optional Rules If you or your players enjoy simulating ranged effects, or if combat is taking place at extreme distances, then find the "Range" statistic for the weapon being used. For each group of squares equal to the weapon's range after the first, reduce the weapon's attack by -1d. Once the attack is reduced to -1c, hurled weapons start dropping off even faster (-1c for each additional group os squares equal to the weapon's range). Ranged weapons do not suffer this penalty — they continue with the -1d penalty for each additional group.

For example, if your weapon has a "Range" rating of 10, and your target is 25 squares away, the penalty to hit is -1d. If the target were 32 squares away, the penalty would be -3d (no penalty for the first 10 squares, -1d for the second 10 (out to 20), and -2d for the third ten (out to 30), and -3d for the fourth 10 (from 31 to 40)).

Line of Fire: Finally, having line of sight and range mean nothing if line of fire is blocked. Line of fire is the ability to actually make the attack. For example, if your target is on the other side of a transparent wall, line of fire is obstructed by the wall. Likewise, if the target is in the middle of a crowd, line of fire is obstructed by the crowd (you can still attempt an attack, but a miss will almost certainly hit an innocent bystander).



Rolling an Attack

Character: If your target is within line of sight, range, and line of fire, you may attack.

To "Roll an Attack," locate the weapon your character is using. It should be listed on your character sheet. Look under the Atk column for the Atk rating and roll the attack (i.e., make an attack check) and tell your GM the result.

GM, when a player tells you the result of a character's attack, you need to determine if the attack succeeded (hit) or not. Use the target's defensive value (see *SG, NPCs*) as the difficulty for the attack check. If the player succeeds, the character successfully hit the target and caused damage.

Note that a failed attack doesn't mean that the character missed. Perhaps the attack hit solid armor, glanced off the target, etc. — regardless of cause, no damage results.

Players should try roleplaying their attack rolls. When you attack or defend, breathe life into the combat by making up a narrative based on the die results. If you roll poorly you might say, "Stumbling forward, I barely manage a feint with my *Sorce*-sabre." If you roll well, you might exclaim, "And with another mighty swing I catch the horak full in the chest!"

Will's Calemora dragon, Urgoth, is attacking a horak (Def 15) with his kray (Atk 8M). Will rolls 8M for the attack, and the result is 16, or one greater than the horak's Def. The mighty Urgoth managed to hit the horak, if only by the thinnest of margins.

NPCs: GM, do not roll NPC attacks upon the characters. Simply have the attacked character make a defensive check versus the NPC's attack value (see *SG, NPCs*). Among other things, this saves you the trouble of rolling, and it gives the player a sense of control over the game. Remember, one of the GM's primary roles is to create an environment in which the players can have fun.

Defense Rolls (NPC Attack)

Characters: Characters who are attacked must make Defense checks vs their opponent's attack value.

On your sheet, find the worst defense rating of any armor which your character is currently wearing. This is your character's current Defense rating with which you need to roll vs the opponent's attack value. Be sure to roll the number in the "Def" column, not the "AR" column — this roll comes later.

If the defense check succeeds, the opponent missed; otherwise your character has been hit and may take damage.

Donna's Zin-Shee Krrmyrra, is attacked by a berserk kurg with a laser pistol (attack rating 10). Krrmyrra's Def is 8M. Donna rolls 8M, but rolls badly, scoring only a 4. The unfortunate Krrymyrra has been hit by a mere kurg. What humiliation!

NPCs: The GM does not roll NPC defense. NPCs defense is combined into the character's attack roll. If the character rolls greater than the NPC's defensive rating, then the NPC has been hit. Otherwise, the NPC defended successfully.

Inflicting Damage

Character: If your character's attack hits, you need to generate damage. This rating is found on the "Dmg" column next to the weapon your character is using. Roll the indicated dice and tell your GM the result.

Hugh's destron has hit a kurg (probably the one which hit Krymrra in the previous example) with his turbo-plaz (Dmg 10H). Hugh rolls a 40, inflicting that amount of damage on the kurg. That will teach him!

NPCs: Opponents who hit a character inflict a set amount of damage equal to their damage value — again, no NPC die rolling is necessary. The player simply rolls their character's AR (see below)

Once the damage result is determined, proceed to armor rolls.

Armor (NPC Dmg)

Character: When a player character is hit, the player must roll to see how much damage the character's armor stops. Locate the character's current armor rating, and roll the dice listed in the "AR" (NOT "Def") column. This is the number of damage points which the armor stops. If it exceeds the opponent's damage, then no wounding damage is taken — the character is fine. If the roll is less than the damage, the character suffers wounding damage equal to the difference between the AR result and the Dmg result.

For example if a character is hit for 20 points of Dmg and makes an AR check of 12, the character will suffer 20 - 12, or 8 points of wounding damage. If wounding damage results proceed to the vitality discussion below.

Theresa's Draca, Hur'akkimm (AR 6M), has been hit by a pirate for 20 points of damage. She rolls 6M AR, with a result of 16. The cyber-lord's armor has stopped 16 points of damage, but four have penetrated. Hur'akkimm is therefore considered to have taken four points of "wounding damage." He is still standing, however, and the offending pirate had better start saying his prayers as Hur'akkimm levels his scythe cannon at him and prepares to fire!

NPC: When a character hits, the player rolls damage (see above). The GM then needs to reduce the character's damage result by the opponent's armor value. The result (called "wounding damage") is then recorded.

For example, if the character rolls a 25 and the opponent's armor value is 10 then the opponent will take 25 - 10, or 15 points of "wounding" damage. If the armor value exceeds the character's damage roll then no wounding damage results. If wounding damage occurs, proceed to the Vitality discussion below.

Vitality

Character: If your character receives wounding damage, record it in the "Wounds" box next to Vitality. If your character is already wounded, you must add all previous wounding damage to the new amount and record the total in the wounds box. NEVER erase your character's "Maximum Vitality." This is your Vitality reference number and should not be changed (unless you improve Vitality).

NPC: If an NPC receives wounding damage, jot down the NPC's name or number on scratch paper. If the NPC is already wounded, add all wounds up and write the total down.

Critical Damage

When wounds exceed the Vitality maximum, "critical damage" results. Thus a character with 16 Vit maximum who has taken 18 points of damage has two points of critical damage.

Character: When a character takes critical damage, unconsciousness or death may occur. Rules governing these situations are based upon the amount of critical damage.

0: When the character's wounds exactly match its Vitality, the player must make a WP (5) roll or pass out. This check is only made once (not every round) and it is the only roll required.

1+: Any amount of critical damage may cause unconsciousness (see unconsciousness below). In addition, the character suffers Vitality drain (see below).

10+: When a character's critical damage equals 10 or more, several checks occur. First, make a death check (see below). If the character is still alive, the player must also check for unconsciousness. Finally, the character suffers Vitality drain.

Unconsciousness: A player makes an unconsciousness check every round in which one or more points of critical damage exist. An unconsciousness check is made with WP vs a Dif equal to five times the amount of critical damage. If the check fails, the character falls unconscious.

An unconscious character also gets to make one unconsciousness check each round on the character's Nish (yes, unconscious characters roll Nish). Success indicates that the character regains consciousness — note the character must continue to make unconsciousness checks if critical damage remains. It is therefore possible for a character to fall unconscious, wake up, fall unconscious again, etc.

Tony's Zin-Shee warrior has taken enough damage to exceed his Vitality maximum by four points (four points of critical damage). In order for the wounded warrior to stay conscious, Tony must make a WP roll 10L vs 20 (five times the amount of critical damage). He rolls a 24, so the lucky psi-cat is able to cling to consciousness for at least one more round.

Vitality Drain: Characters with critical damage are subject to Vitality drain. This represents the cumulative effects of critical damage, including blood loss, organ shut down, tissue damage, etc.

Each round in which a character has critical damage, the player must make a Healing check vs five times the critical damage. Failure indicates that an additional point of wounding damage is taken. However, once a successful healing check occurs, Vitality drain stops, and no further checks are made unless additional damage is taken — in which case Vitality drain begins again.

Vitality drain also stops if the character receives any form of healing of one point or more.

Jeff's Anthropos has taken sufficient damage to cause eight points of critical damage. Jeff must roll Healing (10L) vs 40 (five times the critical damage), or lose another Vit point. The first round, he rolls only 10, so the wounded Anthropos now has nine points of critical damage. On the following round, however, Jeff rolls a miraculous 128 vs 45 (five times the current critical damage). Vitality drain then stops, leaving the gallant Anthropos with nine points of critical damage, hovering virtually at death's door.

Death: This check is made every round in which there are 10 or more points of critical damage. Make a Vitality check vs the amount of critical damage. If the check fails, the character dies.

Holly's Krylll, Ikk'tkk'irr ("Ikk" for short) has taken 12 points of critical damage. In order to keep Ikk alive, Holly must roll Vit (8M) vs 12 (the amount of critical damage). To her relief, she rolls a 16, so Ikk remains alive. Unless Ikk receives immediate medical attention, however, Holly will have to roll again next round, and failure will indicate that the unfortunate Ikk has permanently departed this Scape.

When to Check: Death and unconsciousness checks are made immediately upon receiving initial critical damage sufficient to warrant such checks. Thereafter, unconsciousness, Vitality drain, and death checks are made each round on the character's Initiative. They are made before the character performs any other actions. Note that in the first round, it is possible to make death and unconsciousness checks twice (as the damage is taken, then again on the character's Initiative).

When to Stop: Checking for Vitality drain stops according to the rules above. Unconsciousness checks stop once a character no longer suffers any critical damage. Death checks stop once the character's critical damage is less than ten.

Optional Rule: When a character is critically wounded (i.e., has suffered critical damage), all ability checks are made at -1c (except death, unconsciousness, and Vitality drain), and the character's MR is cut in half.

NPCs: When NPCs suffer critical damage, they die — short and simple. As GM, you don't have the time to check for Vitality drain, unconsciousness, and death. You may always ad-lib these effects if desired.

If you are playing a particularly powerful or significant NPC, you may opt to use the complete character rules above. This should be done seldom and only if you consider it very important. If you take this option, you will have to roll dice.

Healing

When characters or NPCs receive healing, their wounds are reduced by a number equal to the healing. A character cannot have more wounds healed than were taken.

Natural: Characters have a natural healing ability recorded next to their vitality. This rating may be rolled at -1t every four hours (game time). If the character sleeps or lies down and rests, a full healing roll can be made without penalty every eight hours. Other situations will have to be governed by GM rule. Natural healing reduces wounds just like any other type of healing.

Ron's Calemora has taken six points of damage. After the GM informs him that four hours of game time have passed, Ron rolls the Calemora's Healing (10M) at Bantam type (10MB). The result is 2 (24 with the four removed due to the Bantam type), so the wounded Calemora heals two points. After the adventure, Ron's Calemora sleeps for eight hours, and so receives a normal 10M Healing roll. The result is 16, far more than the original damage, so all wounds are removed.



Vehicle Combat

Most aspects of vehicle combat are identical to personal combat: all players still roll individual Initiative for their characters, rounds progress the same, action rules are the same, etc. The main difference is that the characters have different actions to choose from: firing vehicle guns, driving, using vehicle systems (scanners, sensors, computers, transporters, etc.), and more. These and other details are explained below.

Miniature Use: If the vehicle is relatively stationary during the combat keep the board at personal scale (one square equaling five feet). To represent a vehicle, take a sheet of paper and draw the vehicle out in personal scale. Then place the paper on the game board. Miniatures can then be placed inside or outside of the vehicle, and the vehicle (sheet of paper) can be moved around.

If the vehicle is mobile, zoom out to Vehicle scale (one square = 50 feet) or the map's scale. The vehicle is represented on the board with a vehicle miniature or chit. A Personal scale drawing of the vehicle is placed to the side of the board. Character miniatures can then interact among themselves on the paper drawing.

Movement

Details of vehicle movement are listed in the movement section.

Vehicle Actions

During vehicle combat, characters roll normal Initiative. Just like personal combat, there are Complete, Attack, Movement, and Incidental actions. The vehicle therefore moves when someone with the appropriate skill uses a move action to "drive" it forward. Note that most vehicle systems may only be used once a round even if multiple individuals know how to operate them. For example, a ship turret may only fire once per round, if character "A" fires it, character "B" can't also fire it that round. The same goes for driving, scanners, etc.

Hull Points

Vehicles have hull points (HP) in place of vitality. Hull points serve the same purpose as vitality but the rules for critical damage are different. First, vehicles never die, and there is no special effect until critical damage occurs.

Note that vehicle damage and hull points are of the Vehicle type (10 times Personal type). A Personal type weapon would have to inflict ten points of damage to cause 1 point of Vehicle type damage. All Personal hits upon a vehicle which inflict less than ten points are ignored, as is any fraction of ten. A hit from a Turbo-Plaz which inflicts 64 points of damage on a vehicle would therefore only be considered to have inflicted six Vehicle points of damage.

And, of course, damage must first get through the vehicle's armor before it becomes wounding damage.

Critical Damage

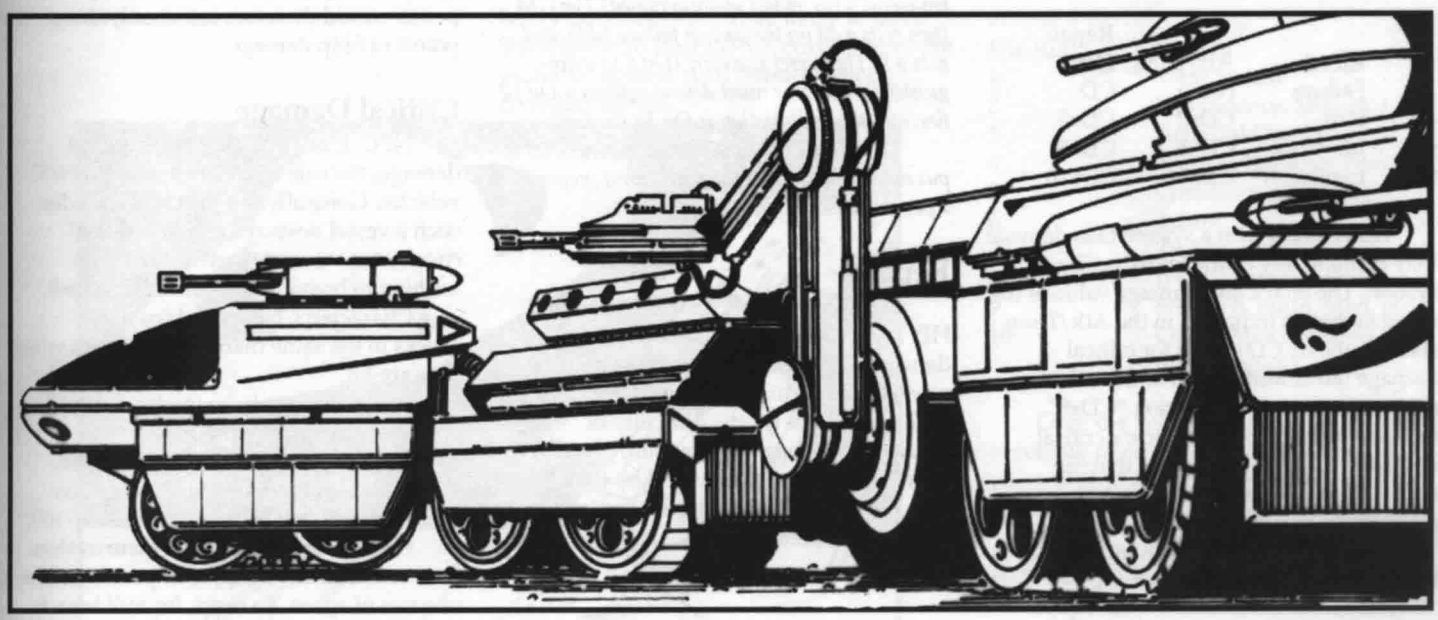
Several of the critical damage rules below require characters to roll vs a difficulty equal to the amount of critical damage which a vehicle has taken. Except where noted, the difficulty is equal to the number of *Vehicle points* which the vehicle has taken (NOT Personal points). If a vehicle has taken five points of Vehicle type damage, all rolls are made against a Dif of five (NOT 50!).

NPC Vehicles: GMs should almost never take the time to make all the critical rolls described below for NPC vehicles. If an NPC's vehicle suffers critical damage, ad-lib the effects as you desire. For example, if the characters wish to board the vehicle, assume the vehicle has been crippled; if the characters have no interest in capturing it, you may rule that it has been destroyed.

Character Vehicles: When critical damage occurs, several checks must be made.

Hull Breach: If hull breach is important (e.g., the vehicle is under water, in a toxic atmosphere, etc.), the applicable character (engineer type if available), needs to make an armor check combined (cat) with any *repair hull*. The difficulty is equal to five times the amount of critical damage. If the roll fails, the hull has been breached, and atmospheric problems may follow.

This check need not be rolled every round, just once. However, anytime an armor check is made another hull breach check must be made so long as critical damage exists.



System Failure

Any time a hull breach roll is required, a system failure check is also required. This check is made using the vehicle's overall rating combined (cat) with one character's *damage control* skill. The difficulty is equal to the amount of critical damage times five.

In addition to the above system failure check, "cascade failure" also occurs. This means that every round after a system fails, another system failure check **must** follow. This continues round after round until a successful check results.

The GM can ad-lib system failures based upon where the damage occurred, or the following tables may be consulted. Roll 1d10 on the following chart. If you roll a system which has already been destroyed, then nothing happens. If you roll a system which does not exist, roll again.

Table 9: Vehicle Systems

Die Roll	System
1	Central Computer
2	Engine
3	Life Support
4	Scanners/Sensors
5	Station (Comm, Ast, etc.)
6	Weapon System
7	Shields
8	Turret
9-10	Other/Minor System (GM's choice)

Once the system is identified, consult table 10 below to determine the effect.

Table 10: System Failure

d8	Effect	Atk/Dmg	Repair Dif
1-3	Failure	None	CD
4-5	Fire	CDx2	CDx2
6-7	Blow-out	CDx5	CDx5
8	Explosion	CDx10x	CDx10

Atk/Dmg: When a system fails damage may result to any character using the system. The attack and damage value of the failed system is indicated in the Atk/Dmg column above. CD stands for critical damage (an amount equal to the vehicle's critical damage). The notation "CDx5" indicates five times the vehicle's critical damage.; "CDx10x" indicates that the damage is ten times the critical damage and is explosive (see below).

Repair Dif: This column indicates how hard it is to repair a failed system.

Any system failure result indicates that the system no longer works. Specific side effects are listed below.

Failure: A failed system simply stops working due to loss of power, partial damage, etc. Exact consequences of system failure are determined based upon its description in the *Equipment Manual*.

Fire: Fire results from internal damage or power overload. The system becomes non-functional and the fire continues to burn until put out (Dif to put out a fire equals the amount of critical damage). Note that fires may spread to other systems and areas of the vehicle.

Blow-Out: When a system blows out, power arcs from it and several small explosions occur. There is a further 50 percent chance that the system will catch on fire as well.

Explosion: When a system explodes, use the explosion rules (see below), centering the blast upon the system in question.

Team Phoenix's Halberd-*class transport (HP 24) has been hit for 32 points of damage., and an armor check (8M) stops only 2 points. Six points of critical damage has been scored against the* Halberd.

Sherri's Zin-Shee, Hurr'ak, has the engineer *master skill, and so has the skill* damage control *at a rating of 10L. The transport's rating is 6M, so the two numbers are combined (cat) for a total rating of 8M (6M +1d). Sherri must therefore roll 8M vs a Dif of 30 (five times the amount of critical damage).*

Sherri's roll is a 12, so system failure has occurred, and the GM now rolls to determine what system fails. The roll is an 8 — the transport's turret has malfunctioned! The GM then rolls a d8 on the system failure table, and gets a 5. The turret is on fire (Dif 6 to extinguish), its operator must defend against a Dif 12 fire, and the malfunction is Dif 12 to repair.

The following round, the crew scrambles to put out the fire, repair the turret, and prepare for a possible cascade failure.

Repairs

Repair hull simply restores destroyed HP. This alone has no effect upon any damaged systems. Systems must be repaired individually, using an appropriate skill. Guidelines for the difficulty of repairing a damaged system are given in table 10. This can be modified by the GM at will. If the check succeeds, the system is again fully operational.

Ship Combat

Ship combat is run very much like vehicle combat — players still roll individual Initiative, rounds progress, actions are the same, etc. Miniature rules are slightly different as described below.

Miniature Use: When the adventure is taking place within a starship, draw out all encounter areas in Personal scale.

During ship to ship combat, you will probably have to divide your board into two areas as in vehicle combat. One area should use tactical Ship scale (one square equals one mile), while the other uses Personal scale (one square equal five feet). The Personal board is used to draw pertinent sections of the PC's ship, such as the bridge and turrets. The other board area is used for placing ship miniatures (or chits) to indicate movement and location.

Movement

The details of ship movement are listed in the movement section.

Ship Actions

Ship actions function just like vehicle actions.

Hull Points

Like vehicles, ships use hull points in place of Vitality. Ship HPs are of Ship type (100x Personal, 10x vehicle), so any hits against ships which inflict less than 100 points of Personal type damage, or any fraction thereof, are ignored. Damage against a ship which totals 335 Personal points would therefore inflict only three points of Ship damage.

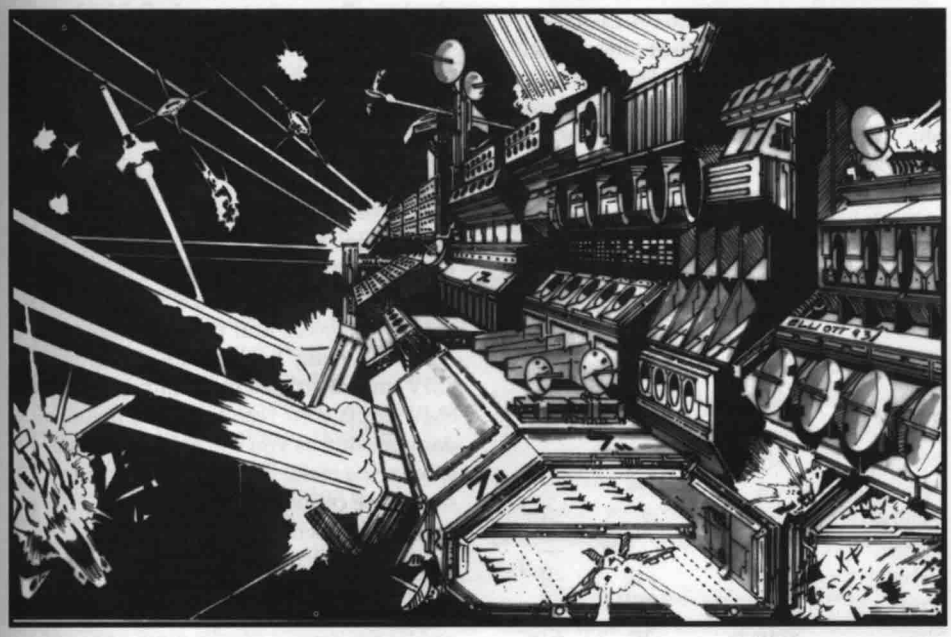
Critical Damage

NPC: If an NPC ship takes critical damage, the rule is similar to that for NPC vehicles. Generally, the GM will consider such a vessel destroyed, unless special circumstances exist (such as the PCs wishing to board and capture the vessel).

Character: Character ships make checks in the same manner as vehicles when they are hit.

When rolls are to be made vs critical damage, use the amount of Ship type damage, don't convert to Personal type. Thus, if one point of critical damage has been suffered the Dif would be 1 NOT 100.

Hull Breaches and Depressurization: Hull breaches are critically important in the vacuum of space. To check for hull breach, an armor check (without shields) vs critical damage x5 must be made combined (cat) with *repair hull* skill.



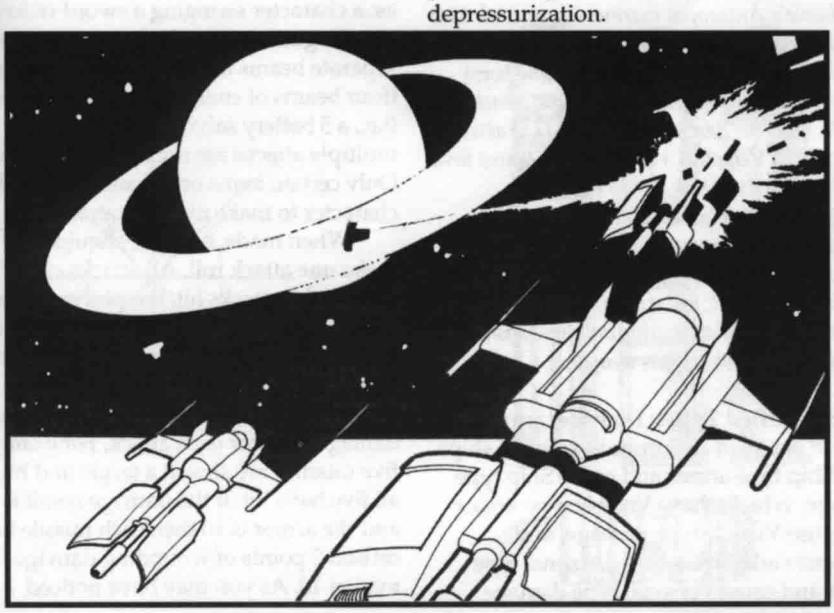
If this roll fails, a hull breach occurs. The specific area can be chosen by the GM, or randomly rolled. A hull breach check must only be rolled when critical damage first occurs, and anytime an armor check is made while critical damage exists.

If hull breach occurs, the area will immediately begin to depressurize as air rushes into space. The amount of time this takes is up to the GM — large areas will take more time, but a large amount of damage (i.e., a low breach roll) indicates a large hole which will lose air quickly. Typical depressurization time is 1-6 rounds. Note that the Reactive Hull ship system (*EM, ship/vehicles* systems) reduces the danger of a hull breach.

Characters in the breached area run the risk of being sucked into space. If the character has something to hold onto, they should make a Str check (Dif = CDx5); otherwise a Dex check at -1c can be made (Dif = CDx5). If a character is sucked into space, refer to the vacuum hazard (*RB, hazards*).

Once an area is completely depressurized, all in the area suffer vacuum hazard effects.

The vacuum of space has a 10H suction. Normal doors rarely withstand this force, having only a strength of 5-20. If they blow out, the adjoining rooms are also effected. Bulkheads, blast doors, and similar heavy duty doors are more likely to hold. Starships with Internal Integrity systems are protected against such chain-reaction depressurization.



System Failure

Any time a hull breach roll is required, a system failure check must be made. The rules are identical to vehicle system failure rules. The difficulty is equal to critical damage x5. This check is made using the ship's rating combined (cat) with one character's *damage control* skill (*RB, Combining Ratings*).

In addition to the above system failure check, "cascade failure" also occurs. This means that every round after a system fails, another system failure check **must** follow. This continues round after round until a successful check results.

Use the following table in the same manner as with vehicles in order to determine the system affected. First roll 1d10 to determine which table to use, then roll 1d10 again to find the exact system affected. If you roll a system that has been destroyed then nothing happens. If you roll a system which does not exist, roll again.

Table 11: Ship Systems

d10 roll 1-5

Die roll	System
1	Shield
2	Central Computer
3	Cloaking Device
4	Life Support
5	Scanners/Sensors
6	Main Drive
7	Weapon System
8	Inertial Dampers
9	Sublight Drive
10	Other/Minor System (GM's choice)

d10 roll 6-10

Die Roll	System
1	View Screen
2	Lab (Science, Eng, etc.)
3	Artificial Gravity
4	Tractor/Repulsor Beam
5	Communications
6	Turret
7	Transporters
8	Escape/Assault Pods
9	Station (Comm, Med, etc.)
10	Other/Minor System (GM's choice)

Once the system is identified, you need to consult table 10 above to determine the effect. Ship system failures are handled in exactly the same manner as vehicle failures.

Repairs

Ship repair works in the same manner as vehicle repair. The *repair hull* skill repairs only hull damage; individual systems must be repaired with an applicable skill.

Miscellaneous Combat Rules

Types in Combat

The MetaScape™ Game System is so flexible that individuals, vehicles, ships, and beyond can fire at one another using the same rules. To properly game master such mixed combat, you need to understand the various armor and damage types.

In combat, the terms "Personal," "Vehicle," and "Ship" each have two distinct meanings. In addition to describing the source of damage, they also refer to the rating's type used in such combats. However, a vehicle is still a vehicle even if it carries 6LS (Ship type) weapons. Likewise, a character wearing 8LV (Vehicle-type) armor is not classified as a vehicle.

In most cases, however, characters and NPCs use Personal type armor and weapons, vehicles use Vehicle type, and ships use Ship type. In fact, if no weapon or armor type is indicated, always assume this as the default.

Combat elements such as Initiative, attack, defense, etc., which do not relate to the size or mass of an individual are considered to always be of Personal type.

The following table clarifies this:

Table 12: Default Combat Types

Aspect	Default Type
Armor	Name Type
Damage	Name Type
Healing	Name Type
Hull Points	Name Type
Vitality	Name Type
Attack	Personal*
Defense	Personal*
All Others	Personal

A 10M vehicle would therefore have the following combat statistics (unless noted otherwise):

Armor	10MV
Damage	10MV
Hull Points	10MV
Shock	10MP
Attack	10MP*
Defense	10MP*
Initiative	10MP

* Attack and defense are specially modified (see table 13 below)

Mixed Combat

When individuals or devices of the same type are attacking each other, attacks and defenses are resolved normally. However, combat between types (Vehicle vs Ship, Vehicle vs Personal, or Personal vs Ship) is governed by special rules.

As always, the following rules are only meant as guidelines, and may be modified as you see fit.

Table 13: Mixed Type Combat Adjs

Attacker	Defender	PC Atk	PC Def
Personal	Personal	—	—
Personal	Vehicle	+1c	-1c
Personal	Ship	+2c	-2c
Vehicle	Personal	-1c	+1c
Vehicle	Vehicle	—	—
Vehicle	Ship	+1c	-1c
Ship	Personal	-2c	+2c
Ship	Vehicle	-1c	+1c
Ship	Ship	—	—

Attacks by one type on another are modified as described above. If a vehicle attacked a character (Vehicle vs Personal), the character would therefore modify their defense by +1c.

This table can be summarized by applying a one category modifier per type of difference between the attacker and defender. Note that the modifier is only applied to the player controlled party (i.e., it is only applied to one combatant)

This rule is intended to represent the difficulty of hitting a small target with a large weapon, and, conversely, how easy it is to hit a large target with a small weapon. It is also, frankly, intended for game balance.

Jamie's Anthropos marine, Ikarov (Atk 6M) is attacking a horak. Jamie rolls the attack normally, since both the marine and the horak are Personal-type opponents. If Ikarov attacked a vehicle, however, Jamie would roll 6H to attack (Personal vs Vehicle = +1c to Atk). If Ikaros fired at a starship, the attack would be at +2c.

On the other hand, if the ship (10L Atk) fired back at the annoying marine, it would attack at 10MB (Ship vs Personal = -2c). Ikarov is unlikely to be hit, but if he is, in all likelihood the brave (if suicidal) marine will be squashed like a bug by the ship-class weapons.

Simplified Types: Damage, armor, and HP are all of appropriate types — ships have Ship type armor and cause Ship type damage, vehicles have Vehicle type armor and cause Vehicle type damage, and characters and NPCs have Personal type armor and cause Personal type damage.

Most of the time, damage and armor checks will occur between individuals and devices of the same type (e.g., Ship vs Ship, Vehicle vs Vehicle, or Personal vs Personal). During such combat, damage and armor types can be ignored (just treat all rolls as if they were at Personal scale).

As an example let's assume a 6M vehicle (6M Dmg & AR with 12 HP) is fighting an 8M vehicle (8M Dmg and AR with 16 HP). If the 6M hits and rolls 10 for damage, and the 8M rolls 6 for armor, then the 8M has taken four points of damage.

What really happened was that the 6MV caused 100 points of damage and the 8MV stopped 60, resulting in 40 points of damage. But, as you can see, all of these extra zeros make no difference. During same type combat, you can therefore use or ignore types without concern.

However, during mixed type combat, detail must be paid to the specific types involved. Damage to higher types is only counted in full increments of 10 or 100, as noted in the rules above. Remainders are ignored. A character who shoots a vehicle and inflicts 48 points of damage would, for example, only inflict four points of Vehicle type damage. A destron who, miraculously, manages to inflict 288 points of damage on an enemy starship with a turbo-plaz would only inflict two points of Ship type damage (the 88 is dropped, since it is less than 100).

In short, damage against the next higher type is divided by ten (Personal vs Vehicle or Vehicle vs ship), and damage against a type two above is divided by 100 (Personal vs ship), and any fractions are dropped.

Multiple Attack Rules

User the rules below when multiple attacks are made from the same source such as: a character swinging a sword twice, firing a gun twice, a dual cannon (i.e., two separate beams of energy), a quad cannon (four beams of energy), multiple missiles (i.e., a 5 battery salvo), etc. Note: such multiple attacks are not normally allowed. Only certain items or enhancements allow a character to make multiple attacks.

When made, a player should only make **one** attack roll. All attacks either hit or miss. If the attacks hit, the player makes only **one** damage roll. If the single roll is not sufficient to penetrate armor then all attacks have been stopped by the armor. If the roll exceeds armor, calculate out the wounding damage once for each attack. For example, if five missiles are shot at a target and hit, then all five have hit. If the damage result is 12 and the armor is 10 then each missile has caused 2 points of wounding damage for a total of 10. As you may have noticed, a short

cut is to simply make the attack and damage rolls as if one weapon were being used, calculate damage normally, then multiple all *wounding* damage by the number of attacks.

Explosion Rules

Explosion rules are a special subclass of general combat rules. Grenades, bombs, exploding ship systems, etc., use explosion rules. Unlike typical damage, explosion damage affects a number of squares as opposed to a single target. Any individuals in the area of an explosion may be affected.

However, some weapons use "local explosives." A local explosion does not effect more than one target.

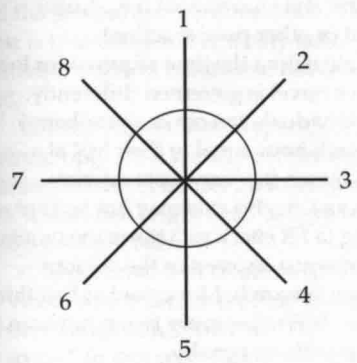
Notation: Explosive damage is followed by an "x" (6Mx, 20x, or 10LVx).

When characters attack with an explosive weapon, they may select either a board square or an opponent. Guidelines for handling these attacks follow, but GMs should use their discretion and ad-lib where appropriate.

The difficulty of hitting a board square is equal to the squares range (firing eight squares out is therefore a Dif 8). The difficulty of hitting an opponent is the **higher** of the opponent's Def or the range in squares. A roll result above the Dif indicates that the selected target was struck.

Any roll below the Dif indicates how many squares away the missile actually hit (e.g., with a Dif 10, a roll of 6 misses by 4 squares). A player then rolls a d8 to determine the random direction of the miss (see diagram). A result of 1 is always directly away from the firing character

When you count out along the indicated direction, don't always count along a perfect line (horizontal, diagonal, or vertical).



NPCs: When NPCs attack a character, the character can make a Defense roll. If the roll is less than the NPC's Atk value then the character is hit. Otherwise, the missile misses by a number of squares equal to the result minus the Atk value.

If the NPC targets a square, the GM should have the player controlling the nearest character make an Atk check for the NPC. If a miss is indicated, the player should also make the random direction die roll — however, the GM should select the exact square hit.

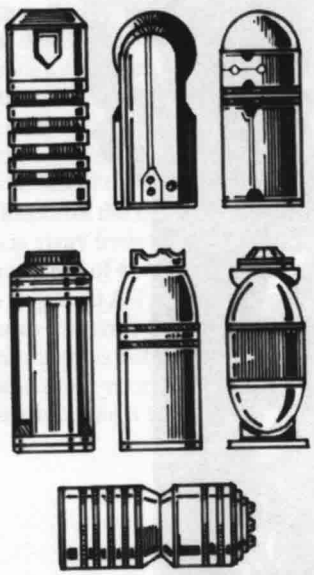
Defending Against Explosions: Characters caught in an explosion's blast radius may make a normal defense roll at -1t (Note: a character directly targeted and hit, does not get this roll). The result is the number of squares the character may dive or leap in an attempt to avoid the blast radius.

NOTE: this roll will usually be a Bantam type roll. Unlike typical Bantam rules, you may not want to drop fractions, because a fraction of a square may put the character into the next square, which makes a lot of difference on damage.

NPCs who are defending against an explosion, don't get to roll — they leap or dive a number of squares equal to one tenth of their Def (for example, a Def of 13 means the NPC could leap 1.3 squares away).

Damage: Character damage is rolled (based upon the weapon) and NPC damage is usually set (using the diceless GM option).

Anything in the square hit takes full damage. Anything in adjacent squares take half damage; anything two squares away takes half of that, etc. Thus, damage is cut in half for each square away from the impact square, until it reaches one or less, at which time it is considered zero.



Combat Modifiers

In addition to the above general combat rules, many things can affect combat, especially attack and defense rolls.

Ad-lib: Any time a player comes up with a good idea or point about attacking or defending, you must make a decision as to what modifier, if any, you will give the player. Be liberal with modifiers — they make the game come alive as players try to think of something to give them an edge. The following table contains several suggested modifiers:

Table 14: Defense Modifiers

Mod	Situation
+1d	25% cover
+2d	50% cover
+1c	75% cover
+2c	Using a weapon port
+1c	Defending while prone (vs ranged)
-1c	Defending while prone (vs melee)

Table 15: Attack Modifiers

Mod	Situation
+1d	Attacker is hard to see
+1c	Attacker is invisible
+1d	Expected attack from behind
+1c	Unexpected attack
+2c	Unexpected attack from behind

There are hundreds of other modifiers. A warrior jumping from a height with a melee weapon will receive a penalty to Atk and a bonus to Dmg. A character fighting in knee- deep water will suffer a Def penalty. Firing from the back of a running horse will reduce the attack roll. As in every other aspect of the MetaScape™ Game, the GM is the final arbiter of all such considerations.

Kill Rules

When a result (other than normal damage) would normally kill an NPC it should only place a player character at 10 points of critical damage (i.e., on death's door). This is a roleplaying safety-net preventing the unnecessary demise of a player character (without an additional unlucky roll). Such things as death poison, *death ray*, etc. do not necessarily kill a character instantly they just place them at 10 points of critical damage.

Rarely, if ever, should a GM rule that an event instantly ends in a character's death with no rolls allowed.

Movement

Every chracter, NPC, vehicle, and ship has a movement rate (MR). A chracter's MR is recorded on his sheet. An NPC's MR is equal to his first rating number, likewise, a ship's MR is equal to its first rating number.

During Initiative, a miniature may move a number of board squares equal to its movement rate (MR). The square's scale should match the miniature's scale: Personal scale for characters and NPCs (5 ft/sq), Vehicle scale for vehicles (50 ft/sq), and Ship tactical scale for space combat (1 mi/sq). A character whose current MR is six can move six squares at personal scale.

Miniature movement is not a hard science. Players don't have to count each individual square unless it really matters. Miniatures may be placed with any facing anywhere on the grid. They don't have to face perpendicular, horizontal, or diagonal to the board, and they can stand in, partially in, or between squares on the board.

A miniature may always move as many or as few squares as desired, up to its MR.

Maneuvers

Any non-linear movement (e.g., a turn) is considered a maneuver.

Individuals (characters, NPCs, and most mechnoids) can maneuver freely. In other words they can make any number of turns without movement penalty.

Vehicles can only maneuver by exchanging squares of movement for the maneuver as per table 16.

Table 16: Vehicle Maneuvers

Mvt Pts	Maneuver
1	Move 1 square forward
2	Move 1 square backward
2	Turn 45°
4	Turn 90°
8	Turn 135°
16	Turn 180°

Normally, ships maneuver poorly due to the extreme speeds at which they travel and the absence of friction. A ship may make one 45 degree turn each round, and even this requires two movement points.

Some ships are equipped with tactical fittings (*EM, ships/vehicle systems*) allowing them to expend movement points as per table 17 below:



Table 17: Ship Maneuvers

MR Pnts	Maneuver
1	Move 1 square forward
2	Slip 1 sq diagonally
4	Slip 1 sq sideways
2	Turn 45°
4	Turn 90°
8	Turn 135°
16	Turn 180°

Running/Overdrive

Individuals who spend both their movement action and attack action moving may run. Vehicles and Ships may operate at overdrive if a skilled driver/helmsman spends their full Initiative doing nothing but driving/piloting. Note: a driver/pilot must at least spend their movement action driving/piloting in order to move normally.

To run/overdrive make a check equal to your MR as a rating (i.e., convert the MR into a rating). This is a non-doubled roll. In other words calculate the results as if the doubling die comes up 1. This result is then added to the normal MR and the total indicates the number of squares moved.

For example if a vehicle (MR 16) wanted to run in overdrive, an 8M roll would be made. If the d8 comes up 3, the result is 6 (3 on the medium table). The total overdrive speed that round would be 16 + 6 = 24 squares.

Vehicles/ships may not make more than a 45 degree turn during overdrive movement without making a driving/piloting check with a Dif equal to the overdrive speed. Failure results in loss of control and possible damage.

Overland Travel

The above movement rules apply to Initiative style movement (i.e., during combat or other precise action).

Calculating the time required for long distance travel is governed differently.

Individuals can cover a number of miles each hour equal to their MR at a forced march (i.e. very fast and very strenuous). Such a rate may not be kept up for long (a FR check vs 5 times the number of hours must succeed or the chracter becomes fatigued). Movement at half this rate (i.e., MR miles every two hours) can be kept up without penalty.

Vehicles may travel a number of miles each hour equal to 10 times their MR. A skilled driver may make an overdrive check for even greater speeds if terrain permits.

Space Travel

Starships can travel through space using a variety of techniques: sublight drives, hyperdrives, and wormholes created by quantum wedges.

Sublight Travel

Sublight drives are commonly used during tactical combat and in-system travel. When traveling from one planet to another in the same solar system (i.e., in-system) a ship can travel a number of astronomical unites per day (AUpd) equal to is MR. An astronomical unit (AU) is equal to the distance between Arth and its sun (about 93 million miles).

The maximum possible sublight MR is 170 at which point the vessel is going about 99% the speed of light. Sublight drives are not capable of breaking the light barrier.

Hyperspace Travel

And that's where hyperdrives take over. To engage a hyperdrive (known as "making the jump to hyperspace") the starship must be moving at maximum sublight speed in a straight line (no turns allowed).

The ship's astrogator must then go through a series of complex calculations before a jump is attempted. The calculations themselves are very difficult and time consuming, and the more rounds the astrogator spends on them, the easier a jump becomes. The astrogator may make an *astrogation* skill roll each round, and each round's result should be added to all previous results. Once the total reaches 100, the jump to hyperspace succeeds. Note, if the game is not in an Initiative state, their is no need to spend time making hyperspace rolls, just let it succeed.

If the starship turns, maneuvers, makes a defensive roll, or takes wounding damage, all cumulative astrogation rolls are reset to 0 and the process starts from scratch. The same is true if any roll critically fails. Normal *astrogation* failures do not reset the total.

When a vessel enters hyperspace, others simply see it rapidly accelerate, seeming to stretch out for an instant, and then vanish in a bright flash of light (as it breaks the light barrier).

A hyperdrive unit creates a field about the vessel which causes the ship to slip into another dimension known as "Hyperspace." In this space, some of the laws of physics are reversed. The speed of light becomes the slowest possible velocity instead of the greatest. Thus, a ship is constantly using breaking thrusters to maintain a slower speed.

Theoretically, the attainable speeds in hyperspace are infinite. Unfortunately, as speed increases, it becomes harder and harder to slow down. By going too fast, a starship begins to uncontrollably accelerate to infinity. Not even the best Guild scientists know what the effects of infinite acceleration are.

Safe hyper travel is equal to the ship's MR in light years per day. Going faster requires a *pilot* roll equal to the number of light years by which the safe limit is being exceeded. Failure indicates that the ship is lost in hyperspace. Whether a lost ship is shifted to another universe, destroyed, or merely reappears in some random distant place is up to the GM. Some legends speak of long-lost ships emerging from hyperspace thousands of years after they entered, but this has never been scientifically confirmed.

When in hyperspace, sensors and scanners are useless (except to scan the ship itself). The only thing visible is a tunnel of scintillating energy.

If a hyper-ship encounters another object in hyperspace (most often another starship), the crew has two choices: 1) drop out of hyperspace and into real space or 2) attempt to make astrogational adjustments (Dif set by GM, the greater the mass of the object encountered, the greater the difficulty). If astrogational adjustments fail, a *pilot* check at the same difficulty must be made or the vessel shoots off to infinity and is lost.

Due to the catastrophic consequences of failure, ships usually elect to drop back into real space when they encounter each other in hyperspace.

Hyperspace travel is not an exact science. With the best computing technology available, astrogators are still only able to guide a ship "close" to the desired destination. When a hyper-ship reaches its intended destination and drops out of hyperspace into normal space, an astrogation check is required vs Dif 50. Success indicates the rare perfect drop out of hyperspace (the star ship is within a hundred miles of the intended destination). Failure indicates the number of AU the starship is away from the intended destination. Thus a roll of 40 (failed by 10) indicates that the ship is 10 AU from the destination.

Due to this error factor, hyperspace travel in-system is not practical — a bad drop could place your vessel further from its destination than it began.



Worm Hole Travel

Even hyperspace speeds are not sufficient for practical long range space travel. Fortunately, there is an even faster means of travel, which ironically, can only be accomplished at very low speeds — worm hole travel.

A wormhole is a quantum phenomenon, a strange anomaly linking one region of space to another without distance (a sort of window, or doorway connecting two distance places).

When an object enters one end of a wormhole, it immediately emerges from the other without having traveled the intervening distance. Any object — an individual being, a vehicle, or even a starship, can travel over unimaginable distances by using wormholes, and never even exceed the speed of light.

Flying through a wormhole is a tricky business. A high energy quantum wedge is used to open a wormhole. When generated, wormholes rotate rapidly and are stationary in space. The pilot must avoid the arcs of high energy being pumped into the wormhole, as well as match the ship's rotation to that of the wormhole. This requires a *pilot* check (Dif based upon the size of the opening and the size of the vessel). Failure indicates that the vessel was struck by the wedge's power stream, taking damage equal to the amount of the failure (e.g., a roll of 12 on a Dif 15 hole results in 3 points of ship damage). No armor check is allowed.

Going through a wormhole cloaked or with shields up doubles the difficulty due to all the extraneous power fields being generated.

Roleplaying

Adventure Preparation

One of the key elements in roleplaying is the adventure. Whether you are a novice or veteran, your first adventure should be the one contained within the MetaScape™ Game box. This adventure was specially designed for ease of use while introducing you and your players to many of the MetaScape™ Game elements as well as to the Guild Space™ Setting. Your group will experience ship flight, ship combat, exploration, ground reconnaissance, and individual combat. Moreover, this adventure involves the players and their characters in a fundamental and major setting development.

A quick note about adventures: only the GM should read (or even look at) the contents of an adventure. As GM, you should also refrain from discussing any element of the adventure with players prior to running the adventure. Doing any of the above spoils the mystery, excitement, and "adventure" of roleplaying.

An adventure is actually a highly advanced and specialized story. Besides containing all the elements of a story, an adventure also contains specific game information, GMing hints, and combat statistics to allow the players to "Play" the story. Good adventures are non-linear (unlike stories). In other words, the actual plot of the adventure is somewhat flexible and will be developed by your gaming group as they play. The experience of adventuring or roleplaying is wonderful. But, to heighten the enjoyment that you and your players experience, you need to carefully prepare the adventure. The first step is to learn how an adventure is laid out.

Layout

The first thing you should do is skim the adventure contained in this box. Look at everything: the maps, the drawings, the text, the layout, etc.

Now let's discuss the way an adventure is put together so you'll know how to use one. The outside of the adventure is the cover. The cover is typically loose so the GM can easily examine the map or drawing on its inside panel. The front of the cover contains artwork representing some event which may occur in the adventure — it is fun to show this to the players before the game begins just to get their imaginations churning (however, don't tell them what it means).

The booklet contains the real meat of the adventure. It is broken up into three main parts: the introduction, the body, and a reference section.

Introduction

The introduction contains a table of contents, a brief intro section, a plot summary of the entire adventure, a list of likely NPC encounters, any special rule or format conventions, and GMing tips. Following is a brief discussion of the these elements and their purposes.

- **Table of Contents:** a list of the adventure's major sections with page references.
- **Intro Section:** a bit of interesting background to set the tone.
- **Plot Summary:** This section is very useful as it provides an overview of the adventure's plot. Read it carefully, imagining the plot as you do so. This will provide a mental framework making the rest of the adventure easier to understand.
- **NPC List:** This list is provided for two reasons. First, take the time to read up on all NPCs so you can properly portray them during the game (looking up information during the game should be avoided as it causes the game to drag). Secondly, NPC encounters are accompanied by a number which identifies the likely maximum number of miniatures (or chits) needed during the adventure. You should attempt to find miniatures, chits, or substitutes to cover all of these possibilities. You can even put all these miniatures in one case or group them together — again, making game play smooth and efficient.
- **Special Rules:** Some adventures will incorporate special rules governing situations which may arise during the adventure which aren't covered by the general rules. Be sure to read these carefully, highlighting the pertinent information.
- **Special Formats:** If the adventure uses any unique format conventions (such as all room numbers starting with letters to identify certain maps) this section will explain the special formats and how to use them. Again, this section is very important as it will allow you to use the adventure more efficiently.
- **GMing Tips:** Occasionally, a section on GMing tips will be included. These tips will likely make some aspect of the adventure **much** easier to run, so reading this section is pertinent.

Body

The adventure's body contains a detailed plot of the adventure. As the characters proceed through the adventure, the players will learn most aspects of this section (although never to the degree that you, as GM, will). However, the players will never actually *read* any part of the body.

The body is broken into several sections: a background section and several scenes. The background section will enable the GM to gather the characters together and set them off on the adventure. There will usually be a section containing setting specific information. This is to be read to the players so events in the adventure will make sense. Typically, this information would be known to the characters, and the player's need to hear it so they can properly portray their characters' knowledge.

There will be several scenes. Each scene covers all events surrounding a specific section of the adventure. For example, in an adventure where the characters rendezvous with a ship, fly to a planet, scout the terrain, and explore some caves, each of these will be covered in a separate scene. Scenes, too, are broken down into encounters. Each encounter details a specific room, event, or area that the characters may experience.

Encounters are the real building blocks of an adventure. As the game progresses, you will move from one encounter to another. And, depending upon the player's decisions, you won't always progress linearly; you may jump around a bit.

Each encounter is usually laid out with a map number, encounter name, boxed text section, and GM notes (in that order).

- **Map Number:** If the adventure contains a map on which the encounter occurs, a map number will proceed the encounter name (unless the map is small enough to be included in the text). This number is a key allowing you to locate the exact section of the map in which the encounter is to take place. Use the map to draw out the encounter area on your board.
- **Encounter Name:** The encounter name is provided for your convenience.
- **Boxed Text:** Boxed text is information which the characters learn when they reach the encounter location. *Boxed* text may either be boxed or italicized. As GM, you can either read the boxed text, or paraphrase it in your own words. And please feel free to edit the boxed text, add elements, cut out information, etc. as the course of the adventure dictates.
- **GM Notes:** Following the boxed text is information the GM will need to run the encounter: description of the events which will unfold, NPC statistics, etc.

Reference Section

Following the body is the reference section. It contains any special tables, player handouts, or other elements which aren't appropriate for the introduction or body.

Cards: Finally, the adventure may include expansion cards. These cards contain specific information on new rule or setting elements which add to the body of the MetaScape™ Game and can be incorporated into future adventures. These should be placed in your game box along with other expansion cards for future reference.

Actual Preparation

Now that you are familiar with the general layout, you need to actually prepare the adventure.

First, read through the entire adventure — start to finish — as you would a book. Don't worry about game statistics; just read to get a feel for the general plot. Be sure to refer to any available maps, drawings, etc., as they are mentioned.

Now go through with pencil, paper, and a highlighter. Use the pencil and paper to take notes, adjust text to fit your needs, etc. You see, an adventure is never complete. At best, it is only a good framework for the GM to build upon. Try to customize the adventure to fit your gaming group. Don't worry, you will get a lot better at this as you gain GMing experience.

Use the highlighter to mark key words, especially in the GM's section of each encounter. This way, when you are actually playing, you won't need to stop the game and silently read the entire GMing section during each encounter. You will look at the key words, triggering your memory as to the encounter's events, and immediately start running the encounter. As you need specific information during the encounter's development, you can find the key word and quickly read the following sentence or two.

The adventure is now prepared. However, if you haven't read the adventure within a week before GMing it, you should skim the adventure before the game (especially highlighted key words).



Player Preparation

Finding Players

Before playing, you need to locate several other people interested in becoming a part of your roleplaying group. Not everyone is a good choice.

Roleplaying is a "Hobby Game," meaning that it takes a fair amount of time on a regular basis. You need to find players who are willing to game once a week (or however often you play) at a regular time, so you need to ask potential gamers what days and times they could meet on a regular basis.

Roleplaying is also an event in which the gaming group will be together for four to eight hours each gaming night. All the players will function as a unified team (teamwork is often crucial to character survival). You will want individuals who have highly compatible personalities.

Once the GM understands the game, it is very easy to teach players how to roleplay. Therefore, you don't need a group of geniuses willing to read through all of these rules. In fact, you can even tell potential players that they don't have to read a single rule page (they will, of course, refer to the reference manuals to look up equipment, powers, etc., but this is hardly like reading rules). What you really want are gamers with good imaginations and fun personalities.

Try selecting individuals from diversified backgrounds. This typically adds dimension and fun to roleplaying: find an academic, an athlete, a farm kid, a foreign exchange student, a computer programmer, your best friend, etc. Don't limit yourself by gender, either — although most gamers are still male, the number of female gamers is growing constantly. A coed gaming group will add dimension and diversity to your adventures.

Now, go out and put a group together. If you are having a hard time locating individuals: speak to your local hobby shop, post flyers at school or work, attend local game conventions, etc. Once you find one interested person, ask them if they know anyone else who would like to play.

Roleplaying is best with 4-6 gamers (i.e., one GM and 3-5 players). If you end up with more than this, run two separate groups on your gaming night.

Character Generation

After assembling a group of gamers, you need to help them generate characters. The details of character generation are covered in *RB, character generation*.

Game Area Preparation

You are almost ready to play. You just need to prepare the gaming area. This starts with selecting a good location.

A gaming area should have the following qualities:

- **Table:** sturdy; hard surface (for writing); big enough to hold your gaming board, character sheets, scratch paper, and large enough for everyone to sit around it, yet small enough that all players can reach their miniatures out on the board
- **No Distracting Noises:** During roleplaying players will be trying to verbally portray their characters. They will be carrying on conversations, whispering, etc., so you must be in a quite area.
- **Isolated:** During the gaming night, players will inevitably shout, laugh, speak loudly, etc. as they roleplay their characters. In fact, most of the game will be spent in conversation. Therefore, you need to be located where game noise won't irritate others. If you play into the night, please remember that noise is especially irritating to sleeping family members.
- **Comfort:** You will soon find that you need to roleplay for at least 4-8 hours at a time, so everyone needs to be comfortable: warm, nice seats, good lighting, adequate snacks, etc.
- **Cozy:** Perhaps the best place to roleplay is in a downstairs den where your gaming group can seclude themselves from the everyday routine and imagine the wonderful events of strange worlds and new life forms. You want to find a nice cozy place where everyone can laugh and have fun in comfort.

Once you have found the perfect gaming area, you need to prepare it before the player's arrive.

First, think about seating. The GM's seat is the most important and there are several things to consider:

- As GM you will need to reach as much of the game board as possible. A bar stool or tall chair will elevate you for a better reach.
- You need lots of available space for gaming accessories. TV trays, card tables, and counter space work well.
- You will also need to keep things hidden from the players such as the adventure, notes, miniatures to be used, etc. No one should sit beside you on the same side of the table.

Now you need to arrange chairs for your players. Seat your most experienced or talkative players at the far end of the table. Novice or quiet players should be seated between this group and yourself — this way they are more easily included in the game, you can hear them better, and you are more handy to help them with game questions.

Game Setup

Once the seating arrangement is ready, you need to set up the game. Here is a checklist of items you need:

- ❑ Players — remind them of the day, time, and location of the game
- ❑ Fully generated characters
- ❑ Table
- ❑ Chairs
- ❑ TV tray, card table, or other spare surface
- ❑ MetaScape™ Game box
- ❑ Fully prepared (and recently read) adventure
- ❑ Game board
- ❑ Board pens
- ❑ Board cloth — for erasing board
- ❑ Pencil for every gamer (including the GM)
- ❑ Blank paper — one sheet per player and several for the GM
- ❑ Calculator
- ❑ Dice — it is best if every gamer has one set (6, 8, 10, and doubling), but you can share if need be
- ❑ Miniatures — as listed in the NPC list of the adventure **and** one for each player character
- ❑ Board Props — if you use them
- ❑ Snacks: drink and food — traditionally players provide the drink and food as the GM has already done a lot of work.

Game Mastering

GMing is a highly challenging and rewarding experience, and occasionally, it can be frustrating. The following tips should make the good games great and the rough ones less bumpy.

To help you get started, you need to know what the GM's role is. A GM is the master story-teller, referee, arbitrator, judge, and jury. As GM you will be the player's window into the game's setting. It is up to you to create and drive the plot. You will set the tone for the game and spark the players' imaginations. You play the roles of enemies, allies, subordinates, and superiors. You help guide player's through the game. If a rule question arises, you will hear the arguments and make the judgment call. In other words, **you are the game** — all of it except the players' characters.

Starting the Game

This is what you've been waiting for: it's time for the game to begin!

When players start arriving, direct them to the seat you have selected for them, place any snacks on the snack table, and make sure they have a character. Be sure your adventure is closed or hidden from player view. It is also best to keep the adventure's miniatures hidden so as not to give away clues to the possible forces characters will encounter.

Once everyone has arrived you may begin. Hand out dice, pencils, and scratch paper to any player who needs them. Now pull out your miniatures and allow players to select one for their character — these should be racially accurate if possible.

Before beginning you need to explain some of the common courtesies of roleplaying:

1. Players should keep snacks, character sheets, pens, and scratch paper at the edge of the table and off the board if possible.
2. Players are not to move any miniature but their own. And during an encounter, they should only move their miniature during their Initiative.
3. Players should not play with or roll dice when it is not their turn.
4. You are the GM and, during the game, you will act as referee and master storyteller. Players may politely question your judgment calls, but your word is final.
5. Explain that the GM's word has more power than any rule written in the *Rule Book*. (This rule, right here, says so!)
6. Although roleplaying is a free format game in which player characters occasionally argue among themselves, you will not tolerate arguing among players, and you will ban a player from the evening's game if they willfully have their character attempt to harm another player's character.

Now on to the adventure! You should provide a brief history which links the player's characters together (have they been training together on Dha, are they old friends, etc.). Give them some common background.

Then, the players need to introduce their characters to each other. For true roleplaying do this during the actual adventure. However, it needs to be done within the first five minutes of game play. If the adventure's plot does not allow for this, then you should have the players introduce their characters before you start.

If there is an NPC accompanying the characters, you should introduce the NPC first to set an example. When a character or NPC is introduced talk in the first person (i.e., roleplay or speak as if you are the character). Hold up the miniature which represents your character so everyone can identify it.

During the introduction you need to let the other players know your character's race, sex, appearance, general size, age, obvious equipment carried, and any outstanding features. Also, based upon the characters' common background (as described by the GM), you should describe any abilities, skills, personality traits, etc. which the other characters would know about your character. A possible introduction for a Shanask PC might go something like this:

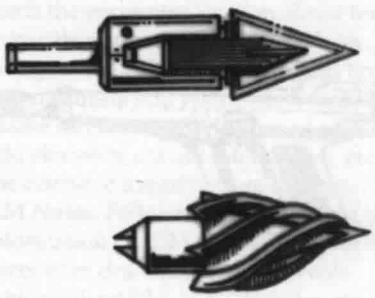
My name is Zeada. I'm a 6'6" black cloaked figure standing in the shadows of the room. I am ageless, mysterious, and your skin crawls with a slight tinge of fear as you look my way. I carry nothing, and not even hands or feet protrude from my multi-fold robe. All you notice is a simple tasseled belt fastened about my waist. Stealing a glance into the depths of my hood, you're alarmed to find two glowing points of red light unblinkingly staring back at you. I don't eat, I don't breath, I don't sleep, and you've never seen me sit or lie down.

As barrack mates during the past 10 weeks of Dha training, you have come to respect me as the captain of our group. I have a formidable personality coupled with a keen intellect. You've observed me using tech items without difficulty, though I have no overt need for them.

During combat training you have noticed that I use a strange energy sword which seems to magically activate as I wish. When not using the sword, it vanishes into the folds of my robe.

During individual training, I disappear to the Shanask moon. And, though you've likely questioned me about these escapades, I reveal nothing, only speaking in the dry, penetrating whisper of my kind, "I have been preparing for that which awaits us all".

Once everyone has introduced their character you can continue with the adventure.



Ad-libbing

At best an adventure is a rough story framework. Every group of players will play it differently. At times, they will do things not anticipated by you or the adventure designer. It is at these times that the GM gets to test his skill at "ad-lib" gaming — and it's loads of fun!

For example, let's say that your players are on a starship running from two heavy cruisers. The adventure is laid out so they can turn and fight, call for help, or outrun their adversaries. If they turn and fight, they will soon realize that they are outclassed.

However, your players turn, do a quick fly-by and transport onto the enemy vessels — a course of action the adventure doesn't cover. The adventure has no information on the layout of the enemy vessels, their crew, etc. — you get to ad-lib it all!

And, you're in luck, for the MetaScape™ Game is one of the easiest roleplaying games on the market to ad-lib. To aid you even further, here are some helpful tips:

- Don't let players know that you are ad-libbing. Players are often less willing to accept ad-libbed plots. If you need time to think, flip pages in the adventure, pretend to read, etc.
- A good trick is to think of a similar situation from a book, cartoon, TV show, movie, or other adventure, and use it as your mental framework. In the example above, select a famous starship you know of and use it as the layout — if you don't tell your players they often won't even realize what you are doing.
- Figure out the players' motives and work to make them quickly realized, so that they can get back on track with the adventure.
- Finally, don't worry. You will soon be amazed at how easy it is to ad-lib.
- Once you learn to ad-lib, you will find that you do it more and more often, stretching adventure plots to match the interests of your players. You will begin to tailor the game to Player Enjoyment. It is at this point that you are truly becoming a great GM — unfortunately, it is also at this time that you can enter into a truly terrible GMing trap (see the next section).

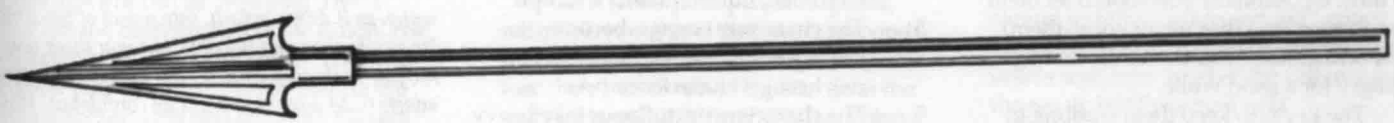
GM Tips and Traps

If there is a cardinal rule to GMing it is: **Always be fair to the players and make sure they are fair to each other**. If there is a single purpose to your role as GM it is: **Make the game fun for everyone**.

To accomplish these two ultimatums, consider the following tips:

Character Death

- First, be sure you are aware of the "Death Rule" detailed in the combat section.
- Avoid killing a new character, even if the roll of the dice indicates otherwise. A lot of time and effort goes into a character, an early demise only leads to player frustration.
- Senseless character death is no fun. If a character dies due to no fault or misjudgment of the player, think about it twice.
- If a player does something dumb which kills the character, however, or the players decide to fight when they could run, and are clearly out matched — then so be it. If you swing too far the other way, your players will lose the sense of danger and adventure which keeps roleplaying games alive.
- Never **try** to kill a character. If, for some reason, you are that irritated, stop the game.
- Never, kill all or a majority of the party in one encounter. If this occurs, it means that the players are being silly and you should stop the game, or the encounter is too difficult and you need to adjust it.
- Once players game enough to become regulars in your group have each of them generate a backup character. Then, if their character dies, they can get out their backup and continue playing.
- If a player has no backup character, have them run one of the team's NPCs. If you don't have any NPCs adventuring with the team, have the team encounter one within the next encounter or two — don't worry about whether it makes sense with the plot or not. Remember, player fun is more important than plot integrity (this is a game, after all).
- Let players back in the game as quickly as possible after character death.
- Above all, be sensitive to players and their motives. Some enjoy running their characters on the edge all the time and they expect an early character demise. Others are very into their character (and often very attached). They may spend hours detailing their character's history, personality, etc. They will play more cautiously and cleverly. You should be lenient with their characters. You should also consider your players' ages and maturity level.
- If a character does die, watch the player's reaction. If they become very upset, consider bringing the character back. For example, "In the next room, the party finds a strange black shard. It glows with an inner light and Zeata, the Shanask, recognizes it as a rare *Sorce* healing artifact. When it is used on the dead character, he amazingly comes back to life".
- The balance point on character demise is perhaps the most difficult thing you will have to face. Fortunately, the MetaScape™ Game System does a really good job by itself. Just remember, if characters die too often, players will become discouraged. If they never or rarely die, the sense of danger, risk, and adventure will be lost (and this is one of the most powerful elements of the game).
- One last suggestion — tell your players up front that their characters will be going on tremendously dangerous and heroic quests. And it is unlikely that they will all return every time. Be sure the players understand that this is the truth of the game and not just romantic story telling. However, character demise should not be interpreted as "losing the game" or ending the campaign. The player simply gets to switch to another character (again backup characters makes this a lot easier to take).



Game Balance

Maintaining game balance is also one of the most challenging elements of GMing, and one that is often overlooked. The main areas of game balance are characters, equipment, treasure, and encounters.

Many factors are involved in maintaining game balance, but they can all be boiled down to two main elements: immediate player satisfaction vs long term enjoyment.

You see, players love to be more powerful than their adversaries, gain tremendous skills and combat prowess, and find tons of treasure and equipment. At least, this is what they believe and, as GM, you will even be rewarded through immediate laughter, excitement, etc. for satisfying these unspoken desires.

Unfortunately, this is a vicious "Catch 22" proposition and is game-busting. As players get what they want, their characters will become more powerful and they will want more and more. Soon, you will be giving away gravtanks, fighters, ships, and super powers just to keep up with their appetite for improvement. Worst of all, once you finally realize what you have done, it will be largely unfixable. If you strip their characters down to something practical, they will feel cheated and frustrated. Plus, once your players get in the habit of having everything go their way, it will be harder to satisfy them with the proper amount.

On the flip side, if the players' characters have to adventure through an entire game night just to gain a couple of adventure points, a few credits, and a single combat knife, they will soon become discouraged and bored with the game. Furthermore, if they have to run from most encounters, they will not feel heroic and will become frustrated.

The proper balance exists when you maintain player interest from adventure to adventure. Players should feel that their characters are improving, but improvement should come in even steps — just enough to whet their appetites.

Using the analogy of game balance to appetite: you should normally "feed" your players just enough to keep them from going hungry, but not so much that they become full or complacent — keep them ever so slightly on the lean and wanting side. However, proper game balance is never constant. You **must** vary it from time to time. Occasionally you should let them have a nice feast (but **never** gorge them), and occasionally you should let them go hungry for a short while.

The key is to keep them wanting to come back next week. If you can accomplish this, they are happy enough to keep playing.

Characters: Character balance elements include character demise (covered above), adventure points, skills, combat ability, and powers. You should examine each of these elements individually in your GMing decisions.

Players need to feel that their characters are becoming more powerful and more heroic, but always leave room for improvement. Be very careful about letting any one character aspect improve too much or too quickly.

Equipment and Treasure: Balancing equipment and treasure is very similar to balancing out characters, as it ultimately affects characters in the same way. It is game- busting to allow characters to gain equipment or treasure quickly or in large amounts. Likewise, if you keep equipment and treasure finding to a minimum, the players will become frustrated.

Encounters: Encounter balance exists on two fronts: frequency and difficulty.

Frequency will depend upon the interest of your gaming group. Some groups prefer to spend as much as 75% of real time roleplaying (verbally acting). Others want to run from combat to combat with brief roleplaying episodes between. The typical group will want to spend 50% of reality time in actual combat, 25% heavily involved in encounters (non-combat), and 25% in verbal roleplaying.

The proper balance will depend mostly on your group's interest. You may have to game with a group for a while to get the proper balance down.

As GM you should edit adventures, cutting out or adding encounters, changing encounter hostility level, etc. to match the bent of your gaming group.

Encounter difficulty is, perhaps, more complex. Here are some guidelines:

Table 18: Encounter Outcome

%	Outcome
10	The characters survive the encounter and destroy all opponents with no damage to themselves
20	Characters engage, and overcome opponents, with slight damage only
50	Characters engage, receive moderate wounds, and overcome their opponents
10	Characters engage, become heavily wounded, but eventually triumph
5	The characters engage, become heavily wounded, and must flee or risk losing a character or two
5	The characters must flee or take heavy losses
0!	One or more characters will die, no option to flee or avoid the encounter

Remember, the characters are great heroes and players love this. Never play down their heroic abilities. However, when it comes to encounters, you must present the player's with a challenging sense of danger.

Players should occasionally feel that their character's existence is at risk. No adventure, even one you create, will balance perfectly with your gaming group. To adjust, you can increase or decrease the number of foes and increase or decrease the difficulty of the foes. Consider arming opponents with different weapons or vary their combat tactics, etc.

Your most powerful tool is your roleplaying or story-telling ability. You can make a weak foe seem nearly invincible (even as a character overcomes it) or you can cause a player to feel heroic (even as his character is nearing death) by good GMing.

The trick lies in what you say. Read the following two passages; they are both GM descriptions of the same event: Renay's marine, Andor, being attacked by a dreadar.

Playing up Encounter: *"Renay, Andor sees a dreadar emerge from the green glowing bio-tunnel high up on the left wall. Your blood chills as it drops to the ground, swiveling its eyes to lock onto your form. Its lips curl back in a wicked hiss (GM hisses) showing hundreds of razor-sharp teeth while bubbling yellow saliva drips from its mouth, landing with a hiss in the pool of bio-slime at its feet. Four powerful arms rise up, ending in wicked, eight-inch claws. With unbelievable speed, the naturally armored terror hurls itself at you.*

Renay rolls Def and is hit *—You can smell the creature's terrible breath as it locks onto your neck while its claws slice through your power armor like butter. The impact of its body knocks you back several feet (GM moves miniature), and you nearly lose your balance.*

Renay rolls armor and is wounded *— You hear a terrible ripping as it steps back, towers over you, and spits out armor and flesh. Pain shoots through your side and neck, where you have been wounded. And you feel its burning saliva bubbling into your shoulder. Feeling weak and battered, what do you do?"*

Playing up Character: *"Renay, Andor sees a Dreadar emerge from the green glowing bio-tunnel high up on the left wall. You adjust your stance, preparing to meet your adversary. With instinctively heightened senses you calmly watch as it drops, splash, into a pool of bio-slime. Its face is alien and horrible, but you think you see fear in its tiny eyes. Its lips curl back and it snarls (GM snarls) to build its confidence. The pitiful alien seems to be drooling in fear. It has nothing to match the super-tech hardware you carry — only teeth and claws. Lumbering up to you, it tentatively swipes out with one claw.*

Renay rolls Def and is hit — With amazing luck, it finds the one gap in your armor and manages to scrape you a bit. You instantly put the slight discomfort out of your mind as you prepare to dispatch the pitiful thing. What does your mighty techno-warrior do next?"

Player Misbehavior

Unfortunately, if you game long enough you may encounter an unruly player: one who cheats, argues, is disruptive, etc. This section will give you a contingency plan for these events.

One of the best ways to handle the situation is to explain your misbehavior policy before the game. Be sure to explain that roleplaying in your group is a privilege, and that the goal is for everyone to have fun.

Specific situations and possible courses of action follow.

- **Cheating:** First, explain to players that cheating in roleplaying doesn't make sense as there is no winner or loser. They will only be cheating the story and themselves. Because of the necessary trust in roleplaying games, cheating destroys the fun for everyone.

  The first time you notice cheating, stop the game. Reiterate the uselessness of cheating, and mention that cheaters will not be asked to game in the future. Don't use names, just make these comments to the group at large. If the cheating persists, verbally warn the player. If it continues, ask the offending player or players to leave, but allow them back next week. If it still persists, don't invite them back at all.
- **Arguing:** Players will question your GMing decisions from time to time. A good GM will listen to calm rational arguments and rule on them. However, if a player is always arguing or becomes emotional, explain that you are the GM, that you may alter the rules as you wish, and that your word is final. If arguing persists, tell the offending players that they are ruining the mood of the game for everyone, and that if they don't like the way you GM, they should consider playing with a different gaming group. If it continues, ask them to leave.
- **Disruptive:** If a player is noisy, plays with dice lots, is rude, etc., politely point out that this can be annoying. Don't attack the individual, just the action. For example, tell the individual, "You're a good player, but constantly rolling the dice distracts me and the other players." If the disruptive behavior is an unconscious habit (such as playing with dice) you may have to point it out several times before the offenders start catching themselves. However, if they intentionally continue, ask them to leave.

If a player won't leave, end the game for the night and don't invite the offender back.

Miscellaneous Tips

- **Retroactive Ruling:** Retroactive ruling occurs when you go back into the game (a Nish ago, a round ago, an hour ago, etc.) and alter some event or judgment call. The **golden rule** here is **NEVER** retroactively rule against the players (i.e., never go back and change something so that the players' situation is worse). This is true **even** if you or one of the players made a mistake. Just explain the error away as "amazing luck." However, you may always retroactively rule in favor of the players or their situation.
- **Fudge Factor:** To properly balance game play, it is often necessary for the GM to "fudge" a bit. For example, if a player rolls a string of 2s in a critical situation, you may need to soften the effects of such a roll. Also, if the game has been going against the players, you should begin softening the effects of all low roles for a time. Another good trick in these situations is presented next.
- **Difficulty Screening:** At times, you will want your players to know the difficulty of a task before they roll. At other times, you will want to keep this a secret. GM experience will help you make the choice. However, one benefit of keeping the Dif a secret is the ability to make ad-lib adjustments to the a task's Dif (i.e., you can tweek the Dif up or down to help maintain game balance).
- **Player Response Time:** Players should learn to preplan their actions before their Initiative comes up. When their Nish comes, they should be ready to explain their character's actions. Be flexible at first (and with all new players). After several hours of play, limit the amount of player response time. Roleplaying games are more enjoyable when the game moves along at a nice pace — no single player should hog game time.

  To create quick player response, tell all players that if they don't respond in a reasonable amount of time, they will lose their Initiative and have to go at the end of the round. If they still don't plan their actions, they lose their Nish that round. Please remember that your goal is to create a fun environment for all players, so be gentle and flexible on this subject or you will irritate your players.
- **Hands Over Ears:** At times you will need to communicate to a single player or group of players. The traditional method is to pass notes scribbled out on scratch paper. Unfortunately, this takes time and players can't interact with you. A better method is to have the other players place their hands over their ears. Then, you may speak openly with select individuals.

  A couple of suggestions: when using this technique do it as quickly as possible. When you call for "Hands-Over-Ears," several players have to sit in silence — this is no fun. If you need to converse privately for more than thirty seconds, take the player into another room. This way the other players can talk with each other and have fun.

  Whenever possible, call for good roleplaying (see below).
- **Notes:** When players wish to communicate secretly with the GM, they should pass you a note. This should be done on their own time (i.e., don't hold up the game so they can finish their note before their Nish).

  Whenever possible, a player should call for good roleplaying (see below)
- **Good Roleplaying:** The best method for individual communication is to call for "good roleplaying." Remind the players that they should **always** make character decisions based upon what their character actually knows. Just say, "I need good roleplaying here." Then go ahead and explain the situation to the individual(s) as needed. The only time you should resort to hands-over-ears is when you believe good roleplaying won't suffice or when it will be more enjoyable for the players not to hear what you are saying.

  For example, if a character is taken over by a mind spider, you probably don't want the other players to know his mental instructions. Players will probably have more fun if you give the controlled player secret instructions.
- **Witnessed Rolls:** Until you become familiar with your gaming group. You should install a "witnessed roll" policy. This means that a roll is considered void unless someone watches the roll (not just the result, but the actual roll).

Ending the Game

As the evening comes to a close, you need to wrap up the game.

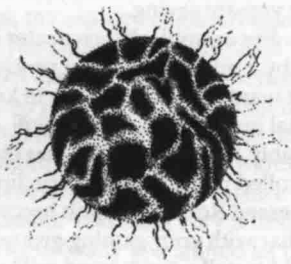
Stopping the Adventure

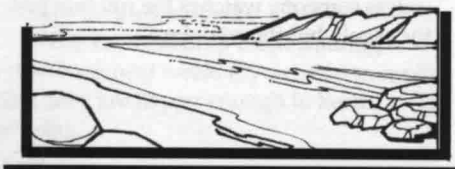
Most adventures will be played over several game sessions. In this case, you need to locate a good break in the adventure. The best breaks exist when the players feel that they have accomplished some goal or objective, yet there is some impending event which they are looking forward to. Most importantly, end the game with all players happy and satisfied. You want them looking forward to the next game. Here are some guidelines:

- Never stop right in the middle of a combat.
- If there has been a lot of combat, stop just before the next one. If there hasn't been very much, stop after the next one.
- If possible, stop at the end of a scene or at the end of an adventure.
- Don't end right after a major character defeat — you want the players to be happy when they leave.
- Try to end with the entire character group together, alive, and conscious.

Be sure to allow enough time to hand out adventure points. It is also best if you leave time for the players to perform character advancement (i.e., spend their new adventure points). Advancing characters will make them more powerful, causing players to look forward to playing again. Anticipation keeps player motivation high between games.

A good technique is to tantalize your players with hints of events to come. For example, "Well, this was really fun. But, next time you will have a chance to learn who is really behind the alien attack, and you may even meet their master." Give your players something to ponder until the next game.





Wrap Up

Once the adventure ends, you need to take care of character advancement, establish the next game night, and assign duties.

Character Advancement

- First, hand out adventure points (*RB, adventure points*)
- Calculate mission allowance if appropriate
- Help players spend their new APs to advance their characters and buy equipment (if they are near a store).

Establishing a Game Night

- Decide where and when the next game will be held. **Don't** just say, "I'll call you all next week about our next gaming night." Decide now, and set a time and date. Remember, roleplaying is a "hobby". If you want to maintain the interest level of your players, you need to meet regularly.
- Figure out who can be there
- Decide who is to be GM and make sure they will have an adventure ready. (Once an adventure is started, it should be run to completion by the same GM. Don't switch GMs in the middle of an adventure).

Setting Duties

Before you finish wrapping up, be sure everyone knows what to bring next time. The GM should either collect character record sheets or remind players to bring them. Depending on your group's policy, players may also need to bring pencil, paper, their own miniatures, dice, etc.

It is gaming tradition that the players (not the GM) bring snacks to the games. You may want to form a player roster in which you rotate assignments for such items as chips, pop, and frozen pizzas.

Clean Up

From the very first game, you should get your players into the good habit of helping with the clean up. No player should leave until the board is erased, miniatures are put away, dice are put away, the area is picked up, trash thrown away (in recycle bins), TV trays put up, etc.

Forming a Club

At the end of your first or second gaming night, you may want to consider forming an official MetaScape™ Game Club. A form for this purpose can be found in your MetaScape™ Game box.

Miscellaneous Rules

This chapter discusses several other important topics which don't fit in any of the previous sections.

Guild Currency

Credits

Credits are the currency of Guildspace. Almost every transaction is measured in credits. Most realms of known space have adopted the Guild's credit system. Credits are abbreviated cr — 10 cr is read "ten credits."

Credits are commonly stored on a computerized metallic or plastic credit card (or "credcard" for short). These cards have a small digital readout area which indicates how many credits the card contains at any given time.

Credits are also stored on smaller units called credit chips (aka "credchips"). These small disks resemble small poker chips, and can store credits in the same manner as a card. Each chip has a maximum amount of credits it can store, as indicated by its color, as shown on the table below.

Table 19: Chip Color

Chip Color	Max Cr
White	1
Red	5
Orange	10
Yellow	25
Green	50
Blue	100
Indigo	1000
Violet	10,000
Gray	100,000
Black	1,000,000

Each chip has a small digital readout which shows how many credits are stored on it, up to its maximum. These credits may be added to the currency on a credit card by placing the chip into a small recessed slot on the card. The user then enters how many credits should be transferred from the chip. Credcards may also be set to transfer credits back into a credit chip, and to or from another credcard.

A credit card can always accept credits without authorization. However, in order to reduce the card's credits, the licensed user must enter the proper security code.

All credcards have security routines to prevent unauthorized use (called hacking). Special, restricted cards (such as Dha credit cards) contain built in hacking routines. Hacking allows the user's card to break into other cards and transfer the credits to the user. In these cases, the hacking number is combined (cat) with the user's *hacking* skill, and checked versus the other card's security rating. Success indicates that the other card has been broken into and you can access its credits. Dha members are equipped with such cards so that they may salvage credits on their missions (see salvage below).

Dha Mission Allowance

Dha chapters train individuals in many areas of combat. Chapter members qualify for varying levels of mission allowance based upon typical need. A character's allowance indicates the number of credits given to a character for serving the House of Dha.

Allowances have a formula which includes a base rate (equal to the character's zero-rank allowance) plus an additional number of credits per character rank (i.e., higher ranking officials are given a larger allowance).

A bio warrior, for example, has the following allowance formula: 750 + 110 cr per rank.

A second rank bio warrior would therefore receive an allowance of 970 cr — 750 + 110 x2 = 970.

When characters first join Dha, they will be given an initial "bonus" allowance, to help them equip for their first mission. This is the only time they will be paid *before* a mission. Dha also pays for all fundamental living expenses: food, clothing, housing, etc. Thus, all mission allowances are for personal use, enabling each Dha member to purchase or lease any required equipment. Because of this, Dha only pays allowances after a character completes a mission or some other significant task.

Dha allowances works a lot like hazard pay. Depending upon the severity of the mission, its length, and the team's success, characters may receive anywhere from half to all of their allowance per mission.

One benefit of joining Dha is that members (characters) may stockpile their allowance, keeping the excess credits for their own, even after leaving Dha service. Likewise, all equipment which has been purchased actually belongs to the characters. However, leased items (see below) are considered to be Dha owned until the final lease payment has been made.

Salvage Rights

Besides mission allowance, Dha members may also acquire items and wealth through Dha's salvage program. Items which are found or "acquired" upon a mission are classified as salvage — including credits and other valuables.

Upon mission debriefing (i.e., when the mission is complete) the debriefing officer will ask the team to report all salvage (including acquired credits). The officer will then exercise Dha's salvage rights. Characters are entitled to keep half of all salvage. However, once the characters' share of salvage equals their mission allowance, Dha takes 100% of the remaining salvage. The exact manner in which the salvage is divided between Dha and the team is handled by the debriefing officer through negotiation. Usually, Dha lets the characters select their share from among the available salvage. The GM is encouraged to use discretion here. Dha scientists will want to analyze an alien weapon, for example, but may return it to the team in a few weeks.

Selling Equipment

Equipment (weapons, armor, items, etc.) can be sold to Dha for 10% the actual value, including salvaged equipment.

Leasing to Own

Dha has a special feature that allows its members to obtain needed equipment through installments. This feature is called "lease to own." Equipment that is used up or unreturnable may not be leased; these items include grenades, slap packs, etc.

A leased item is gained immediately upon making the first lease payment. Payments are equal to 10% of the item's actual cost. After 12 payments the item is fully owned by the character and no future payments on that item are due. At least one payment must be made before each mission. Otherwise, the item is repossessed — taken back by Dha. There is nothing wrong with leasing an item for only a single mission or a set of missions — just remember that when the item is repossessed, you don't get any of your lease payments back.

There are consequences to losing or damaging a leased item. If the item was lost or destroyed through negligence of the character, they will be held accountable for the remaining payments, and they must complete all 12 payments. If they do not make at least one payment per mission, Dha will repossess other equipment to make up the difference. However, if the item is lost or destroyed in the line of duty, Dha will take the loss and your character will owe nothing.

Total disrespect for this program such as leasing an item, selling it, and then telling Dha you lost it in the line of duty will result in severe punishment when discovered. Such individuals have been thrown out of Dha or imprisoned, although the common penalty is having to pay triple the amount owed, and never again being allowed to lease.

Chapter Benefits

Some chapters allow their members to buy items for half price. In this case, characters may also lease to own such items, in which case they make six normal payments, instead of 12.

Bio-Pool

Bio-pool access is a membership benefit of some Dha Chapters. Bio pools are commonly run by Kryll. Although anyone may purchase bio items on the black market, one can only legally purchase these items through such a pool.

Bio-pools are merchant areas that sell living organisms as equipment and weapons. In general, this practice is frowned upon in the Guild, which officially disapproves of the outright ownership of other life-forms (although some pets are allowed). However, licensed bio-pools are authorized to sell bio-tech items to select individuals who have authorized access.

The second benefit of bio-pool access stems from Kryll custom. Kryll traditionally live in a hive society in which the concept of "ownership" has no meaning. Each Kryll uses an item when needed and exchanges it for other items as desired. This concept has carried over into the bio-pool. Those with access may freely exchange bio-items at a 1:1 credit ratio. This assumes that the trade-ins are in good shape and fully functional. Obviously, items which are used up may not be traded in.



Vision/Light

The ability to see is often of paramount importance in roleplaying. Sight requires the proper type of light or radiation to illuminate the subject.

To fully understand vision, it is helpful to understand light. Light is also known as "electromagnetic radiation" and is indeed, a form of radiation. The entire "spectrum of light" ranges from electric waves to gamma rays as per Table 20.

Table 20: Spectrum of Light

Electric Waves
Radio Waves
Infrared Rays
Visible Light
Ultraviolet Rays
X Rays
Gamma Rays

Anthropos (and humans) can perceive only visible light (from the visible spectrum). Other races may perceive light from other parts of the spectrum. For example, Calemora see in the infrared spectrum. This form of vision is known as "infravision."

The two most common forms of vision are described below.

Visible: Humans see with visible light vision. Visible light can penetrate air without much interference. Glass and water can be penetrated for several dozen feet.

Infrared: The infrared spectrum is also known as "radiant heat." Hot things appear red and cold things appear blue to black. Because an item's temperature changes, the perceived "color" of the item also changes, making infravision very volatile. A scene is an ever-changing pattern of scintillating colors.

This means that those with infravision see heat rather than light. Their brains do not process visible light, but instead perceive objects in shades of color from white (hot) to black (cold). The hot sun would appear bright, while a cold ice cube would appear black. As objects change temperature, their color changes as well. An ordinary rock would appear dark normally, but lighten as it was heated. Objects with multiple temperatures (such as characters) will appear all shades of color, constantly changing as one part of the body heats or cools.



Many races wonder how infravision sees anything at all. The air itself, for example, is rarely a single temperature, but is full of eddies and currents and temperature variations. An individual with infravision walking into a hot room, for example, might be thermally "blinded" by the sudden change. To compensate for this, those with infravision have the natural ability to filter out certain temperature bands, in effect "focusing" their infrared vision on certain specific thermal levels.

Of course, heating a room to an individual's normal body temperature is one way of partially disguising oneself from infravision, but infravision is accurate enough to detect even the minute variations of an individual's body temperature.

Random currents of air can also distract infravision, but most have learned to filter out atmospheric disturbances and concentrate on more important images.

Those with infravision are also excellent trackers because of their heat vision. An individual leaning against a wall will leave a thermal pattern behind for several minutes even after leaving the area. Footprints retain their heat for some time after being made, as well, allowing infravision to determine not only where, but when, a given footprint was made. Completely cold tracks cannot be followed, however.

Stars emit a fair amount of infrared light making vision possible during daylight. Since the infrared band of light is adjacent to the visible band, visible forms of light (flashlights, etc.) emit some infrared light. On the average a visible light source appears half as bright to infrared vision. "Hot" light sources (candles, torches, etc.) produce large amounts of infrared light. In fact, a single candle flame is as bright to infravision as a lantern is to human vision.

Infravision also functions at night since color is based upon temperatures, so anything which emits heat can be seen. This makes plants, animals, and even the ground visible as all of these things emit heat. The hotter an item, the brighter it appears and the easier it is to see. Thus, warm blooded animals are rather easy to see, even at night.

Some special considerations when using infravision follow:

- You can track animals shortly after they have passed — their feet warm up the ground leaving behind infrared "foot prints."
- If someone leans on a thin wall (or a wall which conducts heat well), a silhouette may show up on the other side of the wall.
- Warm or cold air currents can obstruct vision as the very air itself will be "seen."
- Infravision can be used to see if something is dead or not — living things typically give off more heat.
- To "hide" from infravision, individuals need to mask their temperature, making it blend in with the surroundings.
- Very warm things will heat the air around them producing an infrared aura.
- Those with infravision can typically see only half the distance as normal vision due to the effects of varying air temperatures.

Starlight

Starlight is the ability to see in starlight as most would see during the daytime. With starlight a single candle flame is sufficient to light up an entire stadium sized area. A typical computer diode (little red light) sufficiently lights up a good sized room.

Starlight can function in addition to any form of vision: visible, infrared, etc.

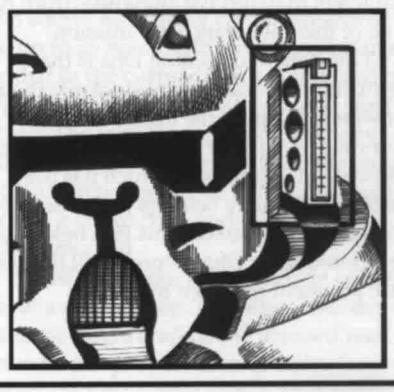
Color/Monochrome

All sight, regardless of the spectral range, comes in one of two forms: color or monochrome. Colored vision means that items appear to have different colors: red, orange, yellow, green, blue, indigo, violet, etc. Monochrome vision indicates that everything is viewed in "shades of gray" — like a black and white television. Actually, "shades of gray" is called "white" monochrome. Monochrome vision could be red, blue, green, or any other color. Items are seen in shades of the indicated color.

Field of View

Field of view indicates how much of the surroundings can be seen through peripheral vision (i.e., without turning one's head. Field of view will always be indicated in degrees. For example, Anthropos, like their human ancestors, have a 180 degree (half a circle) field of view.

Among other things, field of view is used to determine if a rear attack is seen or not.



Energy

In the Guild Space™ Setting, energy is far more prevalent and readily available than in reality. About eighty years ago The Company began mass production of the *Q-cell*. Although Q-cells had been around for several hundred years, they were too costly to produce on a large scale.

Q-Cell stands for *Quantum Energy Cell*. A Q-Cell uses the concepts of quantum mechanics to channel quantum particles and energy from surrounding space and convert them into usable energy.

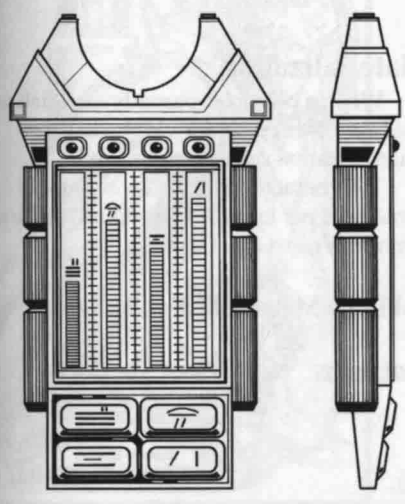
Although power packs, power cells, and small back-pack sized nuclear power plants exist and are prevalent, most player characters will have access to more modern equipment which uses Q-Cell technology.

In fact, almost all equipment in the *Equipment Manual* comes standard with Q-cells (if energy is needed).

If an item uses large bursts of energy (such as energy weapons), then the Q-cell will be coupled to a capacitor. The capacitor acts like an energy storage tank (or battery) and the Q-cell is the generator which charges it up. For example, a laser pistol has both a capacitor and Q-cell as indicated by its ammo rating, "20/5 min." This notation indicates that the capacitor stores enough energy for 20 shots and that the Q-cell replenishes the capacitor at the rate of one shot every five minutes.

The standard unit of energy is the surge (abbreviated srg). One surge is roughly the equivalent of one point of damage potential. Thus, a 10L weapon uses 10 surge per shot, a 10M weapon uses 20, etc.

In the high tech universe of the Guild Space™ Setting, energy is virtually free in low quantities (100 surge is worth about a credit). Finding a buyer of raw energy (even in large quantities) is not profitable, as most buy Q-cell arrays, or some other form of power generation system.



Hazards

Poisoned? Falling? Materializing into solid stone? Then this is the rule section for you. It contains the rules which govern most of the common "Hazards" which occur in a MetaScape™ Game. Each hazard is detailed below in alphabetical order.

If you can't find a description of the hazard you are looking for, you will have to ad-lib. To help, you might try examining a similar hazard.

Table 21: Hazards

Hazard	Description
Brain Damage	Mental Damage
Falling	Intentional or not
Fatigue	Overexertion
Fear	Scared
Freezing	Too Cold
Heat	Too Hot
Materialization	Power Malfunction
Panic	Irrational Behavior
Poison	Poisoned
Sleep Deprivation	Lack of Sleep
Starvation/Thirst	Lack of Food/Water
Suffocation	Suffocation/Drowning
Vacuum	Exposure to Outer Space or Other Airless Conditions

Brain Damage

Brain damage is a WP check vs a GM set difficulty. Failure indicates that the character has suffered brain damage.

Below are several possible results of brain damage. Results run from least to most severe. You may have a player roll randomly, or may select the result based upon how bad the check failed. Feel free to come up with your own results as well.

1 — Insanity: Each hour the character must make a WP(15) check or function as if panicked.

2 — Phobia: The character gains an irrational fear of a common situation or object (select something related to this check).

3 — Retardation: A permanent -1c is applied to the character's intelligence.

4 — Broken Mind: A permanent -1c is applied to the character's WP.

5 — Fearful: Any time the character fails a shock roll, the character becomes fearful (see fear).

6 — Fearful: If this character has a supernatural power, the ability to use it is permanently lost.

If you rule that the effect is temporary, you may have the player roll WP check at the beginning of each new gaming session in which the character is to be played. A result of 50 or more indicates that character has recovered. You may also allow a character to buy off an effect upon attaining next rank for 10-20AP.

Falling

If a fall results accidentally or is not planned for, damage equals the number of feet fallen.

Any character can intentionally leap or drop a number of feet equal to their height. For greater heights, damage equals half the total number of feet fallen.

Note: a character who hangs over the edge of a 20' ledge and drops only falls the distance from the bottom of his or her feet to the floor.

A character who tries to grab something while falling must roll Dex vs a GM set Dif. If the grabbed item is not at the top of the fall, the character will need to make a Str check vs feet fallen so far in order to hold on (this may also cause damage).

An armor check is allowed to reduce the amount of falling damage (a great armor roll can be interpreted as a "lucky" landing as well as actual damage absorption).

Fatigue

Due to the numerous causes and types of fatigue, the following rules are general and flexible. A lot of ad-lib GMing will likely be needed.

In general, fatigue comes in one of two varieties: physical and mental. Physical fatigue should be checked vs FR and mental fatigue should be checked vs WP.

GMs who are good at ad-libbing, can have a character roll an open ended check and adjudicate the results as they see fit.

If you prefer more structure, select a difficulty and a number of rolls. For example, "Make three WP (10) checks." Each failure lowers all applicable abilities by -1d.

If you wish to target specific abilities, you may. Let's say a player insists on constantly having his character carry a rifle "at the ready." You may decide to have the character check for arm fatigue (vs For) when he gets ready to fire. Penalties would apply to his Atk due to his fatigued and shaky arm.

Fear

There are three severities of fear: scared, fearful, and terror. Most causes of fear will indicate the proper severity. Otherwise you may choose, have the character make an open-ended shock roll, or have the character make a shock check on table 22.

Table 22: Fear Severity

Shock Result	Severity
0-5	Terror
6-10	Fearful
11+	Scared

Depending upon the source of the fear, you may apply modifiers to the characters shock roll.

Scared: A scared character will attempt to keep his or her distance from the source of the fear (generally this just calls for good roleplaying). The character will not act irrationally. However, if the player wants the character to approach or deal directly with the source of the fear, the character must make a WP (10) check or become truly fearful (see below). Once the source of the scare is out of sight, this type of fear ends.

Fearful: A fearful character will take any reasonable step to flee from the object of the fear. The character will not act irrationally unless stopped or trapped. In this case, the character must make a WP (20) check or become truly terrified. The fear ends once the character is safely away from the source of the fear. If a similar event occurs later in the character's life, the character will respond as if scared.

Terrified: A truly terrified character is irrational and will do anything to get away from the source of the terror. This includes fighting anyone (friend or foe) who attempts to block the character's retreat. Such characters will have no qualms about using their most effective power or weapon to escape. They will not feel safe until they remove themselves from the area in which the terror exists. If anyone tries to slow them down (let alone stop them) from fleeing, they will attempt to break free or kill the one restraining them unless a WP(30) check succeeds. Characters who are confronted with the same source of terror in future gaming sessions will immediately react as if fearful.

Freezing

Most characters can withstand freezing temperatures for a number of rounds equal to their Fortitude value. Once this time is up, freezing rolls must be made.

Freezing rolls are a modified FR check vs a difficulty which the GM sets. These rolls should be made at a set frequency (i.e., once every "X" number of rounds or minutes) based upon the severity of the cold. If the roll fails, the character suffers an amount of wounds (frost bite) equal to the amount of failure. A roll of 12 vs a 20 Dif therefore results in 20 - 12 or 8 points of wounds.

It is easiest (and perhaps best) to ad-lib the FR difficulty, FR modifiers, and the frequency of the checks. However, the following tables provide suggested guidelines for the GM.

Table 23: Freezing Dif and Freq.

Temperature (Fahrenheit)	Dif	Roll Freq.
30	0	—
10	3	30 min
0	5	15 min
-10	10	10 min
-20	12	5 min
-30	15	2rnd
-40	20	2 rnd
-50	25	2 rnd
-75	30	2 rnd
-100	35	1 rnd
-150	40	1 rnd
-200	50	1 rnd

Table 24: Freezing Modifiers (FR)

Situation		Adj
Activity:		
	Sleeping	-1c
	Sitting	-1d
	Walking	—
	Working	+1d
	Fighting	+1c
Home Planet:		
	Desert	-1c
	Arth	0
	Frozen Waste	+1c
Race:		
	Cold Blooded	-2d
	Mechnoid	+1t
Clothing:		
	None	-2c
	Light	-1c
	Average	-1d
	Adequate	—
	Good	+1d
	Heavy	+1c
	Environmental	+1t

Heat

As with freezing, characters can typically last a number of rounds equal to their FR value before making heat checks.

Heat checks are nearly identical to Freezing checks: a modified FR is rolled vs a Dif at a set frequency based upon the temperature. For specifics refer to the freezing hazard above.

Table 25: Heat Dif and Freq.

Temperature (Fahrenheit)	Dif	Roll Freq.
100	0	—
110	3	15 min
120	12	10 rnd
130	15	5 min
140	20	2 rnd
150	25	2 rnd
175	30	2 rnd
200	35	1 rnd
250	40	1 rnd
300	50	1 rnd

Table 26: Heat Modifiers (FR)

Situation		Adj
Activity:		
	Sleeping	+2d
	Sitting	—
	Walking	-1d
	Working	-2c
	Fighting	-1c
Home Planet:		
	Desert	+1c
	Arth	0
	Frozen Waste	-1c
Race:		
	Cold Blooded	+2d
	Mechnoid	+1t
Clothing:		
	Environmental	+1c
	None	+1d
	Light	—
	Average	-1d
	Heavy	-1c

Materialization

When a character partially materializes inside another object (or vice versa), the materialization rules must be used.

The character receives an amount of damage as per table 27 below. Only natural armor can resist this Dmg.

Table 27: Materialization Dmg

% of Body	Dmg
25	10
50	20
75	30
100	40

If the character's head or chest are included in the materialization, the character must make suffocation rolls as well.

Panic

Panic is an irrational state of mind. If you wish to determine if a character is panicked, have the player make a WP check vs an appropriate difficulty. If the roll fails, you may make up an effect or select one of the following.

1 — Fearful: Character responds as if afraid (see fear)

2 — Paralysis: The Character will fall down and do nothing until a WP (15) roll succeeds.

3 — Frenzy: The character will attack the nearest target until it is destroyed, and continue in this mode until a WP(15) succeeds.

4 — Faint: The character faints. A good slap or shaking will wake the character, otherwise, a WP (15) check must succeed for the character to wake up.

5 — Bolt: The character will madly run in a random direction at top speed until a WP (15) check succeeds.

6 — Frantic Search: The character will search the area frantically for an "unknown" item until a WP (15) check succeeds. Characters will tear through their own equipment (tossing items around aimlessly) and search over the bodies of friends and enemies.

The indicated WP checks may be made once per round.

Poison

Major poisons in the Guild Space™ Setting are described in the *Equipment Manual*. The general rule is that a FR check vs the poison's Dif is made. If failed, the poison takes effect.



Radiation

Armor helps protect against radiation. However, if any radiation wounding damage is taken, the character must make a FR check vs the amount of damage. Failure indicates an additional side effect occurs from the following table.

1 — Cancer: Character must make a FR (# of missions) check before each mission or die.

2 — Burns: Blisters form on the skin for an additional 20 points of damage. Roll against FR instead of armor to reduce the damage.

3 — Blindness: Blindness occurs unless a FR (15) check succeeds. Each day another FR check may be made to regain sight (however, the difficulty doubles with every failure).

4 — Immune Failure: All checks against diseases and poisons are made at -1c permanently.

5 — Hair Loss: Roll an open-ended FR check to see how much hair falls out (generally anything below a 10 indicates all of it).

6 — Nausea: The character will remain nauseous until a FR (20) check succeeds. Roll once every 15 minutes.

Sleep Deprivation

Active characters engaging in physical activity can force themselves to stay awake for WP level days. After that, characters must make a WP check vs total days or fall unconscious (check once a day).

Starvation/Thirst

Characters can go without food for a number of days equal to their FR value. After this, they must make a FR check vs total days or fall unconscious (check once a day).

Characters can go without water for a number of days equal to their FR level. After this, they must make a FR check vs total days or fall unconscious (check once a day).

Once unconscious, the character must make a FR check vs the number of hours spent unconscious or die (check each hour).

Suffocation/Drowning

These two situations result from similar effects — characters being deprived of oxygen. Note that races which do not breath (such as the Shanask) need not worry about suffocation.

A character who manages to get a lung full of air before being suffocated or submerged can hold his or her breath for a number of rounds equal to WP level (6L = 1, 8L = 2, 10L = 3, etc.). Rounds are counted on the character's Initiative (i.e., 1 could come this round or next). If the character wasn't prepared (i.e., no lung full of air), start the suffocation phase immediately.

Once the character's air runs out, the player must make a WP check on each Initiative in order to avoid passing out. The difficulty is five times the number of rounds which required rolls (e.g., 5, 10, 15, 20, 25, etc.)

A character who passes out is considered to have inhaled. This results in death if the character is in water. If the character has no breathable air, the character must make a Vit (rnds x5) check each Initiative. These Vitality checks start at 5. Once this roll fails, the character is dead.

In either case, the player should still keep track of total elapsed rounds. This number is the typical *first aid* or *medtech* Dif to revive the character once the adverse conditions are eliminated. The number of rounds is also the Dif vs FR which the character must roll to avoid brain damage if revived (see brain damage hazard).

Vacuum

Being exposed to vacuum is a VERY BAD THING! Suffocation rules take effect immediately (characters who attempt to breathe in space pass out immediately).

If the character's ears are subject to the vacuum, the character must make an immediate FR check Dif 10 to check for ear drum rupture. And if that isn't bad enough, read on.

The character is subject to 10 points of Damage each round. Only natural armor can reduce this Damage.

The following table sums up all of these checks, including suffocation effects:

Table 28: Vacuum Effects

Abil	Dif	Effect/Notes
WP	5xRnds	fall unconscious
For	10	Ear drum rupture
AR	10	Dmg vs NAR only

Die Related Tables

Table 1: Rating/Value/Level

Rating	Value	Level
6L	6	1
8L	8	2
10L	10	3
6M	12	4
8M	16	5
10M	20	6
6H	24	7
8H	32	8
10H	40	9
6LV	60	10
8LV	80	11
10LV	100	12

Table 6: Difficulties

Dif	Description
1	Automatic
2	Extremely Easy
5	Easy
8	Fairly Easy
10	Average
15	Moderate
20	Challenging
30	Hard
40	Very Difficult
50	Extremely Difficult
100+	Almost Impossible

Table 7: Value-Rating Conversion

Simple Value	Rating	Balanced Value
1	10LB	1
2	10MB	2
3	8HB	3
4	10HB	4
5-6	6L	5-6
7-8	8L	7-8
9-10	10L	9-10
11-12	6M	11-13
13-16	8M	14-18
17-20	10M	19-21
21-24	6H	22-27
25-32	8H	28-35
33-40	10H	36-49
41-60	6LT	50-69
61-80	8LT	70-89
81-100	10LT	90-109

Table 3: Types

Type	Name	Size	Zeroes
B	Bantam	x1/10	-1
P	Personal	x1	—
V	Vehicle	x10	1
S	Ship	x100	2
W	World	x1000	3
C	Celestial	x10,000	4
G	Galactic	x100,000	5
U	Universal	x1,000,000	6

Table 4: Complete Doubling Table

Notation	Name
LB	Light-Bantam
MB	Medium-Bantam
HB	Heavy- Bantam
LP[1]	Light-Personal
MP	Medium-Personal
HP	Heavy-Personal
LV	Light-Vehicle
MV	Medium-Vehicle
HV	Heavy-Vehicle
LS	Light-Ship
MS	Medium-Ship
HS	Heavy-Ship
LW	Light-World
MW	Medium-World
HW	Heavy-World
LC	Light-Celestial
MC	Medium-Celestial
HC	Heavy-Celestial
LG	Light-Galactic
MG	Medium-Galactic
HG	Heavy-Galactic
LU	Light-Universal
MU	Medium-Universal
HU	Heavy-Universal

Hazzard Tables

Table 21: Hazards

Hazard	Description
Brain Damage	Mental Damage
Falling	Intentional or not
Fatigue	Overexertion
Fear	Scared
Freezing	Too Cold
Heat	Too Hot
Materialization	Power Malfunction
Panic	Irrational Behavior
Poison	Poisoned
Sleep Deprivation	Lack of Sleep
Starvation/Thirst	Lack of Food/Water
Suffocation	Suffocation/Drowning
Vacuum	Exposure to Outer Space or Other Airless Conditions

Table 22: Fear Severity

Shock Result	Severity
0-5	Terror
6-10	Fearful
11+	Scared

Table 23: Freezing Dif and Freq.

Temperature (Fahrenheit)	Dif	Roll Freq.
30	0	—
10	3	30 min
0	5	15 min
-10	10	10 min
-20	12	5 min
-30	15	2rnd
-40	20	2 rnd
-50	25	2 rnd
-75	30	2 rnd
-100	35	1 rnd
-150	40	1 rnd
-200	50	1 rnd

Table 24: Freezing Modifiers (FR)

Situation		Adj
Activity:		
	Sleeping	-1c
	Sitting	-1d
	Walking	—
	Working	+1d
	Fighting	+1c
Home Planet:		
	Desert	-1c
	Arth	0
	Frozen Waste	+1c
Race:		
	Cold Blooded	-2d
	Mechnoid	+1t
Clothing:		
	None	-2c
	Light	-1c
	Average	-1d
	Adequate	—
	Good	+1d
	Heavy	+1c
	Environmental	+1t

Table 25: Heat Dif and Freq.

Temperature (Fahrenheit)	Dif	Roll Freq.
100	0	—
110	3	15 min
120	12	10 rnd
130	15	5 min
140	20	2 rnd
150	25	2 rnd
175	30	2 rnd
200	35	1 rnd
250	40	1 rnd
300	50	1 rnd

Table 26: Heat Modifiers (FR)

Situation		Adj
Activity:		
	Sleeping	+2d
	Sitting	—
	Walking	-1d
	Working	-2c
	Fighting	-1c
Home Planet:		
	Desert	+1c
	Arth	0
	Frozen Waste	-1c
Race:		
	Cold Blooded	+2d
	Mechnoid	+1t
Clothing:		
	Environmental	+1c
	None	+1d
	Light	—
	Average	-1d
	Heavy	-1c

Table 27: Materialization Dmg

% of Body	Dmg
25	10
50	20
75	30
100	40

Table 28: Vacuum Effects

Abil	Dif	Effect/Notes
WP	5xRnds	fall unconscious
For	10	Ear drum rupture

Combat Related Tables

Table 14: Defense Modifiers

Mod	Situation
+1d	25% cover
+2d	50% cover
+1c	75% cover
+2c	Using a weapon port
+1c	Defending while prone (vs ranged)
-1c	Defending while prone (vs melee)

Table 15: Attack Modifiers

Mod	Situation
+1d	Attacker is hard to see
+1c	Attacker is invisible
+1d	Expected attack from behind
+1c	Unexpected attack
+2c	Unexpected attack from behind

Table 13: Mixed Type Combat Adjs

Attacker	Defender	PC Atk	PC Def
Personal	Personal	—	—
Personal	Vehicle	+1c	-1c
Personal	Ship	+2c	-2c
Vehicle	Personal	-1c	+1c
Vehicle	Vehicle	—	—
Vehicle	Ship	+1c	-1c
Ship	Personal	-2c	+2c
Ship	Vehicle	-1c	+1c
Ship	Ship	—	—

Table 16: Vehicle Maneuvers

Mvt Pts	Maneuver
1	Move 1 square forward
2	Move 1 square backward
2	Turn 45°
4	Turn 90°
8	Turn 135°
16	Turn 180°

Table 17: Ship Maneuvers

MR Pnts	Maneuver
1	Move 1 square forward
2	Slip 1 sq diagonally
4	Slip 1 sq sideways
2	Turn 45°
4	Turn 90°
8	Turn 135°
16	Turn 180°

Table 9: Vehicle Systems

Die Roll	System
1	Central Computer
2	Engine
3	Life Support
4	Scanners/Sensors
5	Station (Comm, Ast, etc.)
6	Weapon System
7	Shields
8	Turret
9-10	Other/Minor System (GM's choice)

Table 11: Ship Systems

d10 roll 1-5

Die roll	System
1	Shield
2	Central Computer
3	Cloaking Device
4	Life Support
5	Scanners/Sensors
6	Main Drive
7	Weapon System
8	Inertial Dampers
9	Sublight Drive
10	Other/Minor System (GM's choice)

d10 roll 6-10

Die Roll	System
1	View Screen
2	Lab (Science, Eng, etc.)
3	Artificial Gravity
4	Tractor/Repulsor Beam
5	Communications
6	Turret
7	Transporters
8	Escape/Assault Pods
9	Station (Comm, Med, etc.)
10	Other/Minor System (GM's choice)

Table 10: System Failure

d8	Effect	Atk/Dmg	Repair Dif
1-3	Failure	None	CD
4-5	Fire	CDx2	CDx2
6-7	Blow-out	CDx5	CDx5
8	Explosion	CDx10x	CDx10

Character Generation

1. Select a race
2. Record player name on all sheets
3. APs = 100 + player rank
   - only use Unused APs (not Total APs)
4. Rank = 0
5. Copy racial information
   - Age = your roll or older
   - Height and weight are generated with the same die roll
   - Your character may be shorter and weight may vary
   - Luck boxes = Luck level
   - Vitality maximum = Vit value
6. Record any powers on power sheet
   - Don't forget your player name
   - Look up the power for specifics on Power Points and regain rate
7. Select a chapter from the House of Dha
   - Make sure your character's race is eligible
8. Record House of Dha information
   - Fill out dossier — Guild, Dha, etc.
   - Record House of Dha training
9. Record chapter information
   - A summary of specialization effects are listed here
10. Spend remaining APs
    - Learn or improve abilities
    - Remember enhancements, especially those marked with an asterisk "*"
    - Handicaps can be taken to increase Unused APs (but not Total APs)
11. Purchase equipment
12. Add up encumbrance
13. Determine MR and copy it to the front
14. Select character name
15. Select a team name
16. Make a sketch
17. Start a journal

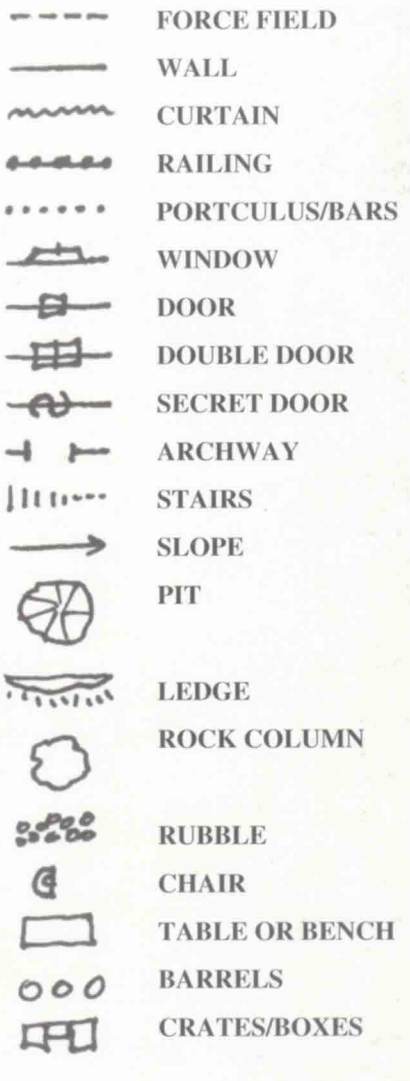
Table 8: Rank/AP Schedule

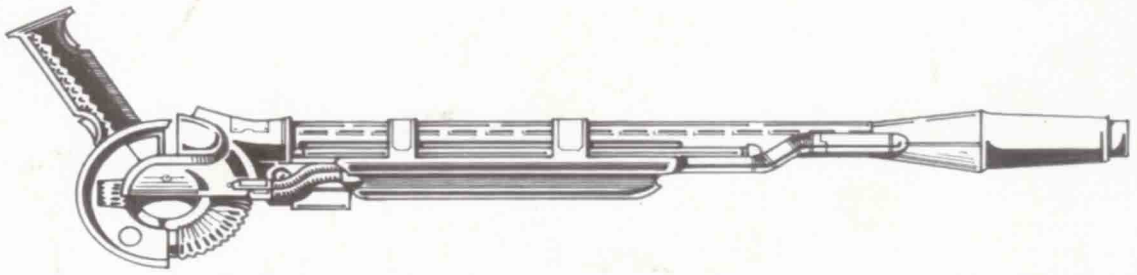
Rank	Name	AP
0	Initiate	0
1	Rank-1	100
2	Rank-2	200
3	Rank-3	300
4	Rank-4	400
5	Rank-5	500
6	Rank-6	600
7	Rank-7	700
8	Rank-8	800
9	Rank-9	900
10	Rank-10	1000
11-20	Rank- 11-20	+200/rank
21-30	Rank- 21-30	+300/rank

Table 19: Chip Color

Chip Color	Max Cr
White	1
Red	5
Orange	10
Yellow	25
Green	50
Blue	100
Indigo	1000
Violet	10,000
Gray	100,000
Black	1,000,000

Map Symbols





The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders:

1-800-880-8880

TGL#10100
7 61769 10100 0
ISBN 1-56974-001-1

© 1993 Dream Quest Games, Ltd., All Rights Reserved

Rule Book

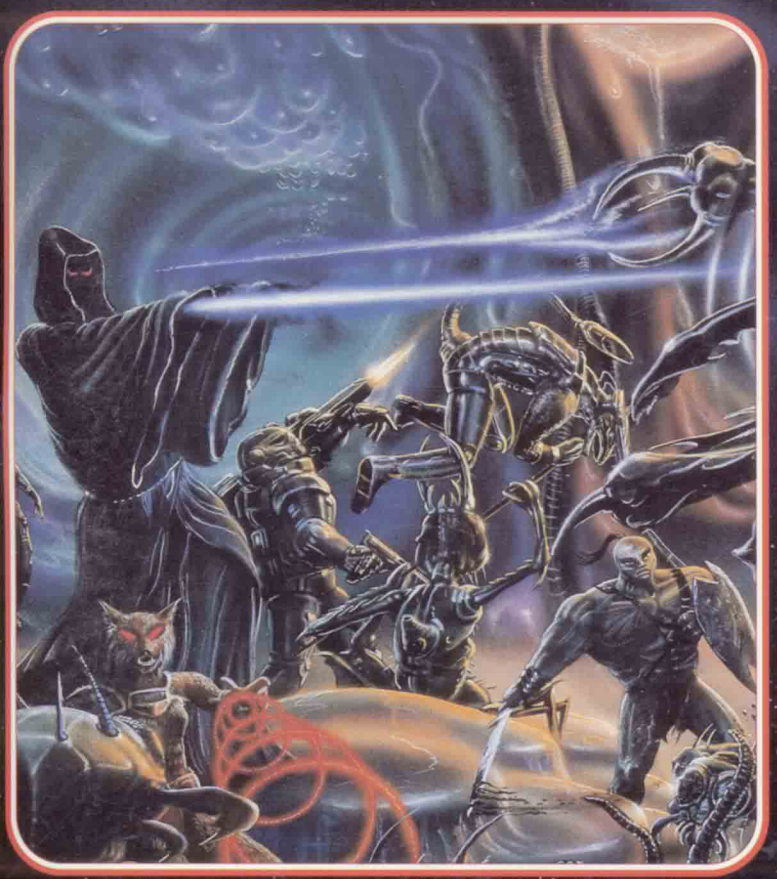
#10201

METASCAPE

GUILD SPACE

Character Manual

Character Generation, Races, Chapters, Enhancements, Skills, Specializations, and Powers



GAMELORDS

Character Manual

Character Generation, Races, Chapters, Enhancements, Skills, Specializations, and Powers

Production

Concept: Blake Mobley
Design: Blake Mobley, Anthony Pryor, David Webb
Development: Blake Mobley, Anthony Pryor, David Webb
Text Edit: Jeannie Davis, Anthony Pryor
Color Art: Mark Maxwell
B/W Art: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson
Cartography: Blake Mobley
Mianture Sculpting: Sandra Garrity
Layout: Blake Mobley, Renay Mobley, Dianna Mobley, Anthony Pryor, David Webb

Playtesters

Colorado: Phillip Bagga, Heather Bergenheier, Mike Bergenheier, Sherri Brown, Clint Collins, Christine Cook, Monte Cook, Ron Deike, Carol Dorsett, Will Grady, David Griffin, Ellen Garrett, Joe Garrett Jr., Jared Livingston, Steve Maybury, Ivan Medlin, Blake Mobley, Renay Mobley, Matt Munson, Jason Muxlow, Cory Neilson, Anthony Pryor, Jon Rehborg, Chad Rodriguez, Steve Tobin, Charlie Bill Vincent, Dave Webb

Washington: Jeff Doering, Marisella Lockhart, Steve Lockhart, Jamie Poe, Nick Singer, Todd Sunstead

Oregon: Joseph Becker,Robert Becker, Greg Casebeer, Scott Casebeer, Tom Coughlin, Pauline Dougherty, Henry Kalani, Mark Mongillo, Tom Steward

Special Thanks

From Blake Mobley To:

- Renay Mobley (my wife) - for her support, generosity, and love
- David Webb and Anthony Pryor - for their extraordinary devotion to this project
- My Family - for their support and assistance
- The Limited Partners - for their support and belief in this project
- Ron and Wei Lin - for sharing in and supporting my dream
- Peg & Bill Thorpe - for their generosity
- Pyramid Printing Staff - for their assistance and patience on this project
- The Meeker Community - for my inspiration and peace of mind

"Mechanoids" and "The Mechanoid Invasion" are registered trademarks owned by Kevin Siembieda. Neither these trademarks nor "Mechnoids" may be used without express written permission of Kevin Siembieda

METASCAPE, GUILD SPACE, and GAME LORDS are all trademarks owned or licensed by Dream Quest Games, Ltd.

© 1993 Dream Quest Games, Ltd., All Rights Reserved. Printed in the U.S.A.

This work is protected under the copyright laws of the United States of America. Any reproduction or unautorized use of the material or artwork contained herein is prohibited without the express written permission of Dream Quest Games, Ltd.

ISBN 1-56974-003-8

Product #10201

The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders Call:

1-800-880-8880



Table of Contents

Introduction **4**
Character Generation **4**
Summary 4
Races **5**
Anthropos 6
Calemora 7
Draca 8
Kryll 9
Shanask 10
Zin-Shee Female 11
Zin-Shee Male 12
House of Dha **13**
Dossier 13
Benefits 13
Chapters of Dha **14**
Chapter layout 14
Bio Warrior 15
Bio Gunner 15
Cyber Warrior 16
Destron 17
Dragon 18
Marine 19
Mensi 20
Mutak 20
Rogue 21
Warlock 21
Warrior 22
Attributes **23**
Attribute Details 23
Artillery 23
Awareness 23
Biotechnology 23
Body 23
Charisma 23
Cybernetics 24
Defense 24
Dexterity 24
Fortitude 24
Healing 24
Hurled 24
Initiative 24
Intelligence 25
Luck 25
Melee 25
Natural Armor 25
Ranged 25
Shock 25
Speed 25
Strength 26
Technology 26
Vitality 26
Will Power 26
Enhancements **27**
Enhancements 27
Weapon Class Enhancements 27
Note to Game Masters 27
Enhancement Details 28
Aiming Bonus 28
Ambidexterity 28
Anti-Vehicle 28
Armor Penetration 28
Attack Pool 28
Balance 28
Beauty 28
Berserk 28
Block Ranged 28
Bridge Officer 28
Carry More 28
Catch Object 28
Catch Ranged 28
Common Sense 28
Crushing Damage 29
Danger Sense 29
Defense vs Body 29
Defense vs Hurled 29
Defense vs Melee 29
Defense vs Ranged 29
Disarm 29
Double Attack 29
Double Luck 29
Enhanced Hearing 29
Enhanced Jumping 29
Enhanced Smell 29
Enhanced Taste 29
Enhanced Touch 29
Enhanced Use 29
Enhanced Vision 29
Expert Runner 29
Extra Luck 29
Fame 29
Fast Healing 30
Fearless 30
High Death Threshold 30
Impale 30
Improved Field of Vision 30
Languages 30
Life Freeze 30
Light Sleeper 30
Long Range 30
Luck Burn 30
Luck Restore 30
Luck Sustain 30
Move and Attack 30
Multiple Attacks 30
No Emotions 30
Orders 30
Parry 31
Quick Draw 31
Regeneration 31
Resist Cold 31
Resist Disease 31
Resist Heat 31
Resist Mind Control 31
Resist Poison 31
Resist Psionics 31
Resist Sorce 31
Riposte 31
Same Nish 31
Save Nish 31
Sharp Shooter 31
Slow Drain 31
Social Status 31
Specific Opponent 31
Starlight Vision 32
Strong Will 32
Structural Damage 32
Stunning Blow 32
Tactical Analysis 32
Throw Weapon 32
Tight Grip 32
Tight Quarters 32
Tough vs Blunt Weapons 32
Tough vs Edged Weapons 32
Tough vs Energy Weapons 32
Tough vs Projectile Weapons 32
Two Weapons 32
Wealthy 32
Weapons Display 32
Zero-Gravity 32
Handicaps **33**
Handicap Details 33
Absent-minded 33
Bad Balance 33
Bad Defense vs Body 33
Bad Defense vs Hurled 33
Bad Defense vs Melee 33
Bad Defense vs Ranged 33
Bad Jumper 33
Bad Runner 33
Boor 33
Clumsy 33
Color Blind 33
Deep Sleeper 33
Fast Drain 33
Fearful 33
Flirtatious 33
Frail 33
Glass Jaw 34
Greedy 34
Low Cold Tolerance 34
Low Death Threshold 34
Low Heat Tolerance 34
Low Poison Tolerance 34
Night Blindness 34
Pacifist 34
Poor Senses 34
• Poor Hearing 35
• Poor Smell 35
• Poor Taste 35
• Poor Touch 35
• Poor Vision 35
Poverty 35
Short Temper 35
Slovenly 35
Slow 35
Slow Healer 35
Slow Reaction 35
Unattractive 35
Unhealthy 35
Unlucky 35
Very Unlucky 35
Vulnerable vs Blunt Weapons 35
Vulnerable vs Edged Weapons 35
Vulnerable vs Energy Weapons 35
Vulnerable vs Projectile Weapons . 35
Weak Grip 35
Weak will 35
Slow Restore 35
Thick-Headed 35
Tunnel Vision 35

Skills **36**
Skills and Enhancements 37
Skill Details 37
Acrobatics 37
Astrogation 37
Climbing 37
Cloak 37
Computer 37
Comtech 37
Concealment 37
Counter Security 38
Damage Control 38
Demolitions 38
Detect Lie 38
Disguise 38
Dominate 38
Drive Vehicle 38
Empathy 38
Falling 38
Fast Talk 38
First Aid 38
Gambling 39
General Knowledge 39
Interrogate 39
Martial Arts Hold 39
Martial Arts Kick 39
Martial Arts Punch 39
Medtech 40
Navigate 40
Pilot Small Craft 40
Pilot Starship 40
Raise Shields 40
Repair Armor 40
Repair Cybernetics 40
Repair Equipment Item 41
Repair Hull 41
Repair Mechnoid 41
Repair System 41
Repair Weapon 42
Scanners 42
Sensors 42
Ship Gunner 42
Ship Power 42
Stealth 42
Survival 42
Swimming 42
Theft 43
Tracking 43
Tractor/Repulsor Beam 43
Transporter 43
Vehicle Gunner 43
Vehicle Power 43
Specialization **44**
Specialization Details 44
Archer 44
Astrogator 44
Blaster Expert 44
Captain 44
Carbinier 44
Communications 44
Engineer 44
Fighter Pilot 44
Helm 44
Martial Artist 45
Mechanic 45
Medic 45
Pistolier 45
Programmer 45
Pulse Laser Expert 45
Rifle Expert 45
Scientist 45
Spy 45
Survivalist 45
Tactical 45
Tech 45
Thief 45
Vehicle Driver 45
Powers **46**
Power Points 46
Enhancements 46
Ranges 46
Psionics 47
Recording Power Points 47
Learning Enhancements 47
Using Enhancements 47
Regaining Power 47
Blast 48
Blow 48
Encase 48
Jerk 48
Hallucination 48
Haze 48
Hurl 48
Landing 48
Levitate Other 48
Levitate Self 48
Mind Probe 48
Minor Telepathy 48
Move Object 49
Punch 49
Read Surface Thoughts 49
Rend 49
Return 49
Shield 49
Shove 49
Telepathy 49
Other Enhancements 49
Mental Reserves 49
Skill Extension 49
Psychosomatics 50
Recording Power Points 50
Learning Enhancements 50
Using Enhancements 50
Regaining Power 50
Enhancements 51
Body Heal 51
Death Blow 51
Electric palm 51
Hearing Boost 51
Iron Skin 51
Jump 51
Molecular Diffusion 51
Oxygenate 51
Power punch 51
Resist Cold 51
Resist Heat 51
Rough skin 51
Speed 52
Strength Surge 52
Strengthen 52
Stun 52
Super Hearing 52
Super Vision 52
Tough Skin 52
Vision Boost 52
Vitalize 52
Other Enhancements 52
Physical Reserves 52
Skill Extension 52
Sorce 53
Recording Power Points 53
Learning Enhancements 53
Using Enhancements 53
Regaining Power 53
Sorce Color 54
Enhancements 54
Adhere 54
Binding word 54
Choke 54
Death Ray 54
Displace 54
Displace Group 54
Door Hand 54
Door Master 54
Energy Bolt 54
Ghost Walk 55
Glow Globe 55
Heal All 55
Healing 55
Immortal Stance 55
Life Balance 55
Life Drain 55
Light Healing 55
Radiate Fear 55
Shockblast 55
Sorce Field 55
Teleport Self 55
Vampiric Touch 55
Other Enhancements 55
Negative Power Burn 55
Skill Extension 55

Table of Tables

1 Chapters 14
2 Attributes 23
3 Enhancements 27
4 Handicaps 32
5 Skills 36
6 Skill Enhancements 36
7 Specializations 44
8 Psionic Power Regain 47
9 Psionic Skills 47
10 Psionic Enhancements 47
11 Psionic Groups 48
12 Other Psionic Enhancements 48
13 Psychosomatic Skills 50
14 Psychosomatic Enhancements 50
15 Psychosomatic Groups 51
16 Other Psychosoamtic Enhs 51
17 Sorce Skills 53
18 Sorce Enhancemetns 53
19 Sorce Groups 54
20 Other Sorce Enhancements 54
21 Sorce Color 54

Introduction

The *Character Manual* contains everything you will need to create, develop and advance Guild Space™ Setting characters. If you are just learning the game, make sure you read the *Rule Book* first. The general outline for using this book is found in the *Rule Book*. More detailed information regarding AP expenditure, skill selection, etc., may be found in this manual. It is laid out in the order in which you will use it, with character races first, followed by chapter descriptions, attributes, enhancements, skills, specializations, and powers. Players may also refer to this book during play to determine exactly what their skills and enhancements can do.

Character Generation

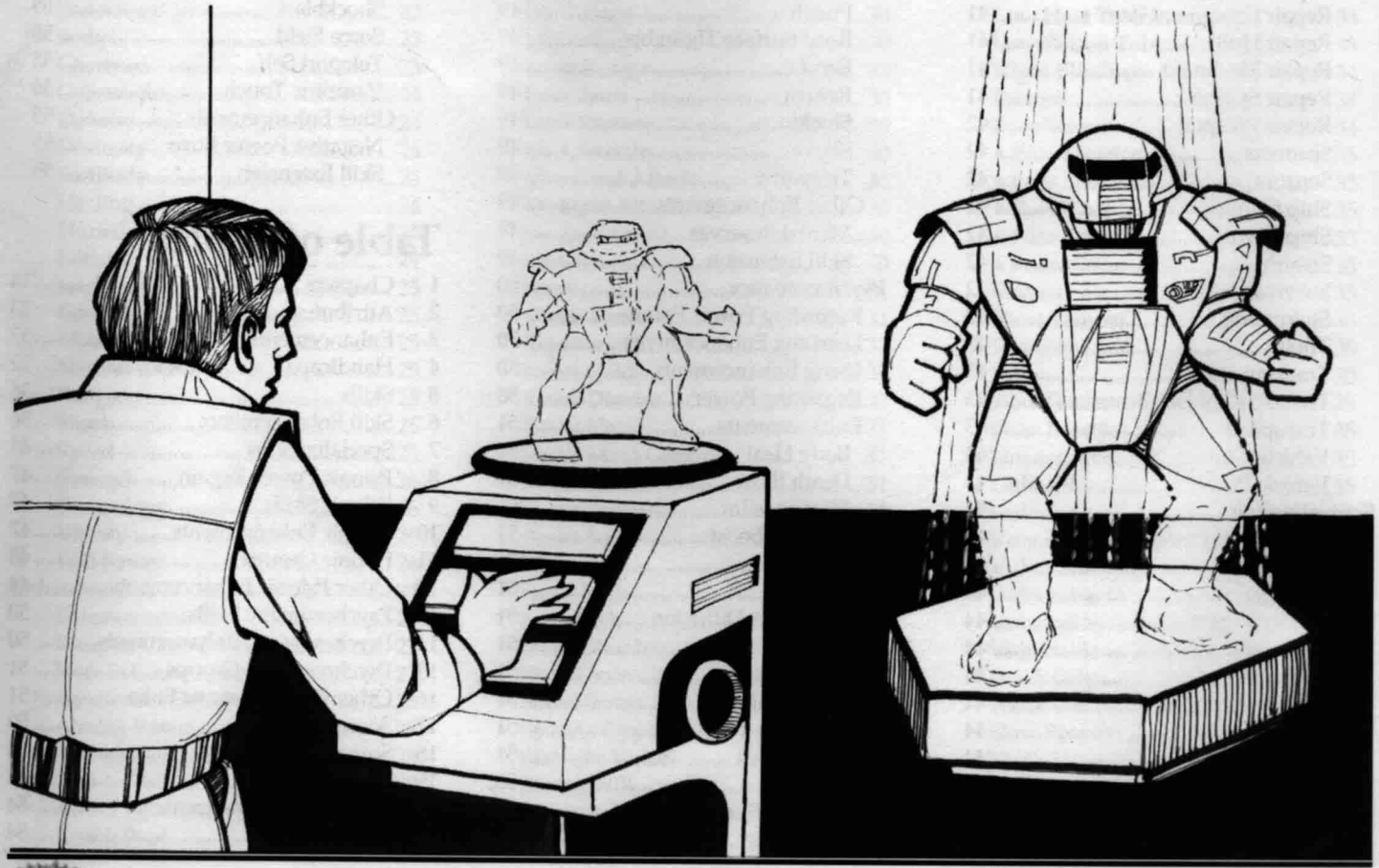
The summarized process of character generation follows. For a fully detailed presentation of character generation along with examples, please refer to *RB, Character Generation*.

Summary

1. Select a race
2. Record player name on all sheets
3. APs = 100 + player rank
   - only use Unused APs (not Total APs)
4. Rank = 0
5. Copy racial information
   - Age = your roll or older
   - Height and weight are generated with the same die roll
   - Your character may be shorter and weight may vary
   - Luck boxes = Luck level
   - Vitality maximum = Vit value
6. Record any powers on power sheet
   - Don't forget your player name
   - Look up the power for specifics on Power Points and regain rate
7. Select a chapter from the House of Dha
   - Make sure your character's race is eligible
8. Record House of Dha information
   - Fill out dossier — Guild, Dha, etc.
   - Record House of Dha training
9. Record chapter information
   - A summary of specialization effects are listed here
10. Spend remaining APs
    - Learn or improve abilities
    - Remember enhancements, especially those marked with an asterisk "*"
    - Handicaps can be taken to increase Unused APs (but not Total APs)
11. Purchase equipment
12. Add up encumbrance
13. Determine MR and copy it to the front
14. Select character name
15. Select a team name
16. Make a sketch
17. Start a journal

The major steps of character creation can be reduced to:

1. Record racial information
2. Record Dha information
3. Record chapter information
4. Spend unused APs
5. Buy equipment
6. Calculate MR
7. Make a journal



Races

The following entries list the basic starting abilities of all player races in the Guild Space™ Setting. All use the same format, providing information which you must copy onto your character sheet (see *RB* for details on character generation). The format is described below.

Race name

Age: The age of a character at generation.

Life Span: The average range of the race's life span, measured in years. If your character should ever become very old, you must make the indicated roll on each of your character's birthdays. Failure indicates that your character will die from old age some time that year.

Sex: Male, female or other.

Hgt: The height of the character.

Wgt: The weight of the character.

Eyes: The character's eye color.

Hair: The color of the character's hair (or fur, scales, etc.).

Diet: What type of food is consumed, and how often.

Sleep: How often sleep is required.

Credits: Number of credits at the start of the game.

Move: The board squares which the character can move in one round (based upon current encumbrance)

Carry: The encumbrance which the character can carry

	IC	Rtg
Luck	#	#c

Physical Attributes	IC	Rtg
Dexterity	#	#c
Fortitude	#	#c
Speed	#	#c
Strength	#	#c

Mental Attributes	IC	Rtg
Awareness	#	#c
Charisma	#	#c
Intelligence	#	#c
Will power	#	#c

Sciences	IC	Rtg
BioTech	#	#c
Cybernetics	#	#c
Technology	#	#c

Combat	IC	Rtg
Nish	#	#c
Shock	#	#c
Vitality	#	#c
Heal	#	#c
Defense	#	#c
Natural Armor	—	#c

Weapon Classes	Atk	Adj
Body	#	+d
Melee	#	+d
Hurled	#	+d
Ranged	#	+d
Artillery	#	—

Natural Weapons	IC	Atk	Dmg
Weapon Name	#	#	#

Skills	IC	Rtg
Name	#	#

Enhancements	Base
Name	base

Handicaps	Base
Name	base

Natural Weapons: The natural weapons of those races which inflict damage in excess of that listed in the *EM, tech weapons* are listed here.

Skills: If a race is given any skills, they are listed here. There is no AP cost for skills listed under races.

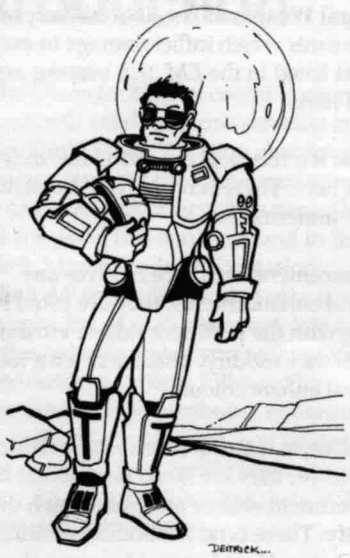
Enhancements: If a race receives any natural enhancements, they are listed here, along with the pertinent skill or attribute which they modify. There is no cost for natural enhancements

Handicaps: If a race receives any natural handicaps, they are listed here, along with the pertinent skill or attribute which they modify. There is no AP bonus resulting from natural handicaps. However, these handicaps may be bought out on a case by case basis with GM approval.

IC = Improvement Cost. This number is used when paying APs to improve a rating (*RB, Improving Abilities).*

Rtg = Rating of the ability. If a dash (—) is given in this entry, then the race does not have a rating in this area.





Anthropos

Age: 8L + 15 yrs (40 max)
Life Span: 6L + 100 years (GM only)
Sex: Male or female
Hgt: 6L + 66 inches (84 max)
Wgt: 6LV + 150 lbs (335 max)
Eyes: Any human color
Hair: Any human color and style

Diet: Omnivore; 3x daily
Sleep: 8 hrs per day

Credits: 10HV + 250 (4000 max)

Move: 10 8 6 4 3 1
Carry: 10 20 40 80 160 320

	IC	Rtg
Luck	20	6H

Physical Attributes	IC	Rtg
Dexterity	20	8M
Fortitude	20	10L
Speed	20	10L
Strength	20	10L

Vision
Visible spectrum, color, 180°

Mental Attributes	IC	Rtg
Awareness	20	6M
Charisma	20	6H
Intelligence	20	8M
Will power	20	10L

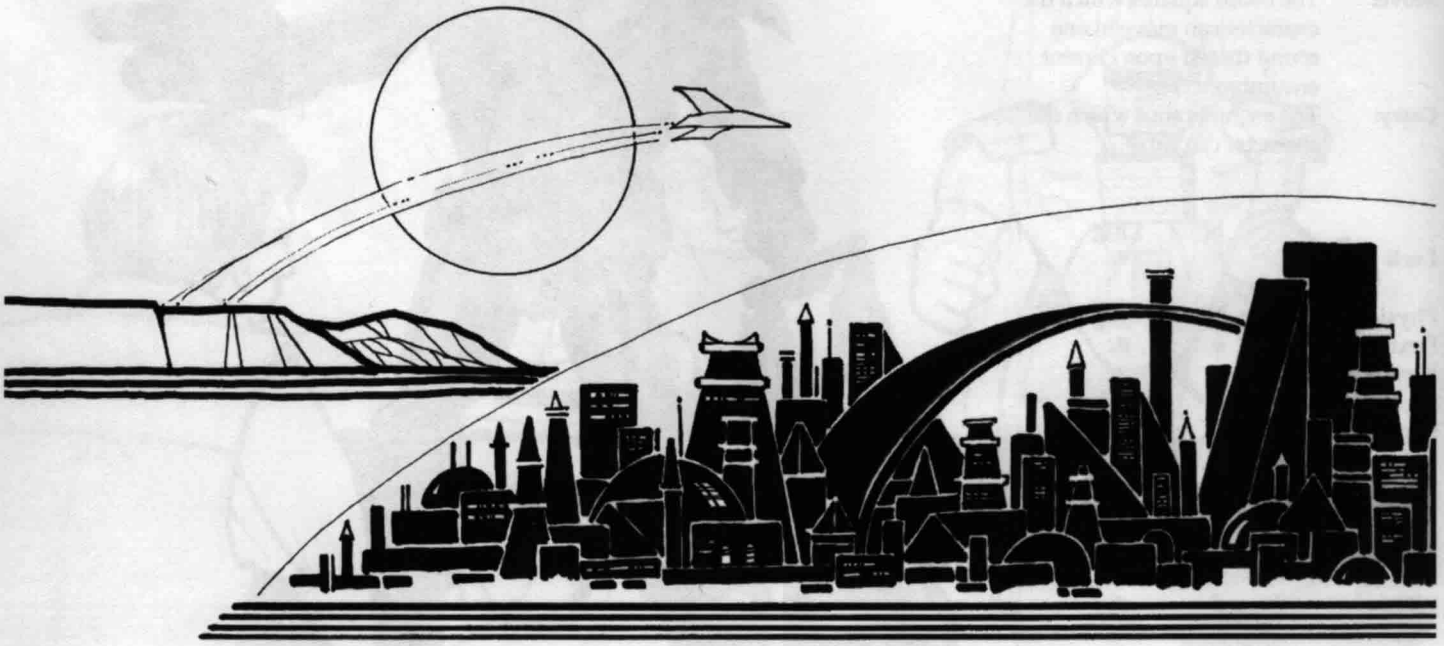
Sciences	IC	Rtg
BioTech	25	8L
Cybernetics	25	6M
Technology	25	6H

Combat	IC	Rtg
Nish	9	10L
Shock	9	10L
Vitality	11	10L
Heal	11	10L
Defense	13	6M
Natural Armor	—	6L

Weapon Classes	IC	Atk	Adj
Body	25	10L	—
Melee	25	10L	—
Hurled	25	8L	—
Ranged	25	6H	+1d
Artillery	25	10M	—

Natural Weapons	IC	Atk	Dmg
Punch	8	8L	6L
Kick	9	8L	8L

Enhancements	Base
Extra Luck	Luck
Lang (Anthropian)	Int



DEITRICK...



Calemora

Age: 8L + 30 yrs (60 max)
Life Span: 8M + 200 yrs (GM only)
Sex: M
Hgt: 6L + 60 inches (76 max)
Wgt: 6MV + 250 lbs (570 max)
Width: 6L + 42 inches (58 max)
Eyes: Dark brown or black
Hair: Dark brown to black; straight and coarse
Diet: Herbivore; 4x daily, all fluid gained from roots
Sleep: 4 hrs meditation per day

Credits: 10H + 100 cr (1000 max)

Move:	12	10	8	6	4	1
Carry:	32	64	128	256	512	1024

	IC	Rtg
Luck	20	8L

Physical Attributes	IC	Rtg
Dexterity	20	6M
Fortitude	20	6H
Speed	20	6M
Strength	20	8H

Vision
Infrared, monochrome (red), 180°

Mental Attributes	IC	Rtg
Awareness	20	10L
Charisma	20	8L
Intelligence	20	6L
Will Power	20	6H

Sciences	IC	Rtg
BioTech	25	10L
Cybernetics	25	10HB
Technology	25	6L

Combat	IC	Rtg
Nish	9	8M
Shock	9	10H
Vitality	11	6H
Heal	11	10M
Defense	13	10M
Natural Armor	—	10L

Weapon classes	IC	Atk	Adj
Body	25	6H	+2d
Melee	25	10M	+2d
Hurled	25	8L	+1d
Ranged	25	6L	+1d
Artillery	25	6M	—

Natural Weapons	IC	Atk	Dmg
Punch MA*	10	10L	6M
Kick MA*	10	10L	6M

* These are *martial art* skills.

Skill

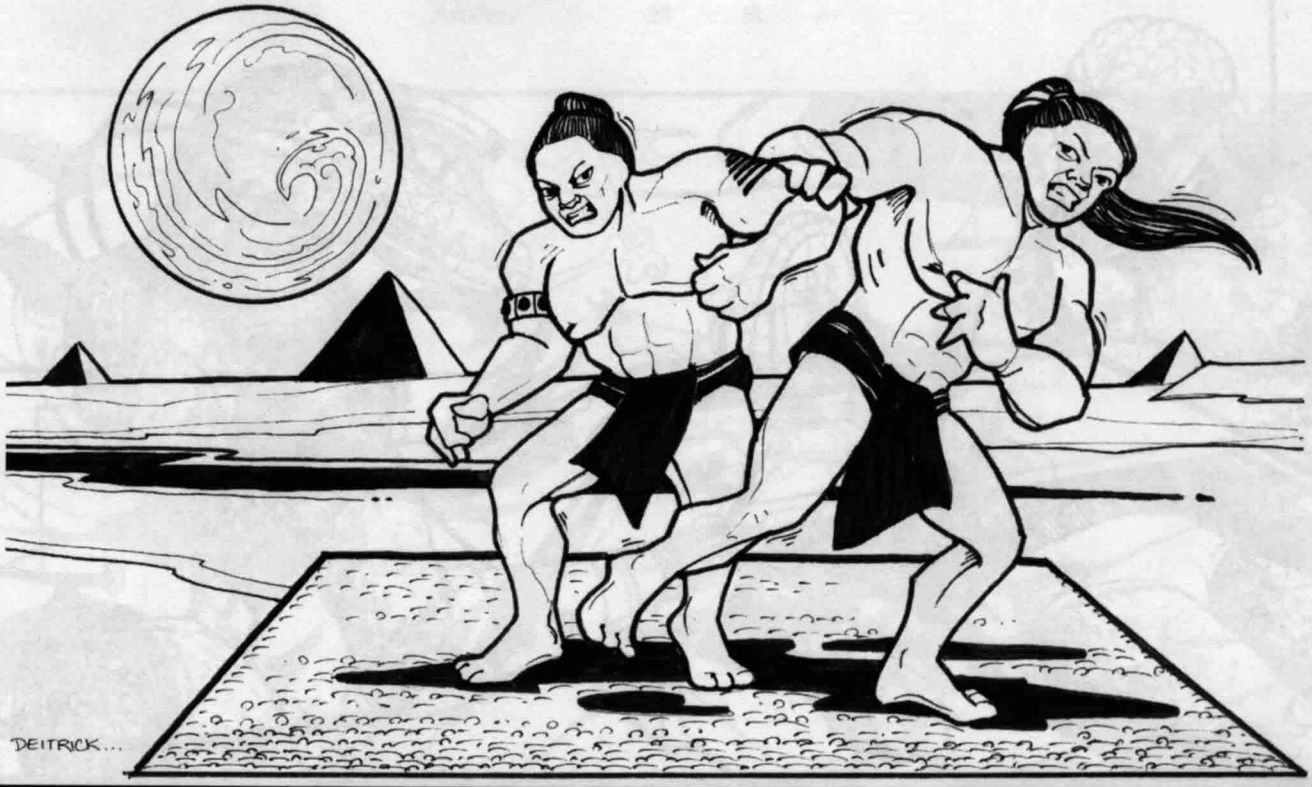
Psychosomatics	IC	Rtg
Skill	26	6M
Power	15	6M
Power Pnts	—	8

Regain: 1 pnt every 15 min of kata

Enhancements	Base
Ambidexterity	Dex
Fearless	Shock
Lang (Calemoran)	Int
Lang (Catongi)	Int
No emotions	WP
Resist Heat	FR
Strong Will	WP

Other: Calemora are immune to pain

Handicaps	Base
Thick Headed	Int





Draca

Age: 6L + 10 yrs (50 max)
Life Span: 6M + 120 yrs (GM only)
Sex: M or F
Hgt: 6L + 72 inches (90 max)
Wgt: 6LV + 250 lbs (430 max)
Eyes: Brown, green, yellow
Hair: None; green or brown hide
Diet: Carnivore; several times daily
Sleep: 8 hrs per day

Credits: 10MV + 200 (3000 max)

Move: 8 6 4 3 2 1
Carry: 16 32 64 128 256 512

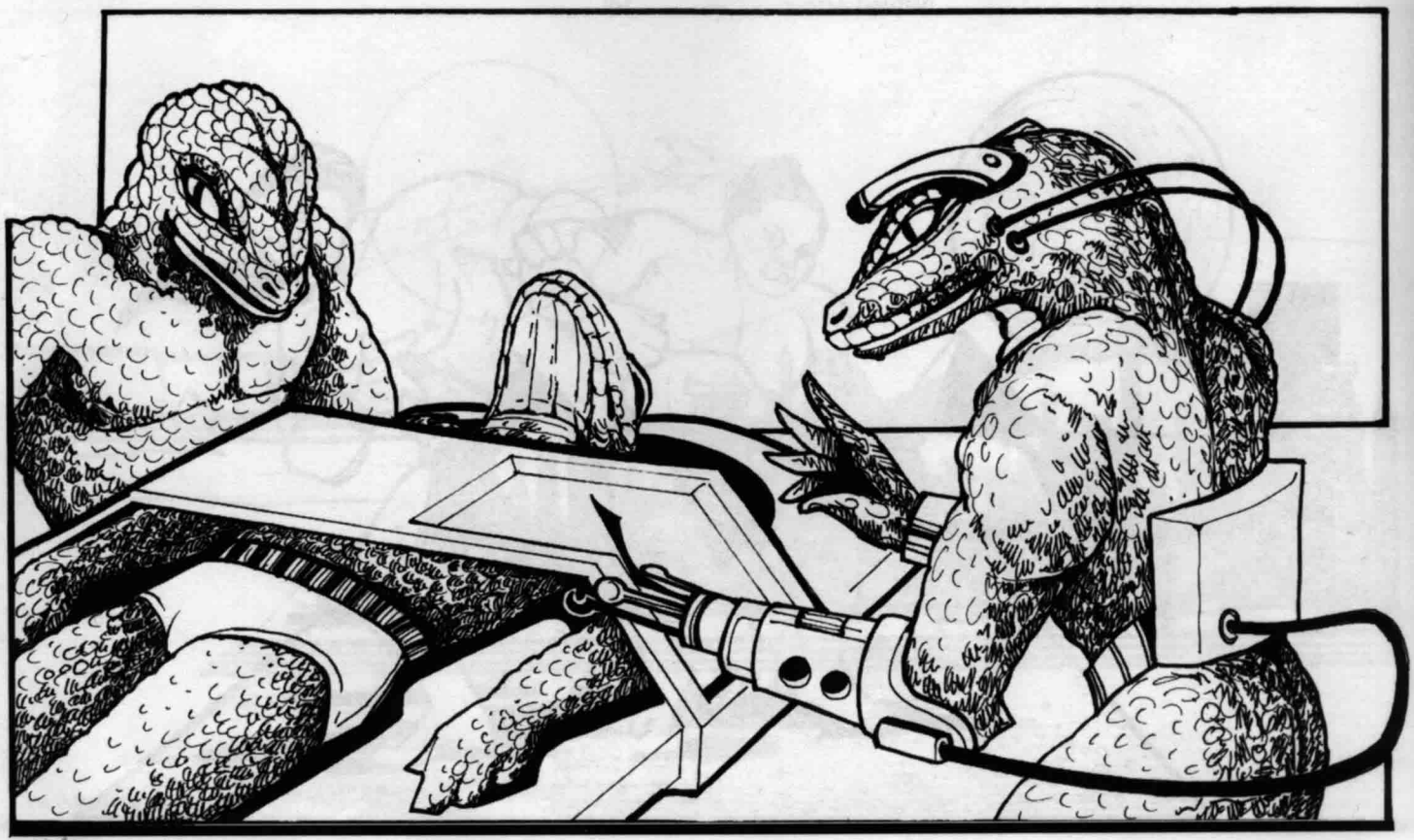
	IC	Rtg
Luck	20	8L
Physical Attributes	IC	Rtg
Dexterity	20	10L
Fortitude	20	6H
Speed	20	8L
Strength	20	8M
Vision		
Visible Spectrum, monochrome, 270°		
Mental Attributes	IC	Rtg
Awareness	20	8L
Charisma	20	8L
Intelligence	20	8L
Will Power	20	10M
Sciences	IC	Rtg
BioTech	25	8L
Cybernetics	25	6H
Technology	25	8M
Combat	IC	Rtg
Nish	9	8L
Shock	9	10M
Vitality	11	10M
Heal	11	6H
Defense	13	10L
Natural Armor	—	8M

Weapon classes	IC	Atk	Adj
Body	25	10M	+1d
Melee	25	8M	+1d
Hurled	25	8M	—
Ranged	25	6M	—
Artillery	25	8M	—

Natural Weapons	IC	Atk	Dmg
Punch	9	10L	8L
Kick	9	10L	10L
Tail	11	10L	6L
Claw	11	10L	8L
Bite	13	10L	10L

Enhancements	Base
Berserk	WP
High Death Thresh	Vit
Lang (Draca)	Int
Regeneration	Heal

Handicaps	Base
Low Cold Toler	FR
Poor Smell	Awa
Short Temper	WP
Thick Headed	Int





Kryll

Age: 10HB + 5 (15 max)
Life Span: 6L + 40 yrs (GM only)
Sex: None
Hgt: 6L + 48 inches (60 max)
Len: 6M + 60 inches (84 max)
Wgt: 6MV + 300 lbs (540 max)
Eyes: Yellow, red, or green
Hair: None; yellow/green/brown carapace
Diet: Omnivore; frequently
Sleep: Never

Credits: 10MV + 200cr (3000 max)

Move:	6	4	3	2	1	1
Carry:	20	40	80	160	320	640

	IC	Rtg
Luck	20	6L

Physical Attributes	IC	Rtg
Dexterity	20	10L
Fortitude	20	10M
Speed	20	6L
Strength	20	10M

Vision
Visible spectrum, color (multi-faceted), starlight, 360°

Mental Attributes	IC	Rtg
Awareness	20	6L
Charisma	20	6L
Intelligence	20	8L
Will Power	20	8M*

* +1c if within range of translator-caste Kryll or pheromone node; +1t if within direct communication with queen

Sciences	IC	Rtg
BioTech	25	6H
Cybernetics	25	8L
Technology	25	10HB

Combat	IC	Rtg
Nish	9	6L
Shock	9	6H
Vitality	11	8M
Heal	11	8M
Defense	13	8L
Natural Armor	—	10M

Weapon classes	IC	Atk	Adj
Body	25	8M	+1d
Melee	25	8M	+1d
Hurled	25	6M	—
Ranged	25	6M	—
Artillery	25	8L	—

Natural Weapons	IC	Atk	Dmg
Talon	8	8L	8L
Mandible (Bite)	10	8L	6M
Tail spike	7	8L	6L*

* = A mild poison is in the tail spike and is a knockout poison 6L vs the victims FR.

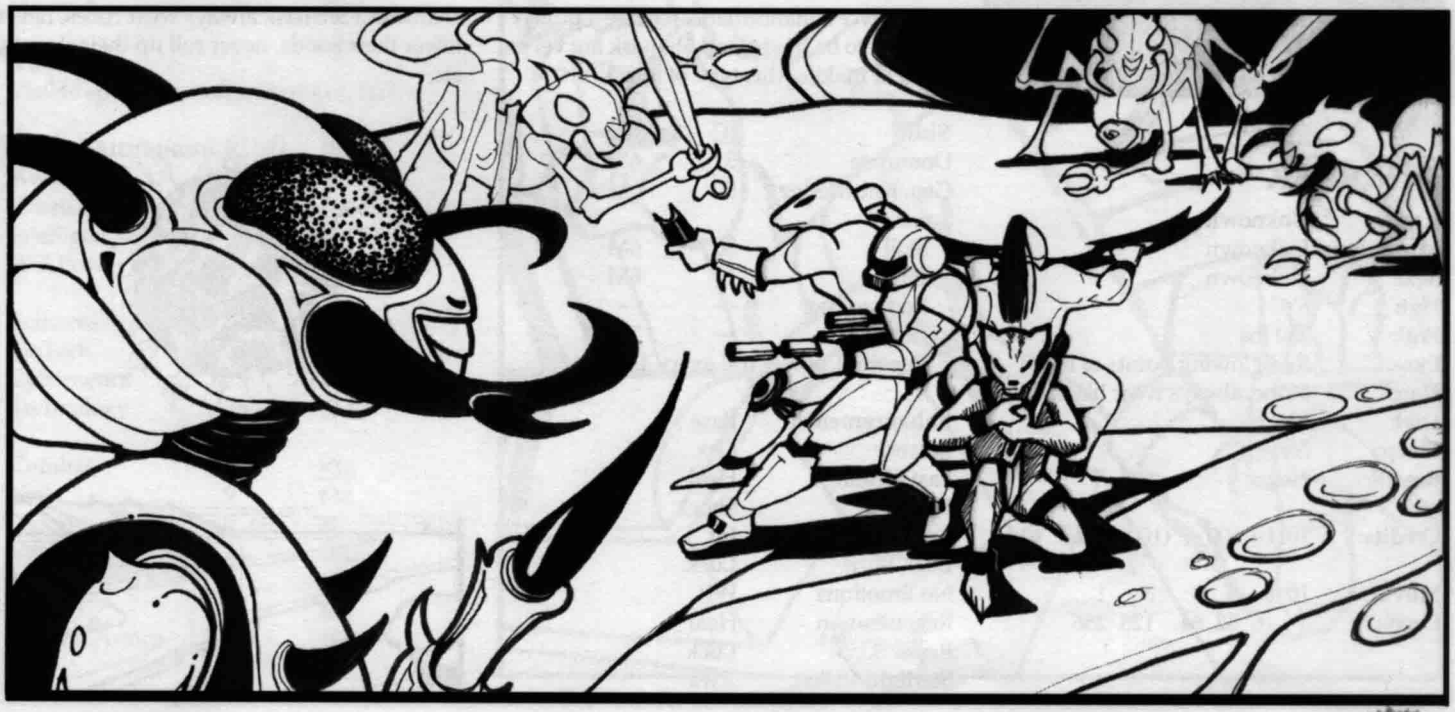
Skills	IC	Rtg
Climbing	7	8M
First Aid	6	8L

Enhancements	Base
Ambidexterity	Dex
Balance	Dex
Carry More	Str
Enhanced Smell	Awa
Fearless	Shock
Lang(Kryll)	Int
Lang(Pheromonal)	Int
No Emotions	WP
Resist Disease	FR
Resist Poison	FR
Starlight Vision	Awa
Strong Will	WP

Other: Kryll digestive systems can digest nearly any form of organic matter without causing side effects.

Handicaps	Base
Bad Jumper	Spe
Bad Runner	Spe
Slovenly	Cha

Other: Kryll have no sense of taste





Shanask

Age: Unknown
Life Span: Unknown
Sex: Unknown
Hgt: 6'6"
Wgt: 250 lbs
Eyes: Red glowing points of light
Hair: None, always wear black robes
Diet: None
Sleep: Never
Breath: Never

Credits: 10H + 100 cr (1000 max)

Move:	10	8	6	4	3	1
Carry:	8	16	32	64	128	256

	IC	Rtg
Luck	20	6H

Physical Attributes	IC	Rtg
Dexterity	20	6M
Fortitude	20	10H
Speed	20	10L
Strength	20	8L

Vision
Visible spectrum, monochrome, 90°

Mental Attributes	IC	Rtg
Awareness	20	6M
Charisma	20	8M
Intelligence	20	6H
Will Power	20	10M

Sciences	IC	Rtg
BioTech	25	10HB
Cybernetics	—	—
Technology	25	10M

Combat	IC	Rtg
Nish	9	8L
Shock	9	6LS
Vitality	11	10M
Heal	11	10M
Natural Defense	13	10L
Armor	—	6M

Weapon classes	IC	Atk	Adj
Body	25	10L	—
Melee	25	10L	—
Hurled	25	10L	—
Ranged	25	10L	+1d
Artillery	25	10L	—

Natural Weapons	IC	Atk	Dmg
Punch	8	6M	—*

* Shanask will not touch others. However, some *Sorce* enhancements require a punch Atk roll to be made, and Shanask are very good at making this type of attack.

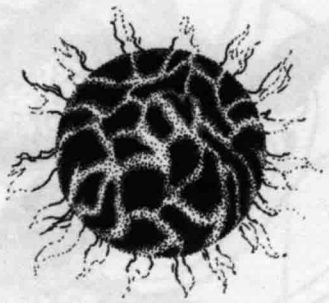
Skill	IC	Rtg
Dominate	5	6M
Gen. Knowledge	5	6M
Sorce		
Skill	30	6M
Power	15	6M
Radiate Fear	—	—
Power Pnts	—	24
Regain: 1 power roll every 4 hours		

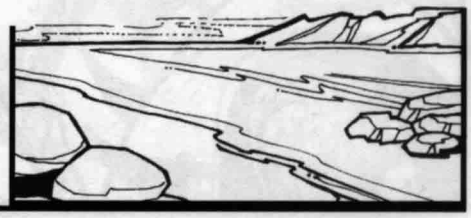
Enhancements	Base
Balance	Dex
Fast Healing	Heal
Fearless	Shock
Lang (Shanask)	Int
Luck Burn	Luck
No Emotions	WP
Regeneration	Heal
Resist Sorce	Luck
Starlight Vision	Awa

Other: Shanask are immune to all known forms of poison, disease, and temperature extremes, and can live without air (even in a perfect vacuum). Shanask move silently and leave no tracks whatsoever. They can travel on any surface including water, mud, snow, etc. without movement penalty. If they submerge beneath water or thin mud, a one inch bubble of air always surrounds them. Shanask cannot fall unconscious or be paralyzed, although they may be temporarily stunned. Shanask are not subject to the Vitality drain rules. Trying to remove a shanask's robe causes a Sorce power to immobilize the individual (i.e., this is an impossible task). Shanask robes can hold any item placed within the folds and the item seems to vanish (the GM should place practical limits upon the size of such items). The effects of encumbrance still apply however. Shanask speak in a deep Sorce whisper which carries as well as any normal verbal language. It may be heard even through a vacuum or above a screaming wind. The Shanask may also selectively choose who can hear its words.

Handicaps	Base
Bad Jumper	Spe
Bad Runner	Spe

Other: Shanask can't taste or smell. Shanask will not touch other sentient life forms even if it means their own death, and prefer not to touch any life forms at all. The only forms of healing which function on Shanask are the Sorce and natural healing. When a Shanask dies, it simply ceases to exist, no rolls are allowed— its cloak and body vanish while all carried items fall to the ground (thus Shanask may never be revived, and a failed death check is the permanent end to a Shanask character.) Shanask always wear robes, never lower their hoods, never roll up their sleeves, etc.







Zin-Shee Female

Age: 6L + 15 yrs (40 max)
Life Span: 8M + 90 yrs (GM only)
Sex: F
Hgt: 6L + 60 inches (72 max)
Wgt: 6LV + 100 lbs (220 max)
Eyes: Green, Yellow, Brown, Gold
Hair: Cat-like fur, variety of colors and patterns
Diet: Carnivore; daily
Sleep: Frequent naps

Credits: 10MV + 200 cr (3000 max)

Move:	16	12	10	8	6	1
Carry:	8	16	32	64	128	256

	IC	Rtg
Luck	20	8H

Physical Attributes	IC	Rtg
Dexterity	20	8M
Fortitude	20	8L
Speed	20	8M
Strength	20	8L

Vision
Visible spectrum, color, Starlight, 180°

Mental Attributes	IC	Rtg
Awareness	20	6H
Charisma	20	6H
Intelligence	20	8M
Will Power	20	8L

Sciences	IC	Rtg
BioTech	25	6L
Cybernetics	25	8L
Technology	25	8M

Combat	IC	Rtg
Nish	9	6M
Shock	9	8L
Vitality	11	10L
Heal	11	10L
Defense	13	8M
Natural Armor	—	10L

Weapon classes	IC	Atk	Adj
Body	25	8M	—
Melee	25	8L	—
Hurled	25	8M	+1d
Ranged	25	6M	+1d
Artillery	25	6M	—

Natural Weapons	IC	Atk	Dmg
Claw	8	10L	8L
Bite	8	10L	8L
Kick	8	10L	8L

Skills	IC	Rtg
Empathy	6	6M
Psionics		
Skill	28	6M
Power	15	6M
Power Points	—	12
Minor Telepathy	—	—

Regain: **1 pnt per**	**Mental Activity**
5 min	Napping/Sleep
10 min	Resting
30 min	Normal Activity
1 hr	Adventuring
4 hrs	Concentration or Combat

Enhancements	Base
Enhanced Hearing	Awa
Enhanced Smell	Awa
Lang (Zin-Shee)	Int
Light Sleeper	Awa
Resist Psionics	WP
Starlight Vision	Awa

Handicaps	Base
Flirtatious	WP





Zin-Shee Male

Age:	6L + 15 yrs (40 max)
Life Span:	8M + 90 yrs (GM only)
Sex:	M
Hgt:	6L + 66 inches (78 max)
Wgt:	6LV + 150 lbs (270 max)
Eyes:	Green, Yellow, Brown, Gold
Hair:	Cat-like fur; variety of colors and patterns
Diet:	Carnivore; daily
Sleep:	Frequent naps

Credits: 10MV + 200 cr (3000 max)

Move: 20 16 12 10 8 1
Carry: 12 24 48 96 192 384

	IC	Rtg
Luck	20	6M

Physical Attributes	IC	Rtg
Dexterity	20	10M
Fortitude	20	8M
Speed	20	10M
Strength	20	6M

Vision
Visible spectrum, color, Starlight, 180°

Mental Attributes	IC	Rtg
Awareness	20	6H
Charisma	20	6M
Intelligence	20	10L
Will Power	20	10L

Sciences	IC	Rtg
BioTech	25	8L
Cybernetics	25	10L
Technology	25	8M

Combat	IC	Rtg
Nish	9	10M
Shock	9	8M
Vitality	11	8M
Heal	11	8M
Defense	13	6H
Natural Armor	—	6M

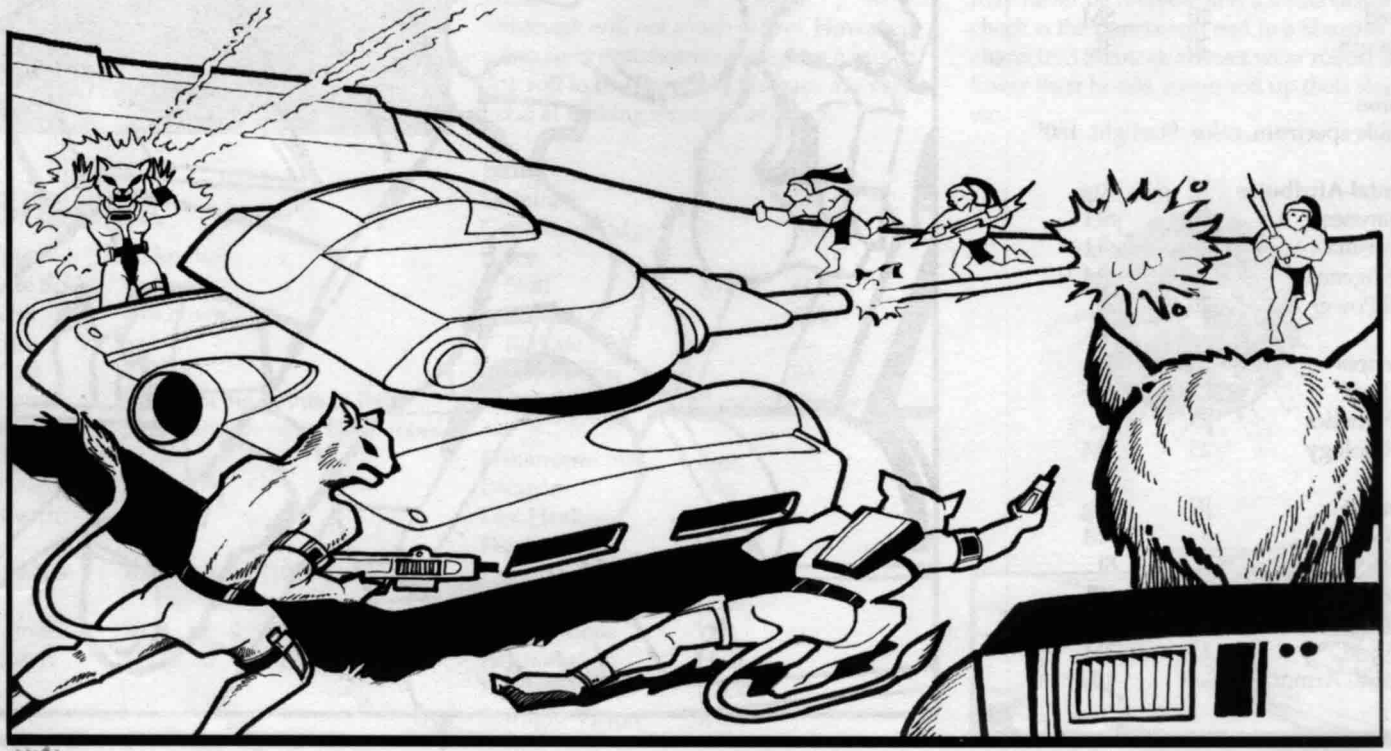
Weapon classes	IC	Atk	Adj
Body	25	10M	+1d
Melee	25	8M	+1d
Hurled	25	10M	+1d
Ranged	25	6M	+1d
Artillery	25	8M	—

Natural Weapons	IC	Atk	Dmg
Punch	8	10M	8L
Claw	9	10M	10L
Bite	9	10M	10L
Kick	9	10M	10L

Skills	IC	Rtg
Acrobatics	10	6M
Falling	5	6M
Stealth	6	6M

Enhancements	Base
Enhanced Hearing	Awa
Enhanced Jumping	Spe
Enhanced Smell	Awa
Lang (Zin-Shee)	Int
Light Sleeper	Awa
Starlight Vision	Awa

Handicaps	Base
Short Temper	WP





House of Dha

Cha-tong... I am a warrior of the House of Dha. Enemies crumble at my glance, allies know the meaning of invincibility. History records my every breath.
—Dha Proverb

In 2889 a.h., the Guild formed the House of Dha. This secret organization was to become the best trained and equipped military group ever assembled. Hundreds of races are represented in the ranks of Dha, but six races make up the main body: Anthropos, Calemora, Draca, Kryll, Shanask, and Zin-Shee.

The house's base is located on the proto-planet Dha Prime, deep within the Acropolis, a stellar nursery on the outer rim of Guildspace. The planet is orbited by the six Guardian Moons, one for each of the house's major races. The proto-planet's only city is called Glory, a vast domed settlement containing the barracks, warehouses and training facilities for the House of Dha.

Although ostensibly formed to combat the threat of the Empire and their new super-soldiers, the primary objective of the House of Dha is to investigate, engage, and eliminate all threats to the Guild, by whatever means necessary.

Dha soldiers know that they exist among the elite. They are trained and conditioned to face the ultimate threat, and live for the chance to leap to action as the first and last defense for the unified races of the Guild.

Dossier

When filling out your **dossier** (back sheet), fill in the following information:
Organization: Guild
House: Dha
Chapter: Your chosen chapter (see below)
Title: Your rank name
Team: Choose a name for your team along with your fellow players.

Benefits

The House of Dha provides benefits to those individuals who join.

- Free Dha credit card (hacking 10L, security 25, encumbrance negligible)
- Free Dha communicator (Enc 1)
- Ability to lease equipment to own for 12 payments of 10%. Details are in *RB, miscellaneous, guild currency.*
- Basic living expenses (food, clothing, etc.)
- Guildspeak *language* enhancement for free (Base Int)
- *Enhanced use* free for Dha communicator only
- Free *bridge officer* enhancement (Base Int)
- Any one ship specialization for half AP cost (optional).



Chapters of Dha

The following describes the listings for chapters of the House of Dha.

Table 1: Chapters

Chapter	Allowed Races	Emphasis
Bio-Gunner	Anthropos Calemora Kryll	Ranged Bio Weapons
Bio-Warrior	Anthropos Calemora Kryll	Melee Bio Weapons
Cyber Warr.	Anthropos Draca Zin-Shee	Cybernetics
Destron	Anthropos Draca	Heavy Ranged Weapons
Dragon	Anthropos Calemora Zin-Shee	Martial Arts
Marine	Anthropos Draca Zin-Shee	Medium Ranged Weapons
Mensi	Zin-Shee Anthropos	Psionics
Mutak	Calemora Anthropos	Psycho-somatics
Rogue	All	Varies
Warlock	Shanask Anthropos	The Sorce
Warrior	Anthropos Calemora Draca Zin-Shee	Melee Tech Weapons

Chapter layout

Each chapter is laid out as follows.

Chapter Overview

This entry describes a given chapter's main objective and equipment, as well as the chapter's basic philosophies and goals. Read this carefully so you will know if the chapter is appropriate to your character and to the sort of role you wish to play.

The chapter name is one way of introducing your character to other characters so they may know what your specialties are. For example, your character might say, "Hello — my name is Kern and I am a Gyrini of the Bio Warrior chapter."

Races

After the description of the chapter, allowed races are listed. Only those races listed may join the chapter.

Emphasis

Emphasis describes the main area of study and expertise in the chapter.

Credit Card

The formula for equipment allowance is a base plus an additional amount depending upon the character's rank. This allowance is awarded upon completion of a successful mission.

Benefits

Benefits describe special buying or leasing options for the chapter and possible free equipment.

At the end of the benefits will be a list of attributes. All listed attributes should be increased by +1d. This is the result of the chapter's special conditioning.

Specialization

All members of a chapter become privy to the chapter's own unique specialization. Chapter specializations function exactly like normal specializations listed later in this manual. Refer there for details. In general the effects of specialization are as follows:

- All abilities listed under *bonus* are learned for free.
- All skills listed under *skills* may be learned for half price, now or anytime hereafter. Furthermore, specialized skills (including bonus skills from above) should be indicated by lightly shading in their IC box. A specialized skill is always improved as if one rating (-1d) below its actual rating.
- All enhancements listed under *Enhs* may be learned for half price, now or any time hereafter. Also all enhancements from the *skills* section (above) may be learned at half price as well. All of these enhancements may be learned at anytime, even if it would normally break the rules of asterisked "*" enhancements.

Rank

This section lists the names and titles of the various ranks within a chapter.





Bio Gunner

So, you dare become one of the odonata. We are the bio-gunners who serve the House of Dha. If you have no stomach for gore and grime, limp back to those who use clean technology as a cheap substitute for our bio-weaponry.

Kryll ranged bioweapons are our specialty. These devices are living and often look like organs or strange mutated animals. There is nothing as horrifying as being on the wrong end of an odonata's gun. It might squirt acid, it might shoot bore worms, or it might leap onto your face and start feasting.

Races: Anthropos, Calemora, Kryll.

Emphasis: Ranged and Hurled Class Bio weapons

Credit Card
- Rank-0 Allowance: 750 cr
- Formula: 750 + 110 per rank
- Bonus: 750 cr

Benefits
- Buy ranged and hurled class Bio weapons from Dha at half price, or lease for only six payments
- Access to Bio pool (*RB, miscellaneous, guild currently*)
- Attributes: Biotech, Dex, Hurled, Speed, Fortitude, Ranged

Specialization
- *Bonus:* belly gun skill, leaf armor skill
- *Skill:* all bio armor, all ranged class and hurled class bio weapons, first aid
- *Enhs:* aiming bonus, long range, quick draw, sharp shooter, defense vs ranged

Rank
0 -Ephemer
1 -Diptera
2 -Siphon
3 -Hymekin
4 -Hemi
5 -Zorap
6 -Tricho
7 -Mec
8 -Neuro
9 -Plec
10+ -Odonata



Bio Warrior

We are the silvan — bio warriors of the House of Dha. Like our hive-mates, the bio-gunners, we use the wondrous science known as "Biotechnology" to create deadly weapons. Our specialty, however, is close combat.

Our weapons are all alive. They eat, breath, and excrete all forms of liquid and slime. As masters of Biotechnology, we understand and are not frightened by repulsive aliens and environments. It is often our responsibility to guide Dha forces through the maze-like tunnels of alien strongholds.

Bio-warriors are uniquely specialized with melee bio-weapons. These bizarre weapons eat opponents upon contact, burrow into their flesh, or perform other gruesome acts.

Races: Anthropos, Calemora, Kryll.

Emphasis: Melee and body class bio-weapons

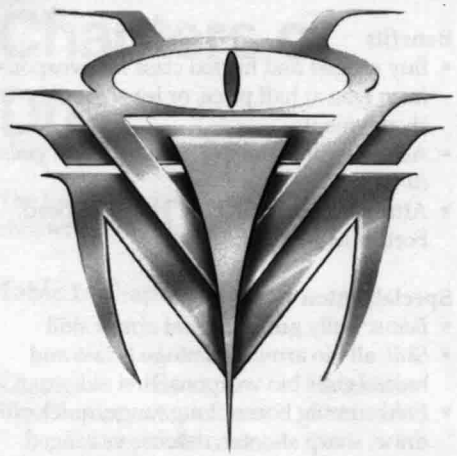
Credit Card
- Rank-0 Allowance: 750 cr
- Formula: 750 + 110 per rank
- Bonus: 750 cr

Benefits
- Purchase melee and body class bio weapons from Dha at half price or lease for only six payments
- Access to bio pool (*RB, miscellaneous, guild currency*)
- Attributes: Biotech, Str, FR, Def, Melee, Body, Nish, Shock

Specialization
- *Bonus:* adolescent bio-blade skill, spider armor skill
- *Skills*: all bio armor, all melee and body class bio weapons, first aid
- *Enhs:* armor penetration, defense vs melee, multiple attacks, parry, riposte

Rank
0 -Carabid
1 -Dytisc
2 -Gyrini
3 -Omophron
4 -Rysod
5 -Curculion
6 -Anthribid
7 -Malachii
8 -Mordell
9 -Chrysome
10+ -Silvan





Cyber Warrior

We believe that the body is an imperfect structure, and as such it must be changed, modified and made stronger. Our path to perfection is that of the cyber-lord, through which the imperfect body may be made into a perfect instrument of destruction and purification. The machine is supreme, for through the machine we may attain perfection.

If you do not agree with this philosophy, you should not become one of us — for we are Cyber Lords. Using the miracles of modern techno-surgery, we have enhanced our bodies far beyond their natural capabilities. We can live without air, survive frozen wastes, lift vast weights, see and hear better than ordinary races.

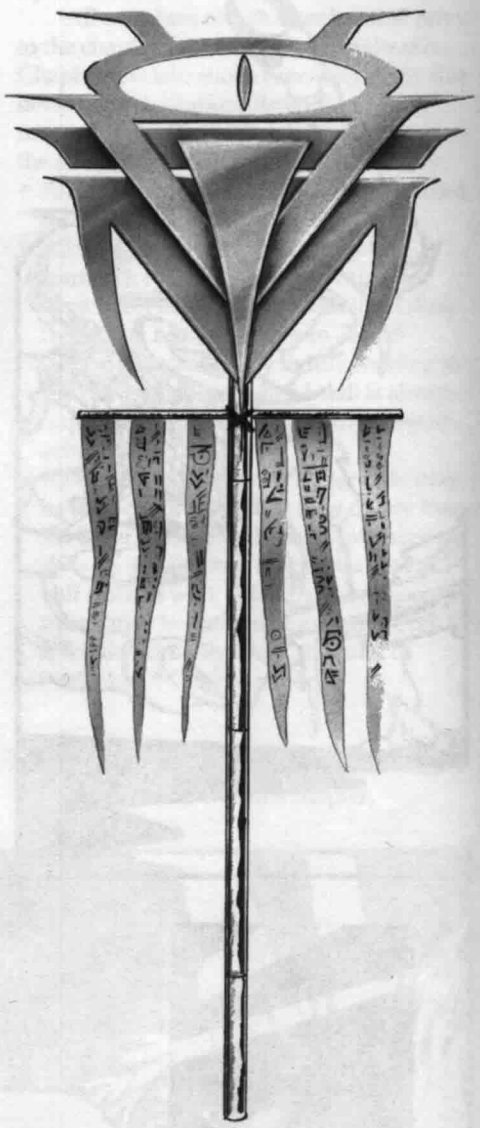
In combat our bodies become the ultimate weapon as devices of devastation are built into our very flesh. Who can stand against the relentless onslaught of the Cyber-Lords? Those who survive are to be defended and respected. Those who do not are fit only for extinction. This is the way of the Cyber-Lords.

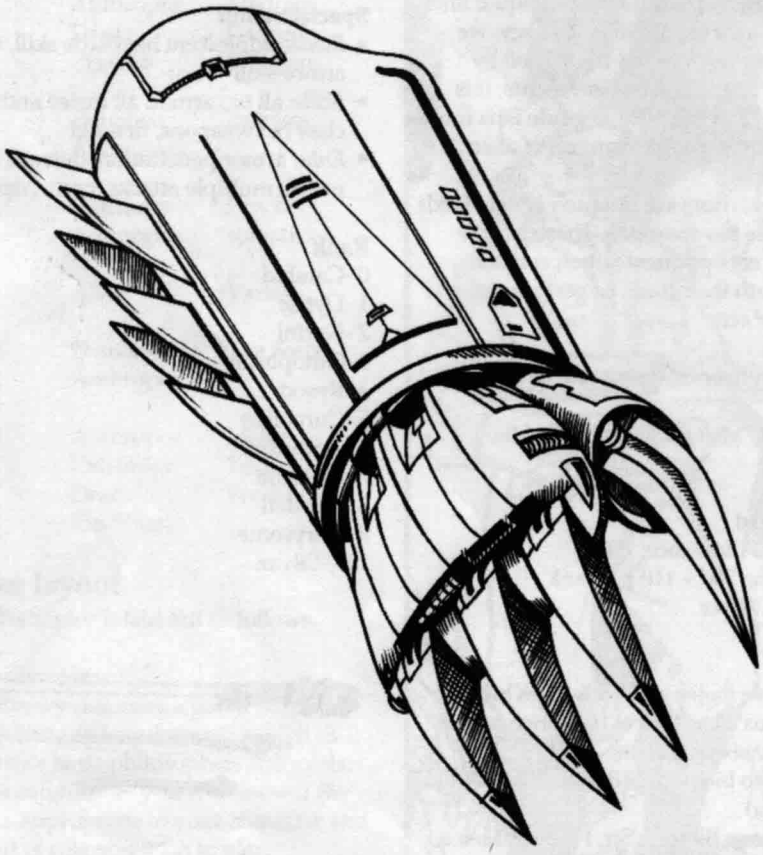
Races: Anthropos, Draca, Zin-Shee

Emphasis: Cybernetic weapons and armor

Credit Card
- Rank-0 Allowance: 1200 cr
- Formula: 1200 + 150 per rank
- Bonus: 1200 cr

Benefits
- Buy cyber weapon and armor implants from Dha at half price or lease for only six payments.
- Attributes: Fortitude, Cybernetics, Vit





Specialization
- *Bonus:* quick attack couplink Enh, quick attach forearm Enh
- *Skills:* all cyber weapon implants and attachments, all cyber armor implants, repair cybernetis
- *Enhs:* any 3 other cyber implants, armor penetration, attack pool, berserk, high death threshold, regeneration

Rank
0 -Initiate
1 -Mech-1
2 -Mech-2
3 -Mech-3
4 -Mech-4
5 -Mech-5
6 -Cyborg-1
7 -Cyborg-2
8 -Cyborg-3
9 -Cyber Knight
10+ -Cyber Lord



Destron

We are walking tanks of technological destruction. Our armor weighs a ton and our weapons are too heavy for ordinary beings to lift. Although slow and unmaneuverable, a single Destron packs the fire power of ten men.

Destrons spend most of their training learning how to operate the massive weaponry and armor which they commonly employ. Rigid safety precautions are instilled into destron troopers, for one mistake could cost many lives. They normally operate as individuals or in small groups, sent to assist marines or warriors in tough situations where high firepower and heavy armor are required.

Our code is simple — we are the ultimate engines of destruction. Oppose us only at the risk of total annihilation.

Races: Anthropos, Draca

Emphasis: Heavy ranged tech weapons

Credit Card
- Rank-0 Allowance: 1000 cr
- Formula: 1000 + 130 per rank
- Bonus: 1000 cr

Benefits
- Buy heavy damage, ranged class tech weapons, and explosive tech weapons, at Dha for half price or lease for only six payments
- Attributes: Tech, Strength, Ranged, Dex

Specialization
- *Bonus:* Destron armor skill, turboplaz skill
- *Skills*: all heavy tech armor, all heavy-ranged class-tech weapons, all explosive weapons, demolitions, vehicle gunner, ship gunner, repair weapon
- *Enhs:* anti-vehicle, long range, structural damage, tough vs energy weapons

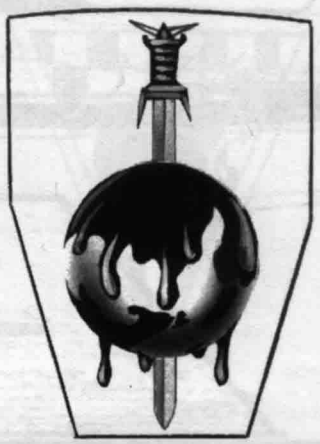
Rank
0 -Recruit
1 -Infantryman
2 -Squad Leader
3 -Sergeant
4 -Lieutenant
5 -Captain
6 -Centurion
7 -Colonel
8 -General
9 -Brigadier General
10- Destron Master

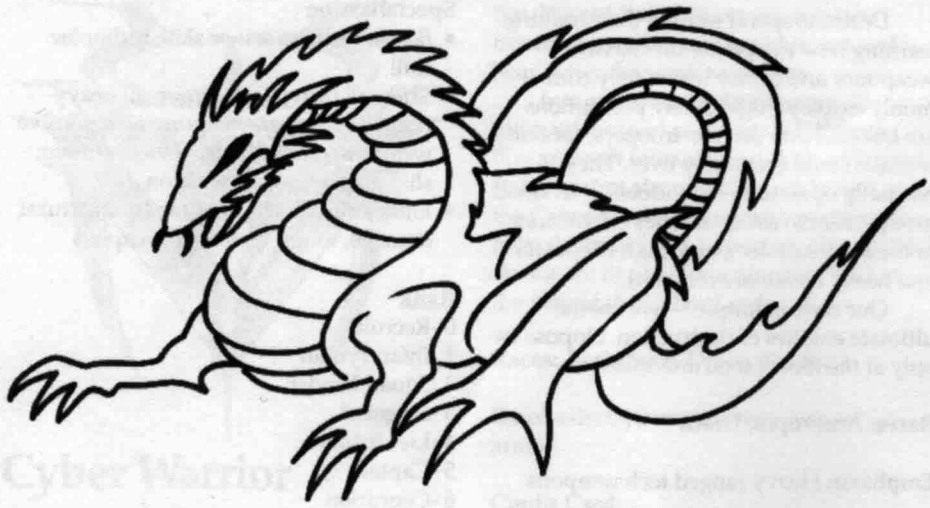












Dragon

We are the Dragons, masters of the martial arts. Enter this chapter and you will enter into a new way of life, for you must adopt the ways and philosophies of our teachers. Our teachers are the best martial artists in Guildspace — Calemora from the Catong of the Dragon.

We learn martial arts in the Calemoran style — a feat which few races are capable of. Our minds and bodies become the ultimate weapons of defensive and offensive capabilities.

Those few who reach the rank of "Grand Master" (also known as Black Dragon) have proven themselves to be the finest and most perfect martial artists in the galaxy — unconquered and unconquerable.

Races: Anthropos, Calemora, Zin-Shee

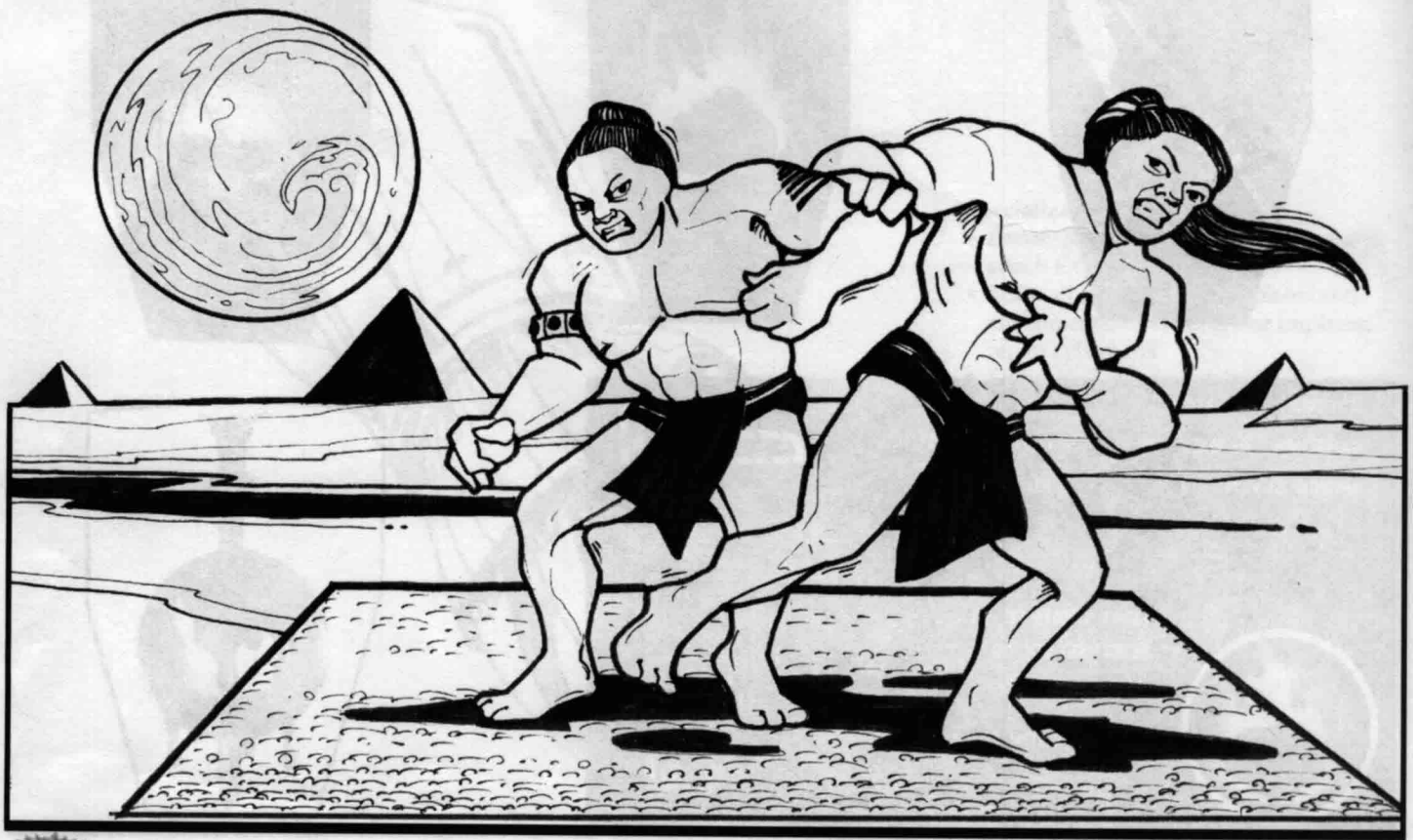
Emphasis: Martial Arts

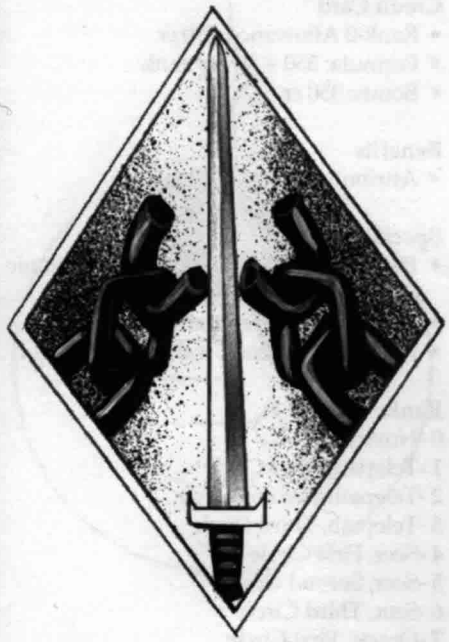
Credit Card
- Rank-0 Allowance: 400 cr
- Formula: 400 + 90 per rank
- Bonus: 400 cr

Benefits
- Buy martial art weapons from Dha at half price or lease for only six payments.
- Attributes: Natural Defense, Nish, Spe, Str, Body

Specialization
- *Bonus:* martial arts punch skill (IC 8, Body/Dex-1d), martial arts kick skill (IC 8, Body/Spe-2d), martial arts hold skill (IC 8, Str/Body-2d)
- *Skills:* all martial art weapons, acrobatics
- *Enhs:* ambidexterity, block ranged, catch ranged, disarm, stunning blow, parry, riposte, weapons display, defense vs body, tough vs blunt weapons

Rank
0 -White
1 -Yellow
2 -Orange
3 -Green
4 -Blue
5 -Purple
6 -Red
7 -Brown
8 -Black
9 -Master
10-Grand Master





Marine

First into the fray, and the last to leave — Dha Marines. These mighty techno-warriors are the vanguard of the Dha military. The marines are the liberators and the bringers of destruction to the Guild's enemies. Loyal, skilled, and brave to a fault, marines are a proud group with long traditions, who do not shirk from the most appalling violence or heavy losses.

Marines go through an intensive survival regimen in which they are trained in extreme climatic conditions, with little or no equipment, put through rigorous simulated combat situations, and subjected to harsh testing until all but the most hardy and skilled have given up.

Dha marines then undergo physical and genetic enhancements to heighten their strength and endurance. Their chest cavities are enlarged, adrenal glands modified, immune system strengthened, muscle fibers genetically improved, etc. The resulting individuals are among the most potent and dangerous fighting forces in the universe, a weapon which fights only on the side of justice and freedom.

Races: Anthropos, Draca, Zin-Shee

Emphasis: Medium ranged class, tech weaponry

Credit Card
- Rank-0 Allowance: 800 cr
- Formula: 800 + 120 per rank
- Bonus: 800 cr

Benefits
- Buy medium damage, ranged class, tech weapons, and medium AR tech armor at Dha for half price or lease for only six payments
- A free combat knife.
- Attributes: Tech, Dex, Str, FR, Ranged

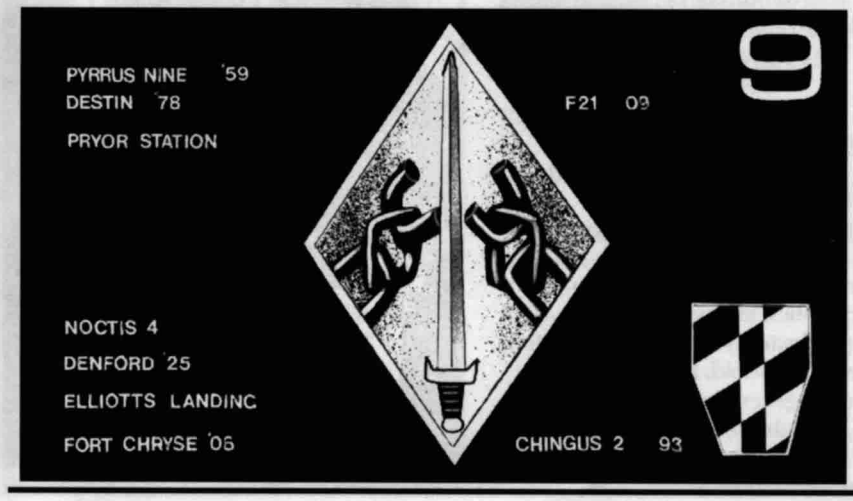
Specialization
- *Bonus:* marine armor skill, combat knife skill
- *Skills:* all medium damage-ranged class-tech weapons, all medium AR tech armor, drive vehicle, first aid, repair weapon, survival
- *Enhs:* aiming bonus, fast healing, fearless, quick draw, sharp shooter, defense vs ranged, tough vs energy

Rank
0 -Recruit
1 -Trooper
2 -Corporal
3 -Sergeant
4 -Lieutenant
5 -Captain
6 -Major
7 -Colonel
8 -General
9 -Brigadier General
10+ -Marshal

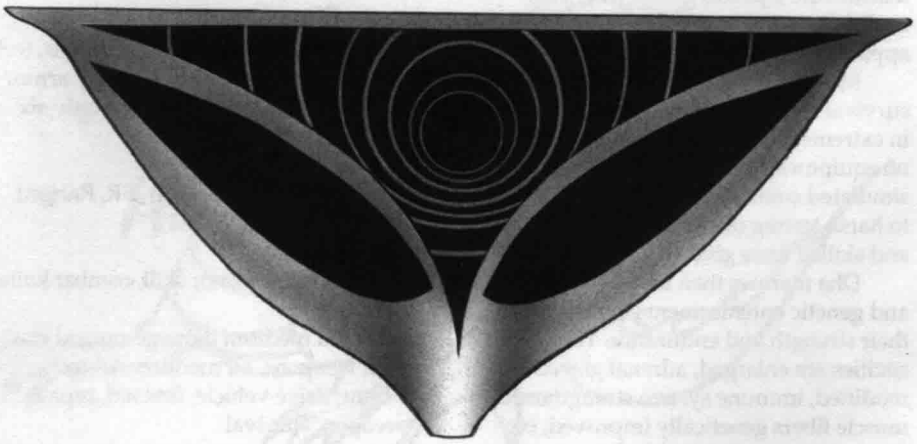












Mensi

Without the mind there is no thought; without thought there is no meaning; without meaning there is no existence. Within the deepest folds of the mind there exists the ability to channel thought into a meaningful alteration of existence in the form of raw but controlled energy. Only we of the Mensi Chapter are able to perform this metaphysical feat. Only we know the true extent of the mind's power.

The induction and training of a psionicist is mentally grueling. Many fail the initial tests, a few are even transformed into mindless vegetables as a result of the mental probes. Still others go mad. Of those who remain, a few go on to become Mensi High Masters, the supreme mental powers of Guildspace and beyond.

Races: Zin-Shee, Anthropos

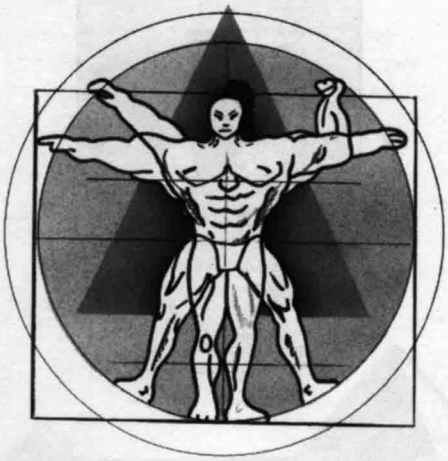
Emphasis: Psionics

Credit Card
- Rank-0 Allowance: 350 cr
- Formula: 350 + 80 per rank
- Bonus: 350 cr

Benefits
- Attributes: WP, Cha, Nish

Specialization
- *Bonus:* resist psionics Enh (WP), psionic skill & psionic power skills
- *Skills:* detect lie, empathy
- *Enhs:* danger sense, resist mind control

Rank
0 -Novice
1 -Telepath, First Circle
2 -Telepath, Second Circle
3 -Telepath, Third Circle
4 -Seer, First Circle
5 -Seer, Second Circle
6 -Seer, Third Circle
7 -Oracle, First Circle
8 -Oracle, Second Circle
9 -Mensi Master
10-Mensi High Master



Mutak

Our skill as martial artists is renowned throughout the galaxy, but we are truly known for our ability to adapt to any environment no matter how hostile, and fight any foe, however savage — for we are Mutak, masters of the psychosomatic disciplines.

From an early age our minds are shaped and strengthened so that we may control our very flesh and blood. Every muscle fiber, nerve ending, and bone cell are at our command. Adrenaline flows where we direct it; tissue is repaired with a thought; and our minds are fortresses of strength and discipline.

Races: Calemora, Anthropos

Emphasis: Psychosomatics

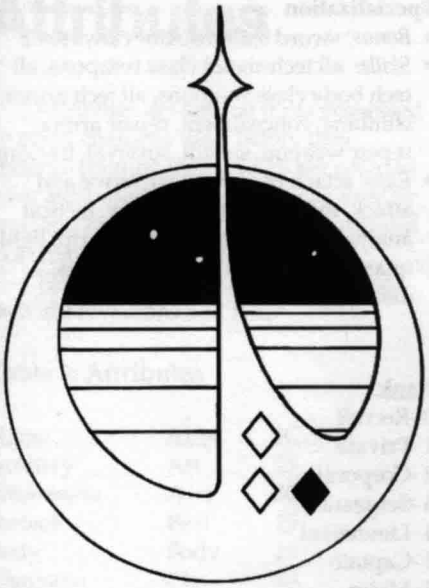
Credit Card
- Rank-0 Allowance: 350 cr
- Formula: 350 + 80 per rank
- Bonus: 350 cr

Benefits
- Attributes: For, WP, Vit

Specialization
- *Bonus:* psychosomatic skill and power skills
- *Skills:* martial arts punch, martial arts kick, acrobatics, falling
- *Enhs:* ambidexterity, balance, fast healing, high death threshold, life freeze, no emotions, regeneration, resist mind control, slow drain, strong will

Rank
0 -White
1 -Yellow
2 -Orange
3 -Green
4 -Blue
5 -Purple
6 -Red
7 -Brown
8 -Black
9 -Master
10+ -Grand Master





Rogue

If you are a non-conformist, a free thinker, if you feel that your own ideas are superior to the norm, then you belong among the folds of the Rogue's Chapter. Each of us is different, unique, original. Indeed, many of the other chapters evolved from within our folds as groups of similar individuals broke out on their own.

We train as individuals seeking the most talented teachers from across the Guild and beyond. Many of us are naturals and are self taught.

You haven't seen real fear until you watch an opponent face a rogue. They never know what we are capable of. Some of us are mighty warriors, others are *Sorce* masters, and most dabble in a little bit of everything.

Races: All

Emphasis: Individuality

Credit Card

Rogue credit information varies. The House of Dha tries to assess each rogue's financial needs on a case by case basis. To simulate this, the GM should evaluate the character and assign the rogue to one of the other chapter's credit card information (i.e., if the rogue is most like a destron, use the destron information, etc.).

Benefits

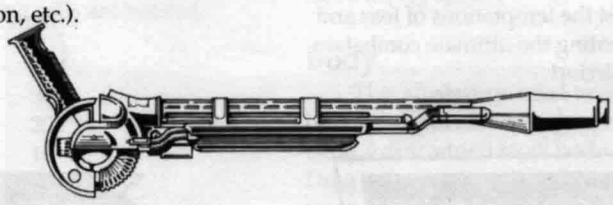
- May lease anything to own from Dha for 10 payments or buy at 10% off.

Specialization

Being rogues, there is no specific training available. However all skills, enhancements, and specializations, may be purchased at 10% off of their normal AP cost.

Rank

0 -Freeman
1 -*Varies - individual's choice*
2 -*Varies - individual's choice*
3 -*Varies - individual's choice*
4 -*Varies - individual's choice*
5 -*Varies - individual's choice*
6 -*Varies - individual's choice*
7 -*Varies - individual's choice*
8 -*Varies - individual's choice*
9 -Master
10-Grand Master





Warlock

Of all who serve the House of Dha, none carry the significance and power of the Warlock Chapter. We alone understand the true nature of the *Sorce* — the ultimate power of the universe — and we alone are willing and able to wield its might.

The training rituals of the Warlock Chapter are sacred and closely guarded. No outsider has ever learned even the smallest secret of the Warlocks — or, if it has, no one dares speak of it.

Seldom relying on steel blade or energy beam, we of the Warlock Chapter use the arcane powers of the *Sorce* to wreak super-natural havoc upon our foes. May none stand in the way of the Warlocks!

Races: Shanask, Anthropos

Emphasis: The *Sorce*

Credit Card

- Rank-0 Allowance: 300 cr
- Formula: 300 + 75 per rank
- Bonus: 300 cr

Benefits

- Buy *Sorce* items from Dha at half price of lease for only 6 payments.
- A free *Sorce* saber.
- Attributes: Luck, Int, Nish

Specialization

- *Bonus:* Sorce skill and power skills, Sorce saber skill, resist Sorce Enh (Luck), punch Atk
- *Skills:* concealment, dominate, stealth
- *Enhs:* common sense, double luck, extra luck, luck restore, luck sustain

Rank

0 -Neophyte
1 -Magus, First Rank
2 -Magus, Second Rank
3 -Magus, Third Rank
4 -Magus, Fourth Rank
5 -Magus, Fifth Rank
6 -Magus, Sixth Rank
7 -Magus, Seventh Rank
8 -Master
9 -Shadow Master
10+ -Grand Warlock



Warrior

The bravest of them all, the mighty Dha Warrior. We are masters of melee weapons and combat. Our skill as gunners is considerable, but in close combat, there is no equal.

To excel at the art of melee, we study the ancient ways of the medieval knight, the uncouth forms of the gladiator, and the modern styles of the two great warrior races: Calemora and Zin-Shee. Our minds are then psionically and psychosomatically altered to resist the temptations of fear and indecision, creating the ultimate combatant — the Dha Warrior!

If you cannot stare your opponent in the eyes, if you quail at the sight of blood, if pain is not an old friend, then cower before us, for this is our way. We are the Warriors of Dha.

Races: Anthropos, Calemora, Draca, Zin-Shee

Emphasis: Close combat using tech melee and body class weapons

Credit Card
- Rank-0 Allowance: 500 cr
- Formula: 500 + 100 per rank
- Bonus: 500 cr

Benefits
- Purchase tech melee and body weapons at Dha for half price or lease for only six payments
- Free sword
- Free warrior claws
- Attributes: Nish, Spe, FR, Shock, Melee, Natural Def, Str

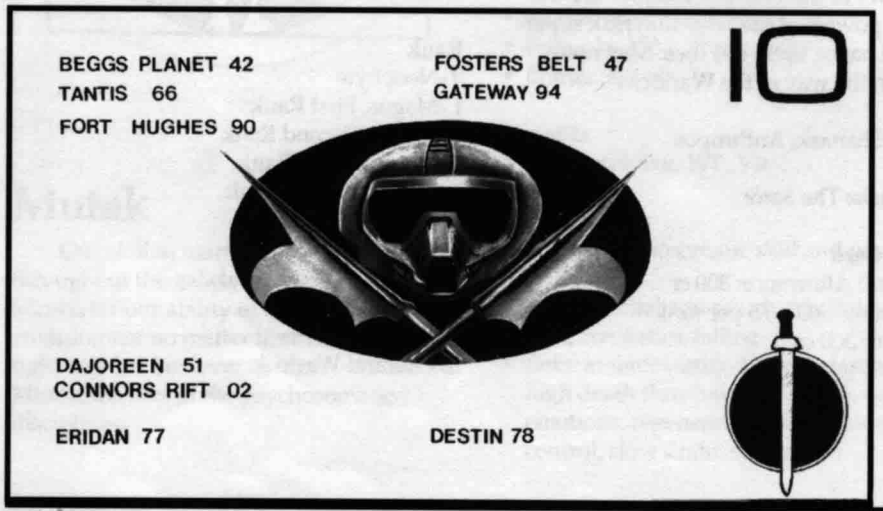
Specialization
- *Bonus:* sword skill, warrior claws skill
- *Skills:* all tech-melee class weapons, all tech body class weapons, all tech armor, climbing, concealment, repair armor, repair weapon, stealth, survival, tracking
- *Enhs:* attack pool, fearless, move and attack, multiple attacks, parry, tactical analysis, throw weapon, tight grip, tight quarters, tough vs edged weapons, defense vs melee

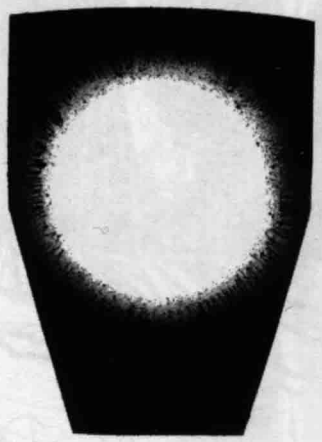
Rank
0 -Recruit
1 -Private
2 -Corporal
3 -Sergeant
4 -Lieutenant
5 -Captain
6 -Major
7 -Colonel
8 -General
9 - Brigadier General
10+ -Marshal











Attributes

Attributes are natural traits possessed by every character even before they undergo training (i.e., no APs are spent to learn attributes). Attribute ratings vary by race, and may be improved and enhanced as a character advances.

Table 2 lists all the major attributes, their abbreviations and ICs.

Table 2: Attributes

Name	Abbr	IC
Artillery	Art	25
Awareness	Awa	20
Biotech	BioT	25
Body	Body	25
Charisma	Cha	20
Cybernetics	Cyber	25
Defense	Def	13
Dexterity	Dex	20
Fortitude	FR	20
Healing	Heal	11
Hurled	Hurl	25
Initiative	Nish	9
Intelligence	Int	20
Luck	Luck	20
Melee	Melee	25
Natural Armor	NAR	—
Ranged	Ranged	25
Shock	Shck	9
Speed	Spe	20
Strength	Str	20
Technology	Tech	25
Vitality	Vit	11
Will Power	WP	20

Attribute Details

Artillery

This attribute is used for the weapon base for vehicle and ship class weapons and larger. There is no Dmg Adj for artillery style weapons.

Awareness

This attribute represents all of a being's senses — sight, hearing, smell, taste, touch, and even some senses which are different from or completely beyond those of an ordinary Anthropos.

In game terms, Awareness (Awa) is used to determine whether a character notices something important, detects danger, etc. The GM should determine which sense or senses are involved in an Awareness check, and apply modifiers in accordance with the following guidelines.

- **Vision**

A vision check is the simplest type — can the character see something or not? The GM should set the Dif of observing a small or distant object based upon size and relative distance.

The following guidelines may help.

Size	Dif
Minute	30
Tiny	20
Very Small	10
Small	5

Distance	Dif
Extreme	25
Very Far	10
Far	5

- **Hearing**

Hearing check Dif is based upon the relative loudness of the sound which must be heard. Needless to say, many sounds are loud enough that no checks are necessary, but the following guidelines may be used if the GM feels hearing rolls are needed.

Volume	Dif
Almost inaudible	30
Faint	20
Very soft	10
Soft	5

- **Smell**

Make a smell-based Awa check if characters have to detect toxic gases, or other faint odors. The following guidelines may be used to determine difficulties.

Intensity	Dif
Faint	20
Moderate	10
Average	5

- **Touch**

Touch checks are made when a character needs to detect textures, smoothness of an object, etc. Difficulty varies from 1 to 20 or more, based upon the GM's determination of how subtle the texture is, etc.

- **Taste**

Characters roll Awa checks based upon taste to detect poisons, spoiled food, unusual additives, etc. Dif varies from 1 to 20 or more, based upon the GM's determination.

Chad's Kryll, Shakk'tikk (Awa 6L), has been given poisoned food by the chieftain of the barbarian tribe with whom his team is negotiating. The poison is Dif 10 to detect, so Chad must roll 6L vs 10 in order for Shakk'tikk to discover the poison. The barbarians are in for a surprise in any event, for Kryll have natural poison resistance, and might not appreciate being drugged!

Biotechnology

Biotechnology is the science of the Kryll. This science adapts living organisms for use as tools, vehicles, weapons, etc.

Characters must have a minimum BioT rating in order to freely use a given biotech item (each item has a minimum BioT rating listed). Otherwise, a character must make a BioT roll vs the item's BioT value each time he or she wants to use a given item — if the roll succeeds, the character may use the item **once**. Each subsequent use requires another successful BioT roll.

In desperation, Diana's Anthropos, Markin (BioT 8L) has picked up a discarded egg spitter (BioT 6M, Value 12). In order to shoot the item (once), Diana must roll 12 or greater on her 8L BioT score. Even if the first roll succeeds, Diana must roll again the next time she wishes Markin to fire the egg spitter.

Body

This attribute is used to find out the base attack for all body class weapons. The Dmg Adj is added to all body class weapon Dmg ratings when they are recorded on the weapons table. This adjustment changes if Str increases to a new category (see Strength below).

Charisma

Charisma indicates how well your character relates to others — persuasiveness, friendliness, trustworthiness, personal charm, etc. — all are part of Charisma.

This statistic is used to persuade others to do things, to obtain information, to talk your way past guards or thugs, etc. As Cha is usually intended for use against others, it is rolled against an opponent's selected attribute. The attribute selected depends on circumstances, as described below.

- **Persuasion**

If the character is trying to persuade or change the mind of an NPC, Cha should be rolled vs WP. If the character is trying to deceive, lie to or confuse the NPC, Cha should be rolled vs Int.

Most of the time, this is a related roll.

Ellen's Zin-Shee, Myrr'kull (Cha 6H), is attempting to persuade the guards (Int 6M, value 12) at a major diplomatic function that she is actually a high ranking noblewoman. Ellen must therefore make a related 6H Cha roll and exceed 12 in order for the guards to buy her story and let her attend the party.

Cybernetics

Cybernetics is the study and use of mechanical items to replace or improve different parts of the body. The Draca specialize in this science, believing that through technology they can achieve absolute physical perfection.

Characters must have a minimum Cyber rating in order to freely use a given cybernetic implant (each item has a minimum Cyber rating listed). Players are free to have high rating cybernetic devices implanted, but they must make a Cyber roll **each time** they wish to use one. If the roll fails, the item does not function. Needless to say, this will probably restrict the use of cybernetic items in characters with low Cyber scores.

Defense

Defense represents a character's agility and dodging ability. This statistic is used to dodge an attack or explosion. Whenever characters are attacked, each needs to make a Defense roll. If a character's defense roll exceeds the enemy's attack number, the defense has succeeded, and the character avoids any damage (no armor check is required).

Just because Defense was successful doesn't mean that the character wasn't hit, perhaps he was hit a glancing blow or a full blow upon a well armored area (the specifics are up to roleplaying). In any event, the damage is avoided.

See *RB, Combat* for full details on the use of Defense.

Dexterity

Dexterity is a measure of how nimble and agile a character is. It is one of the most commonly used attributes, and so is affected by many different variables.

Dexterity is not usually rolled against an opponent's attribute — instead, it is most often rolled against a GM-set Dif, based upon the guidelines given in *RB, dice, setting difficulties*.

Situations where Dex rolls must be made include maintaining balance, walking on a narrow ledge, moving quietly, staying upright if a ship or vehicle is hit and takes damage, grabbing a ledge or object to stop one's fall, catching or dodging a falling object, manipulating small or delicate objects, etc.



- **Ranged Weapon damage**

Each time a character's Dex increases to a new category (L,M,H), the character's ranged Dmg Adj also increases by +1d.

Bill's Calemora, Karuk (Dex 6M), has fallen from a cliff, and plunges downward toward his doom. The GM gives Karuk a last chance to grab a ledge as he falls past, and sets Dif at 20. Bill must roll 6M and exceed 20 in order for the unfortunate Karuk to save himself.

Fortitude

Fortitude is a measure of a character's overall health and fitness. It is most often used to resist outside conditions such as heat, cold, disease, poison, etc.

- **Resist Poison/Disease**

FR rolls are most often made to resist poisons, diseases, etc. Each poison or disease has a Dif number, either set in the rules or determined by the GM. If a FR roll exceeds this number, then the character has successfully resisted the disease or poison and suffers no ill effects. If the roll fails, however, the poison or disease takes effect.

- **Resist Heat/Cold**

Fortitude is also used to resist extreme cold and heat (*RB, hazards*).

Healing

This statistic represents the body's natural ability to recuperate from damage. Characters who engage in normal activity may roll once every four hours at -1t (a heal of 10L then becomes 10LB). The result of these rolls is the number of wounds which are healed.

If the character rests and engages in no activities (i.e., sleeping), then a normal healing roll may be made every eight hours.

Healing rolls are also used to stop Vitality drain. The difficulty is five times the amount of critical damage and is rolled once each round until the drain stops or the character dies.

Hurled

This attribute is used to find the base attack for all hurled weapons. The Dmg Adj is added to all hurled class weapon Dmg ratings when they are recorded on the weapons table. This adjustment changes if Spe increases to a new category (see Speed below).

Initiative

Initiative measures how quickly a character reacts in combat or other high-stress situations. When characters are about

to enter combat, or some other circumstance in which reaction time and order of action are important, the GM will state that a "Nish" roll is needed. Individuals with a high Initiative results go before those with low results. Phenomenally high initiatives may grant special bonuses in combat, but this is up to your GM.

Intelligence

Intelligence is another frequently-used attribute. It represents a character's intellectual, reasoning and problem-solving ability. Many important skills are based upon Intelligence.

Intelligence rolls are made when a character is confronted with a problem which requires logic and thought. Figuring out scientific diagrams, building devices, understanding technical jargon, reading reports, etc. — these are all suitable uses for Intelligence. Difficulties for these acts are set by the GM in accordance with the guidelines in *RB, dice, setting difficulties.*

Intelligence also represents a character's intuition, and the ability to think of or remember things which the player cannot. A successful Int roll may tell a character that a certain course of action is more "logical," while a player who has forgotten something important may ask the GM whether his or her character can make an Int roll to remember.

Jeff's Anthropos, Connal, is on a mission to steal the plans for a new Empire cybertank. Connal has found a computer file full of scientific plans and diagrams. The GM tells Jeff to make a roll based on Connal's Int to see if the Anthropos can figure out which plan is the right one. He sets a Dif of 15 for the task.

Matt has forgotten the alphanumeric code for activating a transporter. His Zin-Shee, Hurri, has an Int of 10L, so he asks the GM to allow him to roll to see if Hurri can remember the code, even though Matt himself has forgotten.

Luck

Luck is a measure of the intangible and unexplainable coincidences which work in favor of the player characters. It is also a useful tool for getting your character out of a tight spot if a crucial roll fails.

Since luck and the doubling tables work integrally, you will find luck located adjacent to the doubling tables. Beneath the word "luck" are several small boxes known simply as "Luck Boxes."

When a character is generated, that character will have a number of open luck boxes equal to his or her luck level. The remaining boxes should be blackened in. If an important roll is missed during an adventure, players may opt to spend one of their characters' luck boxes and reroll one or both dice, generating a second result. The player may choose to remain with the original result if it was more advantageous.

Note that only one luck box may be expended per task; if the second roll is still bad, tough (see the enhancements *Luck Burn* and *Double Luck* for exceptions, however).

Players may also opt to expend a luck box *before* rolling, in which case they gain a bonus of +1c on the die roll. Again, only one luck box may be spent for each task — players may not expend one luck box before rolling and another one after.

Each time a character spends a luck box, the player should put a slash through an open luck box. When all boxes are marked off, the character has "run out of luck," at least for the remainder of the current game session.

Luck boxes are not lost permanently but are replenished at the beginning of each gaming session. During particularly long gaming sessions, GMs may allow players to regain some or all of their luck boxes, but this is entirely at the GM's discretion and should be done equally for all players.

The spending of luck boxes may only be done *during* game play. Luck may not be used during character generation or during advancement. In other words, the effects of spending a luck box may not permanently alter the character. Moreover, luck may only be used to effect rolls specifically dealing with the character. A player may not spend his character's luck to allow another player to reroll or to reroll an NPC check (even if the NPC is run by the owning player).

- **Luck increase**

Each time a character's Luck increases by +1d, the character gains a new luck box. Total luck boxes should equal the character's current Luck level (minus any luck boxes expended through *luck burn*.)

Melee

This attribute is used to find the base attack for all melee weapons. The Dmg Adj is added to all melee class weapon Dmg ratings when they are recorded on the weapons table. This adjustment changes if Str increases to a new category (see Strength below).

Natural Armor

Each character's ability to resist damage without artificial enhancement is represented by the Natural Armor attribute. Characters who fail Def rolls and are hit must make a Natural Armor roll to see how much (if any) damage gets through.

Ranged

This attribute is used to find the attack for all personal ranged weapons. The Dmg Adj is added to all ranged class weapon Dmg ratings when they are recorded on the weapons table. This adjustment changes if Dex increases to a new category (see Dexterity above).

Shock

If unexpected circumstances arise — a surprise attack by aliens, a sudden explosion, a supposedly dead foe attacking, etc. — players need to roll Shock for their characters. Dif for a shock check is set by the GM, with more horrific shocks requiring higher Dif numbers. Failure results in loss of Nish (i.e., your character goes last that round). Full details on Shock rolls may be found in *RB, combat, personal.*

Large Shock rolls (typically twice your opponent's Shock) may result in your opponent suffering Shock.

Turok the Calemora (Shock 10H) is walking down a corridor, when suddenly a door bursts open and a frightening-looking alien bursts out. The GM tells Turok's player, Phil, to make a shock roll vs 20 Dif. Phil must roll 20 or greater, or Turok will be shocked and unable to act until the end of the round.



Speed

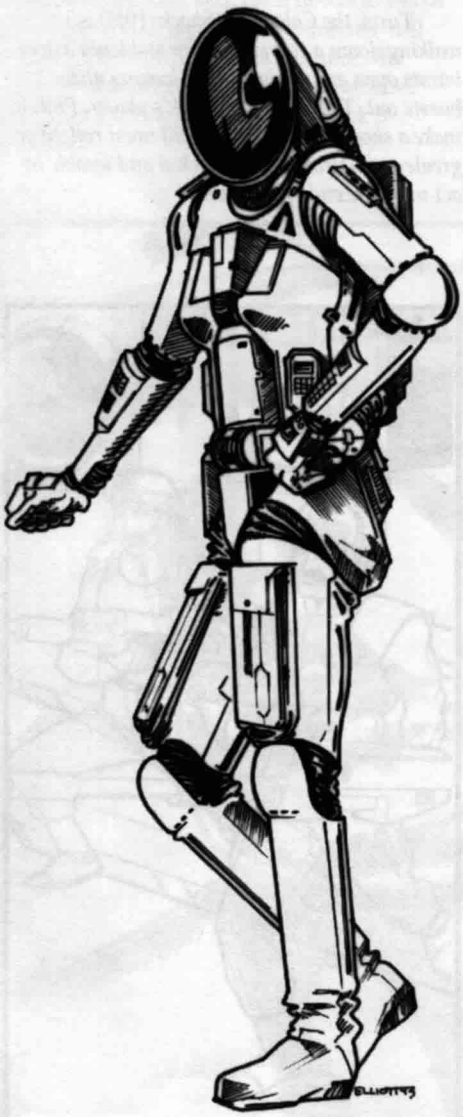
Speed governs a character's base movement (MR), which is further modified by encumbrance. A character's base MR is equal to the value of his or her Spe attribute. This is reduced by encumbrance as described in the *RB, character generation*.

- **Hurled Weapon damage**

Each time a character's Spe increases to a new category (L,M,H), the character's hurled Dmg Adj also increases by +1d.

- **Jumping**

Players make Spe rolls when characters attempt to jump over chasms, obstacles, etc. The Dif of a particular jump is set by your GM based upon the distance, elevation differences, whether you get a run, etc. If your character fails, the amount of the failure indicates how many feet he or she fell short (i.e., a result of 10 vs a Dif 12 is two feet short).



Sherri's Anthropos, Duncan (Spe 10L), wishes to leap over a 20-foot chasm. The GM sets a Dif of 20. This means that Sherri must roll 20 or more on a 10L, or Duncan will take a plunge.

Strength

Strength represents a character's physical prowess and ability. Str checks are used often throughout the game, especially in combat or other life-and-death situations. Contests of strength with NPCs require Str vs Str rolls. Other uses of Str include lifting large weights, forcing open doors or hatches, and inflicting crushing damage. Details on these actions are listed below.

- **Lifting**

Characters may lift a mass up to their maximum encumbrance (see back sheet) without rolling. Each ten pounds over this total, however, is Dif 1 to lift. Fifty pounds over a character's maximum encumbrance, for example, would be Dif 5 to lift. Failure to lift such an item increases its Dif, as described in *RB, dice, repeated attempts*.

Many times the weight of an item will not be known. In this case, the GM should simply set a Dif based upon the situation.

- **Forcing doors**

A door or portal has a Dif set by the GM as described in *RB, dice, setting difficulties*. If this number is exceeded on a Strength roll, the character has forced the door open.

- **Crushing damage**

Following a successful grab attack (*EM, tech weapons*), a character may make Str-related rolls to inflict damage.

- **Melee & Body Weapon damage**

Each time a character's Str increases to a new category (L,M,H), the character's melee and body weapon Dmg Adjustments also increase by +1d.

- **Resistance**

Strength may also be used to resist being crushed, to hold a character or vehicle which is trying to escape, etc. This is usually a straight Str roll vs the Strength of the individual, vehicle, trap, etc., which is inflicting the damage, trying to escape, etc.

Gral the Calemora (Str 8H) has been pushed up against a wall by a light imperial cybertank (Rating 10LV, value 100). In order for Gral to resist the tank and avoid being crushed, his player must roll 8H vs 100! For every point that the 100 was missed by, Gral will have to make an armor check against to avoid the damage.

Technology

Like the other sciences (Cyber and BioT), Technology determines whether a character can use a given piece of tech equipment (all tech items have Tech ratings listed in the *Equipment Manual*). If the character's Tech rating is equal to or greater than the equipment's Tech requirement, then it may be used freely.

Otherwise, characters must make Tech rolls vs the item's tech value each time they wish to use a given tech item. A successful roll allows a character to use the tech item **once.** Each subsequent use of the item requires the character to roll again.

Vitality

Vitality represents a character's overall health and ability to take damage. A character can take wounding damage equal to the total value of his or her Vit maximum before being critically wounded. Death checks (see *RB, combat*) are made vs Vit.

Will Power

Will power is an important statistic, governing the strength of an individual's personality and ability to keep control in difficult situations, and to resist outside influences.

WP rolls are made under a variety of circumstances. Following are the most common of these circumstances.

- **Remaining Conscious**

Critically damaged characters must make WP rolls to stay conscious (see RB, Combat). Dif in this case is five times the amount of critical damage which the character has taken.

- **Resisting**

Characters who are being physically or mentally compelled in any way (torture, interrogation, some forms of psionics) may roll vs WP in order to keep from submitting.

- **Giving Commands**

Persuading others to follow orders, interrogation, and contest of will with other individuals are all WP rolls. Dif is set by the GM, but is usually equal to a selected statistic of the target (usually WP or Int).

Jamie's Anthropos marine, Trent (WP 10L), must command an unruly mob of mercenaries and pirates (WP 16). He orders them to attack a Skrak barracks, but they seem resistant. The GM tells Jamie to roll 10L vs 16 to see if the ne'er-do-wells will obey the heroic marine's orders.

Enhancements

This section lists most enhancements. However, skill specific enhancements are listed in the skill's section, power enhancements are listed in the power's section, and cybernetic enhancements are listed on the cybernetic table *EM, cybernetics*.

The table below lists enhancements with their AP cost and Base information. Following the table is a brief rules discussion on enhancements — how to use this section, how to GM enhancements, etc. Then a detailed description of each enhancement follows thereafter.

Table 3: Enhancements

Enhancement	AP	Base
Aiming Bonus	100/50/25	H,R
Ambidexterity	20*	Dex
Anti-Vehicle	120/30/15	B,M,H,R
Armor Penetration	120/30/15	B,M,H,R
Attack Pool	1 for 5 AP	cbt
Balance	25	Dex
Beauty	20*	Cha
Berserk	40*	WP
Block Ranged	60/30/15	B,M
Bridge Officer	40	Int
Carry More	30	Str
Catch Object	15	Dex
Catch Ranged	35	Spe
Common Sense	25*	Int
Crushing Damage	20	Str
Danger Sense	35*	Awa
Def vs Body	25	Def
Def vs Hurled	25	Def
Def vs Melee	25	Def
Def vs Ranged	25	Def
Disarm	80/40/20	B,M
Double Attack	180/60/30	B,M,R
Double Luck	45*	Luck
Enhanced Hearing	30*	Awa
Enhanced Jumping	30	Spe
Enhanced Smell	10*	Awa
Enhanced Taste	10*	Awa
Enhanced Touch	10*	Awa
Enhanced Use	Spec.	sci
Enhanced Vision	30*	Awa
Expert Runner	25	Spe
Extra Luck	25*	Luck
Fame	30*	Cha
Fast Healing	20*	Heal
Fearless	15	Shck
High Death Thresh.	30*	Vit
Impale	80/40/20	H,R
Imp. Field of Vision	30*	Awa
Languages	Spec.	Int
Life Freeze	30*	WP
Light Sleeper	15	Awa
Long Range	60/30/15	H,R
Luck Burn	20*	Luck
Luck Restore	35*	Luck
Luck Sustain	30*	Luck
Move and Attack	30	Spe
Multiple Attack	120/40/20	B,M,R
No Emotions	15*	WP
Orders	40	Cha
Parry	60/30/15	B,M
Quick Draw	15	Spe
Regeneration	25*	Heal
Resist Cold	15*	FR
Resist Heat	15*	FR
Resist Disease	20*	FR
Resist Mind Control	25*	WP
Resist Poison	25*	FR
Resist Psionics	30*	WP
Resist Sorce	35*	Luck
Riposte	60/30/15	B,M
Same Nish	25*	Nish
Save Nish	15*	Nish
Sharp Shooter	40/20/10	H,R
Slow Drain	20*	Heal
Social Status	20*	Cha
Specific Opponent	15	cmbt
Starlight Vision	40*	Awa
Strong Will	25*	WP
Structural Damage	80/20/10	B,H,M,R
Stunning Blow	90/30/15	B,H,M
Tactical Analysis	120/30/15	B,H,M,R
Throw Weapon	-/20/10	M
Tight Grip	10	Str
Tight Quarters	120/30/15	B,H,M,R
Tough Blunt Wpns	20*	AR
Tough Edged Wpns	20*	AR
Tough Energy Wpns	20*	AR
Tough Proj. Wpns	20*	AR
Two Weapons	160/40/20	B,,H,M,R
Wealthy	30*	Luck
Weapon Display	120/30/15	B,H,M,R
Zero-Gravity	25	Dex

Those enhancements marked with an asterisks "*" cost twice their listed AP unless learned during character generation or immediately after attaining a new rank, and only one such enhancement may be learned after a new rank (if more than one is so learned, all but the first one is at double AP cost).

Enhancements

Enhancements are abilities which adjust (or break) some aspect of the rules. They provide characters with some unusual aspect. As their name implies, enhancements improve or "enhance" some aspect of the character (typically an attribute or skill).

Each enhancement is detailed below with its own special rules. However, in general an enhancement provides the character's player with "enhanced rolling." This means that a character with the enhancement gets to make rolls when others don't, they get to make normal rolls when others can only make related rolls, and they get +1c to their rolls when others are allowed to make normal rolls. In other words, the enhanced roll is always one step better than an unenhanced roll.

In addition, GMs should try to play up enhancements. Give enhanced characters special breaks, play up the character's enhancements through roleplaying, etc.

Weapon Class Enhancements

Those enhancements which list multiple AP costs are weapon class enhancements.

The bases for weapon class enhancements list the weapon classes which may be enhanced (i.e., B=body, M=melee, H=hurled, R=ranged, A=artillery). These enhancements also list three AP costs. The first number is the cost of learning the enhancement for all weapons in all of the listed classes, the second is for learning the enhancement for all weapons in only one of the listed classes, and the third for learning a single specific weapon from one of the classes.

If a character learns a cheaper version of a weapon enhancement (e.g., the single weapon), and later wants to learn a more expensive version (e.g., a whole class). The previously spent APs may be deducted from the listed AP cost.

If Hrrss the Zin-Shee warrior paid 20 APs to buy the *disarm* enhancement for his sword, and later wants to expand the enhancement so that he can disarm with any melee or body weapon, he may deduct the 20 APs from the listed AP cost.

Body-class weapon enhancements may be purchased for martial arts skills, as well as normal body attacks.

Note to Game Masters

Unless specifically stated, a character may not simultaneously use more than one enhancement at a time. For example, a character with the *two weapon* and *double attack* enhancements may not attack with two weapons twice each. When a character has multiple enhancements the player must choose the one which will be used at any particular time.

It is important that you not allow players to manipulate the enhancement system to give them unfair advantages. Keep track of what enhancements or handicaps affect what attributes, and under what circumstances. If a combination of enhancements seems illogical to you, or if an enhancement and a handicap work against one another, do not allow your player to select them. Suggest an alternate course of action, or work with the player until a suitable compromise is reached.

Some enhancements are inappropriate

for some races. Compiling a detailed table of the races allowed or each enhancement would be time consuming and take away from the GM's ability to fine tune the rules to suit his campaign. Thus, before taking any enhancement, consult your GM to determine if the enhancement may be taken for your race.

Enhancement Details

Aiming Bonus

This enhancement grants a +1d bonus for each full round which a character spends aiming at a single target. The target may move during this time, but may never go out of sight, or the entire bonus is lost. After two rounds of aiming, the bonus to hit is +2d, and after three rounds it is +1c — this is the maximum aiming bonus allowed.

Ambidexterity

This enhancement allows an individual to use both hands equally well. This means that such activities as writing, throwing, eating, etc. can be done easily with either hand. While this enhancement allows individuals to use a weapon in either hand, it does not allow the individual to make two attacks in a round.

Anti-Vehicle

Characters with this enhancement may increase Dmg vs vehicles by +1c. Applies only when personal type weapons are used vs vehicles (i.e., only weapons which an individual carries).

Armor Penetration

Characters with the *armor penetration* enhancement have studied the weak points of armor, and how their particular weapon may be used to best effect. When a character with this enhancement attacks an **armored** opponent, the GM should reduce the opponent's armor value by half.

Rogor the Calemora is battling a creature wearing armor with an AR of 30, which should be reduced to a 15 if Rogor attacks with the armor penetration *enhancement.*

Attack Pool

An *attack pool* is a reserve of points used to enhance attack die rolls. If a character misses an attack roll, *attack pool* points may be utilized to increase the roll until a sufficient score is obtained to hit. *Attack pool* points are like luck in that they are replenished after each adventure. *Attack pool* points may be used to increase attack rolls only; they may not be used to increase damage, improve defense or armor rolls, etc.

A character may purchase one *attack pool* point for every 5 AP. Any number of *attack pool* points may be purchased and they may be added to in the future (i.e., this enhancement may be taken over and over again).

Balance

Characters with this enhancement may make enhanced balance checks.

Beauty

Beauty is a hard-to-define quality. Often it is a combination of personal charm, bearing and charisma, in addition to simple physical attractiveness. Standards of beauty vary from species to species, and even culture to culture within the same race.

In game terms, *beauty* is considered physical attractiveness to members of the same race. From time to time, two races may be close enough in appearance or aesthetic value to find another race attractive (Zin-Shee and Anthropos generally view each other in this way, for example).

Individuals with this feature gain enhanced Cha checks when dealing with opposite sex members of their own, or similar, species.

Berserk

Berserk is not an enhancement to be taken lightly, since when used, it puts the individual in a primal state of mind, and can result in the deaths of close friends or innocent bystanders. Characters with this enhancement may turn it on automatically; no die roll is needed.

A *berserk* individual may only move and attack. Such characters cannot converse or think rationally while in combat.

Berserks may either attack twice, or once with a +2d bonus. *Berserk* characters must take a -1c penalty to their defense.

A *berserk* individual must immediately move toward and attack the nearest foe. If none are available, the *berserk* character must make a WP (50) roll, or attack the nearest friend, ally or innocent bystander. The checks are made at +1d for every round which the character has remained *berserk.*

Block Ranged

This skill is effective against ranged or hurled weapons of relatively low velocity, such as arrows, spears, throwing axes, rocks, etc. It cannot affect projectiles shot from firearms or non-muscle powered devices. The character must be armed with a weapon to use *block ranged.*

Characters with this enhancement who are attacked are allowed to make an Atk roll vs the opponent's Atk. If the roll succeeds, the weapon is blocked, knocked aside, and does no damage. Otherwise it hits.

Note, *martial art punch* may be used for this enhancement even though it isn't a weapon.

Bridge Officer

This enhancement indicates that the character is familiar with the primary operations on board a ship. The character may use any primary ship system at a 6L rating. Primary functions include: powering up a ship, plotting a course, piloting, using the comm system, using a transporter, using sensors and scanners, raising shields, and firing fixed weapons only (not turrets, missiles, or torpedoes).

Note: none of these functions may be enhanced as they are not actual skills. Also the 6L rating may not be improved. Finally, it is recommended that the GM reduce the effectiveness of this enhancement if character's with the real skills exist.

Carry More

This enhancement allows a character to move normally with a larger encumbrance. The character simply moves at one MR box better than is indicated on the MR/Carry table on the character's back sheet.

Catch Object

Characters with this enhancement receive an enhanced roll to catch objects (but not weapon attacks).

Catch Ranged

This skill works only against hurled and muscle-powered missile weapons such as arrows, spears, rocks, etc. Like *block ranged,* this skill is not effective against modern firearms, or non-muscle powered weapons.

A character with this enhancement may roll Spe in place of Defense when attacked by a ranged weapon. If the roll succeeds, the weapon is caught and causes no damage. Otherwise, the weapon hits.

Note, those with the *martial arts punch* skill may substitute it for the Spe check above if it is better.

Common Sense

This enhancement is largely a roleplaying effect. GMs should give such characters special breaks. If the party is doing something "foolish," you may inform those with *common sense* of their folly. These characters also make enhanced checks when *common sense* would be involved.

Crushing Damage

Characters with this enhancement may use their Str as damage (rather than making a Str-related roll) when crushing an opponent.

Danger Sense

This is the ability to sense potential hazard: if a character is being followed, if an ambush is imminent, etc.

Characters with *danger sense* are allowed an Awa check if a potentially dangerous situation is about to occur. The GM must determine the Dif of such a roll. I the roll succeeds, inform the player that potential danger exists. High rolls may result in more information being provided regarding the precise nature of the threat.

Defense vs Body

This increases a character's Def by +1d vs body weapons.

Defense vs Hurled

This increases a character's Def by +1d vs hurled weapons.

Defense vs Melee

This enhancement grants a character +1d to Def vs melee weapons.

Defense vs Ranged

This enhancement increases a character's Def by +1d vs ranged weapons.

Disarm

Opponents' weapons may be torn from their hands using this skill. A character must be armed with a melee or body weapon in order to properly use this skill. The character makes an Atk roll vs the higher of the opponent's Atk or Str rating. If the roll succeeds, the opponent has been disarmed.

Note *disarm* may also be taken for the *martial arts punch* skill even though it isn't a weapon.

Double Attack

This enhancement allows a character to attack twice with one weapon in the same round. This is a complete action.

Although attacking twice, the character need make only a single attack roll, counting that roll as both attacks. If the attacks hit, only a single damage roll need be made, just count it twice. **Do not** add the damage together — just calculate the effects twice. You will find that a short cut is to simply double any wounding damage.

Double Luck

Double Luck lets a character spend each luck box twice in a gaming session. A character with four luck boxes would actually be able to spend eight during a given session.

Enhanced Hearing

The character may make enhanced rolls for any hearing attempt.

Enhanced Jumping

The character may make enhanced rolls for any attempt to jump.

Enhanced Smell

The character may make enhanced rolls for any attempt to smell.

Enhanced Taste

The character may make enhanced rolls for any attempt to taste.

Enhanced Touch

The character may make enhanced rolls for any attempt to touch or feel.

Enhanced Use

This enhancement is intended to allow a character to use a single item which has too high a Tech, Cyber or BioT requirement to be used normally. A character may effectively increase his or her science rating to the minimum required to use **that specific item only.** In all other cases, the character's science rating remains normal.

This enhancement may be taken any number of times, but must be paid separately for each item which the character wishes to use. The cost of the enhancement is based upon the number of dice which the character needs to increase the science, as listed below.

Increase Required	AP Cost
+1d	15
+2d	30
+3d	45
+4d	60

*As an example, if Tatiana Starfall, an Anthropos adventurer (Cyber 6M) wishes to use a cyberfist implant (minimal Cyber requirement 8M) without penalty, she would not normally be able to do so. If she takes use enhancement, however, she can pay APs to selectively increase her Cyber science rating to 8M, **only** in regard to the cyberfist.*

Such a procedure requires increasing her normal 6M Cyber to 8M, an increase of +1d, costing 15 APs. Tatiana may now be fitted with the cyberfist, but her Cyber rating remains at 6M in regard to all other items. If at some point in the future, she wishes to have a micro-laser implant (8M requirement), she must pay another 15 APs to enhance her Cyber rating for the eye (only).

Enhanced Vision

The character may make enhanced rolls for any attempt to see.

Expert Runner

This enhancement allows the character to make running rolls at +1c.

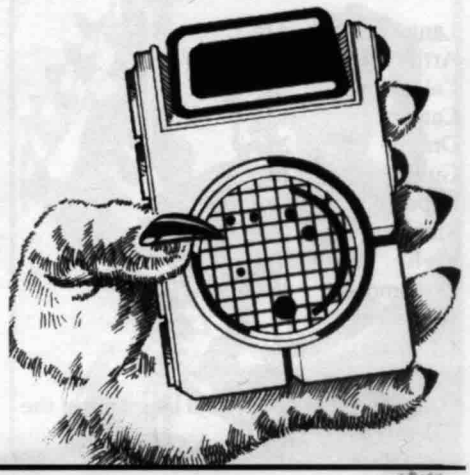
Extra Luck

This useful enhancement simply allows a player to spend two luck boxes on a single task, instead of one. Using this enhancement a character may, for example, expend a luck before rolling to gain a +1c bonus, and then reroll the result (spending another luck) if it is not satisfactory. The main penalty for using this enhancement, is that the character uses up luck faster than normal.

Fame

Characters with this enhancement are celebrities of some sort. The player and GM should work together to determine the exact nature of the fame — characters may be holovid stars, singers, authors, politicians, military heroes, etc. The advantages of this enhancement include enhanced Cha rolls when dealing with anyone who knows of the character, favored treatment from officials, and an overall tendency for others to be friendly and helpful.

The disadvantage of *fame* is that the character may be noticed wherever he or she goes, and will have a hard time going on covert missions without a good disguise or cover. Famous individuals also attract sycophants and fans who have a tendency to make their lives miserable.



Fast Healing

Individuals with this enhancement may make -1t healing checks every two hours instead of four.

Fearless

Fearless characters may make enhanced checks versus fear. Note that normal Shock rolls are not considered fear.

High Death Threshold

This allows a character's critical wounds to go to 15 before death checks occur.

Impale

Characters with hurled weapons, bows, etc., may use this enhancement to effectively pin an opponent against a wall or other solid obstruction.

The target must be within one square of a suitable obstruction — wood, organic material, dirt, soft rock, etc. The character then throws or shoots his or her weapon at the opponent. Damage and wounds are calculated normally. However, if wounds result, the opponent is pinned with a Dif equal to twice the number of wounding damage points (Str is used to unpin oneself).

Improved Field of Vision

Characters with this enhancement may increase their field of vision. Those races which begin with a 90-degree field of vision are increased to 180 degrees, those with 180 are increased to 270, and those with 270 are increased to a full 360.

Languages

This enhancement may be taken multiple times. Each language is purchased normally, but the AP cost varies depending upon the difficulty of the language. The major languages of Known Space, and AP costs are listed below.

Lang.	AP
Arthirian	10
Calemora	15
Catongi*	40
Dracan	20
Guildspeak	10
Imperial	30
Kathan	40
Kryll	30
Pheromonal**	45
Skull Cant***	10
Zin-Shee	15

* Catongi is the non-verbal language of the Calemora.

** Pheromonal is a form of communication by scent, used primarily by the Kryll.

****Lingua fraca* of the Combine, Dark Alliance, and other pirates, criminals, etc.

Life Freeze

Life freeze allows a character to go into a form of hibernation, and slow all of the body's natural functions to almost a complete stop. The character may do this voluntarily at any point, and need not roll to succeed. If it is used when the character is critically wounded, no Vit drain occurs.

When this occurs, the character appears dead, and may recover with a successful WP roll vs a difficulty equal to the number of rounds spent in *life freeze*. A successful *medtech* roll is also able to bring a character out of *life freeze*.

Light Sleeper

This lets a character make enhanced awareness checks while sleeping. If a sleeping character's Awa roll succeeds, the character may awaken immediately if desired.

Long Range

This enhancement should only be used if the GM is also using the optional ranged weapon rules. *Long Range* doubles all of a weapon's ranges.

Luck Burn

This powerful enhancement enables a character to **permanently** sacrifice a luck box in exchange for a high die roll bonus. As with normal luck expenditure, a luck burn may be made either before or after rolling. If the player decides to burn a luck box **before** rolling, then the resulting die roll is increased by +1t. If the luck is burned **after** rolling, then a +1c bonus applies. Characters may burn luck boxes that have already been spent the same gaming session. *Luck Burn* may also be used an the same roll which a normal luck box was already spent.

Either way, the expended luck box is gone **permanently.** It may not be regained in any manner — the maximum number of luck boxes which the character may have is always reduced by the number of luck boxes **burned**.

Luck Restore

Luck restore gives characters the chance to gain all of their luck boxes back. This enhancement may only be used if all luck boxes have been spent, and it will not restore *burned* luck.

Players wishing to restore a character's luck boxes make a normal luck roll. The roll must equal or exceeds five times the number of normal luck boxes.

Luck restore may be performed any number of times, so long as the rolls continue to succeed. If a *luck restore* fails, no further restoration attempts may be made during the current gaming session.

Luck Sustain

This enhancement enables a character to spend a luck box after rolling the dice, to double a result. A 6M die roll resulting in 40 would therefore be doubled for a result of 80!

Move and Attack

Normally, characters must take their move action strictly before or after their attack action. This enhancement allows characters to move part of their MR, make an attack, and then move the remainder. This does not grant any extra actions, or any bonuses beyond the ability to "split move" in this fashion.

Multiple Attacks

Highly skilled fighters may engage more than one opponent through the application of this enhancement. All opponents attacked using this enhancement must be within one square of the attacker.

A character with this enhancement makes a single attack roll. The number obtained is then applied to the first opponent. If it hits, half of the Atk result may be applied to a second opponent. If this one hits, half of that may be applied to a third opponent, etc. One damage roll may be made for all opponents if desired.

No Emotions

This gives a character an enhanced roll to control emotions, feelings, or suppress moods. Characters with this enhancement also show little or no outward sign of their true emotional state.

Orders

Characters with this enhancement are allowed to give orders on their Nish (as an Atk action). The order must be directed at another character or NPC. This individual may choose to follow or not follow the order (either way, the ordering character's Atk action is used).

If the individual ignores the order nothing happens. If accepted, the order must be followed to the best of the individual's ability. This allows the individual to immediately perform an Atk or Move action (but not both). This is an extra action and does not take away from the individual's normal

Nish. Moreover the action is taken immediately (regardless of the individual's actual Nish).

Note, even with the use of an order, an individual/ship/vehicle may not move farther than would be allowed with the running/over drive rules (*RB, movement).* Also an individual may not be ordered more than once per round, even if ordered by a different commander.

Parry

A character with this enhancement may elect to *parry*, melee or body attacks rather than defend against them. The character must be using a melee or body weapon. A *parry* is made using the weapon's Atk rating. If it succeeds, the opponent's blow is blocked, and does no damage. Otherwise it hits.

Martial arts punch may also be used to *parry* even though it isn't a weapon.

Quick Draw

A character with this enhancement may switch weapons as an incidental action. They may also ready any weapon that requires an Atk action as a move action, and a complete action as an attack action. All other weapons may be readied in half the normal time.

Regeneration

This allows a character to regenerate wounds. After a combat, the character may make a healing roll at -1t. This may only be done once after each combat, and only if the character was wounded.

Resist Cold

Characters with this enhancement may make enhanced rolls versus the effects of cold. Armor rolls vs cold are made at +1d.

Resist Disease

Characters with this enhancement may make enhanced rolls versus diseases.

Resist Heat

Characters with this enhancement may make enhanced rolls versus the effects of heat. Armor rolls vs heat or plasma are made at +1d.

Resist Mind Control

This gives a character an enhanced roll versus any form of mind control including *psionics*, *Sorce*, drugs, poisons, etc. Note: the effect must be mind controlling or affecting. Many *psionic* and, *Sorce* enhancements, drugs, and poisons are not mind controlling or affecting and an enhanced roll may not be made.

Resist Poison

Characters with this enhancement may make enhanced rolls versus the effects of poison.

Resist Psionics

Characters with this enhancement may make enhanced rolls versus the effects of all forms of psionics.

Resist Sorce

Characters with this enhancement may make enhanced rolls versus the effects of the Sorce.

Riposte

A complex melee maneuver, riposte enables a character to immediately attack following a highly successful parry (this enhancement requires that the character already know *parry*).

If the parry roll minus the attacker's Atk roll is sufficient to hit, then the riposte is successful and damage is immediately rolled. Note, a riposte attack does not count as an Initiative action (i.e., it is a free attack).

Same Nish

This allows a character to keep last round's Initiative roll if it was better than this round's roll. However, this may only occur over one round. If last round's initiative was already a *same Nish* (i.e., not a rolled Nish), then you **must** keep your actual roll.

Save Nish

Normally, a character may save Nish until the end of the round (*RB, combat, initiative).* If not used then, any saved actions are lost. This enhancement allows any unused actions from the previous round to be used. These actions may be used at any time (even before the character's Nish from the current round).

Such saved Nish may only be carried forward one round.

Sharp Shooter

Characters with this enhancement may shoot at opponents who are hiding behind cover if *any* portion of their bodies is visible. *Sharp shooters* may shoot at such opponents with no penalty, negating any bonuses which the opponent may have gotten for being behind cover.

Slow Drain

If a character with the *slow drain* enhancement takes critical damage, Vit drain may be stopped with a successful Vit roll vs a Dif equal to the amount of critical Dmg (instead of the normal x5). In any event, the character only loses one Vit point every two rounds.

Social Status

A character with *social status* is considered a member of the "upper crust," and receives various bonuses accordingly. Usually, this means that the character can move in high-class social circles without difficulty, and can deal with upper class individuals without penalties.

This enhancement is also more important to some races than others. The Zin-Shee, for example, with their emphasis on nobility, royalty, etc., find social status very significant. Individuals with *social status* should make enhanced rolls in such situations. A Zin-Shee with this enhancement is a titled noble — a duke, baron, count, knight, etc., as are members of other races with hierarchical social orders.

Specific Opponent

Many adventurers throughout known space have "favorite" opponents — races or species which they are particularly skilled at fighting. Characters who wish to use this enhancement should pick a race or species as their specific opponent — Anthropos, Draca, katha, horak, etc. All attacks and damage against that particular race are at +1d.

Unlike most other enhancements, *specific opponent* may be selected any number of times (but for a different race each time), with the GM's permission.



Starlight Vision

Individuals with this enhancement can see without penalty in low-light conditions (see *RB, miscellaneous, vision/light*).

Strong Will

A character with this enhancement is allowed an enhanced roll to stay conscious as a result of critical damage, suffocation, poison, and other effects which require a WP roll to "stay awake."

Structural Damage

Characters with this skill specialize in doing damage to buildings, walls, etc. In effect, such individuals have an inherent understanding of a structure's weak points and are able to attack them with enhanced effectiveness. Damage against structures is calculated at +1c. Note: this enhancement may not be used against ships, vehicles, or mechnoids (see the *anti-vehicle* enhancement).

Stunning Blow

When making a *stunning blow* attack, the damage roll is made at -1c. The opponent is stunned for a number of rounds equal to any wounding damage (and the damage is taken as well).

Tactical Analysis

This is a special enhancement used in combat. A character using tactical analysis is trained to observe an opponent's maneuvers, fighting style, movement, etc., while they fight.

In order to use this enhancement, the character must miss (either voluntarily or involuntarily) one or more consecutive attacks. The decision to use tactical analysis must be made before any attack rolls are made. If the player decides that a character is using *tactical analysis*, and is purposely missing an opponent, no attack roll is necessary — the character's attack misses automatically.

On the round following **one** missed attack, the character gains +1d to hit. On the round following **two** consecutive missed attacks, the character gains +2d to hit, and on the round following **three** consecutive missed attacks, the character gains a full +1c to hit. This is the maximum bonus allowed using this enhancement.

Once the *tactical analysis* bonus is used, it is lost, and in order to gain it back, the character must begin missing again.



Throw Weapon

This enhancement enables a character to throw melee weapons which normally cannot be thrown, such as swords, clubs, krays, etc.

The GM is strongly advised to use the range attenuation rules in this case — a character may throw the chosen weapon two squares without penalty, three or four squares at -1d, five or six squares at -2d, seven to eight at -1c, etc.

Thrown weapons cause normal damage minus any Dmg Adj listed on the character's Weapon Class table.

Tight Grip

This gives a character an enhanced Strength check when rolling to hold on to anything.

Tight Quarters

Many battles take place in the narrow corridors of starships, in the maze-like canyons of distant worlds and the cramped tunnels of alien life forms. The *tight quarters* enhancement enables characters to fight in such surroundings without penalty.

Tough vs Blunt Weapons

Characters with this enhancement may add +1d to their AR rolls against blunt weapons such as punches, clubs, maces, rocks, etc.

Tough vs Edged Weapons

Characters with this enhancement may add +1d to their AR rolls against edged weapons such as swords, daggers, krays, etc.

Tough vs Energy Weapons

This enhancement allows characters to make AR rolls vs energy weapons such as blasters, lasers, etc., at +1d.

Tough vs Projectile Weapons

This enhancement allows characters to make AR rolls vs projectile weapons such as renders, disk weapons, scythe cannon, etc., at +1d.

Two Weapons

This enhancement enables a character to fight with two melee weapons — one in each hand. The character may roll to hit once or twice, but both rolls are made at the same rating — equal to the worst weapon's Atk or -2d less than the best weapon's Atk (which ever is the lower).

This enhancement must be taken for both weapons being used (although the same weapon could be used in both hands).

Wealthy

This character is rich. The source of the wealth is up to the player and the GM, but in game terms the effects are that the character receives double normal starting credits. Plus all mission allowances are calculated as if the character where one rank higher than current rank (in other words, a wealthy third-rank warrior would receive the pay of a fourth-rank warrior).

If *wealth* is gained after the character has been generated, the character receives an extra mission allowance immediately, plus future allowance benefits as described above.

Weapons Display

This enhancement allows the character to demonstrate his or her mastery of a given weapon, or group of weapons, displaying trick shooting, flourishes, etc., in an attempt to overawe opponents.

A *weapons display* requires an Atk action. The player then rolls his Atk skill vs the opponent's Shock. If successful the opponents are all afraid of the character and will attempt to avoid him in combat (although they are still free to attack his allies). Attacks against a fearful opponent are at +1d to the attack roll.

Zero-Gravity

Those not familiar with the new, three-dimensional environment of zero-gravity are at a serious disadvantage when it comes to combat. Specialists in this form of fighting have trained to deal with the unusual conditions and physics of low-g surroundings, and may fight without penalty.

Handicaps

Handicaps work in the same manner as enhancements, but are listed with a positive AP cost. This is because they provide negative game effects, causing penalties under some circumstances, and provide the listed number of extra or "bonus" Unused APs when purchased.

Note that "bonus" APs do **not** count toward the AP Total.

Table 4: Handicaps

Handicap	AP	Base
Absent-Minded	+8	Int
Bad Balance	+10	Dex
Bad Defense Body	+20	Def
Bad Defense vs Hurled	+15	Def
Bad Defense vs Melee	+20	Def
Bad Defense vs Ranged	+20	Def
Bad Jumper	+10	Spe
Bad Runner	+10	Spe
Boor	+6	Cha
Clumsy	+8	Dex
Color Blind	+4	Awa
Deep Sleeper	+6	Awa
Fast Drain	+16	Heal
Fearful	+8	Shck
Flirtatious	+10	WP
Frail	+25	Vit
Glass Jaw	+20	WP
Greedy	+8	WP
Low Cold Tolerance	+8	FR
Low Death Threshold	+25	Vit
Low Heat Tolerance	+8	FR
Low poison tolerance	+14	FR
Night blindness	+8	Awa
Pacifist	+16	Cha
Poor Hearing	+8	Awa
Poor Smell	+4	Awa
Poor Taste	+4	Awa
Poor Touch	+4	Awa
Poor Vision	+10	Awa
Poverty	+16	Luck
Short Temper	+10	WP
Slovenly	+6	Cha
Slow	+12	Spe
Slow Healer	+12	Heal
Slow Reaction	+16	Nish
Slow Restore	+20	Luck
Thick-Headed	+14	Int
Tunnel Vision	+16	Awa
Unattractive	+8	Cha
Unhealthy	+10	FR
Unlucky	+16	Luck
Very Unlucky	+25	Luck
Vulnerable vs Blunt Wpns	+12	AR
Vulnerable vs Edged Wpns	+12	AR
Vulnerable vs Energy Wpns	+12	AR
Vulnerable vs Proj. Wpns	+12	AR
Weak Grip	+8	Str
Weak Will	+14	WP

Handicaps may only be taken at full AP bonus during character creation, or upon rank advancement. Any number may be taken during creation, but only one may be taken upon advancement for full AP bonus. If taken at other times, handicaps only provide half of the listed AP bonus.

Some handicaps are inappropriate for some races. Compiling a detailed table of races and their allowed handicaps would be time consuming and take away from the GM's ability to fine tune the rules to suit his campaign. Thus, before taking any handicap, consult your GM to determine if the handicap may be taken for your character's race.

Handicaps may be "bought back" or removed by spending Unused APs. This may only be done during character creation or upon attaining a new rank (only one per rank may be bought back). The cost is twice that listed on the table above. If bought back at any other time, the cost is four times that listed on the table above.

Handicap Details

Absent-minded

Characters with this handicap must make Int rolls to remember important items, names, dates, places, appointments, etc. The Dif is anywhere from 5-20 or more depending on the situation.

Bad Balance

Characters with this handicap must roll at a -1c penalty for all acts which require good balance.

Bad Defense vs Body

Characters with this handicap take a -1c Def penalty vs body weapons.

Bad Defense vs Hurled

This handicap inflicts a -1c penalty on all Def rolls vs hurled weapons.

Bad Defense vs Melee

Characters with this handicap take a -1c Def penalty vs melee weapons.

Bad Defense vs Ranged

Characters with this handicap have a -1c penalty on Def rolls vs ranged weapons.

Bad Jumper

A character with this handicap suffers a -1c penalty to all attempts to jump, either for height or distance.

Bad Runner

A character with this handicap suffers a -1c penalty to all rolls to run.

Boor

The character is socially obnoxious, and annoying. Individuals with this handicap must take a -1c to Cha in all social settings in which being a boor would be a disadvantage. playerS should roleplay the character in a suitably boorish manner.

Clumsy

This handicap requires that a character roll a Dex check when handling something fragile or in attempts to catch things. All such checks are made at a -1c penalty.

Color Blind

This handicap indicates that a character cannot see colors at all. It may only be taken by members of races who see in color.

Deep Sleeper

A *deep sleeper* will sleep through virtually anything, and suffers a -1c penalty when attempting to wake up, even in the face of loud noise, attack, etc.

Fast Drain

Characters with *fast drain* lose Vit faster than others. Characters with this handicap who take critical Dmg receive **two** points of Dmg per round, instead of one.

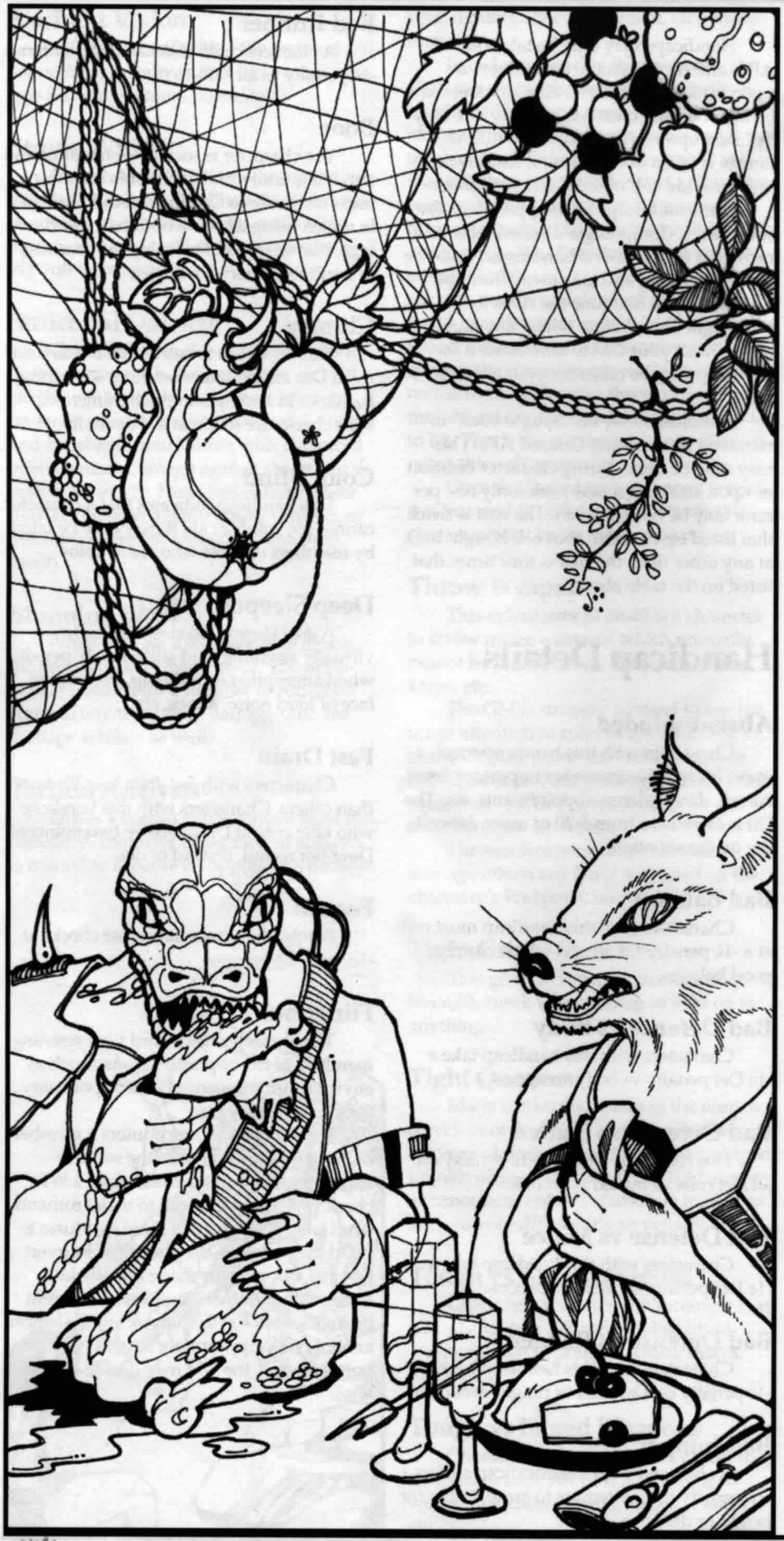
Fearful

Fearful characters make fear checks at -1c.

Flirtatious

The character has a hard time resisting members of the opposite sex. As much as anything, flirtatiousness is an opportunity for good roleplaying.

If a *flirtatious* PC encounters a member of the opposite gender (of the same or similar race), he or she must make a WP check vs Cha or be forced to make romantic overtures. The nature of these overtures is up to the player — they need not be overt or graphic, but must be made nonetheless. Races with minimal emotions or different biologies such Kryll, Shanask and Calemora are not really appropriate for this handicap, but as always, the GM may decide otherwise.



Frail

Frail characters have a Vit maximum which is -2d below their actual Vit. A frail character with a 6M vitality would, therefore, have only 8 (8L) Vitality points, instead of 12. The character may still use his or her normal Vit for all other rolls, however.

Glass Jaw

Each time a character with a *glass jaw* is wounded from a physical blow, he or she must make a WP roll vs the total number of wounds. If the roll fails, the character is stunned for one round (i.e., they loose next round's Initiative).

Greedy

Greedy characters who encounter large amounts of money, valuable pieces of equipment, etc., must make a WP roll +1t vs the value in credits or demand to be given the item or the lion's share of the money. Greed is also a good roleplaying handicap, as it does not always have direct gaming applications.

Low Cold Tolerance

Characters with this handicap must make all rolls against cold at -1c. Armor rolls vs cold damage are made at -1d.

Low Death Threshold

Characters with *low death thresholds* begin making death checks at five points of critical Dmg, rather than the normal 10.

Low Heat Tolerance

Characters with this handicap must make all rolls against heat at -1c. Armor rolls vs heat and plasma Dmg are at -1d.

Low Poison Tolerance

Characters with this handicap take a -1c penalty on all rolls to resist poison.

Night Blindness

Characters with this handicap treat low-light conditions as total darkness, and function as if completely blind.

Pacifist

Pacifists will not normally fight unless they are personally attacked, or one of their allies has actually been hit.

Poor Senses

Characters with these handicap must take a -1c penalty to all rolls based upon these senses.

- **Poor Hearing**
- **Poor Smell**
- **Poor Taste**
- **Poor Touch**
- **Poor Vision**

Poverty

The character is poor, or is badly in debt. Poor characters receive only half their starting credits, and earn mission allowance at one rank below their actual rank. Rank two characters receive pay as if they were rank one, rank three would take pay at rank two, etc. (Rank zero characters still receive normal allowance, however).

If the character becomes poor after generation, then half of the character's funds are immediately deducted, and future allowance penalties are as described above.

Short Temper

Characters with this handicap have a tendency to hit first and ask questions later. If confronted with a situation which the character considers insulting or threatening, the player must make a WP(15) roll. If the roll fails, the character will "blow up," throwing things, yelling, and possibly even starting a fight. Again, this handicap has excellent roleplaying applications.

Slovenly

The character is, in short, a slob. His or her living conditions and personal habits leave a great deal to be desired. Again, the player should expand upon this handicap, and roleplay for maximum effectiveness.

Slow

A character with this handicap always moves at the next lower MR as indicated on the back of the character sheet.

Slow Healer

The normal amount of time required for the -1t healing check is doubled for *slow healers*. Thus, a slow healer may roll only once every eight hours (rather than four).

Slow Reaction

Characters with this handicap may not use the doubling die when making Initiative rolls (i.e., it is a non-doubled roll).

Slow Restore

At the beginning of each gaming session, a character with this handicap must make a Luck roll. If the roll exceeds the character's total luck **value**, then the character gains back all of his or her luck boxes for the adventure. If the roll fails, then the character regains **no** luck boxes. Any luck boxes remaining from the last gaming session are kept, however.

Thick-Headed

Characters with this handicap are basically slow to notice things, plodding in their thought patterns, stubborn, and unlikely to change their course unless confronted with obvious disaster.

When other characters are allowed to make Int checks, *thick-headed* characters may be excluded, or make the checks at a -1c penalty.

Thick-headedness is another opportunity for good roleplaying, as well. Players may decide that a *thick-headed* character will miss an obvious point, or come to exactly the wrong conclusions given circumstances. Such good roleplaying should, of course, be rewarded by the GM.

Tunnel Vision

Characters with this handicap have their field of vision reduced. A member of a race which normally has a 360-degree field of vision is reduced to 270 degrees; 270 is reduced to 180; and 180 is reduced to 90. Races (such as the Shanask) which normally have a 90-degree field of vision may not take this handicap.

Unattractive

Like *beauty*, unattractiveness is a difficult concept to define. Often, unattractiveness is a result of "ugly" personalities, bad habits, etc. In game terms, this disadvantage causes a character to take a -1c penalty on Cha rolls in which physical appearance might be a factor (when dealing with aliens, for example, ugliness is entirely relative, and unlikely to affect Cha).

Unhealthy

Unhealthy characters catch illnesses more easily than other characters. All FR rolls to resist disease are made at -1c.

Unlucky

Unlucky characters must spend two luck boxes each time they wish to reroll the dice. This handicap does not affect *luck burn*.

Very Unlucky

A character with this handicap must spend all of his or her luck boxes to reroll the dice (i.e., they effectively have one luck box).

Vulnerable vs Blunt Weapons

Individuals with this handicap make AR rolls vs blunt weapons at -1d.

Vulnerable vs Edged Weapons

Individuals with this handicap make AR rolls vs edged weapons at -1d.

Vulnerable vs Energy Weapons

Characters with this handicap must make AR rolls vs energy or plasma weapons at -1d.

Vulnerable vs Projectile Weapons

Characters with this handicap must make AR rolls vs projectile weapons at -1d.

Weak Grip

This character must take a -1c penalty when rolling to hold onto things that would normally require a Str check.

Weak will

Characters with this disadvantage incur a -1c penalty on all WP rolls required to stay conscious.



Skills

Table 5: Skills

Name	AP	IC	Base
Acrobatics	20	10	Dex/Spd -1d
Astrogation	25	12	Int/Tech -3d
Climbing	15	7	Dex/Str -1d
Cloak	10	5	Int/Tech -1d
Computer	15	7	Int/Tech -2d
Comtech	15	7	Cha/Tech -2d
Concealment	10	5	Dex/Int -1d
Counter Security	15	7	Tech/Dex -1d
Damage Control	14	8	Spd/Tech -1d
Demolitions	10	5	Int/Tech -1d
Detect Lie	10	5	Awa/Cha -1d
Disguise	12	6	Cha/In t-1d
Dominate	10	5	WP -2d
Drive Vehicle	18	9	Awa/Dex -2d
Empathy	12	6	Cha/Awa -2d
Falling	10	5	Dex/Spe -1d
Fast Talk	10	5	Cha/Int -1d
First Aid	12	6	BioT/Int -2d
Gambling	10	5	Luck/Int -1d
Gen. Knowledge	10	5	Int -2d
Interrogate	10	5	Str/WP -2d
MA Hold	12	8	Str/Body -2d
MA Kick	12	8	Body/Spe -2d
MA Punch	12	8	Body/Dex -1d
Medtech	25	12	BioT/Int -3d
Navigate	10	5	Awa/Int -1d
Pilot Small Craft	18	9	Awa/Dex -2d
Pilot Starship	25	12	Awa/Dex -3d
Raise Shields	10	5	Int/Tech -1d
Repair Armor	12	6	Tech/Str -1d
Repair Cyb.	15	7	Cyb/Tech -2d
Repair Equip.	15	7	Tech/Dex -2d
Repair Hull	20	10	Str/Tech -3d
Repair Mechnoid	15	7	Tech/Str -2d
Repair System	10	5	Tech/Int -1d
Repair Weapon	12	6	Tech/Dex -1d
Scanners	20	10	Awa/Int -2d
Sensors	15	7	Awa/Int -1d
Ship Gunner	20	10	Art -2d
Ship Power	12	6	Int/Tech -2d
Stealth	12	6	Dex -1d
Survival	15	7	FR/Int -2d
Swimming	10	5	Str/Spd -1d
Theft	10	5	Dex/Awa -2d
Tracking	10	5	Awa/Int -1d
Trac/Rep Beam	10	5	Int/Tech -1d
Transporter	15	7	Int/Tech -2d
Vehicle Gunner	15	7	Art -2d
Vehicle power	10	5	Tech/Int -1d

Table 6: Skill Enhancements

Skill Enhancements	AP
Acrobatics	—
Falling	10
Astrogation	—
Hyperspace	20
Assist Pilot	15
Climbing	—
Grab	15
Falling	15
Specialized Surface	10
Cloak	—
Computer	—
Hacking	15
Programmer	10
Comtech	—
Com-tapping	15
Com-ECM	10
Com-ECCM	10
Concealment	—
Spec. Surroundings	10
Movement	15
Counter Security	—
Damage Control	—
System Repair	10
Demolitions	—
Detect Lie	—
Lie	5
Disguise	—
Impersonation	15
Dominate	—
Empathy	—
Falling	—
Fast Talk	—
Spec. Institution	10
Seduction	10
First Aid	—
Gambling	—
General Knowledge	—
Field of Study	8
Interrogate	—
Martial Arts Hold	—
Crush	10
Sleeper Hold	15
Throw	15
Bar Hold	15
Martial Arts Kick	—
Sweep	8
Double Kick	15
Forced Kick	15
Flying Kick	18
Martial Arts Punch	—
Double Punch	15
Forced Punch	15
Death Blow	20
Board Breaking	5
Medtech	—
Surgery	10
Alien Medtech	5
Afflictions	10
Cybernetic Surgery.	15
Navigate	—
Directions	5
Assist Driver	10
Pilot Small Craft	—
Fighter Pilot	15
Pilot Starship	—
Hyperspace	20
Fighter Pilot	15
Raise Shields	—
Repair Armor	—
Repair Specific Armor	5
Repair Cybernetics	—
Repair Cybertank	10
Partial Surgery	10
Repair Equipment	—
Build Equipment	15
Repair Hull	—
Repair Mechnoid	—
Repair Cybertank	8
Repair System	—
Additional System	10
Repair Weapon	—
Rep. Ship Wpn.	18
Rep. Spec. Wpn.	5
Rep. Vehicle Wpn.	15
Scanners	—
Scan-ECM	10
Scan-ECCM	10
Sensors	—
Sen-ECM	10
Sen ECCM	10
Ship Gunner	—
Turret Gunner	15
Weapon Expertise	10
Missile Battery	10
Torpedo Launch	10
Vehicle Gunner	15
Ship Power	—
Vehicle Power	12
Stealth	—
Survival	—
Directions	5
Terrain Expertise	10
Swimming	—
Life Saving	10
Cliff Diving	10
Deep Breath	10
Theft	—
Tracking	—
Terrain Specialist	10
Cover Tracks	8
Tractor/Repulsor Beam	—
Transporter	—
Vehicle Gunner	—
Turret Gunner	15
Weapon Expertise	10
Missile Battery	8
Torpedo Launcher	8
Vehicle Power	—

Skills and Enhancements

Skill ratings are derived from a character's base as indicated above. Just locate the indicated attribute (if two attributes are listed, choose the best one), reduce the rating a number of die types as indicated, and record this as the skill's initial rating.

IMPORTANT: No rating may start above 6M.

Some skills have **enhancements** which are appropriate to the skill, and may be purchased separately. Enhancements are modifiers which improve the performance of one or more aspect of an existing skill. Unlike skills, enhancements may not be improved (although their effect may improve along with the skill rating). Multiple purchases of the same enhancement, except where noted, are not allowed.

Some skills have no enhancements listed. This does not mean that they do not exist — GMs and players are encouraged to invent new ones or adapt others to existing skills.

Skill Details

Each skill is described in detail below, followed by bulleted entries describing its enhancements, if any.

When a skill is used in conjunction with a piece of equipment which has its own rating (such as a comtech using a communication array) the skill may almost always be combined(cat) with the equipment's rating. This is usually true even if it is not specifically mentioned below. The effects of combine(cat) are detailed in *RB, dice, combining*. A summary of the effects is that the category of the character's skill (L=+1d, M=+2d, H=+3d, etc.) is added to the equipment's rating.

Acrobatics

Acrobatics is the ability to do jumps, flips, tumbles, feats of balance, etc..

- *Falling:* Characters with the *falling* enhancement may use their acrobatics skill to reduce falling damage similarly to the *falling* skill (i.e., the result reduces the damage potential).

Astrogation

Astrogation is the ability to plot the best, fastest and safest course through space. With astrogation *a character is able to determine* safe landing spots, orbital trajectories, etc., and use the skill to assist the helmsman.

Astrogation routines are assigned a Dif number by the GM. Simple procedures, such as plotting a course from planet to planet in the same system, require no skill rolls, Interstellar travel and exploration of unknown territory is more difficult.

An astrogator's skill may also be combined(cat) with a pilots skill (i.e., the pilot can make better rolls).

If *astrogation* equipment is available, this skill may be combined(cat) for the roll.

- *Hyperspace*: With this enhancement, the astrogator can roll to "make the jump to hyperspace" and perform other hyperspace activities.
- *Assist Pilot*: This enhancement allows the astrogator to make an *astrogation* roll anytime the pilot makes a *pilot* roll and the best result may be used. However, when using this enhancement, the pilot does not get to combine(cat) with the astrogator.

Climbing

This skill enables the character to climb sheer or precarious surfaces which would normally be too difficult to climb.

The GM should assess a difficulty rating for the surface being climbed. If a *climbing* roll exceeds this number, then the surface has been climbed. Failure indicates a fall.

- *Grab*: With this enhancement, a character is immediately allowed to make a second climbing check to prevent falling (i.e., turning it into a slip instead of a fall).
- *Falling*: This enhancement allows the character to use their climbing skill to reduce falling damage similarly to the *falling* skill (i.e., the result reduces the damage).
- *Specialized Surface:* Climbers with this enhancement specialize in climbing a specific surface gaining a +1c roll on such surfaces. A few possible surfaces are: buildings, trees, ropes/vines, ledges, metal walls, etc. This enhancement may be taken multiple times for various surfaces.

Cloak

Cloak allows a character to operate a cloaking device. Without this skill activating a cloaking device is a related Tech roll.

Under normal conditions, individuals skilled at *cloak* need not make a die roll to activate it. Only in special circumstances will the GM assess a Dif.

When a cloaked vessel is scanned, characters with this skill may combine(cat) their rating with the cloak's rating if they are manning the cloaking device.

Computer

This skill allows a character to operate most computers. It also allows a character to track down programming errors, glitches, etc., and to fix them.

Normal computer operations do not require a skill roll. When attempting any unusual or difficult actions with a computer, the GM should assign a Dif and have the player make a roll to determine success.

- *Hacking:* Characters with this enhancement may engage in "hacking" at his or her *computer* skill rating — that is, attempting to enter hostile or protected computer systems in an attempt to steal information, transfer funds, destroy programs, plant hostile computer viruses, break security codes, etc. Dif is based upon the security rating of the system being hacked into.
- *Programmer:* This enhancement enables characters to go beyond being a computer user and actually create new and complex programs or modify old ones.

Comtech

Comtechs are skilled with the use of intership communication devices. They may open and close communications and maintain communication links under difficult circumstances.

Ordinary opening and closing comm links, exchanging information, and receiving data, require no roll. Under difficult conditions such as interference, in the midst of battle, while being jammed by enemy ships, etc. a roll is required combined(cat) with the comm station.

If communications are being jammed, a roll must be made to break through before any additional communications function may be used.

- *Com-tapping: Comtechs* with the *com-tapping* enhancement may attempt to tap into and surreptitiously listen in on other communications systems at the *comtech* skill. Establishing a link through an enemy's shield always requires a roll vs the shield's rating (at Personal type).
- *Com-ECM:* This enhancement (ECM, or electronic countermeasures) allows characters to jam or otherwise interfere with enemy communications at his or her *comtech* skill.
- *Com-ECCM:* This enhancement (electronic counter-countermeasures) gives a *comtech* a +1c bonus when attempting to circumvent or otherwise avoid enemy jamming or ECM.

Concealment

This is the ability to conceal oneself or an item from others' view. *Concealment* is rolled vs potential onlooker's Awa.

- *Specialized surroundings:* Character's may specialize in concealment in a specific type of surrounding such as: deserts,

jungles, rocky terrain, cargo-bays, ship corridors, buildings, etc. This enhancement provides a +1c bonus to all attempts at concealment in a selected surrounding. This enhancement may be taken multiple times to add additional surroundings.

- *Movement:* Normally, a concealed character may only move one square per round without being detected. This enhancement allows a character to move up to half their MR while remaining *concealed*.

Counter Security

This skill enables a character to break through most forms of security devices and measures. This includes picking old world locks, jury rigging electronic doors, breaking security codes, and otherwise gaining entry to areas.

Damage Control

This skill enables characters to prevent system failure on board vehicles and ships which have taken critical damage, as described in *RB, combat, vehicle, system failure*. The roll is combined(cat) with the ship's damage control rating (if any). This skill has virtually no other use (i.e., it is not a repair skill by itself, but see the enhancement option below).

- *System Repair:* This enhancement may be taken multiple times for each of the various ship/vehicle systems. It simply lets the character use their *damage control* skill to attempt repairs on the system.

Demolitions

Demolitions is the skill of being able to set explosive charges so they will detonate in a desired fashion (i.e., "blow just the door open and not damage anything inside," etc.). Note this is not a combat skill and may not be used when throwing grenades or other explosives at opponents.

Difficulty should be assigned based upon the exact requirements of each explosion. A blast which would simply blow up a bridge would be relatively simple (Dif 10-15), while cracking a safe without damaging the contents would be much more difficult (Dif 30).

When explosive Dmg is rolled, it is combined(cat) with this skill.

Detect Lie

This skill allows a character to determine whether an individual is telling the truth. Note that, as this is an intuitive skill, the PC will only have a "gut feeling" whether the individual is telling the truth or not

Lie detection is rolled vs the subject's Int. If the roll succeeds, then the character has a good idea whether the subject is lying or not. Note, however, that if the roll fails, the GM may (at his or her discretion) misinform the player as to whether the subject is being entirely truthful.

- *Lie*: As is often the case, those who know how to detect something are the best at hiding it. With this enhancement, the *detect lie* rating may be combined(cat) with the character's Cha when telling a lie.

Disguise

Characters with *disguise* can make themselves look different, hiding their own appearance.

This skill requires the use of props: makeup, clothing, brushes, even dirt helps. The GM will have to determine the rating of any available prop. This skill is then combined(cat) with the prop's rating. One of the best props is a fully-equipped disguise kit.

Disguise attempts are usually rolled vs the Awa of any individual observing the disguised character. Anyone who is extremely familiar with the individual whom the character is impersonating should receive bonuses, while those unfamiliar with the subject may receive penalties to their Awa.

- *Impersonation:* This enhancement allows the character to impersonate another individual, by adjusting voice, hand movements, gestures, posture, conversation tones, etc. Without this enhancementm, impersonation attempts are made at -1c.

Dominate

This skill enables PCs to force NPCs to do their bidding through sheer Will Power (fear in most cases). When attempting to *dominate* the PC rolls their skill vs the opponent's WP. If the roll succeeds, the NPC is compelled to follow the PC's instructions. Note: the more unusual the action, the harder it will be to force them to do it (i.e., the GM should assess penalties). Dominating opponents into killing themselves, for example, is nearly impossible.

Note: for the sake of player relations, this skill should **never** be used upon a fellow PC.

Drive Vehicle

This skill allows a character to drive any planetary vehicle, except for craft purely designed for flying. This includes transports, armored vehicles, hyperbikes, etc. Normal driving requires no skill roll. Alien vehicles may be driven, but a skill roll would be required to figure out how to operate the systems.

Driving in rugged terrain, engaging in a high speed chase, high winds, severe storms, and other extreme situations require a skill roll.

Empathy

This skill borders upon the psionic realm. *Empathy* allows characters to sense others' moods — sad, angry, happy, depressed, etc. Characters with this enhancement make a skill roll vs the opponent's WP to determine their emotional state or mood. A red-faced, screaming Anthropos probably does not even require a roll to determine whether he is angry, while a reserved and quiet Calemora, who is well-trained in suppressing his emotions, would be very difficult (perhaps a -1c penalty).

Falling

Falling skill allows a character to fall a number of feet equal to his skill roll without damage. A skill roll of 20, for example, would enable a character to fall 20 feet without injury. If the fall exceeds the skill roll, the falling damage is reduced by the amount of the roll. In any event the typical AR check is still allowed.

Fast Talk

This skill enables a character to persuade another to his or her point of view. It may be used while bartering with a merchant, while attempting to get past officious guards, when dealing with troublesome planetary officials, etc.

Fast talk rolls are made against an opponent's Int. Outrageous or patently obvious falsehoods may result in penalties.

- *Specialized Institution:* This enhancement may be taken multiple times, providing the character with a +1c bonus when *fast talking* those in their area of specialization. Sample institutions are: government heads, corporate officers, merchants, guards, officials, etc.
- *Seduction:* This enhancement does not necessarily indicate seduction in the traditional sense, but simply provides a +1c bonus on attempts to fast talk members of the opposite sex, of the same or similar race by using personal charm, sex appeal, etc.

First Aid

First aid allows a character to heal damage to an injured individual. This skill restores a number of points equal to a single skill roll at -1c, and it can only be used once per character after combat. It may also be used once every eight hours without penalty

(i.e., at full rating) if the patient has been under the *first aid's* care.

This skill may also be used to stop Vitality drain. The character administering *first aid* makes a normal skill roll. If the roll exceeds the amount of critical damage times five, the vitality drain stops immediately.

All other simple *first aid* tasks may be accomplished such as bandaging wounds, setting simple fractures, CPR, etc.

Gambling

Gambling allows a character to have better odds than others when playing games of chance. If the game involves the player rolling dice or using cards in reality, then the player should get to roll twice or draw extra cards, etc. Otherwise, the indicated roll should be combined(cat) with this skill. In situations where a straight Luck roll is required, characters with this skill are given a +1c bonus.

General Knowledge

This skill represents broad knowledge and understanding. The skill can be used if the player wishes to determine if his character knows something. Also, if everyone is allowed to make an Int roll on a knowledge based subject, this character should make the roll combined(cat) with this skill.

- *Field of Study:* By selecting a field of study, the character may make *general knowledge* rolls at +1d through +1c depending upon how specific the field is. A few possible fields are: Guild History (+1d), the planet Calemor (+2d), Zin-Shee customs (+2d), death poisons (+1c). This enhancement may be taken multiple times.

Interrogate

Interrogate allows a character to extract information from an individual through selective use of psychology, threats, etc.

This skill need not involve actual violence (indeed, violence is often counter-productive). *Interrogate* rolls are made against the subject's WP. If the skill succeeds, the subject has given information which normally would have been secret.

Typically, the player asks the GM a question which his character is trying to ascertain the answer to, then the roll is made.

Martial Arts Hold

The *martial arts hold* skill is an improved version of the *grab* natural attack (*EM, tech weapons*). If you have already recorded the *grab* skill on your character sheet, rename it *MA hold*. If not, add the *MA hold* to your weapons table.

MA hold functions in all ways like *grab*, but also allows special martial art enhancements to be taken.

The *martial arts hold* skill allows a character to strike an opponent using this skill's rating as an attack.

Martial artists with this skill make a *MA hold* skill roll vs the opponent's Def. If the roll succeeds, the foe has been grabbed and is now held. If an opponent tries to break free of a hold, make a Str check vs the opponent's Str.

Once held the character may try to crush the opponent by making a Str check -1c. The result is the amount of damage caused (armor still functions normally). Once held, an opponent may take no actions as long as the hold is maintained.

- *Crush*: Martial artists with this enhancement inflict damage each round equal to their full Str.
- *Sleeper Hold*: This enhancement may be used to render an opponent unconscious (this is ineffective against races which do not breath, i.e., Shanask). On any of the martial artist's rounds after the initial *hold* has been established, the martial artist may make a *hold* skill roll vs the opponent's WP. If the roll succeeds, the opponent is rendered unconscious for a number of rounds equal to the amount of the success (i.e., a roll of 20 vs a WP of 12 results in eight rounds of unconsciousness). Protective neck armor increases the Dif by the armor's value.
- *Throw*: With this enhancement, the martial artist may throw opponents once they are grabbed instead of holding them. If the Atk roll succeeds, make a Str check vs the opponent's Str. Success indicates that the opponent has been thrown (usually ending up prone). The distance thrown (and resulting damage) are equal to the amount of the success (i.e. a roll of 20 vs a 12 Str results in and eight foot throw causing eight points of damage).
- *Bar Hold*: This maneuver is intended to break, dislocate, or otherwise render an opponent's arm or leg useless. The martial artist may roll a Str or *MA hold* skill (the largest) vs the opponent's Str. If the roll is successful, the martial artist inflicts damage equal to the skill roll, and one of the opponent's limbs (player's discretion) is rendered useless until all damage has been healed.

Martial Arts Kick

The *martial arts kick* skill is an improved version of the *kick* natural attack (*EM, tech weapons*). If you have already recorded the *kick* skill on your character sheet, rename it to *MA kick*. If not add the *MA kick* to your weapons table.

Martial arts kicks are considered to be any attack which involves the feet, including sweeps.

The *martial arts kick* skill allows a character to strike an opponent using this skill's rating as an attack.

- *Sweep:* Sweeps are made at +1d. If the Atk succeeds, the victim has been foot or leg swept and falls prone resulting in one point of damage per foot of the victim's height (convert the victim's height into a rating and roll it). Armor still applies.
- *Double Kick:* Only one Atk and one Dmg roll are made. However, if the Atk hits the Dmg roll is applied to the victim twice (once for each foot), effectively doubling wounding damage.
- *Forced Kick.* The Atk roll is dropped by one or more dice (player's option), but the damage roll is increased by the same amount. Roleplaying examples of a *forced kick* are round-house, side-kick, etc.
- *Flying Kick:* A *flying kick* is a very difficult maneuver. The Atk rating is dropped by -1c. However, damage is increased by +1c and if wounding damage results, the opponent is knocked to the ground.

Martial Arts Punch

The *martial punch* skill is an improved version of the *punch* natural attack (*EM, tech weapons*). If you have already recorded the *punch* skill on your character sheet, rename it *MA punch*. If not, add the *MA punch* to your weapons table.

This skill includes all the various punches and hand strikes of the many different martial arts forms. Any attack which involves striking an opponent with the hand or arm is considered a *punch*.

The *martial arts punch* skill allows a character to strike an opponent using this skills rating as an attack.

- *Double Punch:* Only one Atk and one Dmg roll are made. However, if the Atk hits, the Dmg roll is applied to the victim twice (once for each hand), effectively doubing wounding damage.
- *Forced Punch.* The Atk roll is dropped by one or more die (player's option), but the damage roll is increased by the same amount of die. Roleplaying examples of a forced punches are elbow smash, windmill punch, etc.
- *Death Blow:* A *death blow's* Dmg roll is made at -1c. However, if any wounds result, the victim dies instantly.
- *Board Breaking:* This enhancement allows a +1c Dmg bonus when trying to break boards (very useful if you are ever attacked by a crazed board).

Medtech

Medtech is a medical skill which enables characters to heal serious wounds, set complex fractures, etc.. *Medtechs* may heal damage to characters at their skill rating once after each combat in which the patient received damage. They may also make a roll at +1c to heal wounds of a patient who has been under their care for an eight hour period. All rolls are made normally on the *medtech's* race, other races result in a -1c penalty.

Curing such afflictions as blindness, deafness, disease, and poison are only related to *medtech* and rolled at -1c.

- *Surgery:* This enhancement allows a *medtech* to perform surgical procedures. These procedures are assigned Dif ratings by the GM. Simple surgery — stitching, removing shrapnel, etc. — should have a low Dif (5-10), while more complex operations — neurosurgery, organ repair, etc. — should have Dif ratings as high as 20 to 40.
- *Alien Medtech:* This enhancement enables the *medtech* to operate without penalty, on a selected alien race and may be taken multiple times. Any race in the game, including NPC races, may be selected, but each must be chosen as a separate enhancement. A medtech who wishes to be able to perform medical treatments on both Draca and Calemora, for example, must pay for this enhancement twice.
- *Afflictions:* This enhancement may be taken multiple times (once for each affliction: blindness, poison, disease, deafness, etc.). This enhancement removes the -1c penalty for *medtech* checks on the affliction.
- *Cybernetic surgery:* Cybernetic surgery (i.e., implanting cybernetic devices) requires that the medtech already have the *surgery* enhancement. Otherwise all cybernetic rolls are at -1c. Implanting cybernetics reduces the cost listed in the *EM, cybernetics* by 50%. The Dif equals the cybernetic rating of the implant. Failure indicates that the implant is non-functional (i.e., ruined).

Navigate

This skill governs the ability to plot planet surface courses. *Navigation* difficulty is based upon a character's familiarity with the planet in question, and the ruggedness of terrain. *Navigation* on a character's home world, for example, might be Dif 5, while plotting a course on an unknown, highly hostile world could be as high as Dif 40.

A vehicle driver may combine(cat) his skill with the navigators when making *vehicle driver* skill checks.

- *Direction Sense:* Those with this enhancement may also make a skill check Dif(5) to determine direction during daylight and Dif(10) during night time.
- *Assist Driver*: This enhancement allows the navigator to make a skill check anytime the driver makes a check. The best of the two results is then used. Note, when this enhancement is used, the driver is not allowed to combine(cat) the two skills.

Pilot Small Craft

This skill enables the user to pilot small, one- or two-person air- and space-craft, including military fighters, bombers and civilian craft. If such craft is armed, the pilot can also fire forward-firing weapons as a related roll.

PCs with this skill must roll to take off and land (Dif varies according to conditions, generally 5-10), but do not need to roll more than this under ordinary flying conditions. In combat, a pilot does not need to roll to make ordinary turns and maneuvers as described in *RB, Ship Combat.* A pilot may, however, use this skill to exceed a craft's normal abilities.

PCs with this skill may attempt to move greater than a fighter or shuttle's normal movement allowance, reduce the tactical cost of a turn or move, etc. Each of these maneuvers must be described by the player, and the GM must assign a Dif based on the maneuver's complexity (see *RB, combat, ships*).

When a pilot fails a check for landing, takeoff, wormhole navigation, etc. The typical result is damage to the ship equal the amount of the failure (i.e. a roll of 8 vs a Dif 10 would result in 2 points of ship damage).

- *Fighter Pilot:* This provides characters with the ability to fire forward guns at the pilot's skill rating.

Pilot Starship

These pilots are skilled in flying starships at sublight speeds. This is a complex and dangerous job, for it often involves negotiating hazardous areas of space such as asteroid fields, flying into wormholes and evading enemy fire.

The GM must assign a Dif number to each piloting maneuver which is attempted. Take off and landing are relatively simple in smaller craft (Dif 1-5), and grow more difficult in larger vessels (landing a superdreadnaught — assuming such a huge ship is even equipped for such a maneuver — would be Dif 100+). Flying through a wormhole requires matching the ship's rotation to that of the wormhole, Dif 5 in a small ship, Dif 10-30 in a larger one. Evasive action against enemy vessels, and exceeding a ship's normal operating limitations (see *pilot small craft* above), has similar Dif ratings as such maneuvers in a fighter or other small vessel.

PCs with this skill may attempt to move greater than a ship's normal movement allowance, reduce the tactical cost of a turn or move, etc. Each of these maneuvers must be described by the player, and the GM must assign a Dif based on the maneuver's complexity (see *RB, combat, ships*).

When a pilot fails a check for landing, takeoff, wormhole navigation, etc. The typical result is damage to the ship equal the amount of the failure (i.e. a roll of 8 vs a Dif 10 would result in two points of ship damage).

- *Hyperspace*: Without this enhancement all pilot checks in hyperspace are made at -1c.
- *Fighter Pilot:* This provides characters with the ability to fire forward guns at the pilot's skill rating.

Raise Shields

This skill simply allows an individual to operate a ship or vehicle's shields. Repair to shields may be made as related rolls.

Raising shields under normal conditions does not require a skill roll for someone with this skill. Doing so in battle, while being buffeted by hostile space conditions, or if the shields have been damaged may require a roll vs a Dif set by the GM.

Characters with this skill may increase the shield's power if they are directly manipulating shield control — just combine(cat) your rating with the shielded armor rating.

Repair Armor

Repair armor allows a character to fix personal armor such as flack jacket, marine armor, destron armor, shields, etc. Common repairs include fixing damage, power armor short circuits, etc. Ship and vehicle armor may only be repaired with the *repair hull* skill below. This skill does not apply to cyber armor.

The difficulty of a given repair is determined by the GM, based upon how badly the armor is damaged.

- *Repair specific armor:* Characters may choose to specialize in the repair of one specific type of armor (i.e., scout armor, tower shield, etc.). Each specialization provides +1c to *repair* rolls on that armor only. This enhancement may be taken multiple times.

Repair Cybernetics

This skill represents the ability to analyze, and repair cybernetic implants.

The GM should assign a Dif number to a given repair. If the skill roll exceeds this number, the repair is accomplished. This skill can be combined(cat) with any available tools.

If the cyber implant is not removable, on the patient's external surface, or otherwise exposed (through cyber-surgery), the repair may not be made.

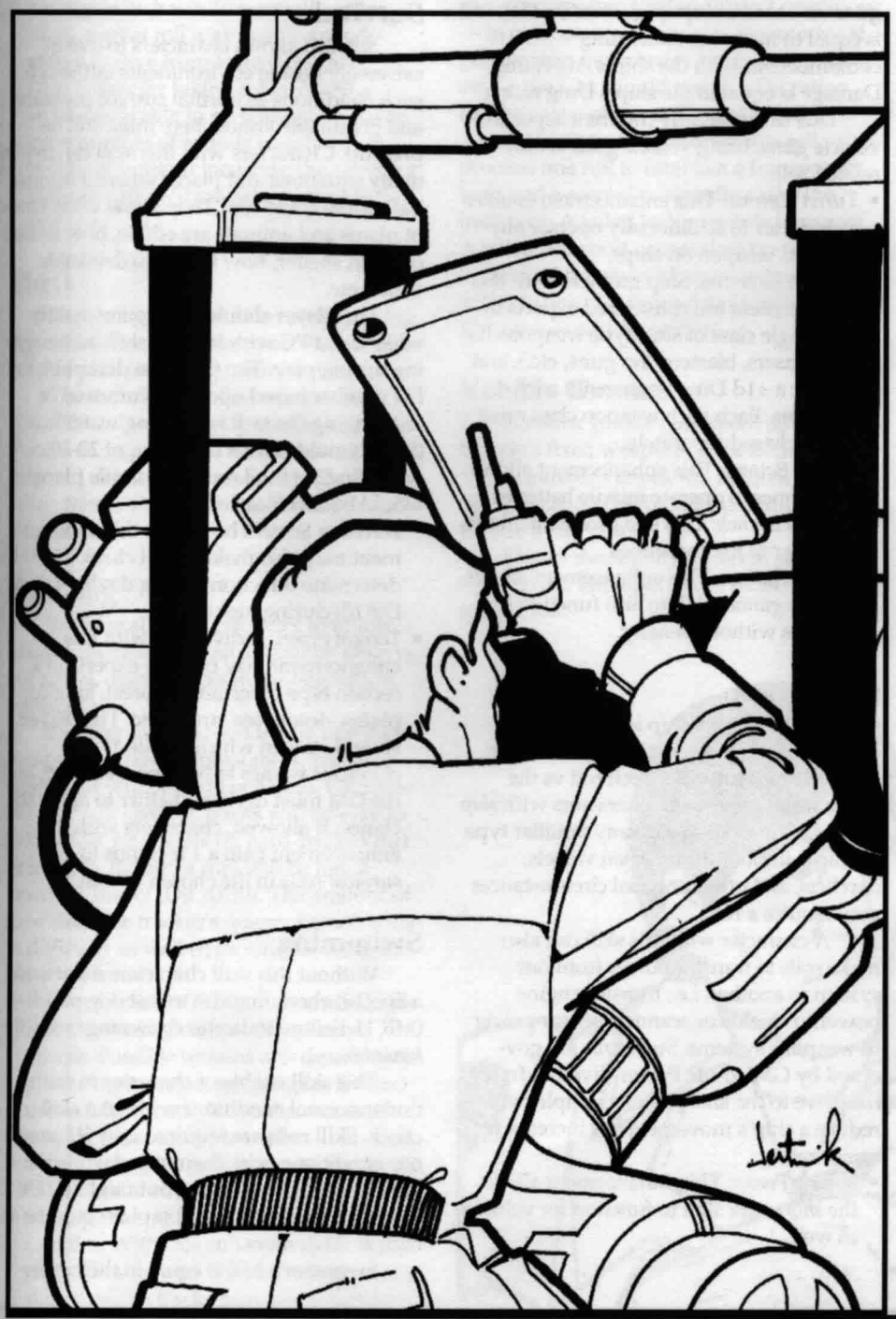
Repairs to cybertanks are made at -1c.

- *Repair cybertank:* This enhancement allows a character to repair cybertanks without penalty.
- *Partial Surgery:* Do not confuse this with actual cyber surgery. This enhancement does not allow the individual to install new implants. However, it does allow the individual to cut away tissue in order to expose an implant so that repairs may be made.

Repair Equipment Item

This skill represents the ability to operate, analyze, and *repair* equipment items.

The GM should assign a Dif number to a given task, repair, etc. If the skill roll exceeds this number, the task is accomplished. This skill can be combined(cat) with any available tools.



- *Repair equipment* does not apply to ship/vehicle systems, mechnoids, ship/vehicle/mechnoid damage, weapons, armor, or cybernetics. To repair these items refer to their specific repair skill.
- *Build equipment:* This enhancement allows a character to go beyond repair and actually build or jury rig equipment items.

Repair Hull

This skill allows characters to repair general damage to a ship or vehicle. This includes repairing doors, cargo bays and outer armor. This skill does not, however, allow a character to fix ship systems.

To begin repairs, the character must roll their skill at -1c (i.e., a 6M would become a 6HB). The result is how many HP are fixed (of the ship or vehicle's type). Only one such roll may be made during combat. A second such roll may be made immediately after combat. Finally, if given an uninterrupted eight-hour period, the individual may make a regular repair roll (no -1c penalty).

Repair Mechnoid

Repair mechnoid is the skill of repairing mechnoids such as drones, androids, walkers and all similar guild robots. Other unique mechnoids, such as imperial cybertanks, may also be repaired as a related roll.

One roll at -1c is allowed immediately after combat in which a mechnoid was damaged. The roll indicates how may points of damage is repaired (of the type matching the mechnoid's type).

- *Repair cybertank:* This allows cybertank repairs to be rolled without penalty.

Repair System

This skill enables a character to make repairs on any **one** ship or vehicle system. The player must specify which system the skill applies to. Learning to repair other systems is accomplished by taking the *additional system* enhancement below.

Most good bridge officers will take this skill for their particular bridge station (i.e., science officers will take repair system (science station), captains will take repair system (captains nest), etc.). For a complete list of ship systems refer to the *EM, ships and vehicles*, or the *RB, combat, ships & vehicles*.

The Dif of repairing a failed system is listed in the *RB, combat, ships & vehicles*.

- *Additional System:* To learn to repair additional systems, simply take this enhancement and select the desired system. This enhancement may be taken multiple times.

Repair Weapon

Repair weapon allows a character to fix personal weapons such as swords, pistols, cannons, etc. Common repairs include fixing jams, short circuits, power pack malfunctions, etc. Heavier weapons, including vehicle- and ship-class weapons, are related rolls. This skill does not apply to cybernetics weapons.

The difficulty of a given repair is determined by the GM, based upon how badly the weapon is damaged — a weapon that jams may be a Dif 5, were a weapon that was broken apart may be a Dif 20 or higher.

- *Repair ship weapon:* This enhancement allows normal rolls to repair ship weapons.
- *Repair specific weapon:* Characters may choose to specialize in the repair of one specific weapon (i.e., pulse laser rifle, blaster pistol, etc.). Each specialization provides +1c to *repair* rolls on that weapon only. This enhancement may be taken multiple times.
- *Repair vehicle weapon:* Characters with this enhancement may make normal rolls to repair vehicle-class weapons.

Scanners

This skill allows an individual to operate all types of scanners.

Any use of scanners requires a skill roll. The difficulty will be set by the GM. GM guidelines can be found in the *EM, ships and vehicles* section.

If scanners are being jammed, two rolls must be made. The first vs the jamming Dif, the second to actually perform the scan (assuming the first succeeded).

- *Scan-ECM:* This enhancement (ECM, or electronic countermeasures) allows operators to jam or otherwise interfere with enemy scanners.
- *Scan-ECCM:* This enhancement (electronic counter-countermeasures) gives the scanner operator a +1c bonus on all attempts to circumvent or otherwise avoid enemy jamming or ECM against his or her scanners.

Sensors

This skill enables a character to use all types of sensors.

Sensor, rolls are not made at first, Rather, the GM will have the player make sensor rolls when the parameters of the sensor setting (i.e., what they are supposed to detect) have occurred. Experienced GMs will occasionally have the player make a roll even though the conditions don't exist to maintain player uncertainty.

If sensors are being jammed, a roll must be made to break through the jam before any additional use of the sensors is allowed.

- *Sen-ECM:* This enhancement (ECM, or electronic countermeasures) allows sensors to jam or otherwise interfere with enemy sensors.
- *Sen-ECCM:* This enhancement (electronic counter-countermeasures) gives the sensor operator a +1c bonus on all attempts to circumvent or otherwise avoid enemy jamming or ECM against his or her sensors.

Ship Gunner

Gunners may shoot all fixed position guns on board a ship. A gunner's attack roll is equal to his or her skill rating combined(cat) with the ship's Atk rating. Damage is equal to the ship's Dmg rating.

Due to the slightly different aspects of vehicle guns, firing vehicle guns is only a related roll.

- *Turret Gunner:* This enhancement enables a character to additionally operate any turreted weapon on ships.
- *Weapon Expertise:* Ship gunners with this enhancement are considered experts in any single class of ship-type weapons (i.e. pulse lasers, blasters, ion guns, etc.), and receive a +1d Dmg bonus with such weapons. Each such weapon class must be purchased separately.
- *Missile Battery:* This enhancement allows the gunner to operate missile batteries.
- *Torpedo Launch:* This enhancement allows a gunner to fire torpedoes.
- *Vehicle Gunner:* This enhancement allows the *ship gunner* skill to also function for vehicles without penalty.

Ship Power

Powering up a ship is far more involved than pressing the "start" button. Usually, this requires a Tech roll vs the ship's rating. However, characters with *ship power* skill may power up any familiar type of ship without rolling. Alien vessels, derelicts, and other unusual circumstances may require a roll.

A character with this skill can also make rolls to transfer power from one system to another, i.e., transfer engine power to shields or scanner/sensor power to weapons systems. Such rolls are governed by GM ad-lib. Power diverted from the drive to the shields, for example, will reduce a ship's movement but increase its armor rating.

- *Vehicle Power:* This enhancement allows the *ship power* skill to function for vehicles as well.

Stealth

This skill allows a character to move without making a sound. Under conditions where other characters are allowed to make Dex checks to move silently, a character with *stealth* may combine(cat) this skill with Dex. Under conditions where other characters must make related Dex checks to move silently, a character with *stealth* may check vs their *stealth* skill.

Stealth allows a character to move across nearly any terrain or surface without making a sound (on a successful check). *Stealth* is typically rolled vs others' Awa, and may be modified by terrain.

Survival

Survival allows characters to live in extremely hostile environments (although such conditions as normal surface pressure and breathable atmosphere must still be present). Characters with this skill can live in many situations and places where a normal individual could not. They know what kinds of plants and animals are edible, how to find or build shelter, how to obtain drinkable water, etc.

The player should determine exactly what task a PC with *survival* skill is attempting during play. The GM then determines a Dif number based upon how unusual or challenging the task is. Finding water in a desert would have a Dif rating of 20-30, while finding food on a rich, fertile planet would be much easier, Dif 5.

- *Direction Sense:* Those with this enhancement may also make a skill check Dif(5) to determine direction during daylight and Dif(10) during night time.
- *Terrain expert:* Individuals with this enhancement may become experts in a certain type of terrain — forest, jungle, plains, desert, sea, arctic, etc. The player should state in which terrain type a character wishes to become an expert, and the GM must decide whether to allow the choice. If allowed, characters with this enhancement gain a +1c bonus to all *survival* rolls in the chosen terrain.

Swimming

Without this skill characters must make a Spe(10) check in order to just dog paddle (MR 1). Failure indicates drowning (see *RB, hazards*).

This skill enables a character to swim under normal conditions without a skill check. Skill rolls are required only if hazardous conditions exist. Swimming while the tide is coming in or going out might be Dif 5, while swimming through rapids could be as high as 20 or more.

Swimmer's MR is equal to their *swim-*

ming skill's level, with a maximum equal to their current "land" MR.

- *Lifesaving:* Swimmers who specialize in *lifesaving* may rescue drowning individuals, and may roll their *swimming* skill normally when attempting to get victims to shore or to help. The Dif of *lifesaving* rolls is determined by the GM, based upon the size of the individual being rescued, weather conditions, whether the victim is struggling, etc.
- *Cliff Diving:* This enhancement enables the swimmer to drive a number of feet equal to ten times their skill level without taking damage. Beyond this height, a skill roll will reduce the amount of falling damage which would normally occur (thus, a great roll may enable an individual to dive from a great height).
- *Deep Breath*: By taking a *deep breath* a swimmer is able to go without air for an extra number of rounds equal to their skill level without incurring the effects of the suffocation/drowning hazard (*RB, hazards*).

Theft

Theft is a general skill involving taking objects without being detected. This could involve pick pocketing, palming items, etc.

The *theft* skill is rolled vs onlooker's Awa. The roll may be adjusted as circumstances dictate — if the item is a small credit chip and the nearest onlooker is 50 feet away, then a +1t bonus might be appropriate, etc.

Tracking

Tracking allows a character to follow another individual or an animal by observing tracks, disturbances in the vegetation, odors, etc.

Tracking may be used in any environment, under any circumstances, but poor conditions will provide penalties. On snow or other soft ground, tracks will be easy to follow (Dif 1-5), while on hard-packed dirt or in rocky terrain, a trail will be much harder to detect (Dif 20-30). The amount of time since the tracker's quarry passed adds to difficulty as well (typically doubling the Dif every hour).

- *Terrain Specialist:* This enhancement adds a +1c to *tracking* rolls in the selected terrain. Possible terrains are: desert, open plains, caves, buildings, jungles, forests, urban/streets, etc. This enhancement may be taken multiple times.
- *Cover tracks:* This enhancement allows the individual to cover their own tracks making *tracking* more difficulty for their enemies. With this enhancement a skill roll is allowed and if it beats the tracker's skill, then the tracks have been successfully covered. Even if the check fails, the enemy trackers must still succeed with a normal *tracking* roll.

Tractor/Repulsor Beam

This skill allows an individual to use a tractor or repulsor beam on a ship or vehicle. The character's skill is combined(cat) with the tractor/repulsor beam's rating.

Transporter

This skill gives a character the ability to operate any type of transporter. Under ordinary conditions, no rolls are needed to use a transporter. Under difficult conditions — in combat, trying to use a transporter at greater than its ordinary range or capacity, etc. — the GM should assign a Dif rating, and have the player make a skill roll.

Difficult transports are a two roll process: one roll to establish a transporter lock, and a second to actually make the transport. A failed lock prevents transport. A failed transport causes damage to the individual transported equal to the amount of the failure. For more details refer to the *EM, ships & vehicles* section.

Vehicle Gunner

A *vehicle gunner* may shoot all of a vehicle's fixed weapons without penalty.

A gunner's attack roll is equal to his or her skill rating combined(cat) with the vehicle's Atk rating.

Due to the slightly different aspects of ships' guns, attempts to use them are only a related roll.

- *Turret Gunner:* This enhancement enables a character to additionally operate any turreted weapon on vehicles.
- *Weapon Expertise:* Vehicle gunners with this enhancement are considered experts in any single class of vehicle-type weapon (i.e. pulse lasers, blasters, ion guns, etc.), and receive a +1d Dmg bonus with such weapons. Each such weapon class must be purchased separately.
- *Missile Battery:* This enhancement allows the gunner to operate missile batteries.
- *Torpedo Launch:* This enhancement allows a gunner to fire torpedoes.

Vehicle Power

Personal sized and street vehicles can be powered on by nearly any character without difficulty. Powering up large combat transports however, usually requires a Tech roll vs the vehicle's rating. However, characters with *vehicle power* skill may power up any familiar type of vehicle without rolling. Alien vehicles, derelicts, and other unusual circumstances may require a roll.

A character with this skill can also make rolls to transfer power from one system to another, i.e., transfer drive power to shields or scanner/sensor power to weapons systems. Such rolls are governed by GM ad-lib. Power diverted from the drive to the shields, for example, will reduce a vehicle's movement but increase its armor rating.



Specialization

Table 7: Specializations

Ship Specializations	AP
Astrogation	40
Captain	50
Communications	35
Engineering	40
Fighter Pilot	30
Helm	40
Medic	50
Programmer	35
Scientist	40
Tactical	40
Tech	40

Other Specializations	AP
Archer	20
Blaster Expert	25
Carbinier	25
Martial Artists	30
Mechanic	25
Pistolier	20
Pulse Laser Expert	25
Rifle Expert	30
Spy	35
Survivalist	30
Thief	30
Vehicle Driver	30

Specializations bundle a group of similar skills and enhancements under one name and allow them to be learned at half their normal AP cost. The option to learn the listed skills and/or enhancements at half AP cost always exists (i.e., the option does not have to be taken immediately, and it may be taken for some now and others latter).

A skill's specific enhancements may also be learned at half their normal AP cost (This only applies to those enhancements listed directly beneath a skill's entry in the skill's section of this book).

NOTE: the half AP bonus just described may never be used cumulatively with any other bonus. **At best** a specialization will result in an ability requiring only half AP, never less.

The effects of specialization are as follows:

- All abilities listed under *bonus* are learned for free.
- All skills listed under *skills* may be learned for half price, now or anytime hereafter. Furthermore, specialized skills (including bonus skills from above) should be indicated by lightly shading in their IC box. A specialized skill is always improved as if one rating (-1d) below its actual rating.
- All enhancements listed under *Enhs* may be learned for half price, now or any time hereafter, even if more than one is learned per rank, and even if this would normally break the asterisked "*" enhancement rules.

Finally, some specializations provide special rules which only effect those who have taken the specialization.

But more than this, specializations help to define a character. This aspect should be highly played up by both the player and the GM. Specialists should get "special" breaks when using specialized abilities.

Specialization Details

Note that all of the following entries are suggestions only. The GM is free to modify, add to, subtract from, or otherwise change a specialization's list of effected skills and enhancements. If a player feels that a skill or enhancement should be included within a particular specialization, the GM should determine whether this is the case.

If a GM determines that a skill or enhancement is appropriate to a certain specialization, then that choice should, of course, immediately become available to all players in the gaming group.

Archer

- *Skills*: all bows and crossbows, repair weapons
- *Enhs:* impale, aiming bonus, long range

Astrogator

- *Bonus*: astrogation skill (IC 12, Int/Tech -3d)
- *Skills:* navigate, sensors, scanners, pilot starship, repair system (astrogation station), computer
- *Enhs:* bridge officer

Blaster Expert

- *Skills:* all blaster weapons, repair weapons
- *Enhs:* aiming bonus, quick draw, sharp shooter

Captain

A *captain* is the leader of a ship's crew and commander of a ship when it is in space. Captain is the most important position on board ship, and is the most challenging from a roleplaying standpoint.

Due to their general ship study, captains gain the special benefit of making *bridge officer* enhancement rolls at 8L instead of 6L.

- *Bonus:* bridge officer Enh (Int), orders Enh (Cha),
- *Skills:* repair system (captain's nest), comtech, dominate, ship power
- *Enhs:* common sense, social status

Carbinier

- *Skills:* all carbines, repair weapons
- *Enhs:* aiming bonus, quick draw, sharp shooter

Communications

A *communications* officer is responsible for opening and maintaining communications with planets, stations, other starships, etc.

- *Bonus:* comtech (IC 7, Cha/Tech -2d),
- *Skills:* computer, repair system (com station), scanners, detect lie, empathy, fast talk
- *Enhs*: all languages, bridge officer, enhanced hearing

Engineer

An *engineer* maintains a starship while it is in operation, and repairs items and systems when they are damaged or malfunction.

- *Bonus:* repair hull skill (IC 10, Str/Tech -3d), damage control skill (IC 8, Spe/Tech -3d), ship power (IC 6, Int/Tech -2d),
- *Skills:* all repair skills, transporter, tractor/repulsor beam, vehicle power
- *Enhs:* balance, bridge officer, catch object, enhanced touch, structural damage, tight grip, zero-gravity

Fighter Pilot

Those individuals with this specialization are known for their daring and devil-may-care attitudes. They may be found throughout Known Space, serving in the regular military, or acting as mercenaries, fighting for whoever pays the most, or whoever's cause impresses them.

- *Bonus:* pilot small craft (IC 9 Awa/Dex -3d), bridge officer (Int),
- *Skills:* ship gunner, raise shield, sensors, repair system(helm station), ship power
- *Enhs:* danger sense, luck burn, fearless

Helm

The *helm* officer can pilot the largest starships around. They can fly in hyperspace, sublight speeds, in orbit, in atmospheres, while landing. Helmsmen can fly starships, escape pods, assault pods, shuttlecraft, etc.

- *Bonus:* pilot starship (IC 12, Awa/Dex -3d),
- *Skills:* raise shields, repair system (helm station), ship gunner, astrogation, drive

vehicle, sensors, ship power
- *Enhs:* bridge officer, double luck, same nish

Martial Artist
- *Bonus:* martial arts punch skill (IC 8, Body/Dex -1d)
- *Skills:* martial arts kick, martial arts hold
- *Enhs:* ambidexterity

Mechanic
- *Skills:* all repair skills, vehicle power
- *Enhs:* catch object, tight grip

Medic
Medics are the medical officers of Guild starships.
- *Bonus:* medtech skill (IC 12, BioT/Int -3d),
- *Skills:* first aid, repair system (med station), computers, scanners, empathy, general knowledge
- *Enhs:* bridge officer, common sense, enhanced touch, social status, resist disease

Pistolier
- *Skills:* all tech-pistols, repair weapon
- *Enhs:* aiming bonus, long range, quick draw, sharp shooter

Programmer
Characters with this master skill are computer specialists, who can easily identify and repair computer problems, formulate programs, and even design new systems. Programmers are one of the most recent additions to a full bridge complement, and not all starships have them.
- *Bonus:* computer (IC 7, Int/Tech -2d),
- *Skills:* repair system (computer), comtech, sensors, scanners, counter security
- *Enhs:* bridge officer

Pulse Laser Expert
- *Skills:* all pulse laser weapons, repair weapons
- *Enhs:* aiming bonus, quick draw, sharp shooter

Rifle Expert
- *Skills:* all rifle weapons, repair weapons
- *Enhs:* aiming bonus, sharp shooter, long range

Scientist
Besides being general scientists, Science officers may select an area of specialty, such as biology or planetology, in which all rolls receive a +1c enhancement. In general GMs should play up a scientist's area of specialization.
- *Bonus:* scanners (IC 10, Awa/Int -2d),
- *Skills:* computers, repair system(science station, scanners), sensors, general knowledge, first aid, transporter
- *Enhs:* bridge officer, common sense

Spy
Espionage agents are found throughout known space. Their skill with covert operations, sabotage, and assassination is legendary, and governments are constantly on guard against their activities.
- *Bonus:* disguise skill (IC 6, Cha/Int -1d),
- *Skills:* climbing, computer, concealment, counter security, detect lie, fast talk, interrogate, stealth, theft
- *Enhs:* danger sense, expert runner, languages all, enhanced hearing, extra luck, light sleeper, resist poison, starlight vision

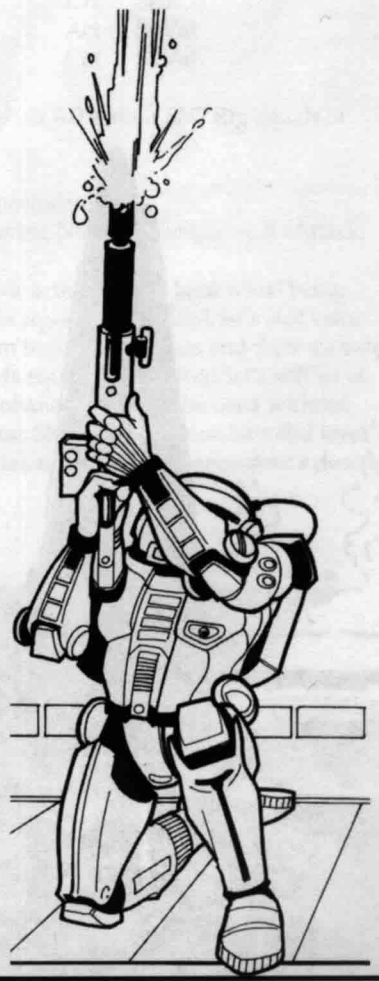
Survivalist
Survivalists typically serve with the House of the Guide, or act as freelance adventurers and explorers.
- *Bonus:* survival skill (IC 7, FR/Int -2d),
- *Skills:* climbing, falling, first aid, swimming, tracking
- *Enhs:* danger sense

Tactical
Tactical officers are responsible for analyzing combat situations, assigning ship gun positions, scanning potentially hostile vessels or worlds and, if combat begins, manning a ship's main guns. When not in potential combat situations, *tactical* officers are responsible for the internal security of starships.
- *Bonus:* ship gunner (IC 10, Art -2d),
- *Skills:* cloak, raise shields, repair system (tactical station, turret, ship guns), scanner, sensors, damage control, interrogate, vehicle gunner
- *Enhs*: attack pool, bridge officer, danger sense, fearless, orders, tactical analysis, zero-gravity

Tech
A *tech* fills the gap between an engineer and the other bridge officers. Techs are not overly skilled at fixing things, but they are masters at using nearly any form of technical equipment.
- *Bonus:* This bonus is unusual. Techs gains +1d to their Tech rating and mark its IC as being specialized.
- *Skills:* cloak, computer, comtech, counter security, raise shields, repair system(computer), scanners, sensors, tractor/repulsor beam, transporter
- *Enhs:* bridge officer

Thief
A *thief* is not necessarily a bad individual — in Guildspace, thieves are simply individuals who live by their wits and shun the structures of everyday society. They may bend the rules occasionally, and some are definitely of a criminal nature, but many are decent, compassionate individuals. Many respect the laws of Guildspace, but have no problem violating the laws of other governments, such as the Empire, or even the Sphere.
- *Bonus:* theft (IC 5, Dex/Awa -2d),
- *Skills:* detect lie, disguise, fast talk, gambling, climbing, concealment, counter security, stealth
- *Enhs:* ambidexterity, danger sense, enhanced hearing, expert runner, extra luck, light sleeper, resist poison, starlight vision

Vehicle Driver
These are the vehicle drivers, tankers, and transport specialists of known space.
- *Bonus:* drive vehicle (IC 9, Awa/Dex -2d),
- *Skills:* repair hull, damage control, vehicle gunner, navigation, vehicle power



Powers

Powers are comprised of two skills and a large number of enhancements. They are included here in their own section due to their specialized nature and unique enhancements.

There are currently three main powers in the MetaScape™ Game System: *psionics*, *psychosomatics*, and the *Sorce*. *Psionics* is the power of the mind, *psychosomatics* is control over one's body, and the *Sorce* is like a modern form of sorcery.

All powers have the same two skills: *skill* and *power*. Since one is useless without the other, there is only one AP cost for learning the two skills. However, they must be improved individually.

We realize that these two skill names create terminology conflicts. We now have a skill called skill and a power has a skill called power. However, these two terms are steeped in tradition and we couldn't find better alternatives. Just keep this in mind and you should have no problems.

When a character learns a power, the player will record the *skill* rating and IC information in the box labeled "Skill" on the power sheet. Beneath the *skill* rating box you will record the *skill's* value and level for quick reference during play. You will also record the *power* rating and IC in the box labeled "Power."

The power's *skill* rating determines how talented the character is at the power, while *power* rating determines how frequently the power may be used.

Powers also have a wide variety of enhancements. Without learning enhancements most powers are useless.

It is important to note that psionicists can only learn *psionic* enhancements, psychosomaticists can only learn *psychosomatic* enhancements, and sorcists can only learn *Sorce* enhancements.

Power Points

Power points are derived from the *power* skill's level or value as follows: psionic points = the *power* skill's value, psychosomatic points = two times the *power* skill's level, Sorce points = two times the *power* skill's value. These points are recorded in the power points box. When power points are used, **do not** change the number in the box. Instead record the change in the "current power" box.

Power points function similarly to Vitality maximum and current power functions like wounds.

When power points are regained, they may not exceed the number listed in the power points box.

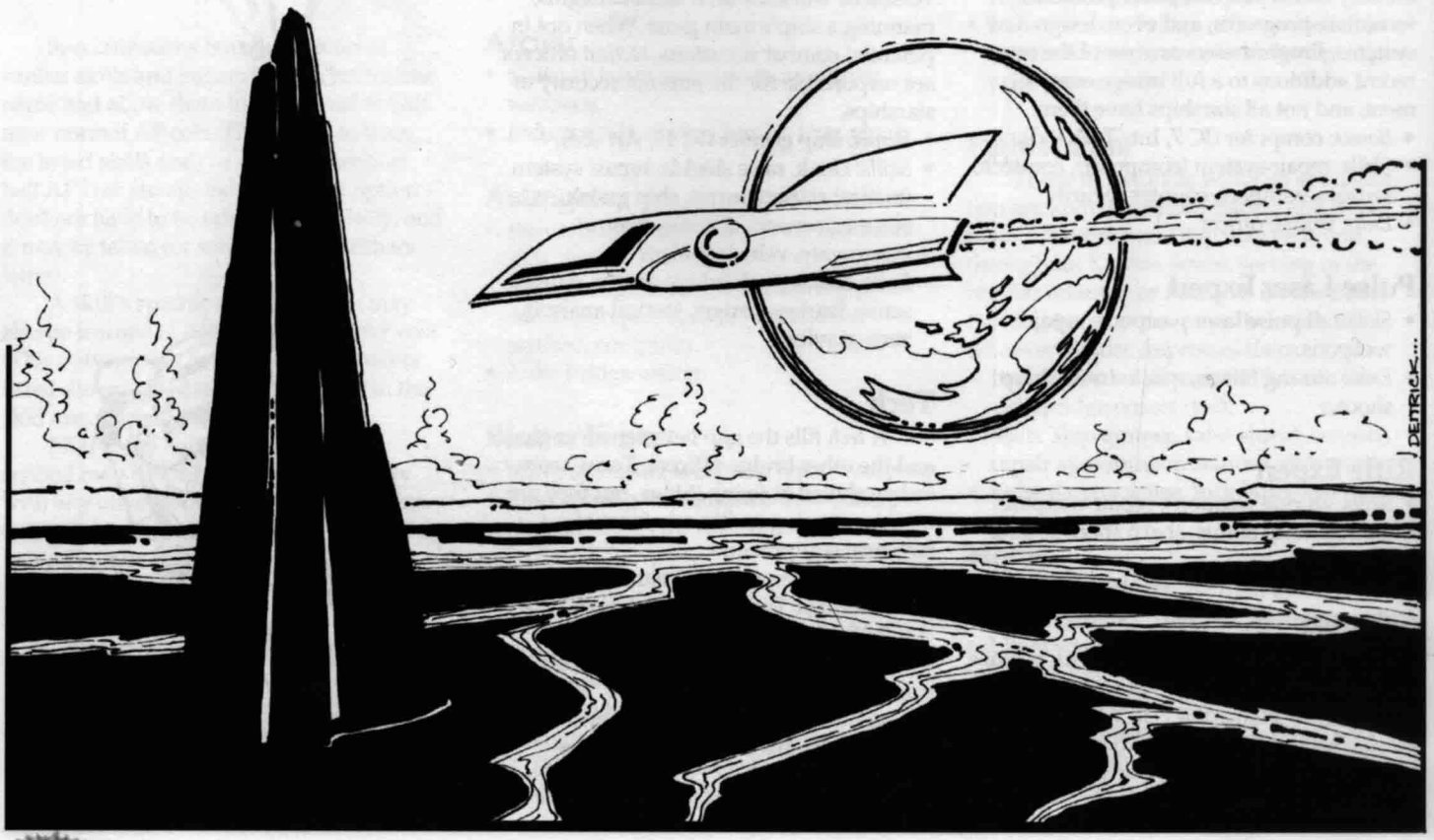
Enhancements

Power enhancements all have a Rtg assigned to them. This Rtg is not rolled. Rather it influences how costly (in APs) the enhancements are to purchase.

Normally, power enhancements are purchased for full AP price. Specialists, however, may buy enhancements at half normal AP cost **if** the enhancement's rating is equal to or less than the specialist's *skill* rating. If it is greater, then the enhancement must be purchased at full normal price.

Ranges

All *psychosomatic* enhancements have a range of "self" only. However, most *Sorce*, and *psionic* enhancements are ranged. As with ranged weapons, it becomes increasingly difficult to use these enhancements as range increases. The specifics are listed at the beginning of each section's enhancement details.



Psionics

Recording Power Points

Psionicists rarely use their *power* rating; rather, they use their power points. Psionic power points are recorded in the power points box and they are equal to the **value** of the *power* skill.

A female Zin-Shee's starting power *Rtg for psionics is 6M (value 12). A starting female Zin-Shee therefroe has 12 psionic power points.*

Learning Enhancements

When enhancements are learned, record their Cost, name, Act, Dur, and Rng in the provided areas on the power sheet. Then look up the enhancement and record any use details in the notes area.

Using Enhancements

Psionics operate from the power of the mind. Although potent, the mind is only capable of storing a small amount of psionic power. Fortunately, the mind replenishes itself with amazing speed.

When an enhancement is used, the recorded cost is subtracted from the current power points (similar to the relationship between damage and Vitality). Once all psionic power points are used up, the character can't use *Psionics* until power points are regained. If an enhancement requires more power points than the psionicist has left, it may not be used.

Sh'Kirra, a female Zin-Shee psionicist, uses the encase *enhancement. This enhancement's Cost is listed as "3," so three power points are spent and recorded in the current power area.*

Regaining Power

Fortunately, psionic power returns rather quickly. The rate of rejuvenation depends upon mental activity as per table 8.

Table 8 Psionic Power Regain

Regain 1 pt per	Mental Activity
5 min	Napping/Sleeping
10 min	Minimal Activity/Resting
30 min	Normal Activity
1 hr	Adventuring
4 hrs	Concentration or Combat

Sh'Kirra, in the above example, need only nap for 15 minutes in order to regain her three lost power points. If she were engaged in an exploratory expedition during that time, however, regain time would rise to three full hours.

Table 9: Psionic Skills

Name	AP	IC	Base*
Skill	100	28	Awa -3d
Power	-	15	Cha -3d

* As with all skills, the *skill* and *power* skills may not start out above 6M.

Table 10: Psionic Enhancements

Name	Rtg	AP	Cost	Act	Dur	Rng
Blast	10M	60	6	A	Act	SkVal
Blow	6M	30	4	A	Act	SkVal
Encase	10L	24	3	A	Cnt	SkVal
Hallucination.	6M	30	4	A	Cnt	SkVal
Haze	10L	24	3	A	Cnt	SkVal
Hurl	6L	16	1	A	Act	SkLvl
Jerk	8L	18	2	A	Act	SkVal
Landing	6L	16	1	I	Act	SkVal
Levit. Other	6M	30	4	A	Cnt	SkVal
Levitate Self	10L	24	3	M	Cnt	Self
Mind Probe	6M	30	4	A	Act	SkLvl
Min. Telep.	10HB	10	0/1	I	Cnt	SkVal
Move Object	8L	20	2	M	Cnt	SkVal
Punch	10L	24	3	A	Act	SkVal
Read Sur. Thts.	8L	20	2	M	Cnt	SkVal
Rend	8M	40	5	A	Act	SkVal
Return	6L	16	1	I	Act	Spec
Shield	6M	30	4	M	Lvl	Self
Shove	10L	24	3	A	Act	SkVal
Telepathy	6M	30	4	M	Cnt	SkVal

Rtg: Specialists may purchase the enhancements for half AP **if** their *Skill* Rtg equals or exceeds the enhancement's Rtg.
AP: The AP cost to learn the enhancement.
Cost: The number of psionic power points the enhancement uses
Act: The type of action the enhancement takes up during Nish. C=Complete; A=Attack; M=Move; I=Incidental
Dur: Duration of the enhancement. Act = lasts for one action; Cnt = lasts while being concentrated upon, to a maximum number of rounds equal to the psionicist's *skill* value (during concentration the psionicist can only perform incidental actions and their movement is reduced to 1 sq); Lvl = lasts for a number of rounds equal to the psionicist's *skill* level.
Rng: The maximum range in squares at which the enhancement may be used without penalty (see below): SkVal = the psionicist's *skill* value; SkLvl = the psionicist's *skill* level; self = no range, it effects the psionicist only; spec. = special, refer to the enhancement's description below for details.

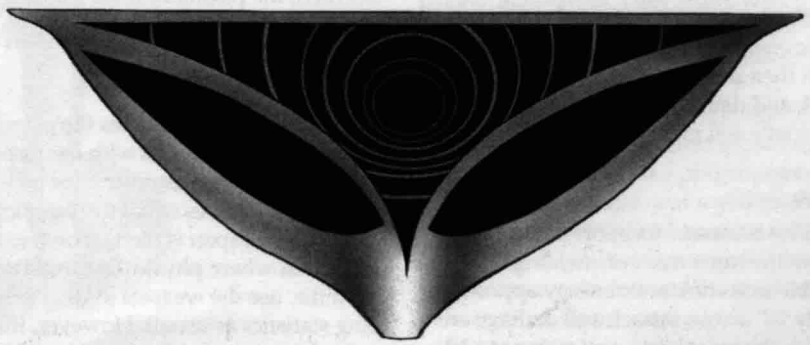


Table 11: Psionic Groups

Group	Rtg
Field	
Encase	10L
Shield	6M
Force	
Blast	10M
Blow	6M
Landing	6L
Punch	10L
Shove	10L
Mental	
Min. Telep.	10HB
Mind Probe	6M
Read Sur Tht	8L
Telepathy	6M
Reality	
Hallucination	6M
Haze	10L
Telekinesis	
Hurl	6L
Jerk	8L
Levit. Other	6M
Levitate Self	10L
Move Object	8L
Rend	8M
Return	6L

Table 12: Other Psionic Enhancements

Name	AP
Mental Reserves	30
Skill Extension	40

Enhancements

Ranges: Ranges of all ranged enhancements are a number of squares equal to the psionicist's *skill* value in squares, unless otherwise noted. Any range may be doubled by expending twice the indicated power points. Tripling the range costs three times the indicated power, etc.

Blast

Blast creates a fist-shaped mass of kinetic energy approximately 18" across, which then strikes any target in range. Attack and damage are equal to the psionicist's *skill* rating at +1c.

Blow

Blow is a lesser form of *blast*. It functions in the same manner, creating a near-invisible mass of kinetic energy approximately 10" across. Attack and damage are equal to the psionicist's *skill* rating at +1d.

Encase

Encase allows the psionicist to create an invisible wall of psychic energy, which can surround and restrain an opponent. In order to succeed, the psionicist must roll his or her *skill* vs the target's Strength.

Encased victims are immobilized. They may take no action other than attempting to break the wall. The wall is immune to all other attacks and may be broken only by the victim. Psionicists must maintain concentration in order to keep the victim immobilized.

Jerk

This enhancement will seize an object, even if it is held or restrained, and violently throw it through the air in a random direction (determined by rolling a d8).

If used against an opponent's item, an attack roll equal to the psionicist's *skill* is required to hit, and a then a *skill* roll vs the opponent's Str is required to successfully wrench the object free and throw it.

The psionicist cannot control the object's flight once it has been thrown. The thrown item continues through the air in a straight line up to a number of squares equal to the psionicist's *skill* level. If it strikes anything during its flight, the object inflicts damage equal to the number of feet traveled.

Hallucination

Using this enhancement, the psionicist causes an individual to see an image that is not really there. The psionicist must roll *skill* vs the targets' WP in order to succeed.

The images created must be described to the GM, who then determines the effects.

Haze

Haze creates an eerie, psychic fog in the mind of a victim. Victims are unable to see or think clearly — all *skill* rolls, attacks, etc., are made at a -1c penalty for the duration of the haze.

The haze exists only in the victim's mind, and is not visible to others. To succeed, the psionicist must roll *skill* vs the target's WP.

Hurl

This enhancement lets the psionicist throw hurled weapons with the force of their mind. Such weapons must be within a number of squares equal the psionicist's *skill* level. The weapon is then thrown as if the psionicist where physically throwing the item (i.e. use the weapon's Atk, Dmg, and Rng statistics as usual). However, this enhancement provides a +1d bonus to both Atk and Dmg and doubles the weapon's range.

Landing

Landing creates a cushion of mental force which will slow a fall and absorb damage. This may be used to affect one target in range (including the psionicist).

The psionicist must make a normal *skill* roll, and reduces the target's falling damage by the amount obtained. If there is any falling damage left, the normal falling rules still apply (i.e., an AR check is still allowed).

Levitate Other

This creates a disk of psionic energy which can lift any one Anthropos sized being. Larger beings require a *skill* check to overcome the added size (Dif set by GM).

Each round a new *skill* check is made to determine the number of feet the disk rises or lowers (psionicist's option). The disk may not move horizontally. The disk lasts as long as the user maintains concentration.

If used against an enemy, the first lift roll must exceeds the enemy's Def, otherwise he simply hops to the side of the disk. At any later time the victim may, of course, jump off, but would suffer normal falling damage.

Levitate Self

This power creates a psionic disk beneath the user, which may lift the psionicist and anything carried. As with *levitate others*, the disk will move up or down (only) a number of feet each round equal to the psionicist's *skill* roll that round.

Levitate self lasts while being concentrated on. However, unlike most concentration enhancements, the psionicist may still make an Atk action each round.

Mind Probe

This grueling enhancement allows a psionicist to probe into a subject's inner thoughts and long term memory. The player should inform the GM what information their character is probing for. Then a *skill* check is made vs the subject's WP. Success indicates that the information is uncovered (assuming the subject actually knows the information).

Minor Telepathy

This allows the psionicist to send thoughts to another individual within a number of squares equal to the *skill's* value. This can only be done between telepaths.

The cost of the enhancement depends upon the individual to whom the message is being sent — cost is zero to other telepaths who speak the same language, and can

receive worded messages. Cost is one when sending to telepaths who don't speak the same language. Such individuals only receive pictures and other non-verbal images.

Move Object

Using telekinesis, psionicists may move an object weighing ten times their *skill* level (in pounds) or less. The object may be moved a number of feet each round equal to a *skill* check, as long as the object is not being held or restrained.

This is especially useful for moving dangerous items such as bombs, red-hot metal, etc.

Punch

Punch creates a six-inch wide fist of telekinetic energy that attacks and does damage equal to the psionicist's *skill* rating. Like *blast* and *blow*, *punch* is nearly invisible.

Read Surface Thoughts

This enhancement allows the psionicist to read the thoughts of another individual. The psionicist can only read the thoughts that are on the targets mind at that moment, and cannot see deep memories, thoughts that are being actively suppressed, etc. In other words, it reads what the subject is currently thinking.

Rend

This enhancement allows a psionicist to telekinetically rip an object or opponent apart, bypassing armor and attacking an individual directly. Attack and damage for this enhancement are equal to the psionicist's *skill* rating. Targets may only roll against damage using their Natural Armor, unless they are wearing a suit or other contained armor.

Return

This enhancement causes an item the psionicist recently threw or *hurled* to leap back into his or her hand. The item must be within a number of squares equal to a *skill* check.

Shield

This enhancement creates a barrier of mental energy which protects the psionicist's body, increasing AR by a number of dice equal to the psionicist's *skill* level. For example a psionicist with a *skill* of 6M (level 4) would gain +4d to their AR. Once raised, the shield remains up for a number of rounds equal to the *skill's* level (no concentration needed).

Shove

Using this enhancement, a psionicist forces an object or opponent backwards with sheer force of mind. The psionicist must roll *skill* vs the target's Str in order to succeed. If successful, the enemy is shoved directly away from the psionicist a number of squares equal to the amount of the success (i.e. the amount that the *skill* roll exceeded the target's Str). Opponents shoved in this manner take one point of damage for every square shoved if they strike an object in the course of their flight.

This enhancement is very useful for pushing opponent's into pits, over cliffs, etc.

Telepathy

This enhancement allows the psionicist to send thoughts to another individual within a number of squares equal to the *skill's* value. The subject need not be a telepath, but must speak the same language in order to receive a linguistic message — otherwise the subject may only receive images and impressions. Characters sending messages to others who do not speak their language should describe the images being sent, and the GM will determine whether the subject understands or not.

Other Enhancements

Mental Reserves

This enhancement allows a psionicist to engage an enhancement without spending power points. The psionicist needs to make a skill check vs five times the enhancement's normal cost.

If successful, the enhancement functions normally and no power points are used. If unsuccessful, all remaining power points (if any) are spent and the psionicist suffers damage equal to the amount of the failure, i.e., how far off the roll was (no armor roll is allowed). If critical damage results, the psionicist must check for brain damage vs the amount of critical Dmg (*RB, hazards).*

Skill Extension

Those who take *skill extension* are psionic generalists. They study with every psionic master they encounter, in an attempt to briefly learn every psionic enhancement known.

A character who takes *skill extension* may use any psionic enhancement —even if it isn't known. The listed power points are deducted like normal, and a *skill* check versus five times the cost must be rolled. If successful, the enhancement functions as if it were known. Failure results in all current power points being spent.



Psychosomatics

Recording Power Points

Psychosomaticists rarely use their *power* rating. Rather, they use psychosomatic power points. These are recorded in the power points box and they are equal to **twice the level** of the *power* skill.

In the beginning a Calemora psychosomaticist has a power *Rtg of 6M (Level 4). This gives the individual eight psychosomatic power points. A Calemora with a* power *Rtg of 8M, on the other hand, would have 10 power points.*

Learning Enhancements

When an enhancement is learned, record its Cost, Name, Act, Dur, and put a slash in the Rng box (actually, this is a good box to list the enhancement's Abil and Adj in). All psychosomatic enhancements are range 0 (self only). Two more columns are listed on the table below: Abil and Adj. These are to be recorded in notes (or in the Rng box). The ability listed under "Abil" is modified by the indicated "Adj" amount when the enhancement is used.

Using Enhancements

Using a psychosomatic enhancement always expends a single power point regardless of how powerful the enhancement is. There is no rolling involved. Once a power point is expended, the enhancement works (assuming it has been learned). Most psychosomatic enhancements require no rolling, but there are a few exceptions.

Regaining Power

Psychosomaticists must concentrate their mental and physical energies upon their bodies to regain power points. They may not be jostled, attacked, or otherwise disturbed. The typical activity is similar to a martial art kata (highly controlled body movements emphasizing a state of mental centering). Performing such a kata replenishes one power point every fifteen minutes (game time).

GM note: don't allow psychosomatic katas to occur just anywhere. The adventuring party can't just stop and rest for 15 minutes in a corridor while the psychosomatic performs a kata. The situation must *feel* right (i.e., the psychosomatic must be at peace with the environment in order to mentally center his energies).

Table 13: Psychosomatic Skills

Name	AP	IC	Base*
Skill	80	26	WP -3
Power	-	15	FR -3

* As with all skills, the *skill* and *power* skills may not start out above 6M.

Table 14: Psychosomatic Enhancements

Name	Rtg	AP	Act	Dur	Abil	Adj
Body Heal	10L	24	A	Act	Heal	SkLvl
Death Blow	8M	40	A	Act	spec.	SkRoll
Electric Palm	10L	24	A	Act	Dmg	SkLvl
Hearing Boost	10HB	10	I	Act	Awa	+1d
Iron Skin	8M	40	M	Lvl	AR	+1c
Jump	8L	20	I	Act	Spe	+1c
Molecular dif.	10M	50	A	Act	spec.	—
Oxygenate	8L	20	I	Val	Air	SkVal
Power Punch	6M	30	A	Act	Dmg	+1c
Resist Cold	8L	20	I	Val	spec.	+1c
Resist Heat	8L	20	I	Val	spec.	+1c
Rough Skin	6L	16	M	Lvl	AR	+1d
Speed	6M	30	I	Lvl	MR	+2d
Strength Surge	6M	30	I	Act	Str	+1c
Strengthen	10HB	10	I	Act	Str	+1d
Stun	6M	30	A	Act	Stun	SkLvl
Super Hearing	10L	24	I	Act	Awa	+1c
Super Vision	10L	24	I	Act	Awa	+1c
Tough Skin	6M	30	M	Lvl	AR	+2d
Vision Boost	10HB	10	I	Act	Awa	+1d
Vitalize	10L	24	A	Val	Vit	SkVal

Rtg: Specialists may purchase the enhancements for half normal AP **if** their *skill* rating is equal to or higher than the enhancement's Rtg.
AP: The AP cost to learn the enhancement..
Act: The type of action (during nish). I = Incidental, M = Move, A = Attack, C = Complete
Dur: Duration of the enhancement. Act = one action (i.e., one jump, one Awa roll, one healing, etc.); Lvl = a number of rounds equal to the psychosomaticist's *skill* level; Val = a number of rounds equal to the psychosomaticist's *skill* value
Abil: The ability or condition which the enhancement modifies (record in notes): spec. = special, refer to the description below
Adj: The amount of the modification (record in notes); SkLvl = a number equal to the *skill's* level; SkVal = a number equal to the *skill's* value; SkRoll = a random number equal to the *skill's* result (when rolled)

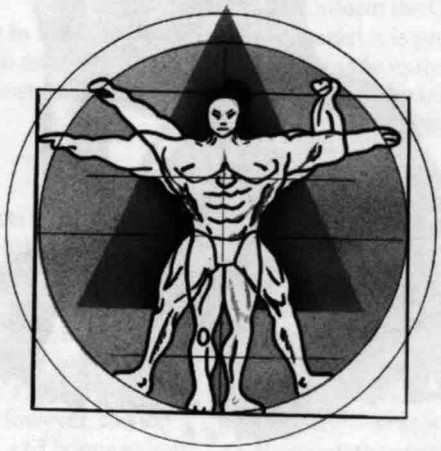


Table 15: Psychosomatic Groups

Group	Rtg
Alteration	
Molecular dif.	10M
Defensive	
Body Heal	10L
Iron Skin	8M
Rough Skin	6L
Tough Skin	6M
Vitalize	10L
Muscular	
Jump	8L
Speed	6M
Strength Surge	6M
Strengthen	10HB
Offensive	
Death Blow	8M
Electric Palm	10L
Power Punch	6M
Stun	6M
Sensory	
Hearing Boost	10HB
Super Hearing	10L
Super Vision	10L
Vision Boost	10HB
Survival	
Oxygenate	8L
Resist Cold	8L
Resist Heat	8L

Table 16: Other Psychosomatic Enhancements

Name	AP
Physical Reserves	30
Skill Extension	40

Enhancements

Unless stated otherwise, all psychosomatic enhancements which improve an attack require that it be a non-weapon body attack such as a punch, kick, etc. These enhancements do not function if the psychosomaticist is attacking with a sword, club, or some other weapon.

Body Heal

Body heal allows psychosomaticists to heal damage to their bodies. To use this power, the psychosomaticist concentrates upon the wounded area, sending self-healing impulses. The enhancement then automatically heals an amount of damage equal to the *skill's* level.

Death Blow

This enhancement enables the user to focus mental energy through a physical blow. The energy is then channeled into the target, crushing tissue, causing massive damage, and resulting in death.

Death blow can be activated after the psychosomaticist has struck a damaging blow. The psychosomaticist then makes a *skill* roll against the victim's FR. If the roll succeeds, the target is dead. PCs who are victims of this attack are reduced to -10 Vit.

Electric palm

This power allows the psychosomaticist to deliver a powerful electric charge, when his hand strikes an opponent.

This power may be used after the psychosomaticist has made a damaging attack. This enhancement inflicts additional damage equal to the *skill's* level. By expending more than one power point, the psychosomaticist may channel multiple doses of damage into the opponent — however, the player must state the number of doses initially and it can't be changed.

Hearing Boost

This discipline makes the psychosomaticist's skin more sensitive to vibrations in the air, greatly enhancing hearing.

Hearing boost allows the psychosomaticist to make his or her hearing-based Awa roll at +1d.

Iron Skin

Psychosomaticists may use this enhancement to temporarily transform their flesh into iron-hard, near-impenetrable tissue.

Iron skin grants a +1c bonus to AR (regardless of armor worn), and lasts a number of rounds equal the *skill's* level. This can not be used in conjunction with *rough* or *tough* skin, and is considered gone if the user is rendered unconscious.

Jump

This enhancement gives the psychosomaticist greatly enhanced jumping and leaping abilities. The effect is to add +1c to Spe when a character is making a jump.

Molecular Diffusion

This highly sophisticated discipline allows users to align the very molecules of their body in such a way as to pass through solid objects without harm.

Psychosomaticists may pass directly through any solid object, living or non living, in their path. This power may be used to walk through walls, get behind opponents, etc. Once through, the psychosomaticist instantly reverts to their normal solid state. Thus, this enhancement may only be used to pass through one item at a time.

If a psychosomatic with this enhancement states that they are activating it **before** making a Defense roll, then the attack misses as it passes right through them (effective on physical weapons only, not on energy weapons). Of course, the character must have Nish and spend their attack action on the enhancement as always.

Oxygenate

Oxygenate allows psychosomaticists to absorb oxygen from their body tissue. When used, the oxygen will sustain the user, eliminating any need for breathing, for a number of rounds equal to the *skill's* value.

This effects of this enhancement are in addition to the normal amount of time a character can go without air without making a suffocation check(see *RB, hazards*).

Power punch

Power punch allows a psychosomaticist to increase muscle strength, momentarily enhancing the damage of any punching or kicking blow. The enhancement may be activated after the blow hits, but before damage is rolled.

This discipline gives the psychosomaticist a surge of quick strength which increases damage by +1c.

Resist Cold

Individuals with this enhancement are able to mentally strengthen their body's tissues to minimize the effects of cold.

When using this discipline, users receive a +1c to their FR when resisting cold. Armor rolls against cold based attacks are made at +1d.

Resist Heat

Individuals with this enhancement are able to mentally strengthen their body's tissues to minimize the effects of heat.

Those using this enhancement receive a +1c to their FR when resisting heat. Armor rolls against heat based attacks (including plasma weapons) are made at +1d.

Rough skin

Psychosomaticists with this discipline may thicken and toughen their skin, creating a rough, leathery surface which is highly resistant to damage.

Users receive +1d to their AR (regardless of armor worn). Once activated, rough skin lasts for a number of rounds equal to their *skill's* level. It may not be used in conjunction with *tough skin* or *iron skin*, and is considered gone if the user is rendered unconscious.

Speed

Speed gives a psychosomaticist the ability to accelerate muscle movement and reaction time, increasing movement rate by +2d. This effect lasts for a number of rounds equal to the *skill's* value.

Strength Surge

Strength surge is much like *strengthen* in that muscle efficiency is increased. Also, biochemical stimulants are released to enhance muscle strength.

Strength surge gives the user +1c to strength for any one action (i.e. one roll). This enhancement may not be used in conjunction with *strengthen*.

Strengthen

Users of this discipline increase the efficiency of communication between the brain and musculature, allowing muscles to react more efficiently.

Strengthen increases the user's strength by +1d for the duration of one action. This enhancement may not be used in conjunction with *strength surge*.

Stun

When using *stun*, the psychosomaticist's mind focuses the power of an attack on the pressure point of the target's body. When the target is hit, the power instantly flows through the psychosomaticist and into the victim. This enhancement may be used after an attack hits, but before damage is rolled.

If the attack scores damage, the target is stunned and unable to take any action for a number of rounds equal to the *skill's* level.

Super Hearing

This enhancement increases a psychosomaticist's hearing, granting a +1c bonus to a character's hearing based Awa roll. It may not be used in conjunction with *hearing boost*.

Super Vision

Super vision enhances and improves optical efficiency, granting the user a +1c bonus to a character's sight based Awa roll. It may not be used in conjunction with *vision boost*.

Tough Skin

This discipline transforms the user's skin into a tough, rocky sheath, even more resistant to damage than *rough skin*.

Tough skin gives psychosomaticists +2d to AR (regardless of armor worn), and lasts for a number of rounds equal to their *skill's* level. *Tough skin* can not be used in conjunction with *rough skin* or *iron skin*, and is considered gone if the user is rendered unconscious.

Vision Boost

Psychosomaticists with this enhancement can effect the efficiency of their optic nerves, improving vision and providing a form of telescopic sight.

Vision boost gives the psychosomaticist +1d to his vision related Awa roll.

Vitalize

Using this enhancement, psychosomaticists may temporarily increase their bodily Vitality, and are able to take additional damage in combat.

This power may only be used when the psychosomaticist is healthy and unwounded. It adds the psychosomaticist's *skill's* value to his Vit maximum (temporarily, don't actually change the number in the maximum box). The additional Vit points must be the first ones lost in combat, and they may not be healed once lost. These extra Vit points last for a number of rounds equal to the *skill's* value.

Other Enhancements

Physical Reserves

This enhancement allows a psychosomaticist to use an enhancement without spending a power point. The psychosomaticist needs to make a *skill* check vs half the AP cost of the desired enhancement.

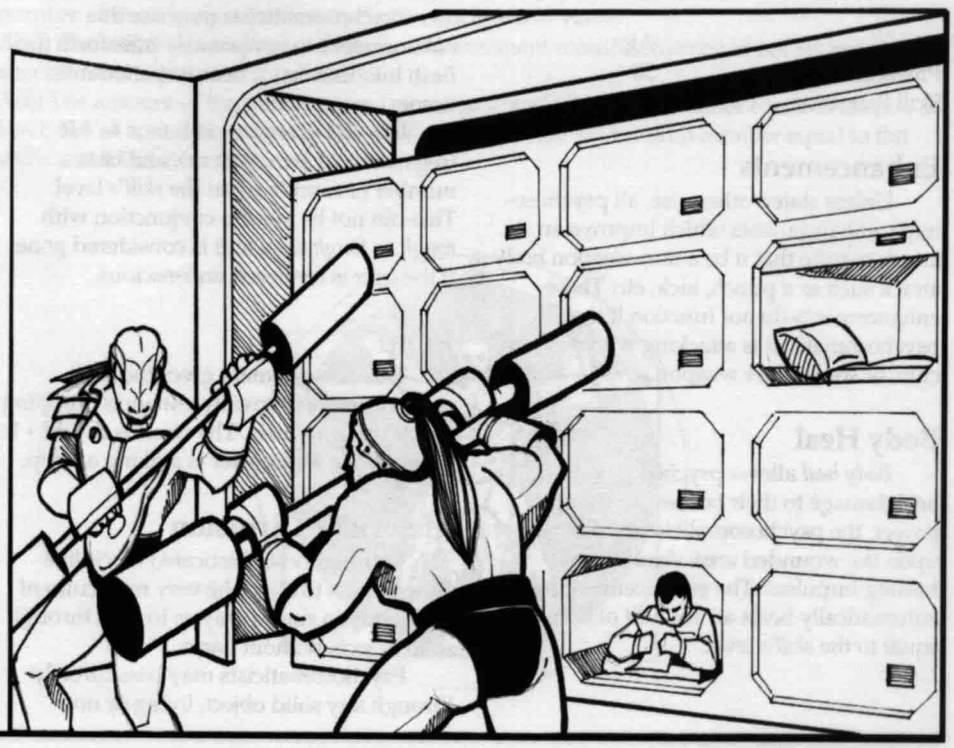
If successful, the enhancement functions normally and no power point is used.

If unsuccessful, all remaining power points are lost (if any) and the psychosomaticist takes damage equal to the amount of the failure (no armor check allowed).

Skill Extension

Those who take *skill extension* are psychosomatic generalists. They study with every master they encounter, in an attempt to understand every psychosomatic enhancement known.

A character who takes *skill extension* may use any psychosomaticist enhancement — even if it isn't known. The psychosomaticist spends 1 power point, as usual. Then a *skill* check versus half the enhancement's AP cost must be rolled. If successful, the enhancement functions as if it were known. Failure results in a loss of all current power points.



Sorce

Recording Power Points

Sorcists rarely use their *power* rating (except to regain power), rather they use their power points. *Sorce* power points are recorded in the power points box and they are equal to **twice the value** of their *power* skill. For example if the *power* skill rating was 6M (value 12) then the sorcist would have 24 power points.

Learning Enhancements

When an enhancement is learned, record its Cost, name, Act, Dur, and Rng in the provided areas on the power sheet. Then look up the enhancement and record any use details in the notes area.

Using Enhancements

Using a *Sorce* enhancement is usually a two step process. First, a Sorce *skill* check is made versus the enhancement's cost. If the roll succeeds then the enhancement functions normally and **no** power points are used. (Thus, it is possible for sorcists to continue using enhancements all day if they keep rolling high enough.) However, if the roll fails the player has two options:

1. Spend enough power points to bring the roll up to the needed cost, resulting in success.
2. Spend a number of power points equal to the roll, resulting in failure.

If option one is taken, the enhancement functions normally. If option two is taken, the enhancement doesn't function.

Vic's Shanask, Kygar, attempts to throw an energy bolt *(Cost 15). If Vic rolls a 9, Kygar can either lose nine power points (equal to the roll) and fail, or spend six points (enough to bring the roll up to the difficulty — 9+6 = 15), and have the enhancement succeed.*

Note: Option one (success) may only be taken if the sorcist has sufficient power points remaining. Otherwise, option two (failure) must be taken even if it is more costly. Also note that a sorcist may not even attempt an enhancement unless at least one power point is available.

If the enhancement functions, follow the enhancement's instructions. Many *Sorce* enhancement's require an additional roll. If this is the case, be sure to roll again, usually the first roll *only* determines if the enhancement functions and has no effect on how well the enhancement works.

Regaining Power

Sorce power points return naturally at the rate of one "regain roll" every four game hours. To make a "regain roll" just make a normal roll using the *power* rating. The result is the amount of power points returned to the sorcist. A sorcist may not regain more power points than he has spent (no matter what the roll).

Four hours have passed since Kygar's last regain roll. Kygar has used five power points and Vic wants Kygar to regain some of his lost power points. Kygar's power *rating is 6M, so Vic rolls that. The result is a 16, but Kygar can only gain back the five used points, and no more.*

Table 17: Sorce Skills

Name	AP	IC	Base*
Skill	120	30	Int-3d
Power	-	15	Luck-3d

* As with all skills, the *skill* and *power* skills may not start out above 6M.

Table 18: Sorce Enhancements

Classes	Rtg	AP	Cost	Act	Dur	Rng**
Adhere	6M	30	15	M	Lvl	self
Binding Word	10L	24	12	M	spec.	SkLvl
Choke	10HB	10	5	A	Cnt	SkVal
Death Ray	10M	50	15	A	Act	SkVal
Displace	10L	24	12	M	Act	self
Displace Group	8M	40	20+2 ea	A	Act	SkLvl
Door Hand	10HB	10	5	I	Act	SkVal
Door Master	10L	24	12	A	Act	SkLvl
Energy Bolt	6M	30	15	A	Act	SkVal
Ghost Walk	6M	30	15	A	spec.	self
Glow Globe	10HB	10	5	I	spec.	SkVal
Heal All	6M	30	Dmg	A	Act	SkLvl
Healing	6M	30	15	A	Act	SkVal
Immortal Stance	10M	50	25	M	Lvl	self
Life Balance	6L	16	8	A	Act	touch
Life Drain	10L	24	12	A	Act	SkLvl
Light Healing	6L	16	8	A	Act	SkLvl
Radiate Fear*	8L	20	10	A	Act	self
Shockblast	10L	24	12	A	Act	1sq
Sorce Field	6M	30	15	M	Lvl	self
Teleport	10M	50	Varies	C	Act	self
Vampire Touch	10L	24	12	A	Act	touch

* *Radiate fear* is always active for Shanasks unless it is consciously contained.
** If an enhancement's range is touch and the subject is living, Shanasks don't actually have to touch the subject, they just have to get their cloak within an inch or two (this still requires a successful punch Atk roll where noted).

Rtg: Specialists may purchase the enhancements for half AP **if** their *skill's* rating equals or exceeds the enhancement's Rtg.
AP: The AP cost to learn the enhancement.
Dur: Duration of the enhancement: Act = one action; Lvl = a number of rounds equal to the sorcist's *skill* level; Cnt = a number of rounds up to the sorcist's *skill* level as long as the enhancement is concentrated upon (i.e., only incidental actions and a max MR of 1); spec = special, refer to the description below
Cost: The power point cost required to make the enhancement function, a *skill* roll can reduce or eliminate this cost (see above)
Act: The type of action (during nish): C=Complete, M=Move, A=Attack, I=Incidental
Rng: The maximum range (in squares) at which the power may be used without penalty: self = no range, it affects only the sorcist; SkLvl = a number of squares equal to the sorcist's *skill* level; SkVal = a number of squares equal to the sorcist's *skill* value; touch = a range at which the sorcist can touch the target (often requiring a successful punch attack)

Table 19: Sorce Groups

Group	Rtg
Associative	
Binding Word	10L
Radiate Fear	8L
Defensive	
Adhere	6M
Immortal Stance	10M
Sorce Field	6M
Environmental	
Door Hand	10HB
Door Master	10L
Glow Globe	10HB
Healing	
Heal All	6M
Healing	6M
Life Balance	6L
Light Healing	6L
Offensive	
Choke	10HB
Death Ray	10M
Energy Bolt	6M
Life Drain	10L
Shockblast	10L
Vampire Touch	10L
Transportal	
Displace	10L
Displace Group	8M
Ghost Walk	6M
Teleport	10M

Table 20: Other Sorce Enhancements

Name	AP
Negative Power Burn	30
Skill Extension	40

Sorce Color

Sorce is a mysterious power used by the Shanask (and, it is rumored, certain selected members of other races). No one can say where the power comes from, or exactly what it is — *Sorce* seems to violate all the known laws of physics and defy all attempts at analysis or testing.

The only thing which can be determined about a Sorcist is a rough estimate of ability based on *Sorce* color. Unfortunately, this is not always a good gauge, as both the lowest and highest levels of *Sorce* power are black, and a Sorcist may always use skills at a lesser color than his or her own. See table 21 for a list of *Sorce* levels and colors.

Oddly enough, Shanask are able to see "Sorce color" even though they are otherwise colorblind.

Table 21: SORCE COLOR

Skill	Color	Description
Bantam	Black	Glossy Black
6L	Magenta	Vivid Purplish red
8L	Crimson	Deep red
10L	Vermilion	Fiery reddish orange
6M	Amber	Glowing orange
8M	Emerald	Brilliant deep green
10M	Azure	Flaming light blue
6H	Mauve	Deep reddish purple
8H	Violet	Radiant deep purple
10H	Bronze	Metallic brown
LV	Gold	Rich shining yellow
MV	Silver	Gleaming silver
HV	Ivory	Bright white
Ship+	Black	Jet black

Enhancements

Ranges of all ranged enhancements is a number of squares equal to the Sorcist's *skill* value, unless otherwise noted. Any range may be doubled resulting in a -1c penalty to the *skill* check vs cost. Tripling the range results in -2c penalty, etc.

The range "Touch" indicates that the target must be touched. Shanask, only need to get their cloak *close* to the target to be considered a "touch." In any event, touching an unwilling target requires a successful punch attack roll (vs the target's Def) — even for Shanask.

Adhere

When using this enhancement, a sorcist becomes physically welded to a selected surface. Toppling or moving the sorcist is impossible. While in this state, the sorcist rolls 6LS vs any form of physical Dmg (although they are not allowed to defend and are thus automatically hit). If damage does get through, a normal AR check is still allowed. If damage is actually taken, the enhancement is broken.

Binding word

This binds another individual to an agreement with the sorcist. This may be a promise, a task, a quest, a secret, etc. The bound individual must freely accept the binding or it will not work.

If at any time the bound individual breaks the agreement, roll the sorcist's *skill* against the bound individual's Vit. If the sorcist succeeds, the victim will crumble into dust.

Choke

Sorcists using this enhancement can create a *Sorce*-based blockage in the target's windpipe. It does not, of course, work on creatures which do not breathe. If the sorcist's *skill* roll exceeds the victim's FR, the victim is incapacitated and cannot speak, but for a whisper, or take any action other than movement of one square per round.

Choke lasts for as long as the sorcist concentrates, but the victim may roll FR vs the sorcist's *skill* each round to break free.

Death Ray

This power shoots a ray of pure *Sorce* energy, engulfing and draining a victim's life energy. If a *skill* roll exceeds the victim's Def and Vit, the victim dies and crumbles to dust, life energies completely annihilated. This enhancement works only on living targets.

Displace

Displace causes its user to vanish and reappear some distance away. The sorcist may select the direction and distance of the displacement up to a maximum number of squares equal to a *skill* roll. The sorcist does not move over the intervening distance, but simply disappears from one spot then appears in the other.

Displacing through walls or into areas which the sorcist can't view is dangerous as the sorcist may end up displaced into a solid object. If this occurs refer to *RB, hazards*.

Displace Group

Displace group transports a group of individuals from one place to another. The sorcist may displace himself and up to a number of other individuals equal to his *skill's* level. For each additional individual, the enhancement's cost increases by two. Otherwise, this enhancement works as *Displace*, moving the group a number of squares up to the amount of a *skill* roll.

Door Hand

This enhancement allows the sorcist to instantly open or close a portal: doors, lids, etc., without physically touching them. The portal must be one which the sorcist could normally open without using this enhancement.

Door Master

This enhancement will open or close any portal, regardless of size or how it is secured. The sorcist simply needs to succeed at a *skill* check vs the portal's Dif (as set by the GM).

This enhancement's effects are instantaneous — even a complex portal will open immediately.

Energy Bolt

This allows a sorcist to fire a bolt of blaster-like energy from his hand. Damage and attack are both equal to the sorcist's *skill* rating. Moreover, only one roll is made and counted as both the Atk roll and the Dmg roll. The bolt completely bypasses *Sorce fields*.

Ghost Walk

Sorcists use this power to become completely insubstantial. A *ghost walking* sorcist grows dim and transparent, actually occupying another dimension. The sorcist may then walk through walls, doors, other living things, etc.

Ghost walkers are only affected by (and can only be affected by) others in the *ghost walk* dimension. The only exception is that those in either dimension can see objects in the other although everything looks faint and hazy. Objects carried by the sorcist also become insubstantial, and remain that way until the sorcist returns to this dimension.

The duration of *ghost walk* is flexible. It lasts up to a number of rounds equal to the sorcist's *skill* level. However, *ghost walkers* must remain within an area having a radius (in squares) equal to their *skill* level. Sorcists who go beyond this limit instantly become solid again and the enhancement ends.

Glow Globe

Glow globe creates a soft, white light source which illuminates a radius equal to the sorcist's *skill* value in squares. Each hour the radius shrinks by one square until gone.

The globe is a sphere the size of a marble. Normally stationary, it may be attached to an object, moving with it as the sorcist desires. Unwilling subjects (i.e., opponents) require a successful punch Atk roll.

Heal All

Heal all will cure all of the damage that an individual has if the sorcist succeeds at the enhancement. Unlike most enhancements, however, the cost of *heal all* exactly matches the victim's current damage (i.e., the cost will vary from use to use). If the roll fails (and additional power points aren't spent to make it succeed), then no damage is healed. This power may only be used on living subjects, including the sorcist.

Healing

This enhancement will heal a number of vitality points equal to the sorcist's *skill* roll. *Healing* can only be used on living subjects, including the sorcist.

Immortal Stance

This allows sorcists, and the surface immediately beneath their feet, to become immovable and nearly invulnerable to physical and energy damage. The sorcist makes AR checks at 10LS.

The user becomes rigid and bonds to any contacted surface. Toppling or moving the sorcist is nearly impossible (10LS Str) — even if the surface is torn away or destroyed, a sorcist will remain standing on a small fragment of the surface, possibly floating in midair if the ground beneath was destroyed.

If any damage is taken a normal AR roll is still allowed. If damage results, the enhancement is broken.

Life Balance

Life balance allows a sorcist to distribute damage between two living beings. The total amount of damage from both beings is added together. The sorcist then distributes the total as desired (i.e., all to one none to the other, half and half, etc.).

A sorcist must make a successful punch attack to touch any unwilling subject. Subjects are not allowed an armor roll, not even for Natural Armor.

Life Drain

This allows the sorcist to drain Vitality. Thin beams emerge from a sorcist's fingers when using this enhancement. An attack roll is then made based on the sorcist's *skill* rating. If the roll hits, that number of maximum Vitality points are permanently drained from the victim. No armor rolls are allowed, not even for Natural Armor. This attack has no effect on non-living targets, such as androids.

Due to the devastating effects of this enhancement, GMs should not allow one player character to use it upon another.

Light Healing

This enhancement will heal an amount of damage equal to the sorcist's *skill* roll at -1c. *Light healing* can only be used on living subjects, this includes the sorcist.

Radiate Fear

This enhancement causes fear in a radius equal to the sorcist's *skill* level (measured in squares). The fear has a strength equal to the sorcist's *skill* rating. Fear's effects are detailed in *RB, hazards*.

Shanask always *radiate fear* unless they consciously contain it. However, the radius is only 1 square unless this enhancement is activated. If it is activated, Shanask gain a +1c to the fear's intensity.

Shockblast

This enhancement electrifies the sorcist's body. The sorcist need not touch the target; any target within one square may be attacked. Attacks with this enhancement automatically hit, causing damage equal to a *skill* roll.

Sorce Field

Sorce field provides an armor bonus equal to +1d per the sorcist's *skill* level. Thus, a 6M *skill* (level 4) provides +4d to the sorcist's AR. This armor is effective against all physical, energy, and *Sorce* damage and lasts for a number of rounds equal to the sorcist's *skill* level.

Teleport Self

This allows a sorcist to teleport instantly to another location. The sorcists selects the new location and describes it to the GM, who then determines the enhancement's cost. (Unlike most *Sorce* enhancements, the cost of teleporting varies depending upon distance and familiarity).

A few possible costs follow, although they should be reduced (up to half) based upon how familiar the sorcist is with the intended teleport sight.

Distance	Dif
10'	5
100'	10
1 mile	15
10 miles	20
100 miles	25
1000 miles	30
On planet	40
Adjacent planet	50
In system	60

The biggest risk in teleporting is appearing in a solid object (e.g., a desk, chair, wall, person, etc.). If the GM rules that this happens, refer to the *RB, hazards*.

Vampiric Touch

This power allows sorcists to drain victims' Vit away and add it to their own. The result is that the victim takes damage and the sorcist is healed an equal amount.

The sorcist need only touch a victim in order to perform this enhancement. If the victim is unwilling, the sorcist must roll his punch Atk. The amount of Dmg caused is equal to the sorcist's *skill* level. *Vampiric touch* ignores armor, but does not affect non-living beings.

Other Enhancements

Negative Power Burn

Negative power burn allows a sorcist to use an enhancement even if the sorcist's power points are currently zero or in the negatives.

Simply use the enhancement normally. If power points are required, the sorcist suffers damage equal to the number of power points which would normally be expended.

Skill Extension

Those who take *skill extension* are *Sorce* generalists. They study with every master they encounter, in an attempt to understand every known *Sorce* enhancement.

A character who takes *skill extension* may use any *Sorce* enhancement — even if it isn't known. A *skill* check versus the enhancement's cost must be rolled. If successful, the enhancement functions as if it were known. Failure results in a loss of all current power points.

Table 3: Enhancements

Enhancement	AP	Base
Aiming Bonus	100/50/25	H,R
Ambidexterity	20*	Dex
Anti-Vehicle	120/30/15	B,M,H,R
Armor Penetration	120/30/15	B,M,H,R
Attack Pool	1 for 5 AP	cbt
Balance	25	Dex
Beauty	20*	Cha
Berserk	40*	WP
Block Ranged	60/30/15	B,M
Bridge Officer	40	Int
Carry More	30	Str
Catch Object	15	Dex
Catch Ranged	35	Spe
Common Sense	25*	Int
Crushing Damage	20	Str
Danger Sense	35*	Awa
Def vs Body	25	Def
Def vs Hurled	25	Def
Def vs Melee	25	Def
Def vs Ranged	25	Def
Disarm	80/40/20	B,M
Double Attack	180/60/30	B,M,R
Double Luck	45*	Luck
Enhanced Hearing	30*	Awa
Enhanced Jumping	30	Spe
Enhanced Smell	10*	Awa
Enhanced Taste	10*	Awa
Enhanced Touch	10*	Awa
Enhanced Use	Spec.	sci
Enhanced Vision	30*	Awa
Expert Runner	25	Spe
Extra Luck	25*	Luck
Fame	30*	Cha
Fast Healing	20*	Heal
Fearless	15	Shck
High Death Thresh.	30*	Vit
Impale	80/40/20	H,R
Imp. Field of Vision	30*	Awa
Languages	Spec.	Int
Life Freeze	30*	WP
Light Sleeper	15	Awa
Long Range	60/30/15	H,R
Luck Burn	20*	Luck
Luck Restore	35*	Luck
Luck Sustain	30*	Luck
Move and Attack	30	Spe
Multiple Attack	120/40/20	B,M,R
No Emotions	15*	WP
Orders	40	Cha
Parry	60/30/15	B,M
Quick Draw	15	Spe
Regeneration	25*	Heal
Resist Cold	15*	FR
Resist Heat	15*	FR
Resist Disease	20*	FR
Resist Mind Control	25*	WP
Resist Poison	25*	FR
Resist Psionics	30*	WP
Resist Sorce	35*	Luck
Riposte	60/30/15	B,M
Same Nish	25*	Nish
Save Nish	15*	Nish
Sharp Shooter	40/20/10	H,R
Slow Drain	20*	Heal
Social Status	20*	Cha
Specific Opponent	15	cmbt
Starlight Vision	40*	Awa
Strong Will	25*	WP
Structural Damage	80/20/10	B,H,M,R
Stunning Blow	90/30/15	B,H,M
Tactical Analysis	120/30/15	B,H,M,R
Throw Weapon	-/20/10	M
Tight Grip	10	Str
Tight Quarters	120/30/15	B,H,M,R
Tough Blunt Wpns	20*	AR
Tough Edged Wpns	20*	AR
Tough Energy Wpns	20*	AR
Tough Proj. Wpns	20*	AR
Two Weapons	160/40/20	B,,H,M,R
Wealthy	30*	Luck
Weapon Display	120/30/15	B,H,M,R
Zero-Gravity	25	Dex

Table 4: Handicaps

Handicap	AP	Base
Absent-Minded	+8	Int
Bad Balance	+10	Dex
Bad Defense Body	+20	Def
Bad Defense vs Hurled	+15	Def
Bad Defense vs Melee	+20	Def
Bad Defense vs Ranged	+20	Def
Bad Jumper	+10	Spe
Bad Runner	+10	Spe
Boor	+6	Cha
Clumsy	+8	Dex
Color Blind	+4	Awa
Deep Sleeper	+6	Awa
Fast Drain	+16	Heal
Fearful	+8	Shck
Flirtatious	+10	WP
Frail	+25	Vit
Glass Jaw	+20	WP
Greedy	+8	WP
Low Cold Tolerance	+8	FR
Low Death Threshold	+25	Vit
Low Heat Tolerance	+8	FR
Low poison tolerance	+14	FR
Night blindness	+8	Awa
Pacifist	+16	Cha
Poor Hearing	+8	Awa
Poor Smell	+4	Awa
Poor Taste	+4	Awa
Poor Touch	+4	Awa
Poor Vision	+10	Awa
Poverty	+16	Luck
Short Temper	+10	WP
Slovenly	+6	Cha
Slow	+12	Spe
Slow Healer	+12	Heal
Slow Reaction	+16	Nish
Slow Restore	+20	Luck
Thick-Headed	+14	Int
Tunnel Vision	+16	Awa
Unattractive	+8	Cha
Unhealthy	+10	FR
Unlucky	+16	Luck
Very Unlucky	+25	Luck
Vulnerable vs Blunt Wpns	+12	AR
Vulnerable vs Edged Wpns	+12	AR
Vulnerable vs Energy Wpns	+12	AR
Vulnerable vs Proj. Wpns	+12	AR
Weak Grip	+8	Str
Weak Will	+14	WP

Table 7: Specializations

Ship Specializations	AP
Astrogation	40
Captain	50
Communications	35
Engineering	40
Fighter Pilot	30
Helm	40
Medic	50
Programmer	35
Scientist	40
Tactical	40
Tech	40

Other Specializations	AP
Archer	20
Blaster Expert	25
Carbinier	25
Martial Artists	30
Mechanic	25
Pistolier	20
Pulse Laser Expert	25
Rifle Expert	30
Spy	35
Survivalist	30
Thief	30
Vehicle Driver	30



Table 5: Skills

Name	AP	IC	Base
Acrobatics	20	10	Dex/Spd -1d
Astrogation	25	12	Int/Tech -3d
Climbing	15	7	Dex/Str -1d
Cloak	10	5	Int/Tech -1d
Computer	15	7	Int/Tech -2d
Comtech	15	7	Cha/Tech -2d
Concealment	10	5	Dex/Int -1d
Counter Security	15	7	Tech/Dex -1d
Damage Control	14	8	Spd/Tech -1d
Demolitions	10	5	Int/Tech -1d
Detect Lie	10	5	Awa/Cha -1d
Disguise	12	6	Cha/In t-1d
Dominate	10	5	WP -2d
Drive Vehicle	18	9	Awa/Dex -2d
Empathy	12	6	Cha/Awa -2d
Falling	10	5	Dex/Spe -1d
Fast Talk	10	5	Cha/Int -1d
First Aid	12	6	BioT/Int -2d
Gambling	10	5	Luck/Int -1d
Gen. Knowledge	10	5	Int -2d
Interrogate	10	5	Str/WP -2d
MA Hold	12	8	Str/Body -2d
MA Kick	12	8	Body/Spe -2d
MA Punch	12	8	Body/Dex -1d
Medtech	25	12	BioT/Int -3d
Navigate	10	5	Awa/Int -1d
Pilot Small Craft	18	9	Awa/Dex -2d
Pilot Starship	25	12	Awa/Dex -3d
Raise Shields	10	5	Int/Tech -1d
Repair Armor	12	6	Tech/Str -1d
Repair Cyb.	15	7	Cyb/Tech -2d
Repair Equip.	15	7	Tech/Dex -2d
Repair Hull	20	10	Str/Tech -3d
Repair Mechnoid	15	7	Tech/Str -2d
Repair System	10	5	Tech/Int -1d
Repair Weapon	12	6	Tech/Dex -1d
Scanners	20	10	Awa/Int -2d
Sensors	15	7	Awa/Int -1d
Ship Gunner	20	10	Art -2d
Ship Power	12	6	Int/Tech -2d
Stealth	12	6	Dex -1d
Survival	15	7	FR/Int -2d
Swimming	10	5	Str/Spd -1d
Theft	10	5	Dex/Awa -2d
Tracking	10	5	Awa/Int -1d
Trac/Rep Beam	10	5	Int/Tech -1d
Transporter	15	7	Int/Tech -2d
Vehicle Gunner	15	7	Art -2d
Vehicle power	10	5	Tech/Int -1d



Table 6: Skill Enhancements

Skill Enhancements	AP
Acrobatics	—
Falling	10
Astrogation	—
Hyperspace	20
Assist Pilot	15
Climbing	—
Grab	15
Falling	15
Specialized Surface	10
Cloak	—
Computer	—
Hacking	15
Programmer	10
Comtech	—
Com-tapping	15
Com-ECM	10
Com-ECCM	10
Concealment	—
Spec. Surroundings	10
Movement	15
Counter Security	—
Damage Control	—
System Repair	10
Demolitions	—
Detect Lie	—
Lie	5
Disguise	—
Impersonation	15
Dominate	—
Empathy	—
Falling	—
Fast Talk	—
Spec. Institution	10
Seduction	10
First Aid	—
Gambling	—
General Knowledge	—
Field of Study	8
Interrogate	—
Martial Arts Hold	—
Crush	10
Sleeper Hold	15
Throw	15
Bar Hold	15
Martial Arts Kick	—
Sweep	8
Double Kick	15
Forced Kick	15
Flying Kick	18
Martial Arts Punch	—
Double Punch	15
Forced Punch	15
Death Blow	20
Board Breaking	5
Medtech	—
Surgery	10
Alien Medtech	5
Afflictions	10
Cybernetic Surgery.	15

Skill Enhancements	AP
Navigate	—
Directions	5
Assist Driver	10
Pilot Small Craft	—
Fighter Pilot	15
Pilot Starship	—
Hyperspace	20
Fighter Pilot	15
Raise Shields	—
Repair Armor	—
Repair Specific Armor	5
Repair Cybernetics	—
Repair Cybertank	10
Partial Surgery	10
Repair Equipment	—
Build Equipment	15
Repair Hull	—
Repair Mechnoid	—
Repair Cybertank	8
Repair System	—
Additional System	10
Repair Weapon	—
Rep. Ship Wpn.	18
Rep. Spec. Wpn.	5
Rep. Vehicle Wpn.	15
Scanners	—
Scan-ECM	10
Scan-ECCM	10
Sensors	—
Sen-ECM	10
Sen ECCM	10
Ship Gunner	—
Turret Gunner	15
Weapon Expertise	10
Missile Battery	10
Torpedo Launch	10
Vehicle Gunner	15
Ship Power	—
Vehicle Power	12
Stealth	—
Survival	—
Directions	5
Terrain Expertise	10
Swimming	—
Life Saving	10
Cliff Diving	10
Deep Breath	10
Theft	—
Tracking	—
Terrain Specialist	10
Cover Tracks	8
Tractor/Repulsor Beam	—
Transporter	—
Vehicle Gunner	—
Turret Gunner	15
Weapon Expertise	10
Missile Battery	8
Torpedo Launcher	8
Vehicle Power	—

Table 10: Psionic Enhancements

Name	Rtg	AP	Cost	Act	Dur	Rng
Blast	10M	60	6	A	Act	SkVal
Blow	6M	30	4	A	Act	SkVal
Encase	10L	24	3	A	Cnt	SkVal
Hallucination.	6M	30	4	A	Cnt	SkVal
Haze	10L	24	3	A	Cnt	SkVal
Hurl	6L	16	1	A	Act	SkLvl
Jerk	8L	18	2	A	Act	SkVal
Landing	6L	16	1	I	Act	SkVal
Levit. Other	6M	30	4	A	Cnt	SkVal
Levitate Self	10L	24	3	M	Cnt	Self
Mind Probe	6M	30	4	A	Act	SkLvl
Min. Telep.	10HB	10	0/1	I	Cnt	SkVal
Move Object	8L	20	2	M	Cnt	SkVal
Punch	10L	24	3	A	Act	SkVal
Read Sur. Thts.	8L	20	2	M	Cnt	SkVal
Rend	8M	40	5	A	Act	SkVal
Return	6L	16	1	I	Act	Spec
Shield	6M	30	4	M	Lvl	Self
Shove	10L	24	3	A	Act	SkVal
Telepathy	6M	30	4	M	Cnt	SkVal

Table 14: Psychosomatic Enhancements

Name	Rtg	AP	Act	Dur	Abil	Adj
Body Heal	10L	24	A	Act	Heal	SkLvl
Death Blow	8M	40	A	Act	spec.	SkRoll
Electric Palm	10L	24	A	Act	Dmg	SkLvl
Hearing Boost	10HB	10	I	Act	Awa	+1d
Iron Skin	8M	40	M	Lvl	AR	+1c
Jump	8L	20	I	Act	Spe	+1c
Molecular dif.	10M	50	A	Act	spec.	—
Oxygenate	8L	20	I	Val	Air	SkVal
Power Punch	6M	30	A	Act	Dmg	+1c
Resist Cold	8L	20	I	Val	spec.	+1c
Resist Heat	8L	20	I	Val	spec.	+1c
Rough Skin	6L	16	M	Lvl	AR	+1d
Speed	6M	30	I	Lvl	MR	+2d
Strength Surge	6M	30	I	Act	Str	+1c
Strengthen	10HB	10	I	Act	Str	+1d
Stun	6M	30	A	Act	Stun	SkLvl
Super Hearing	10L	24	I	Act	Awa	+1c
Super Vision	10L	24	I	Act	Awa	+1c
Tough Skin	6M	30	M	Lvl	AR	+2d
Vision Boost	10HB	10	I	Act	Awa	+1d
Vitalize	10L	24	A	Val	Vit	SkVal

Table 18: Sorce Enhancements

Classes	Rtg	AP	Cost	Act	Dur	Rng
Adhere	6M	30	15	M	Lvl	self
Binding Word	10L	24	12	M	spec.	SkLvl
Choke	10HB	10	5	A	Cnt	SkVal
Death Ray	10M	50	15	A	Act	SkVal
Displace	10L	24	12	M	Act	self
Displace Group	8M	40	20+2x	A	Act	SkLvl
Door Hand	10HB	10	5	I	Act	SkVal
Door Master	10L	24	12	A	Act	SkLvl
Energy Bolt	6M	30	15	A	Act	SkVal
Ghost Walk	6M	30	15	A	spec.	self
Glow Globe	10HB	10	5	I	spec.	SkVal
Heal All	6M	30	Dmg	A	Act	SkLvl
Healing	6M	30	15	A	Act	SkVal
Immortal Stance	10M	50	25	M	Lvl	self
Life Balance	6L	16	8	A	Act	touch
Life Drain	10L	24	12	A	Act	SkLvl
Light Healing	6L	16	8	A	Act	SkLvl
Radiate Fear*	8L	20	10	A	Act	self
Shockblast	10L	24	12	A	Act	1sq
Sorce Field	6M	30	15	M	Lvl	self
Teleport	10M	50	Varies	C	Act	self
Vampire Touch	10L	24	12	A	Act	touch

Table 9: Psionic Skills

Name	AP	IC	Base*
Skill	100	28	Awa -3d
Power	-	15	Cha -3d

Table 13: Psychosomatic Skills

Name	AP	IC	Base*
Skill	80	26	WP -3
Power	-	15	FR -3

Table 17: Sorce Skills

Name	AP	IC	Base*
Skill	120	30	Int-3d
Power	-	15	Luck-3d

The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders:

1-800-880-8880

TGL#10201
7 61769 10201 4
ISBN 1-56974-003-8

© 1993 Dream Quest Games, Ltd., All Rights Reserved

Rule Book

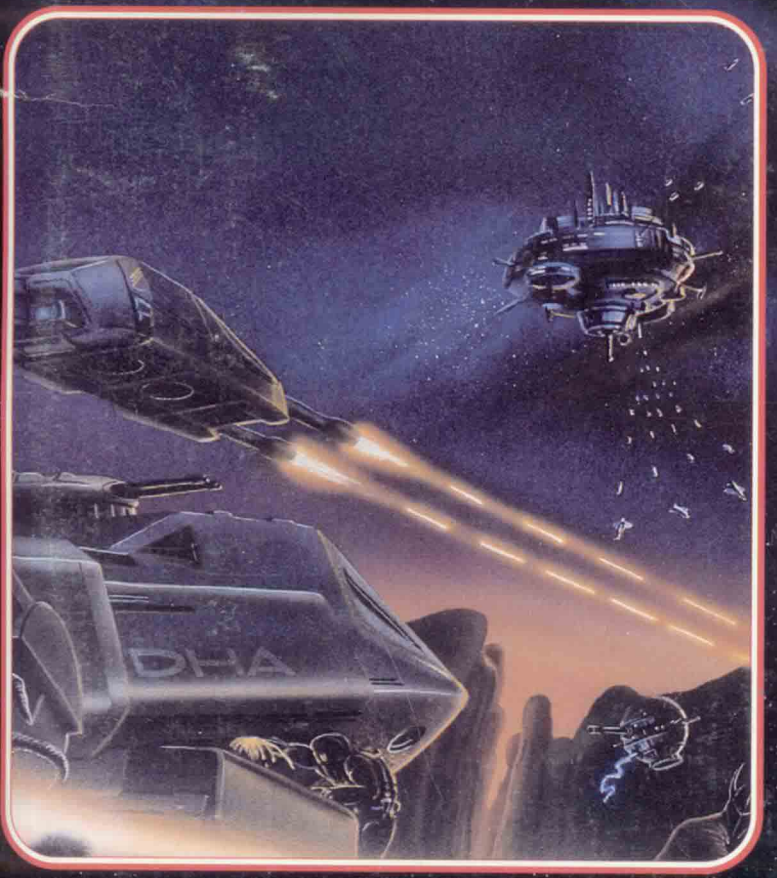
#10200

METASCAPE

GUILD SPACE

Equipment

Technology, Biotechnology, Cybernetics, Ships, Vehicles, Mechnoids



GAMELORDS

Equipment Manual

Technology, Biotechnology, Cybernetics, Ships, Vehicles, Mechnoids

Production

Concept: Blake Mobley
Design: Blake Mobley, Anthony Pryor, David Webb
Development: Blake Mobley, Anthony Pryor, David Webb
Text Edit: Jeannie Davis, Anthony Pryor
Color Art: Mark Maxwell
B/W Art: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson
Cartography: Karen Fonstad
Miniature Sculpting: Sandra Garrity
Layout: Blake Mobley, Renay Mobley, Dianna Mobley, Anthony Pryor, David Webb

Playtesters

Colorado: Phillip Bagga, Heather Bergenheier, Mike Bergenheier, Sherri Brown, Clint Collins, Christine Cook, Monte Cook, Ron Deike, Carol Dorsett, Will Grady, David Griffin, Ellen Garrett, Joe Garrett Jr., Jared Livingston, Steve Maybury, Ivan Medlin, Blake Mobley, Renay Mobley, Matt Munson, Jason Muxlow, Cory Neilson, Anthony Pryor, Jon Rehborg, Chad Rodriguez, Steve Tobin, Charlie Bill Vincent, Dave Webb

Washington: Jeff Doering, Marisella Lockhart, Steve Lockhart, Jamie Poe, Nick Singer, Todd Sunstead

Oregon: Joseph Becker,Robert Becker, Greg Casebeer, Scott Casebeer, Tom Coughlin, Pauline Dougherty, Henry Kalani, Mark Mongillo, Tom Steward

Special Thanks

From Blake Mobley To:

- Renay Mobley (my wife) - for her support, generosity, and love
- David Webb and Anthony Pryor - for their extraordinary devotion to this project
- My Family - for their support and assistance
- The Limited Partners - for their support and belief in this project
- Ron and Wei Lin - for sharing in and supporting my dream
- Peg & Bill Thorpe - for their generosity
- Pyramid Printing Staff - for their assistance and patience on this project
- The Meeker Community - for my inspiration and peace of mind

"Mechanoids" and "The Mechanoid Invasion" are registered trademarks owned by Kevin Siembieda. Neither these trademarks nor "Mechnoids" may be used without express written permission of Kevin Siembieda

METASCAPE, GUILD SPACE, and GAME LORDS are all trademarks owned or licensed by Dream Quest Games, Ltd.

© 1993 Dream Quest Games, Ltd., All Rights Reserved. Printed in the U.S.A.

This work is protected under the copyright laws of the United States of America. Any reproduction or unautorized use of the material or artwork contained herein is prohibited without the express written permission of Dream Quest Games, Ltd.

ISBN 1-56974-002-X

Product #10200

The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders Call:

1-800-880-8880



Table of Contents

Introduction **3**
Technology **4**
Tech Equipment 4
Equipment Details 5
Backpack 5
Biometer 5
Communicator - Comm1 5
Compressor 5
Crawler, Personal 5
Credit Card 6
Disguise Kit 6
Dimensional Shifter 6
Dimensional Transporter 6
Energy Clips 6
Energy Flow Monitor 7
Engineer Tool Kit 7
First Aid Kit 7
Genesis Capsule 7
Grapple Gun 7
Hacker 8
Handcomp 8
Hologuise 8
Holo-Imager 8
Holo-Scanner 8
Illuminator 8
Jump-Pack 9
Laser Cutter 9
Macrovisor 9
Medikit 9
Mess Kit 9
Miniflare Gun 9
Nutripress 10
Oxygenator 10
Palmstore 10
Personal Scanner 10
Personal Transporter 10
Phase Deviator 10
Plasma Precipitator Pack 11
Pod, Personal Hover 11
Poisons 11
Recorder 13
Slap Pack 13
Static Bar 13
Survival Bag 13
Survival Kit 13
Survival Shield Generator 14
Survival Tent 14
Targeter 14
Tech Pack 14
Tech Wand 14
Transportal 14
Turbo Pack 15
Ultrafilament Line 15
Ultralock Boots 15
Ultralock Utility Belt 15
Wirelocks 15
Weapons **16**
Natural Weapons 16
Natural Weapon Details 16
Bite 16
Grab 16
Improvised Weapon 16
Kick 16
Punch 16
Throw 16
Tech Weapons 17
Weapon Groups 18
Tech Weapon Details 18
Axe 19
Ba-Shonk 19
Blaster Cannon 19
Blaster Carbine 19
Blaster Pistol 19
Blaster Rifle 19
Blowgun 19
Bolt Sword 19
Bow 19
Bow, Tech 20
Club/Mace 20
Combat Knife 20
Crossbow 20
Dagger 20
Disk Cannon 20
Disk Macrocannon 20
Disk Pistol 20
Disk Rifle 20
Drac-Maul 21
Fang-Rifle 21
Force Gauntlet 21
Grenade Launcher, Underbarrel ... 21
Hand X-Bow 21
Hook-Pa 21
Hydro Flamer 21
Implosion Ball 21
Ka Jung 22
Kray 22
Laser Blade 22
Manta 22
Microgrenade Launcher 22
Missile Launcher 22
Plasma Sword 23
Pulse Laser Cannon 23
Pulse Laser Carbine 23
Pulse Laser Pistol 23
Pulse Laser Rifle 23
Quad Launcher 23
Ra-oot 23
Render 23
Screamer 23
Scythe-Cannon 24
Shirrac 24
Sonic Disrupter 24
Sonic Sword 24
Sorce Crystals 24
Sorce Saber 24
Spear 25
Sword 25
Ta-oon 25
Turbo-Plaz 25
Warrior Claws 25
Special Ammo 26
Special Ammo Details 26
Arrow/Bolt Tips 26
Grenades: 26
Missiles: 27
Armor **28**
Armor Enhancements 28
Enhancement Details 28
Compensators 28
Flood Lights 28
Genjector 28
Hard Point, External 29
Hard Point, Internal 29
Internal Environment 29
Joint Locks 29
Nutrijector 29
Sealed 29
Slap-o-Matic 29
Strength Enhancers 29
Targeting Computer 29
Tech Armor 30
Tech Armor Details 30
Archaic Full Armor 30
Archaic Partial Armor 31
Archaic Shields 31
Tech Full Armor 32
Tech Shields 33
Biotechnology **34**
Biotech Equipment 34
Biotech Equipment Details 34
Bionocular 34
Breather 34
Feeder 34
Firegnat Colony 34
Glow Egg 35
Lift Pods 35
Living Rope 35
Platelets 35
Saliva Mites 36
Slime-Mold 36
Tech Mites 36
Tube-Worms 36
Biotech Weapons 37
Biotech Weapon Details 37
Beetle Bomb 37
Belly Gun 37
Bioblades 38
Death Eggs 38
Egg Spitter 38
Scorpion Tail 38
Spike Beetles 38
Spiner 39
Sponge Ball 39
Tentacle Glove 39
Vine Spear 39
Web Slinger 39
Biotech Armor 40
Bio Armor Details 40
Carapace Armor 40
Husk Armor 40
Leaf Armor 40
Pod Armor 40
Spider Armor 41

Cybernetics 41
Cybernetic Implants 41
Cyber Implant Details 42
Audial Transceiver 42
Cyber-Arm 42
Cyber-Eye 42
Cyber-Legs 43
Enhanced Ear 43
Joint Locks 44
Oxygenator 44
Power Joints 44
Quick Attach Couplink 45
Thermoplas Implant 45
Tish-Shocks 45
Titanium Endoskeleton 45
Cyber-Weapons 46
Cyber Weapon Details 47
Cyber-Blades 47
Cyber-Claws 47
Cyber-Fist 47
Micro-Laser 47
Quick Attach Weapons 47
Stem Jaw 48
Tail Spikes 48
Cyber-Armor 49
Cyber Armor Details 49
Arm Cyber Armor 49
Facial Cyber Armor 49
Knee Cyber Armor 49
Shin Cyber Armor 49
Thigh Cyber Armor 49
Torso Cyber Armor 49
Ship/Vehicle Systems 50
Layout Points 50
Systems 50
System Details 51
All-Terrain Hydraulics 51
Armor 51
Artificial Gravity 51
Auto Defense 51
Central Computer 51
Cloaking Device 51
Flight Deck 51
Inertial Dampers 51
Internal Integrity 51
Labs 51
Life Support 52
Overdrive 52
Pod/Launcher 52
Probe Controls 52
Reactive Hull 52
Repulsor Beam 52
Scanners 52
Sensors 53
Ship Drives 53
Ship Drive Enhancements 54
Stations 54
Stealth Net 56
Tractor Beam 56
Transporters 56
Vehicle Engines 56
View Screen 57
Weapon Systems 58
Weapon System Details 58
Cannon 58
Missile Battery 58
Tactical Uplink 59
Torpedo Tube 59
Turret 59
Weapon Arm 59
Starships 60
Format 60
Alliance-Class Corvette 60
Starhawk-Class Fighter 61
Knifewing-Class Starbomber 61
Other Starships 62
Missile Boat 62
Destroyer 62
Light Cruiser 62
Heavy Cruiser 62
Battleship 62
Light Carrier 62
Heavy Carrier 62
Dreadnaught 63
Superdreadnaught 63
Warmoon 63
Other States' Starships 63
Vehicles 64
Halberd-Class Armored Transport ... 64
Scimitar-Class Armored Transport ... 65
Other Guild Vehicles 66
Warrior-Class Fighting Vehicle 66
Hussar-Class Fighting Vehicle 66
Imperial Vehicles 66
Imperial Cybertank-A 66
Imperial Cybertank-B 66
Imperial Cybertank-X 66
Draca "Vehicles" 67
Khavaxx 67
Gurak 67
Zin-Shee Vehicles 67
Cub-Class Armored Transport 67
Mother-Class Fighting Vehicle 67
Matriarch-Class Fighting Vehicle .. 67
Small Vehicles 68
Civilian Groundcar 68
Hover Transport 68
Hyperbikes 68
Mechnoids 69
Mechnoid Details 69
Androids 69
Drones 70
Robodogs 70
Walkers 71
Warbots 71
Reference Tables 72

Table of Tables

1 Tech Equipment 4
2 Natural Weapons 16
3 Tech Weapons 17
4 Special Ammo 26
5 Armor Enhnacements 28
6 Kit Enhancements 28
7 Tech Armor 30
8 Biotech Equipment 34
9 Biotech Weapons 37
10 Biotech Armor 40
11 Cybernetic Implants 41
12 Cyber Weapons 46
13 Cyber Armor 49
14 Systems 50
15 Transporter Guidelines 56
16 Weapon Systems 57
17 Vessel Ratings 60
18 Mechnoids 69

Introduction

Before reading this manual, please read the *Rule Book*.

This book, the *Equipment Manual*, includes descriptions of all major pieces of equipment in the Guild Space™ Setting, from simple backpacks to massive interstellar starships. Use this manual to outfit your character upon creation and to purchase weapons, armor and miscellaneous equipment. Kryll and others with Biotechnology abilities may select from the biotech weapons and items, while cyberlords and those with sufficient Cybernetic ratings may purchase cyber weapons and equipment. Statistics for vehicles and starships likely to be used by characters are also listed, followed by information on mechnoids — robots and other mechanical devices which may aid or hinder characters in their adventures.

Technology

This section of the *Equipment Manual* covers tech equipment, tech weapons, and tech armor. Although starships, vehicles, and mechnoids are generally grouped in the technology science (as apposed to biotechnology or cybernetics), they are listed at the end of this manual in their own sections.

(**Optional Rule:** All tech equipment, weapons, and armor require maintenance. Typical maintenance must be performed after each mission (i.e., adventure) and costs one percent of the value of all tech items.)

Tech Equipment

The following items may be purchased by characters if they expend the indicated number of credits. However, use of the item is governed by the character's Tech attribute (*CM, attributes).*

Table 1: Tech Equipment

Item	Tech	Cr	Enc
Backpack	10LB	30	5
Biometer	10L	75	1
Communicator	8L	250	.5
Transmitter Boost	—	+75	—
Watch	—	+25	—
Compressor	6L	75	5
Crawler, Personal	8L	300	100
Credit Card	10HB	25	*
Disguise Kit	8L	95	2
Dimensional Shifter	10M	Artf	3
Dimensional Transporter	10M	Artf	2
Energy Clips			
50 srg	6L	25	.1
100 srg	6L	50	.5
250 srg	6L	75	1
500 srg	6L	100	2
1000 srg	6L	200	3
Energy Flow Monitor	6M	175	1
Engineer Tool Kit	6M	750	8
First Aid Kit	8L	125	3
Genesis Capsule	6LB	100	.1
Grapple Gun	6L	150	5
Spool & Winch	—	+100	3
Hacker	6M	175	2
Handcomp	6M	200	2
10M Rating	—	+200	—
AI	—	+300	—
Hologuise	6L	300	1
Image	—	+50	—
Holo-Imager	6M	325	2
Holo-Scanner	10L	350	2
Illuminator	10HB	40	.5
Jump-Pack	6M	450	20
Laser Cutter	10L	150	2
Macroviser	6L	225	1
Infrared	—	+125	—
Starlight	—	+100	—
Starlamp	—	+50	—
Medikit	10L	400	5
Mess Kit	10HB	35	.1
Miniflare Gun	6L	45	1
Flairs	—	5	*
Nutripress	6L	65	5
Nutritab	6LB	2	*
Oxygenator	10HB	65	2
Canisters	—	15	.5
Palmstores	8L	350	.5
Personal Scanner	6M	375	2
Personal Transporter	8M	800	5
Phase Deviator	6M	450	3
Plasma Precip. Pack	6M	275	10
Pod, Personal Hover	8M	850	30
Remote	—	+120	1
Poisons			
Choking	6LB	125	*
Corrosive	6LB	200	*
Death	6LB	250	*
Knockout	6LB	150	*
Laughing	6LB	125	*
Paralysis	6LB	150	*
Sleep	6LB	125	*
Power Pack			
10 surge	8L	100	2
20 surge	8L	200	4
40 surge	8L	400	8
60 surge	8L	600	16
Recorders			
Audio Recorder	10HB	50	.5
A-V Recorder	6L	150	.5
Up-link Chip	—	+50	—
Slap Pack	10LB	50	1
Static Bar	10HB	Artf	5
Survival Bag	10HB	175	5
Survival Kit	8L	300	8
Survival Shield Gen.	10L	400	20
Survival Tent	6L	350	10
Targeter	8L	350	1
Tech Pack	10HB	100	3
Tech Wand	8L	250	1
Transportal	6M	450	4
Turbo Pack	8M	750	20
Ultrafilament Line	10HB	50	1
Ultralock Boots	10MB	300	6
Ultralock Utility Belt	10LB	75	2
Wirelocks	8L	200	2

Tech: Tech rating required to use the item (*CM, Attributes*).

Cr: Cost of the item in credits. Artf is an abbreviation for an artifact. These items can not be purchased (unless unusual circumstances exist) because their alien technology is not yet understood by the Guild. Characters usually acquire them during an adventure.

Enc: Encumbrance of the item. An asterisk "*" indicates that the item's encumbrance is negligible (if large quantities are carried, consider * to equal 1/100 enc.).

Equipment Details

The following list details each equipment item. Unless stated otherwise, all equipment should be considered as having a 10L rating when used. This rating can be combined(cat) with a character's skill. For example, if a character with an appropriate repair skill uses wirelocks, the character's repair skill rating can be combined(cat) with the wirelock's rating of 10L.

Backpack



This is the standard carrying device for explorers, adventurers, etc. It may be made of leather or synthetic material (although Calemora prefer leather). Backpacks can normally hold items of up to 100 Enc., and have various pockets and compartments for easy access.

Biometer



A biometer is a band that may be put on an arm, leg, tail or other appendage, and displays the wearer's vital signs such as Vitality, wounds, heart rate, respiration, etc. Biometers also monitor internal conditions, and have a 10L chance to determine if an individual is poisoned or carries any kind of biological or chemical substance or organism. Dif is based upon the virulence of the disease or strength of the poison, as listed, or set by the GM. Once detected, the biometer will either emit warning beeps, begin flashing, or both (depending upon what setting the user left the biometer on).

Communicator - Comm1



The Company Comm1 unit is the standard communication device throughout Known Space. The unit includes a small output screen, video input, alphanumeric keypad, internal antenna, speaker/microphone, and a reactive band which wraps around and firmly holds onto anything upon which it is placed.

The Comm1 has a range of approximately 200 miles, and is capable of communicating with space vessels in low orbit. The unit's E/M dial is able to scan most of the electro-magnetic spectrum and up to 16 channels may be preprogrammed.

Comm1s contain a security port able to accept encoding/decoding algorithms, making secure transmissions possible, provided the receiving unit contains the same algorithm.

Communication may be in one of three modes — text, audio, or audio-visual.

The most flexible feature of the Comm1 is its transceiver settings. Through frequency banding, a Comm1 may be set to "Open" or "Selective" channel. "Open" channel means that communications may be sent to or received from anyone using the channel. "Selective" channel allows the user to communicate with a specified group of individuals.

Finally, the built-in microcomputer allows verbal operation of all functions.

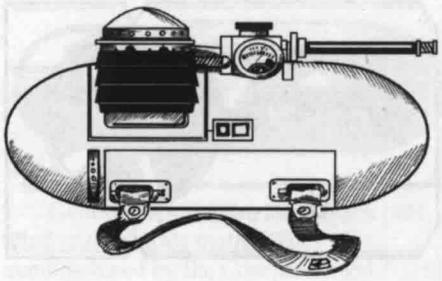
- **Comm1 - Transmitter Boost**

Increases communication range to planetary (i.e., anywhere on the planet) and all of orbital space.

- **Comm1 - Watch**

A time sub-program may be downloaded into the communicator, allowing it to function as a watch. Display may be toggled to either analog or digital output. Auto rotation sensors sequence the watch to the day span of any particular planet. Finally stop-watch, timer, and alarm functions are included.

Compressor



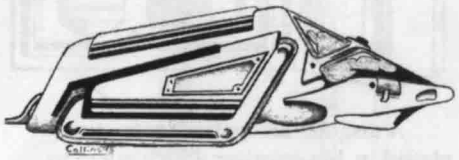
This device stores air (or any gas). It may be set on auto fill, so that it sucks in air from the surrounding atmosphere, and stores it for later use.

These high tech compressors are much smaller than previous models, and they include a handy shoulder strap for carrying convenience. They also include special anti-grav hardware to ofset the addtional weight of the compressed air. Thus, the compressor always weighs the same.

When full, compressors store gas sufficient to completely fill a 10x10x10 foot area. Thus, when used in conjunction with the force shield generator, a compressor will allow its user to breath uninhibited, even in extremely hostile conditions (such as in a vacuum, poison atmosphere, or under water).

A single compressor can maintain breathable atmosphere for a maximum of 24 hours.

Crawler, Personal

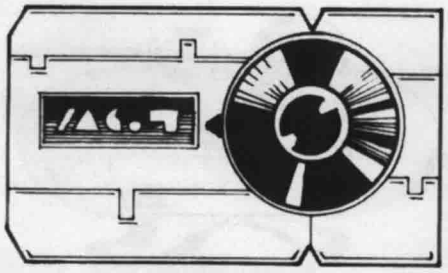


A personal crawler is a small, tracked unit intended to carry equipment, possessions, scientific samples, etc. at a MR of 8. Their full ratings is 8/5/5 (see *EM, ships*)

Crawlers have an environmentally sealed compartment protected by a security lock which prevents unauthorized access (Dif 20).

A crawler also has antigrav generators which enable it to easily carry loads of up to 500 enc. Dimensional transducers create interior dimensions of 10' x 10' x 10', although the crawler itself is only 3' x 2' x 2' externally.

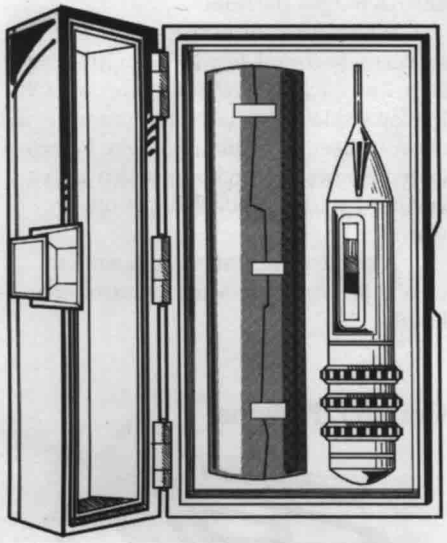
Credit Card



A credit card is a micro thin card with a digital readout and an optical transaction disk bonded to its surface. Credit cards are the standard medium of transaction and currency storage in Guildspace. Normal credit cards have a 20 security rating.

- A card's security rating may be increased by 10 for every 100 cr paid.

Disguise Kit

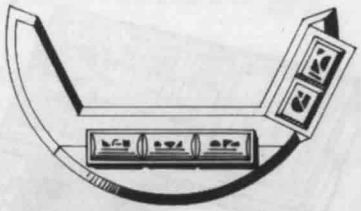


A disguise kit contains cosmetics, plastiskin, bio-colorizer with biodyes to change hair and eye color, molecular injectors to change the size and shape of features, etc.

Biodyes are used to change the color of any living tissue, including chitin, scales, fur, etc. Plastiskin may be molded to add or change external features, while molecular injectors actually alter existing tissue. All of these substances are stable for only 12 hours, after which they begin to break down.

A disguise kit provides a 10L disguise (and can be combined(cat) with the *disguise* skill.

Dimensional Shifter

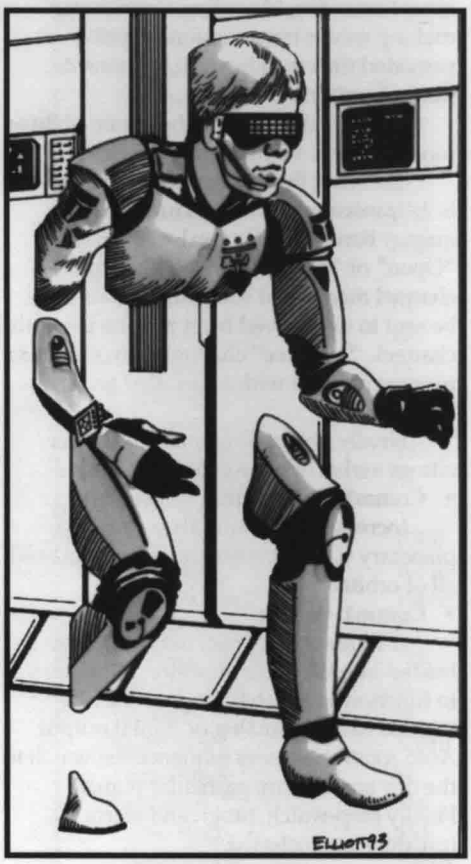


These unusual items are rarely, if ever, offered for sale. They are ancient artifacts of a vanished alien race, possibly the Aerolk.

Dimensional shifters move their users into an alternate plane of existence for a time, phasing them in and out, making attack against them impossible while they are phased out.

The game effect of a dimensional shifter is simply that its user is present and on the board, vulnerable to observation, attack, etc., until the end of his or her Nish. After this, the user vanishes, and may not be attacked for the remainder of the round. At the beginning of the next round, the user reappears, rolls Nish, and disappears again at the end of his or her next Nish.

Dimensional Transporter



The dimensional transporter creates an effect similar to the *Sorce* enhancement, *ghost walk*, in that it shifts the user into another dimension. Unlike *ghost walk*, the user cannot see, hear, or sense anything while transported in the other dimension. While in this state, the users can move in any horizontal direction. When the transporter is deactivated, the user will reappear back in their own dimension. However, the user will be located as if all movement in the other dimension took place in their own dimension.

When used, players should verbally (no pointing) describe the direction and distance traveled in the other dimension. It is then entirely up to the GM to determine where that would place the character when they rematerialize.

Users must be very careful, for they might end up materializing in something solid see *RB, hazards*.

The uses of this device are obvious. Users can walk from ship to ship through space, walk through walls, or escape a potentially dangerous situation. Dimensional transporters only have enough energy to shift once an hour. The duration of a shift is also limited — a 10L roll is made every round (combined(cat) with any appropriate skill), if it does not exceed the total number of rounds shifted, then the character rematerializes automatically.

Energy Clips

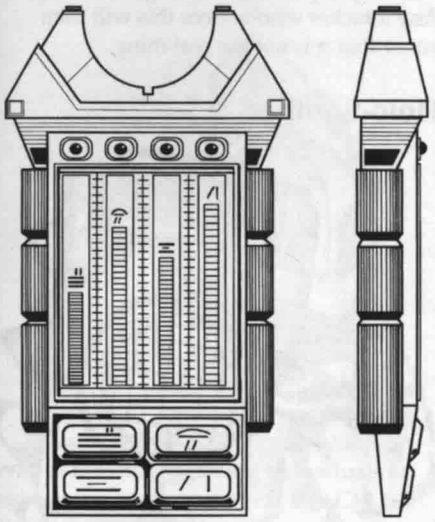
Energy clips are a sophisticated energy storage device equipped with a built in Q-cell. Anytime the clip is not fully charged, the Q-cell kicks in and begins replenishing the clip. Clip Q-cells replenish at a rate of one surge per minute (see *RB, miscellaneous rules, energy* for specifics).

Energy clips are mainly used to power weapons after their internal capacitors are depleted. Thanks to the *Energy Standard's Treaty* signed by the Arthirian Sphere and The Company, most weapons and energy clips are interchangeable.

Note, clips do not transfer power to a weapon's capacitor or vise versa, the clip is simply used in place of the weapon's capacitor.

Unless specifically stated otherwise, all capacitor powered weapons come with an energy clip port.

Energy Flow Monitor



This device will monitor the flow of energy in an item (drones, weapons, vehicles, ships, etc.) and determine if it is normal (10L rating). But, the main use of an energy flow monitor is to siphon energy off of an item.

A number of surge can be siphoned each round equal to the success of a 10L roll (combined(cat) with any appropriate skill). The difficulty is set by the GM based on shielding, distance, etc. The monitor must be held near the item, but does not have to be plugged in or connected in any manner.

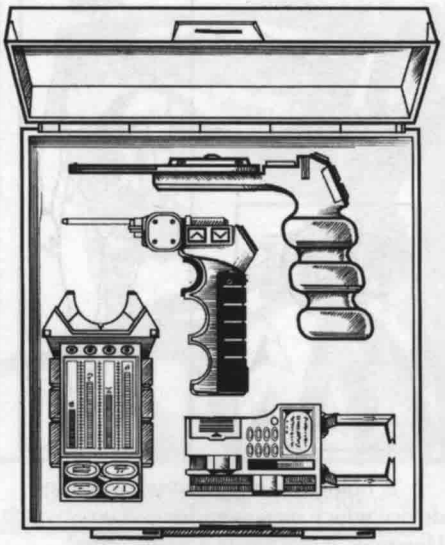
An energy flow monitor can hold up to 100 surge of energy. Stored energy can then be used to power an item or used to replenish an item's capacitor. Such transfer of energy is also accomplished without the need for physical contact between the item and the energy flow monitor. Transfer rate is, again, equal to the success of a roll.

If a monitor is attached to a device's power port, the transfer rate (either way) is instantaneous.

Specifics on power may be found in *RB, miscellaneous, power*. Power is measured in surge (abbreviated srg). An energy weapon uses an amount of surge each shot equal to the weapon's damage value. Thus, a 10L weapon requires 10 surge every shot, a 10M weapon requires 20 surge every shot, etc.

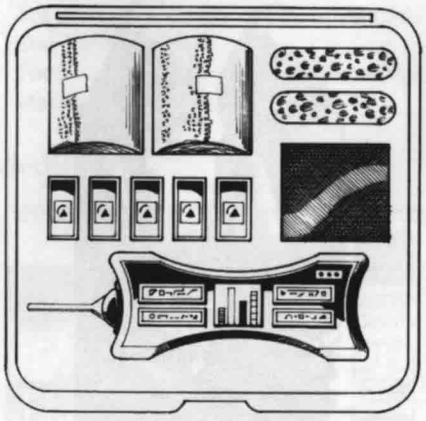
The amount of surge used by other (non-weapon) items must be determined by GM add-lib.

Engineer Tool Kit



An engineer tool kit comes with all the essential tools an engineer would need to repair anything from a ship to a mechnoid to a weapon. The kit is contained in a 1'x1' tech case which can be security sealed for protection (Dif 20). A typical engineer's kit contains a tech wand, a set of wirelocks, a laser cutter, energy flow monitor, and miscellaneous supplies. All devices in the kit have a 10L rating.

First Aid Kit



First aid kits allow users to heal injuries. Kits have a 10L rating, and healing rolls are made at -1c. A typical kit is approximately 5"x8", and contains various useful medical items such as bandages, anesthetics, laser cauterizers, mediskin (patches of artificial skin which can stop bleeding and protect burned areas), temp-packs (small sacks which can produce heat or cold), stimulants, sedative injectors, etc. This kit's rating can be combined(cat) with *first aid* or *medtech* skill.

Genesis Capsule



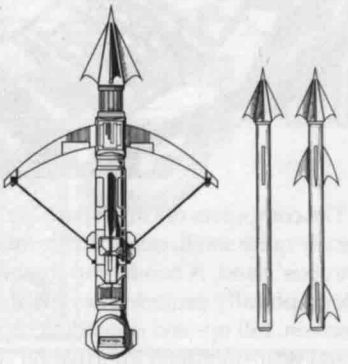
Genesis capsules are large black pills, filled with viscous matter. They are manufactured by the Company, which will not divulge the secrets of their creation. However, it has been determined that mechnites (microscopic robots) are contained within the capsule's fluid.

It is thought that the mechnites fill themselves with the fluid, then travel through the body's systems (via blood vessels, lymph nodes, etc.) until they find damaged tissue. Then they inject the healing fluid, and use their small claws to tear away dead tissue and repair the area.

The effect of all this is that at the end of the next round following ingestion, all wounds will be healed and the user will be fully revived (if unconscious).

Only one capsule may be taken safely in a 24 hour period. Additional capsules require a FR roll — vs 10 times the number of capsules taken in the last 24 hours. If the FR roll fails, the user is irrevocably dead.

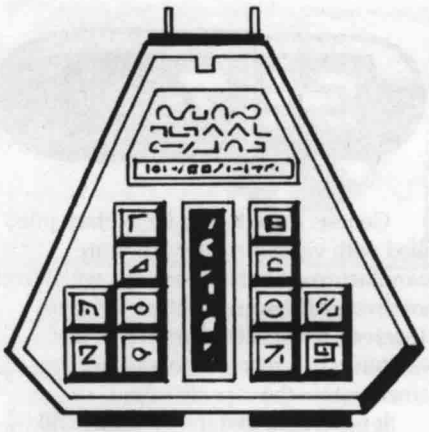
Grapple Gun



This item resembles a crossbow, but is designed to shoot a flanged grappling device. Grapple guns can be fired independently or attached to a hard point (see *EM, tech, armor)*. The basic gun includes 100 feet of ultrafilament line on a spool able to support 1000 lbs.

- For an extra 100 cr, a winch can be built into the gun which can hoist or lower the user at a rate of 20 feet per round.

Hacker



A hacker is a small unit with a screen and keyboard that can be attached to any security device. It is used to break through security systems, find access codes, override computer safeguards, etc. The device has a 10L rating which can be combined(cat) with appropriate skills.

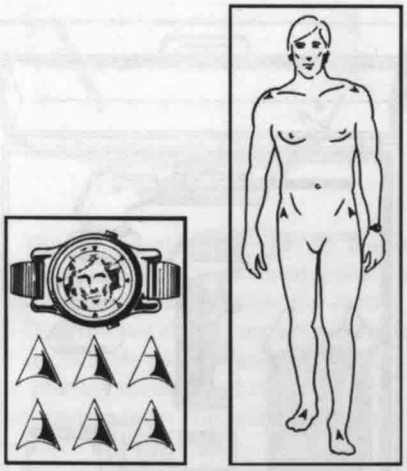
Handcomp



The computers of Guildspace are generally quite small, easily fitting into an Anthropos' hand. A handcomp comes with a holographically-projected keyboard, holoscreen, full up- and down link capabilities, and near-unlimited information storage capacity (based on magnetomic memory systems utilizing a phased crystalline array). Handcomps typically process information and run programs at a 10L rating.

- For 200 cr, the rating can be raised to 10M.
- AI (artificial intelligence) functions may be added to a handcomp. This provides the handcomp with an intelligence equal to its rating.

Hologuise



A hologuise is a personal projection device which masquerades as a wristwatch. However, it can create a prerecorded holographic image around the user. The image is very accurate (10M vs Awa on all attempts to detect the disguise). The image moves as the user moves thanks to an advanced processor and a number of sophisticated motion sensors which are placed upon the user's extremities. Up to two images may be stored in the hologuise at any given time.

- An image may be purchased for 50 cr.

Holo-Imager

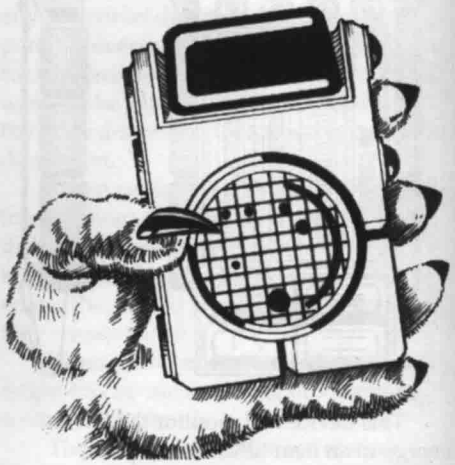


A holo-imager creates a duplicate image of the wearer. This image may be projected up to 10 squares away and mimics the user's actions (often confusing enemies and foiling attempts to shoot or fight).

When activated, the player should select another miniature to represent the image and move both on their Nish.

If an attack hits the image (no Def) it will simply pass right through the image. Any attacker who notices this will then know that it is not the real thing.

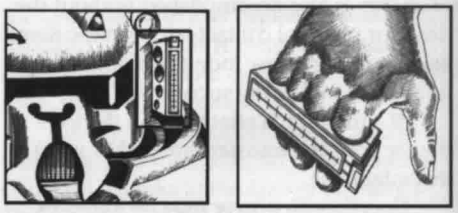
Holo-Scanner



A holo-scanner records an individual's holographic image. While holoimages are the standard Guildspace version of modern photography, holo-scanner's can provide the advanced images required by hologuise units.

Subjects must be scanned from within 10 feet. The scan must include front, back and side angles of the subject. Up to 10 images may be stored in the holo-scanner. These images may be transferred to and from a hologuise.

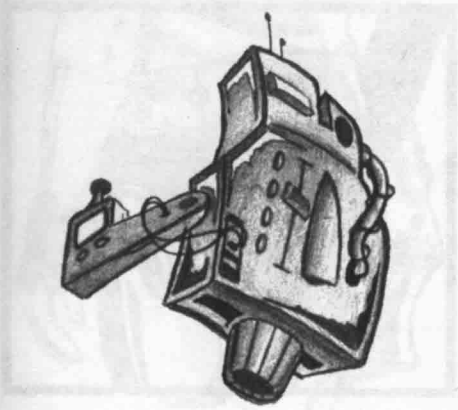
Illuminator



Illuminators provide a 90 degree cone of light out to 20 squares. They also have an infrared toggle which allows them to shine light in the infrared spectrum, visible spectrum, or both.

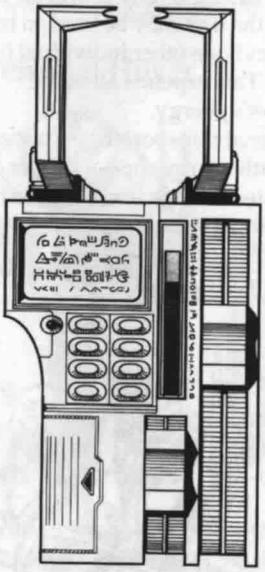
They are easily carried and are equipped with an ultralock pad so they may be mounted on any surface (such as a helmet).

Jump-Pack



This backpack-sized unit contains an array of thrusters enabling individuals to make an assisted jump at +1t (see *CM, attributes, speed).* A Dex roll may be required for difficult landings (Dif set by the GM).

Laser Cutter



Laser cutters are designed to cut very hard material very precisely. Their cutting ability is rated at 10H, however, they can only cut something which can be placed between their cutting jaws (which can extend to 6 inches wide and 6 inches deep). They can also be programmed to auto-cut a specific pattern or engrave an item. Laser cutters can also sever live power cables while cauterizing the ends (preventing power leakage).

Generally, laser cutters are used to cut through power cables, and construct small replacement parts. For example, a laser cutter can be programmed to cut out a bolt or washer from a plate of metal. Artist use laser cutters to make engraved belt buckles, honor badges, etc. (They are also useful for cutting through old fashion cell bars.)

Macrovisor



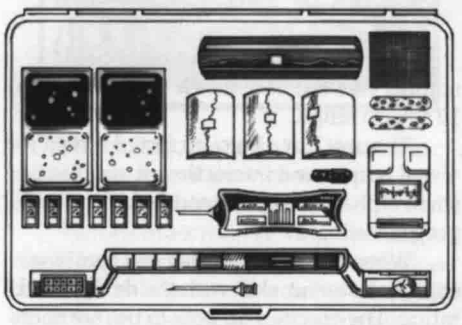
Macrovisors autotint to provide glare resistance (10L). They also optimize vision (+1d to vision based Awareness checks) and provide image enhancement up to 500:1 (in other words, an object 500 feet away will appear to be one foot away when using image enhancement).

This unit may be secured to the user's head using ultralock pads placed near the temples (keeping user's hands free).

The speaker attachment enables the macrovisor to focus automatically and provide digital readouts of distance, light conditions, etc.

- For 125 cr, the device can be provided with an infrared filter.
- For 200 cr, the device can be fitted with star-light features.
- For 50 cr, the device can be fitted with a starlamp.

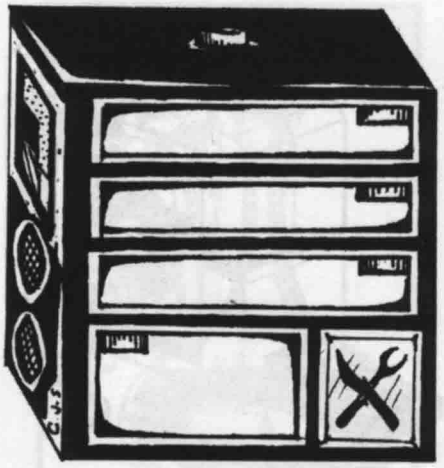
Medikit



A medikit contains the same items as a first aid kit, plus common poison antidotes, common vaccines, a biometer, two slap packs, one genesis capsule, a laser scalpel and a power syringe (for injecting antidotes and vaccines). All items have a 10L rating which may be combined(cat) with any appropriate skill.

The first aid components can be used to heal damage at a -1c adjustment.

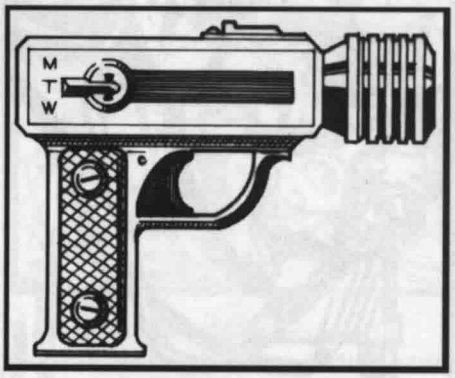
Mess Kit



A Guild mess kit is far more than a simple collection of plates and eating utensils. Dimensionally compressed, the kit occupies a one-inch cube, and may be expanded by depressing a button on top. The mess kit contains three tech-plates (which sterilize, cook and cut your food), an ultralock eating utensil, and three thermal cups.

The plates and cups are equipped with miniaturized atomic heating and cooling elements, to keep food and drink warm or cool.

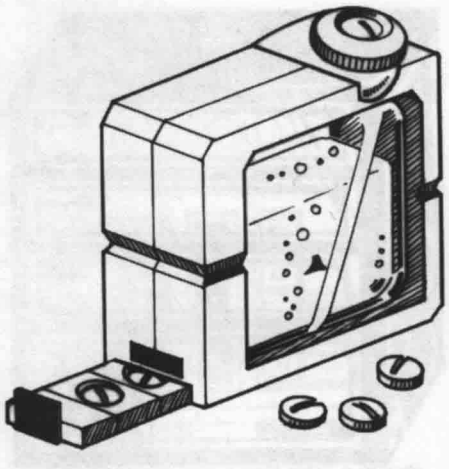
Miniflare Gun



This small gun contains ten signal flares, each one of which may be set to produce a special effect during their 1000 foot flight. Flares may be set to illuminate (in which case they will light up all surroundings within a number of feet equal to their height), to leave a tracer (a long, glowing path from the point at which the flare was fired, which lasts for several minutes), or to whistle loudly. Each flare may only have one special effect.

- Flares cost 5 cr each.

Nutripress



The nutripress is a device which breaks food down into its component elements, producing small units called nutritabs. Each nutritab supplies adequate nutrition for an entire day. A nutripress can hold seven pre-pressed nutritabs while the center of the nutripress uses dimensional technology to store up to a week's worth of water.

- Nutritabs may be purchased separately for 2 cr.

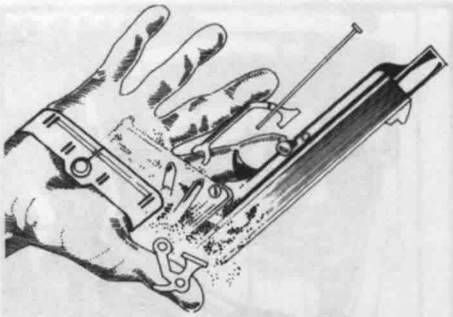
Oxygenator



An oxygenator is a light mask and six-inch long canister, which holds an hour of compressed air. The canister can be set on auto-fill when not being used.

- Additional canisters cost 15 cr each.

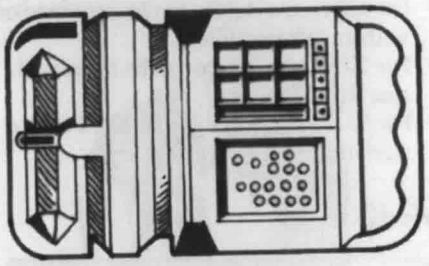
Palmstore



A palmstore is a thin band which fits around a user's hand with small buttons on the palm. The band contains a mini-transporter device which can store the energy pattern of any one object up to 25 enc. When the store button is pressed, the object dematerializes and is stored in the palmstore's memory. While stored an object has no encumbrance. When the retrieve button is pressed, the object immediately appears in the user's hand in the exact position it was held when stored. Retrieving an item in this manner is an incidental action.

Security measures prevent storage of living items, and only one palmstore may be worn per hand.

Personal Scanner

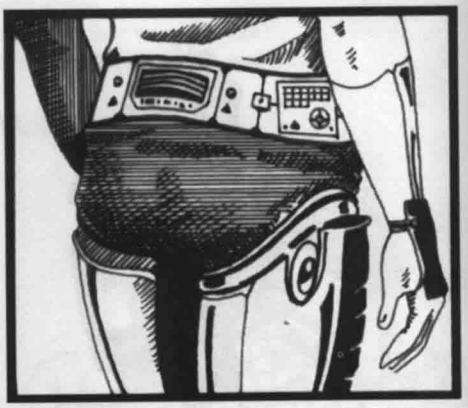


A personal scanner is a hand-held scanner (see *EM, ship/vehicle systems)* with a 10 square range.

The unit has a holo-projected screen for visual output and interaction. It also has a small alphanumeric keypad used for programming.

When operated the user can combine (cat) their *scanner* skill with the device's 10L rating. The specifics on how to use scanners is fully covered in the ship/vehicle systems section of this manual.

Personal Transporter



A personal transporter is a belt that fits around the user's waist. The unit can transport the wearer and any carried objects up to 100 miles (or to a ship in low orbit). A personal transporter has a 100 surge capacitor and a Q-cell which replenishes 50 surge every hour. Each transport expends 50 surge (thus two transports can be made when the device is fully charged). In addition, the unit may be used to transport the user and one other individual (if fully charged). This expends all of the transporter's energy.

Personal transporters are not equipped for use with energy clips or power cables, and their technology is not able to transport other personal transporters.

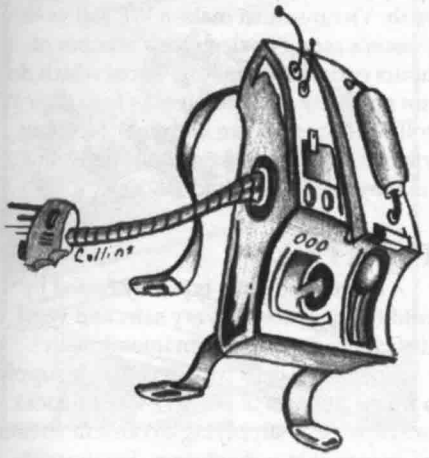
Phase Deviator



A phase deviator is a small unit worn on the belt, which generates a powerful field of dimensional flux. The wearer rapidly "phases" between several locations, appearing blurry and hard to see. Their effect is to increase the wearer's Def by +1c.

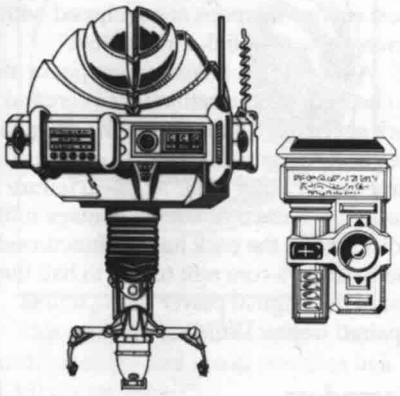
While they are incredibly effective defensive devices, phase deviators have a single flaw — they reduce their user's attack rolls by -1c (it's hard to fight when you keep blipping around).

Plasma Precipitator Pack



This backpack-style device is required when using a plasma weapon (plasma sword, turbo plaz, etc.). The precipitator pack filters particles from the air and superheats them to a state of plasma, which is then available for use by any plasma weapon which is plugged into the pack.

Pod, Personal Hover



This small drone may be verbally ordered to hover, move in a set pattern, or follow its owner. The drone can rise to an altitude of 50 feet. They are equipped with the same functions as an A-V recorder and a handcomp, and may be upgraded similarly. A hover pod can carry up to 50 Enc. of equipment. Its arm can lift anything up to this encumbrance which is not actively resisting. Its unencumbered MR is 10, but its MR is 6 if it is carrying any payload at all. In combat pods have a 10L rating for defensive purposes only).

- By purchasing a remote, the pod may be operated remotely up to 200 squares away, and A-V functions may be transmitted to the remote.

Poisons

The following poisons may be purchased in one of four forms: contact (touched), intravenous (injected or used on weapons), oral (eaten), or gaseous (breathed). The cost is normal for intravenous and oral, doubled for contact, and multiplied by four for gaseous. Gaseous poison affects an area of 9 squares (3 x 3).

Poisons come in vials which contain 5 doses. Each poison has a 10L rating which may be increased by +1d (double price), +2d (4 times the normal price), or +1c (8 times the normal price). GMs should note that such extra-potent poisons are not always available.

Antidotes are known for most poisons and cost as much as 5 doses of the poison (i.e., one vial). When administered, antidotes allow a second check at +1t to be made against the poison. Even without antidotes, a successful *first aid* or *medtech* roll will prevent the effects of most poison.

• Choking Poison



This poison, made from Calamorian milc-ti root, causes the victim's throat to constrict, preventing air flow.

Victims must roll WP vs the poison's rating (see above for specifics on rating), or be unable to breath for a number of rounds equal to the failed roll. During this time, most NPCs will be unable to do anything besides gasping for air.

• Corrosive Poison



This poison is a thick green liquid made from Kryllian larvae sacks after they hatch. This poison burns living tissue for damage equal to its rating. The damage is continuous, but decreases by -1d each round until it reaches 6L.

No antidote is known for this poison, and Kryll are immune to its effects.

• Death Poison

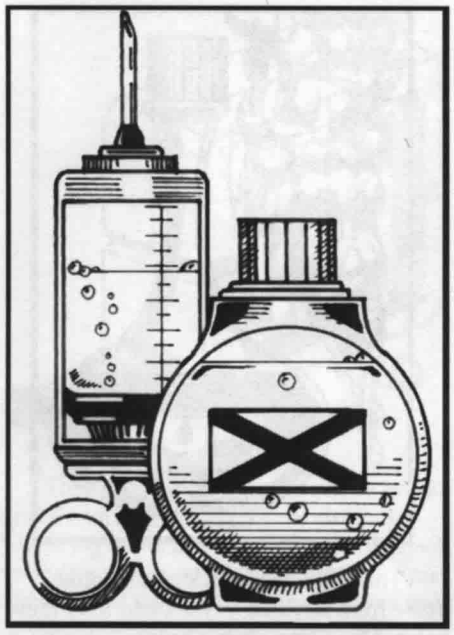


The sea zimil of Guildhome is the source of this deadly poison. Victims must roll FR vs the poison's rating, or, in effect, experience a heart attack and die.

The antidote must be administered within 10 rounds after the heart attack, or the death is permanent. *First aid* rolls may be made each round vs the total number of rounds to prevent death. A successful *medtech* roll will prevent death.

The only known antidote for this poison is made from the kicta fungus of Kalos II.

- **Knockout Poison**



The origin of this poison is not shrouded in mystery. It is a slightly modified version of a common medical anesthesia.

Victims of this poison must roll WP vs the poison's rating or pass out for a number of rounds equal to the failure.

- **Laughing Poison**



This poison is a clear liquid which stimulates the brain's pleasure centers, causing victims who fail a WP roll vs the poison's rating to laugh uncontrollably for a number of rounds equal to the failure. During this time, victims may take no actions other than moving one square per round. Furthermore, the victim must make a FR check each round vs the number of rounds laughed or become exhausted and pass out.

The antidote is a concentrated depressant which will stop the effects.

- **Paralysis Poison**



This potent paralysis compound is extracted from the male Calamorian joc-tun serpent. The poison attacks the victim's central nervous system, requiring a FR roll vs the poison's rating. Failure indicates that the victim is paralyzed for a number of rounds equal to the failure. Victims can see, hear and think, but cannot move at all.

The antidote is extracted from the female joc-tun.

- **Sleep Poison**



The most efficient known sleep compound is made from the Setchie plant of Arth. Victims must make a WP roll vs the poison's rating or sleep for a number of hours equal to the failure. Races which do not normally sleep receive a +1c to their WP roll (and Shanask are immune). Sleeping victims may be awakened normally, but only by another individual.

Power Pack

Power packs are typically fueled by cold fusion reactors. Very safe, and very difficult to explode (even intentionally).

Unlike Q-cells (which can only supply a trickle amount of energy). Power packs are capable of supplying a constant stream of energy at larger volumes. For example, a 20 surge power pack can constantly supply up to 20 surge worth of power.

Power packs are typically used to supply energy weapons with power. A weapon needs a power supply equal to its Dmg rating as a value. Thus a 10L Dmg weapon requires a 10 surge supply of power.

Power packs come with one retractable power cable for every 10 surge of supply. Most energy weapons are equipped with a power cable couplink for easy use.

After every mission, power packs must be checked out and refitted by a certified pack specialist. This costs credits equal to the pack's surge rating (i.e., 10 cr for a 10 surge pack). If not done, a critical failure during pack use (i.e., critical damage roll) indicates that the pack has malfunctioned and requires a core refit (equal to half the cost of the original power pack), unless repaired (repair Dif 30).

Recorders

These devices will record information in a variety of ways which can be played back at a later point in time.

Recorders are equipped with anti-grav units enabling them to hover wherever left. They can also be set to follow their user (MR 12). When in this mode they will hover just behind the users right shoulder about two feet up.

By being attached to a handcomp (or other computer), a simple flight routine can be programmed into them (for example, wait where released then fly down the left corridor, turn right and hide out near the ceiling).

- **Audio Recorder**



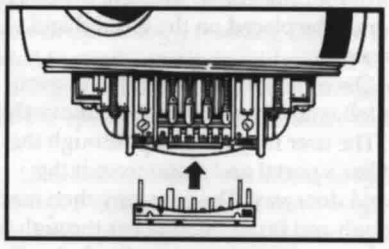
This device records all sound. It can record up to 24 hours of sound, and may be set to filter out certain frequencies in order to reduce background noise.

- **AV Recorder**



This recorder is a silver sphere that records all audio and visual stimulus in a full 360 degree area.

- **Up-link Chip**



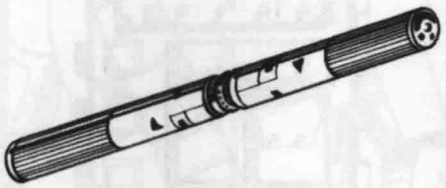
This device is a small computer chip that is placed inside either of the above recorders, allowing the user to receive transmissions up to 100 miles away (or from low orbit) across a comm1 or similar device.

Slap Pack



When slapped upon a wound, a slap pack's two gel compounds combine to form a fast acting healing salve, which causes any wounded tissue to immediately begin regeneration. Each pack works only once, and almost instantaneously heals 10L points of damage.

Static Bar



This piece of alien technology resembles a bar of shining gray metal, approximately three feet long. To activate, the user grasps both ends and twists, engaging a powerful static field.

When activated, the static bar locks in place relative to the nearest large object (the ground, a vehicle, a ship, etc.). If a static bar is activated while in mid-air, for example, it will remain hanging there, even if it is released, and will be as solid and immovable as if it were firmly attached to some invisible metal frame. A static bar attaches with a 10H strength.

Static bars have been found throughout Known Space (particularly in the areas near Aerolk Space). No one knows what they were actually used for (as weapons, as tools, as building components). However, the potential uses of a static bar are endless, and players are encouraged to discover them. GMs should be prepared to award APs for novel uses of this item.

Survival Bag



The survival bag is a one-person sleeping bag which may be used to withstand extreme climatic conditions. A built-in stasis field and heating/cooling network keep the user warm in temperatures as low as 200 below zero and keep the user relatively cool up to 300 degrees (Fahrenheit).

The bag comes equipped with a 24 hour air supply which can auto-fill when the bag is placed in a breathable environment.

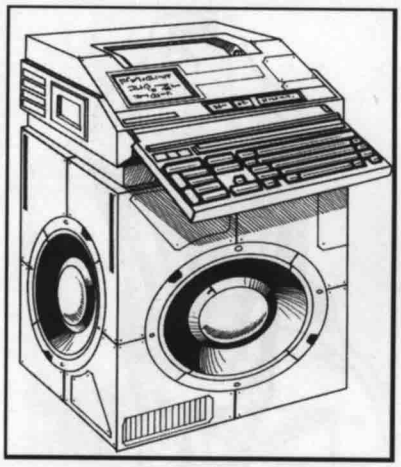
An internal compartment stores a day's supply of water which the user may drink through a special nipple attachment found near the user's head.

Survival Kit



The standard Guild survival kit contains the following items: a compressor, one illuminator, one first aid kit, one mess kit, one fully loaded miniflare gun, a nutripress, two slap packs, and one survival bag. All items are dimensionally compressed within the bag.

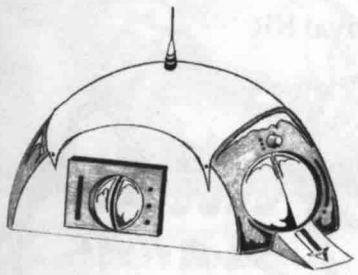
Survival Shield Generator



Survival shields generators can produce a 10x10x10 foot cube of energy around them. Survival shields are completely air tight. The shield prevents physical motion (by air, beings, rocks, etc.) with a Str of 6LV. These shields do not block energy and powers (such as *Sorce* and *psionics)*. The generator takes a complete action to set up and activate.

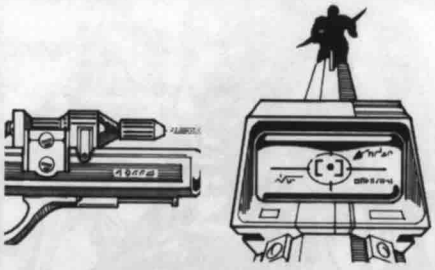
Shields protect against temperature extremes down to 200 below zero and up to 300 (Fahrenheit) and can withstand the pressures of space. Compressors are commonly used to fill shields with breathable air. When filled with air, users can function normally for 24 hours.

Survival Tent



A survival tent is the ultimate portable shelter. Sealed with an ultralock airlock, a survival tent contains enough compressed air and nutrients to sustain up to three occupants for 7 days. Internal dimensional stabilizers provide a comfortable 10 foot square living area complete with hover cots and a small table. The tent has an outside dimension of 3 feet square (and when deactivated and rolled up, the tent is about the size of an individual's forearm). The tent's environment is stable against temperatures from 300 below zero to 400 above (Fahrenheit). A 100 mile range emergency transponder is built into the tent. An ultralock bottom enables the tent to be attached to nearly any surface.

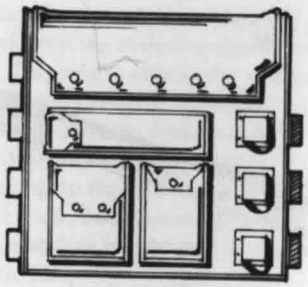
Targeter



Targeters are small units which give ranged shot weapons (only) a +1d to hit and doubles the weapon's range. The targeter is a cylindrical unit attached to a weapon, which sends out a thin bright laser beam for easy identification of the weapon's impact point.

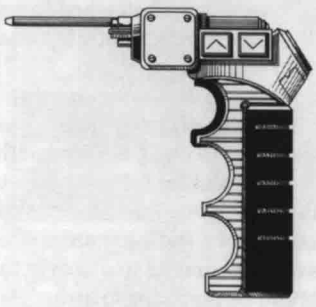
When activated, targeters also provide a magnified view of the target complete with elevation, range, and size readouts.

Tech Pack



A tech pack is a durable plasteel backpack with an internal dimensional condenser. The pack attaches to the user's back via two ultralock strips. The pack itself is only about one foot square and six inches deep. However, it can hold items as if it were 4'x3', and has a capacity of 150 Enc.

Tech Wand



This hand held pistol-like device combines the functions of a cutting torch and welder with a fantastic 10H rating. Tech wands can easily cut through steel doors and walls (and even bulk heads given enough time).

Transportal



This device consists of a one-foot long, two inch thick square bar. However, at least two of these devices are required for operation.

When activated, the transportal bar telescopes out to 3 feet and bonds (using an ultralock field) to the surface below it. When first activated, the transportal must search for other transportals within its 1000 foot range. The difficulty of the search varies depending upon range and interference (as set by the GM). Use the table on the outside cover of this manual for guides to the search difficulty.

The portal's search ability is 10L, and may be rolled once each round (and it may be combined(cat) with *transporter* skill). Only one other portal a round may be searched for, even if several are in the area. If the other bar is not active, it will emit a beeping sound and flash to inform its owner that a portal link is being attempted. In order for the link to succeed, the other bar must be placed on the ground and activated.

Once another bar is located a seven-foot tall wall of energy appears above the bar. The user may then step through the first bar's portal and instantly exit the second doorway. The user may then reach through and bring the first bar through the doorway, which automatically shuts off. These devices may remain active endlessly without power failure. However, heavy traffic will overload their circuits, shutting them off for several hours.

Turbo Pack



A turbo pack is worn on the back and utilizes turbofans and a minijet propulsion system for atmospheric flight. Due to its reliance on air, it is useless in space.

A pair of retractable arms complete with joysticks provide maneuvering control.

When activated, the pack can lift its user and any carried items up to 100 feet per round and allows for a horizontal MR of 24.

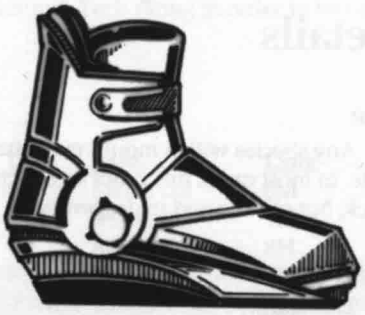
These packs are equipped with Q -cells and capacitors. The pack can operate for up to one hour before running out of power. The Q-cell recharges the packs's power at the rate of 1 minute of flight time every 10 minutes. Packs are not equipped for power pack or energy clip use.

Ultrafilament Line

Ultrafilament line comes in contained spools of 100 feet. Ultrafilament is very thin, very light, and virtually unbreakable (6LV). Despite its thinness, ultrafilament line is made with an ionic bonding surface, which allows users to climb without difficulty. On top of this, the end is sensitized with ultralock technology, enabling the line to be affixed to nearly any item without the need for tieing. The ultralock can be controlled from the spool container at the other end.

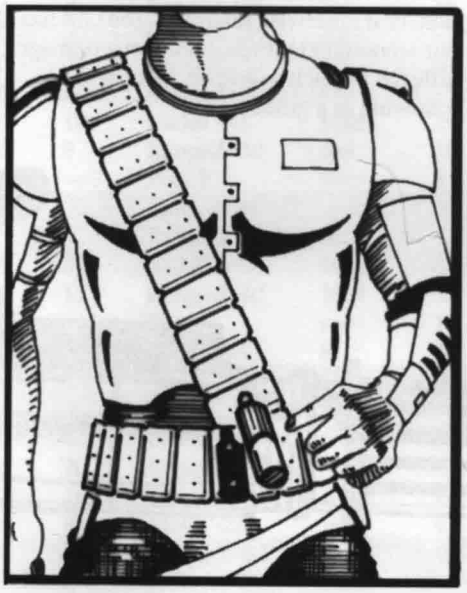
Ultralock technology was developed by The Company. It utilizes a patented micro-range tractorbeam system which can lock onto physical items as determined by a selective AI program (i.e., it knows when to lock on and when to let go). This technology has nearly replaced the magnometric technology of the past, because ultralock can attach itself to nearly any material (not just metals).

Ultralock Boots



Ultralock boots allow the user to stick to any surface with a 10H Str. The user must lock and unlock the boots with each step slowing movement to 1/2 normal. When activated wearers may walk on slippery surfaces and even hang upside-down.

Ultralock Utility Belt

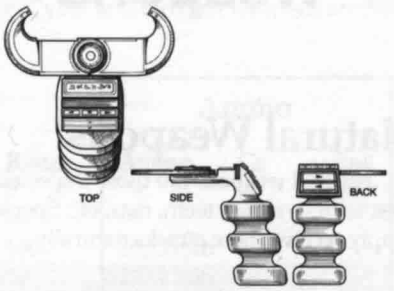


This utility harness attaches items to it via ultralock technology. It can hold up to 100 enc of items.

The built in AI (artificial intelligence) routine is very good at determining when an item is being pulled off by the user as opposed to being tugged on through normal wear (i.e., caught on a chair, brushed by swinging arms, etc.).

A built in security routine allows the user to program in up to 10 other authorized individuals. Otherwise, items must be wrenched off the belt — Str (20).

Wirelocks



These sophisticated wire cutters/ splicers will automatically strip wires, pull them together, splice and coat the splice with insulating material. However, their name and main function does not do them justice.

Wirelocks actually use a molecular drill and bonding field controlled by a sophisticated program. This allows them to "weld" nearly any two substances together.

They can repair cloth, tears in armor, etc. For example, if two pieces of cloth are laid side by side, the wirelocks will probe both pieces of material to determine their molecular makeup and pattern (i.e., the fiber structure). Then they molecularly drill material from both pieces (the user will witness small particle beams directed at both materials). The molecular elements will be removed and channeled up the beam.

This material is then reconstituted and channeled down a third beam which is directed at the tear or gap between materials. This beam uses the material to fabricate a molecular bond between the two substances. Two mini tractor beams are used to line up the material for proper bonding.

The molecular drilling of the surrounding material is performed one a random pattern so that the surrounding material is not weakened significantly. However, wirelocks assure that the bond is stronger than the surrounding material.

Just think of wirelocks as the ultimate super-glue and all of their varied uses will become apparent.

A techwand utilizes a specialized wirelock routine to weld metal. Techwands are faster and create stronger bonds than wirelocks, but they are useless on non-metal substances.

Weapons

Natural Weapons

Natural weapons are those a species is born with — claws, teeth, fists, etc. Species simply receive these attacks naturally.

Table 2: Natural Weapons

Name	Base	IC	Dmg
Bite	Body -3d	6	10HB
Grab	Body -2d	6	0
Improvised	Melee -3d	10	Varies
Kick	Body -1d	6	6L
Punch	Body -0d	6	10HB
Throw	Hurled -1d	6	0

IC: Improvement Cost — used when improving the attack skill (*RB, abilities, improving abilities).*

Base: The attack base of a given weapon — Body, Melee, Hurled.

Dmg: Damage inflicted by weapon.

Natural Weapon Details

Bite

Any species with a mouth may attempt a bite. In most cases, this is not an effective attack, but can be used in desperation.

Grab

This simply represents an individual's ability to grab or tackle an opponent. Players must specify what effect a grab maneuver is intended to have, and the GM should ad-lib the results. For guidelines, see the martial arts section (*CM, skills*).

Improvised Weapon

An improvised weapon is any object which a character may pick up in desperation, or if otherwise unarmed. The GM has a fair amount of latitude in the exact damage inflicted by such a weapon, but use the following as a guide.

Item	Damage
Small Rock	6HB
Large Rock	6L
Branch/Club	6L
Chair	8L
Wrench	8L

Kick

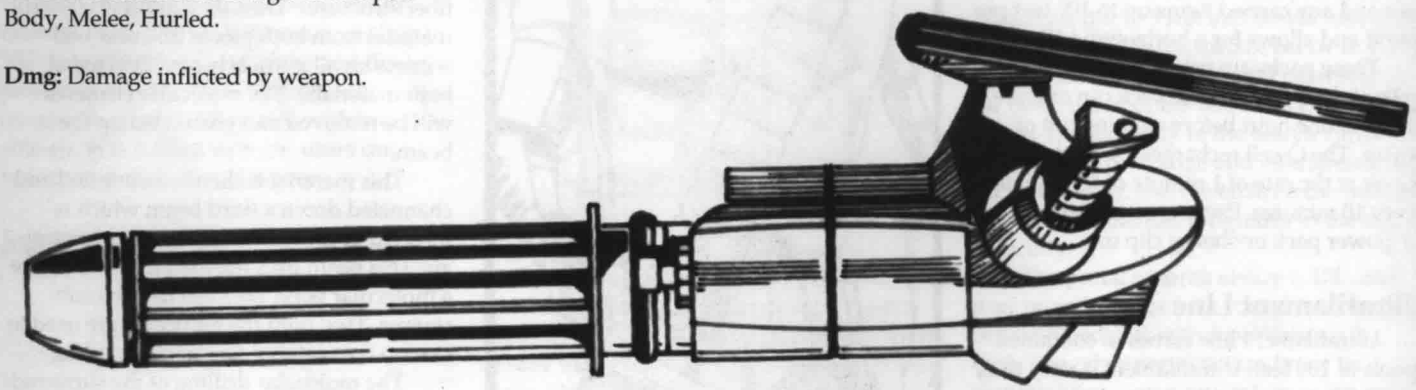
Kick may only be used by races that have feet and legs suitable for kicking. Kicks can be used for other things besides attacks, such as kicking down doors or breaking items.

Punch

A blow delivered by the fist or open hand is considered a punch.

Throw

This is every races natural ability to pick up an object and throw it. This includes rocks, sticks, grenades and similar items, but does not include hurled weapons listed on the tech weapons table hereafter.



Tech: The minimal Tech rating required to use the weapon without penalty.

Cr: Cost of weapon in credits.

AP: Number of APs which must be spent to learn to use the weapon.

IC: Improvement Cost — used when improving the attack skill (*RB, abilities, improving abilities).*

Base: The attack base of a given weapon — Body, Melee, Hurled, Ranged. Some weapons only enhance natural attacks and have no true base.

Dmg: Damage inflicted by weapon. If the entry says "Spec.," see the individual entry below.

Enc: This is the amount added to a character's encumbrance when the weapon is carried.

Range: The weapon's range attenuation, for use with optional range rules. For the first group of squares equal to this number, there is no penalty. For ranges up to 2 times this number, there is a -1d penalty, up to 3 times there is a -2d penalty, etc. See *RB, combat* for more details.

Ammo: If the entry is in the form of two numbers separated by a slash, and followed by "min" (20/3 min), this indicates the number of shots in a fully-charged capacitor, and the amount of time the weapon takes to recharge one shot (in the example "20/3 min" a fully-charged weapon holds 20 shots, and takes three minutes to recharge each expended shot). The entry "PlasPrec" indicates that the item is a plasma weapon, and requires a plasma precipitator pack (see *EM, tech, equipment*). If only a single number is listed, it represents the number of shots held in the weapon's clip.

Cr: Cost for additional clips for non-energy weapons. Energy clips are sold in the *EM, tech, equipment* section.

Enc: Encumbrance of additional clips.

Tech Weapons

The following are weapons which require a minimum Tech rating in order to be used properly. Cyber and BioTech weapons are fully detailed in their respective sections.

Table 3: Tech Weapons

Weapons	Tech	Cr	AP	IC	Base	Dmg	Enc	Range	Ammo		
									Ammo	Cr	Enc
Axe*	10LB	75	12	6	Melee -2d	8M	16	3	—	—	—
Ba-Shonk	10HB	120	12	6	Melee -2d	10L	12	—	—	—	—
Blaster Cannon	10M	900	32	16	Ranged -4d	8H	50	100	20/5 min	—	—
Blaster Carbine	6M	375	16	8	Ranged-3d	8M	12	50	20/4 min	—	—
Blaster Pistol	10L	250	12	6	Ranged -2d	6M	5	25	20/3 min	—	—
Blaster Rifle	8M	600	20	10	Ranged -3d	10M	25	75	20/4 min	—	—
Blow Gun	10MB	30	4	2	Hurled -0d	10HB	3	20	1	.1	*
Bolt Sword	6L	300	12	6	Melee -2d	6M	10	5	1	10	2
Bow	6L	120	8	4	Hurled -1d	8L	10	20	1	1	.5
Bow, Tech	8L	250	12	6	Hurled -2d	8Lx2	12	20	50	50	—
Club/Mace*	6LB	15	6	3	Melee -0d	8L	10	5	—	—	—
Combat Knife*	8L	300	6	3	Melee -0d	8L	4	8	—	—	—
Cross Bow	8L	250	10	5	Ranged -2d	10L	6	25	20	40	.5
Dagger*	10MB	50	6	3	Melee -0d	8L	3	10	—	—	—
Disk Cannon	6M	900	32	16	Ranged -4d	8H	45	50	80	8	8
Macrocanon	8M	1200	40	20	Ranged -5d	10H	75	60	400	40	40
Disk Pistol	8L	225	10	5	Ranged -2d	10L	6	25	30	3	3
Disk Rifle	10L	350	16	8	Ranged -3d	8M	15	40	60	6	6
Drac-Maul*	10MB	215	20	18	Melee -3d	10M	15	5	—	—	—
Fang-rifle	10L	275	16	8	Ranged -3d	6M	18	40	10	20	2
Force Gauntlet	8L	300	—	—	Punch	+1c	4	—	—	—	—
Gren. Lnchr, Undrbar.	10L	350	32	16	Ranged -4d	spec.	8	15	5	Var.	—
Hand X-Bow	6L	150	6	3	Ranged -1d	6L	4	25	15	5	—
Hook-Pa	10HB	120	10	5	Body -1d	10L	8	—	—	—	—
Hydro Flamer	10L	375	24	12	Ranged -4d	10M	30	8	100	25	5
Implosion Ball	6LB	75	—	—	Throw	spec.	1	5	—	—	—
Ka Jung	10HB	125	8	4	Melee -1d	8L	3	—	—	—	—
Kray	10MB	350	20	10	Melee -3d	6H	30	—	—	—	—
Laser Blade	8L	300	12	6	Melee -2d	8M	3	—	—	—	—
Manta*	6L	250	16	8	Hurled -3d	6M	5	10	—	—	—
Microgrenade Lnchr	6M	850	40	20	Ranged -5d	spec.	45	40	4x12	Var.	—
Missile Launcher	8M	425	32	16	Ranged -4d	spec.	10	spec.	2	Var.	—
Plasma Sword	10L	425	16	8	Melee -2d	10M	4	—	Capsule	50	1
Pulse Laser Cannon	8M	850	24	12	Ranged -4d	6H	45	200	20/5 min	—	—
Pulse Laser Carbine	10L	325	12	6	Ranged -2d	6M	10	100	20/3 min	—	—
Pulse Laser Pistol	8L	200	8	4	Ranged -1d	8L	4	50	20/2 min	—	—
Pulse Laser Rifle	6M	500	16	8	Ranged -3d	8M	20	150	20/4 min	—	—
Quad Launcher	10M	675	40	20	Ranged -5d	spec.	45	spec.	4	Var.	—
Ra-oot*	6MB	70	8	4	Melee -1d	10L	4	8	—	—	—
Render	6M	550	24	12	Ranged -4d	6H	25	25	8	40	4
Screamer	8L	250	10	5	Ranged -2d	6M	4	5	20/3 min	—	—
Scythe-Cannon	6M	800	24	12	Ranged -4d	6H	55	30	50	10	5
Shirrac	6L	145	10	5	Hurled -2d	8L	3	15	—	—	—
Sonic Disrupter	8M	950	24	12	Ranged -4d	spec.	25	10	20/5 min	—	—
Sonic Sword	8L	325	12	6	Melee -2d	6M	3	—	—	—	—
Sorce Crystal	6LB	50	—	—	Throw	SKx	1	5	—	—	—
Sorce Saber	8L	400	10	5	Melee -1d	SK+2d	3	—	—	—	—
Spear*	10MB	55	10	5	Hurled -2d	10L	8	6	—	—	—
Sword	10LB	120	10	5	Melee -1d	6M	12	—	—	—	—
Ta-oon*	8HB	90	16	8	Hurled -3d	6M	10	—	—	—	—
Turbo-Plaz	10M	1250	40	20	Ranged -5d	10H	80	15	PlasPrec	—	—
Warrior Claws	10MB	120	10	5	Body-1d	6M	4	—	—	—	—

* These weapons may be both hurled and used in melee combat even though their base lists only one of these attack classes. The attack and damage are the same either way.

Weapon Groups

Anthropos*
Combat Knife
Force Gauntlet
Gren. Lnchr, Undrbar.
Render
Sonic Disrupter
Sonic Sword

Archaic
Axe
Blow Gun
Bow
Cross Bow
Club/Mace
Dagger
Hand X-Bow
Spear
Sword

Blaster
Blaster Cannon
Blaster Carbine
Blaster Pistol
Blaster Rifle

Bow/Crossbow
Blow Gun
Bow, Tech
Bow, Long
Cross Bow
Hand X-Bow

Calemora*
Axe
Ba-Shonk
Hook-Pa
Ka Jung
Kray
Ra-oot
Sword
Ta-oon

Draca*
Bolt Sword
Drac-Maul
Manta
Scythe-Cannon

Energy Swords
Laser Blade
Plasma Sword
Sonic Sword

Explosive
Gren. Lnchr, Undrbar.
Microgrenade Launcher
Missile Launcher
Quad Launcher
(Spec. Ammo)

Heavy Weapons
Blaster Cannon
Disk Macrocannon
Hydro Flamer
Missile Launcher
Pulse Laser Cannon
Quad Launcher
Render
Scythe-Cannon
Sonic Disrupter
Turbo-Plaz

Imperial
Disk Cannon
Disk Macrocanon
Disk Pistol
Disk Rifle
Plasma Sword

Martial Art
Ba-Shonk
Blow Gun
Bolt Sword
Bow, Long
Cross Bow,
Dagger
Hand X-Bow
Hook-Pa
Ka Jung
Kray
Laser Blade
Manta
Plasma Sword
Ra-oot
Shirrac
Sonic Sword
Spear
Sword
Warrior Claws

Pulse Laser
Pulse Laser Cannon
Pulse Laser Carbine
Pulse Laser Pistol
Pulse Laser Rifle

Shanask*
Implosion Ball
Sorce Crystal
Sorce Saber

Zin-Shee*
Fang-Rifle
Pulse Laser Pistol
Pulse Laser Carbine
Screamer
Shirrac
Warrior Claws

* Indicates racial weapons. Members of the race are considered specialized at these weapons (see *RB, abilities, learning*).

Tech Weapon Details

One/Two Handed If a melee weapon is listed as "two-handed" it may usually be used (GM's discretion) one handed at a -1d Atk and Dmg penalty. If a melee weapon is listed as "two-handed optional", it functions normally when used one handed and a +1d Atk and Dmg bonus apply when used two handed. Pistol weapons gain a +1d Atk bonus when held with both hands. Carbine weapons suffer a -1d Atk penalty when fired one handed.

Overload: Most energy weapons may be set on overload (GM's discretion). After one round, the weapon will explode causing explosive damage equal to the weapon's normal damage rating.

Blasters: Blasters shoot bursts of highly reactive energy which disrupt the atomic structure of their targets. Blasters cause large gaping holes or "blaster pocks" in their targets.

- Optional Rule: Blasters are particularly effective against dense or brittle material (rock, metal, rigid armor, hard plastic, unshielded ship hulls, etc.). Against such targets damage can be rolled at +1d. Blasters cause less damage against targets of lower density such as thick cloth, fur, etc. Against such targets the damage should be reduced by -1d.

Disk Weapons: Disk weapons utilize a form of mini-mass driver, like an electromagnetic rail gun. They project tiny, razor-sharp disks of metal at high velocities, causing massive damage. Disk weapons all have thin flat barrels and cartridge boxes containing dozens of individual disks, located on the back of the barrel.

Plasma Weapons: Plasma weapons employ a unique type of ammunition — plasma. Plasma is a fourth state of matter, neither solid, liquid, or gas. It occurs when matter is superheated to a state where the atomic structure breaks down into subatomic particles (protons, neutrons, electrons, neutrinos, etc.).

- Optional Rule: Plasma damage rapidly burns through organic material such as flesh, cloth, wood, etc., and vaporizes substances with low melting points such as rubber, plastic, etc. Against such items plasma causes +1d of damage. Plasma is less effective against rock and other substances with extremely high melting points (-1d damage). When fired, plasma starts out super hot and cools as it gets farther away, causing less and less damage. Plasma weapon damage is reduced by the same penalty as their attack suffers due to range.)

Pulse Lasers: Pulse laser weapons fire a concentrated pulse of laser energy. This polarized light ionizes matter causing it to vaporize. Pulse laser shots cause narrow, but deep holes in their target.

- Optional Rule: Pulse lasers are most effective against non-reflective objects. When fired at dark colored opaque objects (black or brown), they cause +1d damage. However, when fired against highly polished or shiny objects, they cause -1d damage. Pulse lasers cause **no** damage to invisible, cloaked, or otherwise "clear" targets.

Axe



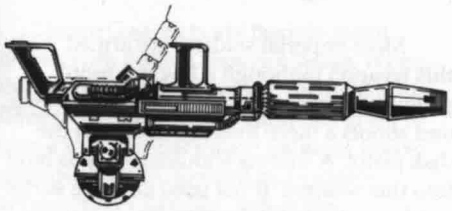
Most battle-axes are based on a model developed by the Calemora — a large, double-headed, two handed weapon mounted on a three to four-foot shaft.

Ba-Shonk



This two-handed pole weapon may be used to trip, disarm or wound opponents. An attack may be made to trip an opponent, disarm an opponent, or cause damage. The user must select the desired outcome before making the attack. If the defender fails a Def check vs trip, then they are tripped. When a disarming attack is made, the defender may either defend using their Def or their Atk rating, with failure resulting in the loss of their weapon. A damaging attack is made normally.

Blaster Cannon



Blaster cannons are heavy, auto-firing weapons which are normally hung from a shoulder strap and fired from the hip.

Blaster Carbine



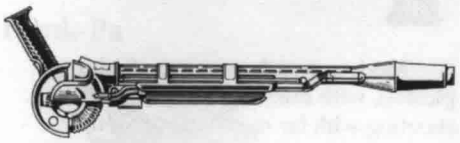
Blaster carbines are somewhat more massive and harder to shoot than blaster pistols, but cause more damage and are popular throughout Known Space, especially with pirates, raiders and special forces units.

Blaster Pistol



Blaster pistols are typically carried by military officers, police and starship crew. They are small and relatively easy to conceal.

Blaster Rifle



These weapons require two hands to fire, however, the trigger grip may be rotated for underhanded or overhanded fire. Blaster rifles emit an energy charge which is much larger and more ovoid than smaller blaster weapons. Blaster rifles are standard infantry armament throughout Known Space.

Blowgun



A blowgun is perhaps the simplest missile weapon short of a thrown rock. Blowguns are found throughout Known Space, especially on low-tech worlds. A blowgun is a long hollow tube used to shoot a small dart. Most darts are far too small to cause any significant damage, but when coated with poison they make effective stealth weapons.

Bolt Sword



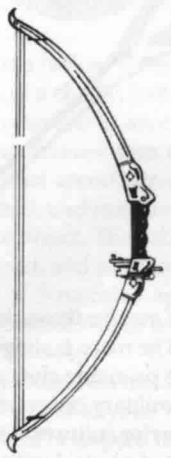
To the casual observer, this weapon resembles an ordinary sword. Many Draca opponents have died believing the same thing.

In reality, the hilt of this weapon contains a firing mechanism which can shoot a single, javelin-like bolt out of the sword's tip using a mini-mass driver. The bolt is normally stored within the sword's blade. Once fired, the bolt must be reloaded before it may be used again. Reloading a bolt is a complete action.

Note, the sword blade is not affected by the bolt's presence or absence. Thus, it may always function as a sword.

The bolt's attack and Dmg are the same as the sword's.

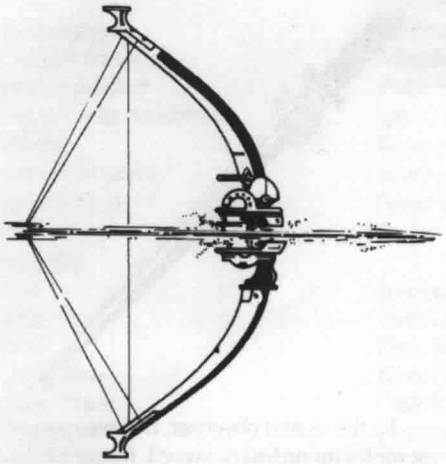
Bow



The standard bow may still be found on primitive worlds, or in the hands of sportsmen and covert operatives throughout Known Space. This model is approximately 4 feet unstrung, and has a pull of 40 pounds.

Poison tipped arrows are a very effective stealth weapon, and other special ammo tips may be used.

Bow, Tech



This is not an ordinary bow. An arrow storing device is built into the hand grip which functions a lot like palmstores.

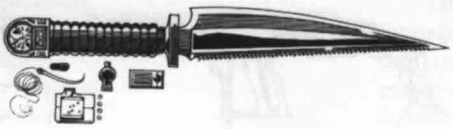
When the bow is drawn back to a proper arch, the arrow store activates and an arrow materializes pre-notched and ready to shoot. This allows two normal arrows to be shot per round (complex arrows such as explosive tipped, take longer to materialize and may only be fired once per round). A tech bow can store up to 50 arrows, and up to five varieties may be selected.

Club/Mace



The club may be the earliest weapon in Guildspace. The mace is simply an outgrowth of the primitive club, and is still found in the military orders of Calemora, and other warrior cultures. The modern club is a shaft of plasteel with a weighted head. Clubs and maces may optionally be used two handed.

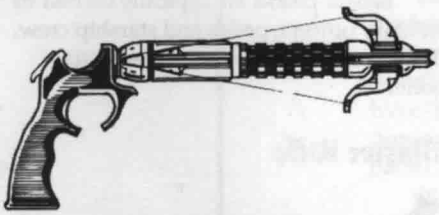
Combat Knife



This weapon is one of the ultimate survival devices, and a triumph of Anthropos design. A combat knife has an eight-inch blade and six-inch grip. The blade is edged along one side and serrated along the other. The grip includes a digital compass which readjusts itself for the gravitational field of individual planets, and can also be set to give galactic coordinates in space.

Inside the grip is a 50 foot spool of Ultrafilament line, one genesis capsule, one vial of death poison, two nutritabs and a small distress transponder. When activated, the transponder sends out a signal beacon to anyone within communicator or scanner range.

Crossbow



Modern crossbows are crafted from plasteel, with duralloy beams, capable of shooting with far more force than the familiar medieval weapon. All modern crossbows are equipped with 20 capacity boltstores (see tech bow above) and auto-draw strings allowing a bolt to be fired every round.

The crossbow may shoot bolts crafted of any number of wood, metal, or high-tech materials. Bolts may contain explosive charges, poison, etc.

Dagger



Daggers were best known on ancient Url as the weapon of choice for thieves and assassins. Today, they are still favored in some circles for their conceivability and efficiency in killing (especially when poison enhanced).

Disk Cannon



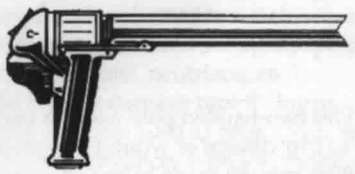
A deadly weapon in trained hands, the disk cannon is difficult to handle do to its massive recoil. It is equipped with a hip-mounted firing arm, which helps keep the weapon steady. If not used, a -1d attack penalty results (hard point mounting negates this penalty).

Disk Macrocannon



The disk macrocannon is similar to the cannon, save that it features four individual barrels, which fire simultaneously, inflicting massive damage on the target. The macrocannon likewise has a firing arm and suffers a -1c attack penalty if not used (hard point mounting negates this penalty).

Disk Pistol



This standard imperial side-arm is quite small and easily concealed. Its only drawback is that it is quite noisy when fired, making a harsh sound as metal scrapes on metal.

Disk Rifle



Most imperial soldiers are armed with this weapon (although a few use more primitive devices). It is a full three feet long, and shoots a more massive disk than the disk pistol. A folding shoulder stock is built into this weapon. If not used all shots suffer a -1d penalty to hit (hard point mounting also negates this penalty).

Drac-Maul



A drac-maul is one of the Dracas' favorite two handed weapons. Nearly seven feet long from point to point, the maul resembles a multi-barbed and -bladed spear, with numerous extra edges and flanges used for cutting and tearing opponents.

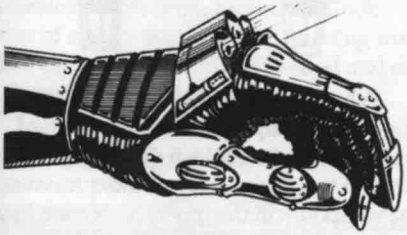
The Draca favor manufacturing drac-mauls in the ancient style. The steel of the main blades, for example, is folded over 1000 times during manufacture, giving the weapon incredible strength and razor-sharp edges.

Fang-Rifle



This is a slender, long barreled weapon which fires small homing projectiles (similar to, but less destructive than seeker missiles) which can shoot around corners, over obstacles, etc. The fang-rifle negates all defense modifiers for partial cover.

Force Gauntlet



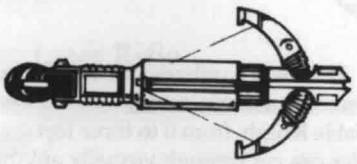
Force Gauntlets are flexible metal gloves with built in repulsor fields. When the gauntlet strikes a target, the field adds force to the blow. Force gauntlets grant a user +1c to normal punch damage. Force gauntlet kits are allowed as an armor enhancement (see *EM, tech, armor*).

Grenade Launcher, Underbarrel



This weapon (also known as a "thumper") is a tube which fits beneath the barrel of a normal carbine (or larger) sized weapon. A second trigger is installed on the weapon for grenade firing. The launcher can hold up to five grenades. Reloading the launcher is a complete action.

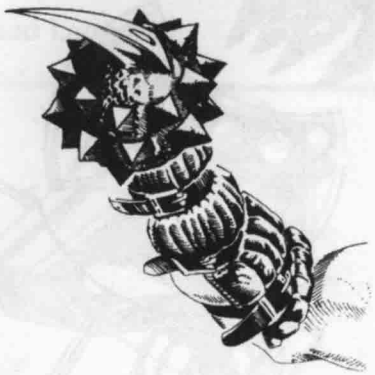
Hand X-Bow



This weapon is a small crossbow with a pistol grip. It shoots small metal darts with considerable force. Darts may be treated with poison, or used with the arrow special tips. The weapon comes with an auto-draw string.

- For an additional 50 cr this weapon may be fitted with a 25 dart dartstore (see tech bow).

Hook-Pa



This fearsome melee weapon features a knobby ball with a long, beak-like metal spike. The beak may contain up to ten doses of any poison. If the user wishes to inject the poison, the attack roll is made at -1d. If it hits, the beak has hit and injects poison. The victim suffers poison affects if any wounding damage results.

Most Calemora consider poisoned use of this weapon to be dishonorable. However, the weapon may be used against dishonorable opponents with no loss of status to a Calemora. Use against honorable opponents generally results in exile and outcast status for the user. If no poison is used the weapon can be used without dishonor at all times.

Hydro Flamer



A hydro flamer shoots a thin stream of liquid up to 8 squares. When depressurized (i.e., when shot) the liquid bursts into flame. The fuel contains its own oxidizing agent, so the weapon will function even in space. Flamers cause full damage to the first target hit, half damage to the second target, etc. Ammunition comes in the form of small bottles of compressed liquid.

Implosion Ball

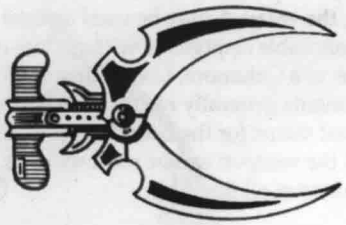


This item is a hollow sphere approximately the size of a cherry. Implosion balls are thought to originate in another Scape, but as usual, the Shanask aren't talking.

A Sorcist must spend two power points to activate the ball, and may then throw it at an individual or object. The ball breaks apart upon impact, and implodes upon itself in a wash of *Sorce* color, apparently opening up a dimensional or temporal rift in the fabric of the Scape.

The sorcist must then make a Sorce *skill* roll vs the Strength of anyone within one square of the point of impact. If the check is successful, the victims are sucked into the implosion and vanish forever. Where the victims go, and what happens to them is not known.

Ka Jung



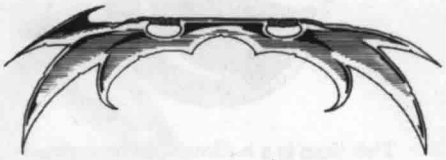
This exotic-looking weapon has several strange features, and so is somewhat unusual as a Calemoran weapon.

The ka jung is made out of a metal which is mined from the Ka flats on the planet Calemor. This special metal naturally stores solar energy and releases it through a powerful shock when properly struck.

When fashioned into a weapon the metal blades store the energy, which is released if the user depresses a hidden stud. If the user releases the energy, the target must make a FR roll vs 10L or be stunned for a number of rounds equal to the failure.

Each blade may release the stun once, and if both are set to function simultaneously the stun is at 10M. The two blades are detachable so that they may be placed in the sun. A blade must be recharged for at least one-half hour in full sunlight in order for the stun feature to be used again.

Kray

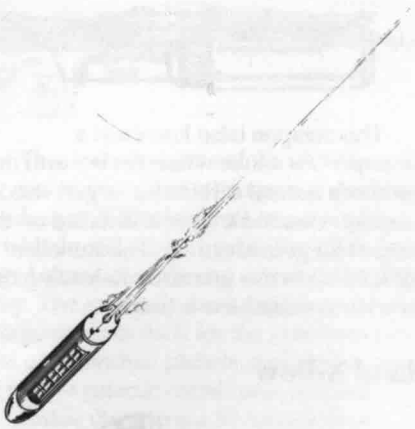


The kray is a fearsome two handed crescent of metal, bristling with extra points and edges. It has, more than any other weapon, come to symbolize the Calemora themselves.

The various blades and flanges of the kray have a variety of uses, and there are many schools of kray combat in the various Calemoran Catongs. The blades may be used to hook or slice opponents, and an entire school of combat involves the non-fatal use of the kray simply to pin and restrain the opponent. In general, however, the kray is a deadly weapon of close combat.

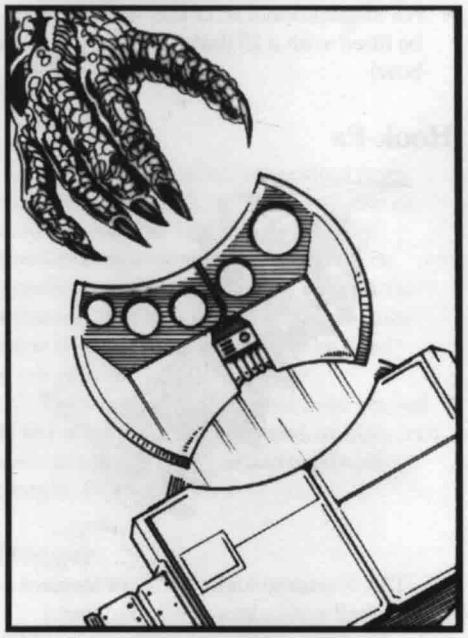
If used one handed a -2d Atk and Dmg penalty applies.

Laser Blade



This sword utilizes an interference grid to project a narrow, contained laser beam of variable length, from 0 to three feet. Laser blades can cut through virtually anything. Their cohesive light structure is dispersed by energy fields, however, and they receive a -1c Dmg penalty when attacking through such defenses.

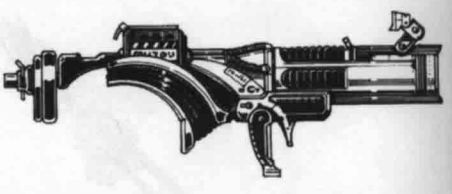
Manta



This weapon is a high-tech, Draca version of the boomerang. The device is gripped through finger holes in the center, and may be thrown like a discus. A built-in homing device and anti-grav unit automatically returns the manta to the user's holster once it comes to a complete stop (i.e., hits its target or stops sliding after a miss).

Mantas are usually worn at the hip in quick-draw holster-pouches, and may be readied, thrown and retrieved in one round.

Microgrenade Launcher

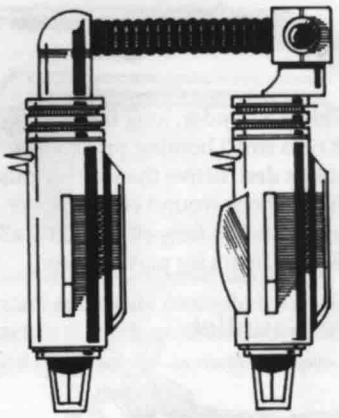


Don't be mislead by the prefix "micro," this weapon is a large, shoulder-mounted device. It can fire a variety of microgrenades.

A microgrenade is a high tech version of a standard grenade. They contain a special switch which is activated when the microgrenade exits the launcher's barrel. Unless set, a microgrenade will not explode. It is impossible to set a microgrenade by hand, thus they may only be used with a launcher. Microgrenades are smaller than regular grenades and due to their mass production (being more popular than normal grenades) they are also cheaper (see Ammo for details and costs).

The microgrenade launcher contains four magazines, each of which can hold up to 12 grenades, for a total of 48 rounds. Each magazine may hold a different type of grenade, and they may be freely selected by the user.

Missile Launcher



When initially purchased, a missile launcher is equipped with two standard explosive missiles, which do damage as noted in the ammo section under missiles. The weapon will fire any type of missile, but these must be purchased separately. The main benefit of using a missile launcher is that it puts up a small force field to protect the user's hand during missile launch.

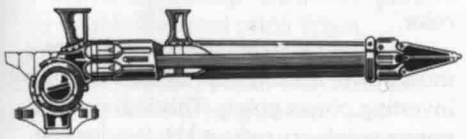
Plasma Sword



This sword creates a three-foot long magnetized field to contain a rod of superheated plasma. The plasma will sear anything which contacts it.

When powered down, the sword resembles a simple grip, approximately eight inches long. It is powered either by a plasma precipitator pack (*EM, equipment*), or by small plasma capsules which contain the raw material for the sword's blade. Each capsule is about four inches in length, and supplies enough energy for one normal gaming session.

Pulse Laser Cannon



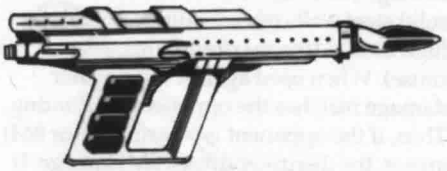
This heavy weapon has taken pulse technology to its limit. Emitting a thick beam of energy with a near-deafening roar, pulse cannons are usually hip-fired and can inflict great amounts of damage.

Pulse Laser Carbine



A heavier and more effective version of the pulse pistol, the pulse carbine is particularly popular with the Zin-Shee. Its relatively compact size makes it perfect for scouts and other individuals who need to move fast and pack some firepower.

Pulse Laser Pistol



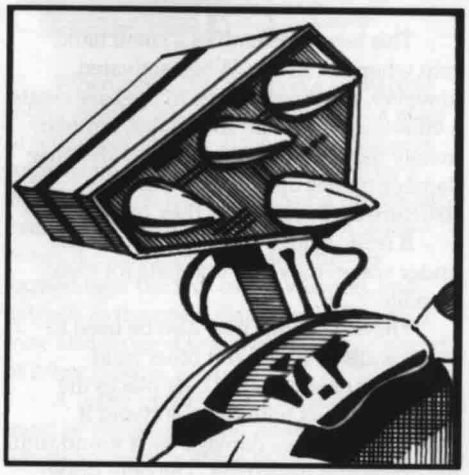
Small, compact and deadly, pulse pistols are relatively quiet (although the excitation of air molecules from the beam's passage makes a soft "pop" sound), pulse pistols are excellent weapons for covert operatives and assassins. Legitimate uses include officers' side-arms and weapons for security guards.

Pulse Laser Rifle



Pulse rifles are issued to veteran or elite units, and are commonly carried by The Guides and similar formations. The higher energy output creates a much louder "bang" than the pistol, so this is a poor covert weapon. It is popular with the Anthropos and is coming into common use among the Zin-Shee as well. The most reliable pulse rifles are made by the Arthirians, who are now selling them throughout Guildspace.

Quad Launcher



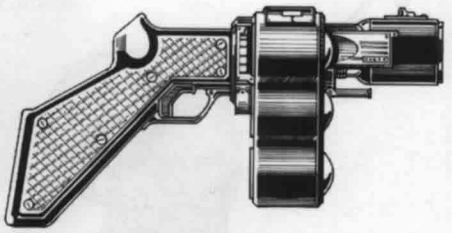
A Quad launcher is a shoulder mounted weapon (requiring a hard point) which holds four missiles. These missiles may be fired one at a time, in groups of two, or all four together. Missile effects and technology vary (see *EM, tech, ammo*). If more than one missile is fired, perform all calculations as if only one was shot. However, any wounding damage should be multiplied by the number of missiles fired.

Ra-oot



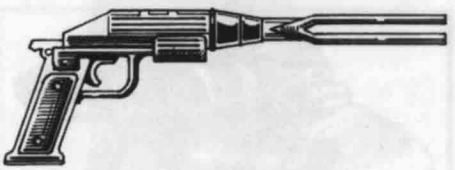
This is a Calemoran equivalent to a dagger. A ra-oot is a long bladed weapon with one sharp edge and one jagged. In the hands of an expert, this weapon can inflict appalling damage. A version of this weapon is also popular with the Draca.

Render



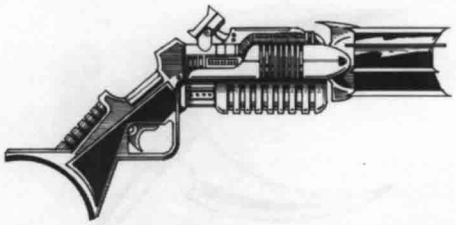
This heavy assault weapon shoots locally exploding metal slugs (i.e., do not use explosion rules). It is a bulky weapon somewhat like a large machine gun. Renders may be set on full auto, raising the damage to 10H, but reducing the user's attack roll by -1d, and consuming four shots per attack.

Screamer



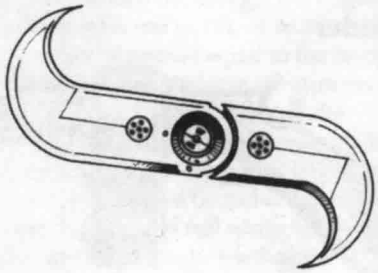
This small hand weapon utilizes sound waves, much like the bulkier sonic disrupter. The pitch and frequency stuns opponents, rendering them unconscious. Attack rolls are made normally. However, damage is rolled vs opponent's WP (instead of AR). If the roll exceeds the opponent's WP then the opponent falls unconscious for a number of rounds equal to the success. Beings which do not hear or are wearing helmets or other protective head gear are allowed a +1c bonus to their WP (the sonic waves can still paralyze even if a being has no sense of hearing).

Scythe-Cannon



A relative of the imperial disk weapons, this two-handed weapon shoots spinning crescents of metal. Draca enjoy using this weapon due to the shredding damage which it inflicts. The scythe-cannon is a durable, bulky weapon which may also be used as a club in melee, hitting for 10L damage (the attack roll is the same as when shot).

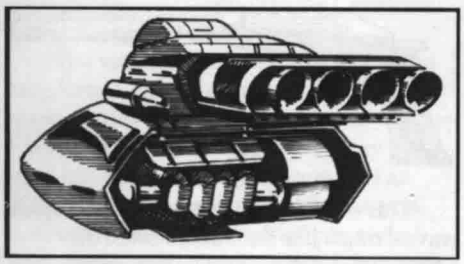
Shirrac



A shirrac is a small S-shaped weapon that, can be folded into an L-shape for easy storage.

Once a shirrac strikes or misses a target, its anti-grav field generator traces its flight path exactly back to the user, allowing it to be caught easily. A shirrac may normally be drawn, thrown and retrieved all as a single Atk action.

Sonic Disrupter



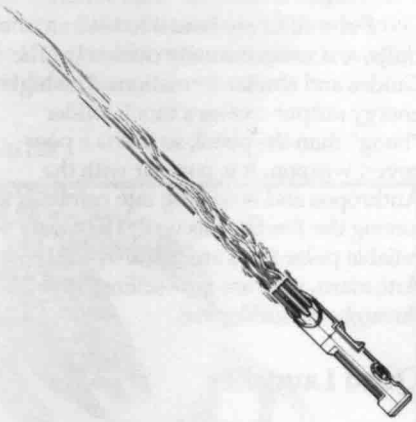
A sonic disrupter sets up atomic-level vibrations in solid objects, which causes molecular bonds to break down and matter to literally shake apart. The device was designed for use against fortifications (walls, doors, bulk heads, etc.) and terrain obstacles (trees, boulders, etc.) but is gaining popularity with the Guild marines for use against heavily armored opponents, and light vehicles.

The denser the object, the greater the damage (GM' discretion). Boulders and solid steel walls often result in damage as high as 6LV (the maximum this weapon can cause). When used against rigid armor, damage matches the opponent's AR rating. Thus, if the opponent is wearing 16 (or 8M) armor, the disrupter causes 8M damage. If attached to a power supply, this weapon draws 20 srg per shot regardless of the target or damage rating.

Against less dense or rigid armor, the weapon only causes half as much damage.

Each time the disrupter exceeds the armor value of a target, it permanently reduces the armor value by -1d (Natural Armor is exempt from this rule) although the disrupters damage maintains at the armor's original AR.

Sonic Sword

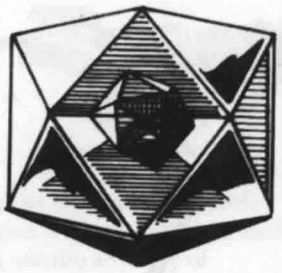


This sword resembles a small hand grip when not in use. When activated, however, the three prongs in the base create a vibrating field of air molecules, approximately three feet long. Sonic swords cause damage by disrupting the molecular structure of those objects they hit.

If sonic blades are used in space or under water, they will detonate for 6Mx damage.

These weapons may also be used to break walls or doors and other rigid stationary objects — the user places the blade in contact with the object and it inflicts cumulative damage each round until the obstacle is destroyed. The only drawback is that the object will often explode causing explosive damage equal to its AR value.

Sorce Crystals



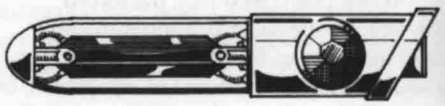
Sorce crystals look like clear, multi-faceted gems with a hollow center. They are about the size of a small grenade.

Sorcists may activate these crystals by expending two *Sorce* power points. Once activated the crystal's center pulsates with the user's *Sorce* color (see *CM, powers).*

Sorce crystals remain energized for up to one round, and may be thrown during this time.

Crystals inflicting explosive damage equal to the user's *Sorce skill* rating.

Sorce Saber



A Sorce saber is a foot-long black cylinder, with a deep red gem stone set in one end. The cylinder is semi-opaque, containing a solid core of pure black. The red stone seems to be the focus point, from which a blade of up to five feet may be extended, coruscating in the user's Sorce color.

A sorcist who obtains a Sorce saber must power up and imprint the weapon by investing power points. This individual's power points are reduced by five for one week while the weapon is being imprinted — the weapon cannot be used until this time has passed. After one week, the sorcist's power points return to normal.

No one, not even another Sorcists, may use a Sorce saber after it has been imprinted by its owner. Sorce sabers may be activated by making a skill check vs 5 (failure and success are governed by the exact same rules as *Sorce* enhancements).

The weapon's Dmg is +2d above the sorcist's Sorce *skill* rating.

Spear



The spear has changed little since its original use by primitive races of Known Space. Today, spears have durable plasteel shafts and duralloy heads, and are virtually unbreakable. Such spears are a popular trade item for low-tech worlds, and are still used in hunting and even combat.

Sword



The information on weapon table 3 (above) is for a standard sword with a blade length of approximately three feet. These weapons have been used by militant orders throughout the galaxy, and are still used by many to this day. Swords are often used in such situations as ship-boarding, where ranged or explosive weapons might cause undue damage.

- Power enhanced swords are also available at a greatly "enhanced" price — double the listed price. When enhanced, a sword is fitted with a reactive solenoid which will cause the sword's blade to lung out outward several inches if the tip experiences pressure (i.e., when stabbed into a target). The blade is also fitted with an electro-net. The net and solenoid may be activated by depressing a small button mounted on the weapon's hilt. When activated all attacks cause an extra +1d of damage.

The Guild is just now outfitting other medieval style weapons with power enhancements. These weapons will be released soon (as determined by your GM). All such weapons will cost twice their listed price and add +1d to Dmg when the power enhancement is activated. (GM, only light and medium damage weapons may be so enhanced).

Ta-oon

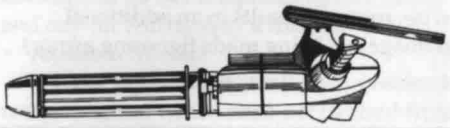


A ta-oon is a five-foot pole with three spring loaded talons at one end. A rope or a cord may be attached to the weapon so that it can be retrieved after throwing.

The weapon may be used like a common spear. However, if the shaft is twisted, the talons widen and are spring set. When a ta-oon hits after being so set, the talons spring together. The victim may then be "reeled in" like some hapless fish. If unwilling a Str contest between attacker and victim must be made. If the weaker Str exceeds the amount of damage, the ta-oon slips out inflicting half again as much damage.

This is another Calemoran weapon which has been adopted by the Draca.

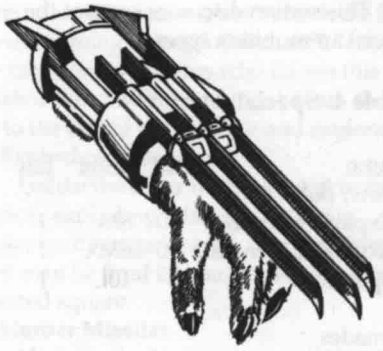
Turbo-Plaz



When fired, this weapon's six barrels rotate rapidly, each one spitting out a mass of white-hot plasma. Each barrel becomes superheated, but is instantly cooled by a liquid nitrogen jacket. A plasma precipitator pack comes with the weapon (*EM, equipment*). A connecting insulated tube is located near the rear of the weapon, and extends to the precipitator pack. The pack may also be used to power a plasma sword, or other plasma weapons.

A turbo plaz makes a constant humming or whining sound when activated, which is clearly audible to anyone nearby. In addition, a turbo plaz must be activated one full round before use (in order for the barrels to reach optimal rotation and for the coolant to begin circulating). If shot before a round has passed, any damage result over 40 will burn out the barrels.

Warrior Claws



Warrior claws are comprised of three metal blades attached to a users hand and wrist with a plasteel harness/forearm sheath, and extend out between the fingers. The claws may be retracted into the sheath at will, allowing the user unhampered action.

The claws may be extended instantly, and do considerable damage in close combat.



Special Ammo

This section discusses some of the special ammunition types.

Table 4: Special Ammo

Ammo	Cr	Dmg	Enc
Arrow/Bolt Tips			
Explosive (local)	10	8M	.1
Explosive (general)	20	6Mx	.1
Spinning	5	10L	.1
Grenades			
Flash Bang	20	8Hx*	2
Gas	20	8Hx*	2
High Explosive	30	6Hx	2
Incendiaries	25	8Mx	2
Shock	20	8Hx*	2
Smoke	10	10Hx*	2
Tanglers	25	8Hx*	2
Missiles			
Assassin	100	10H	8
Explosive	75	10Hx	8
Hunter	50	10H	8
Seeker	75	10H	8

* This Dmg listing is not actual damage, refer to the detailed entries below.

Cr: Cost for one item of special ammo in credits.

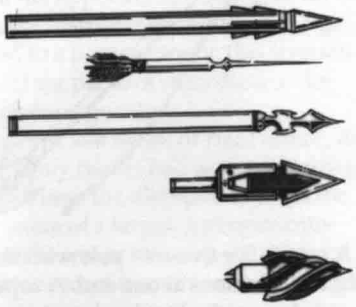
Dmg: Damage inflicted by the ammo.

Enc: This is the amount added to a character's encumbrance when the ammo is carried.

Special Ammo Details

Below are the individual listings for special ammo.

Arrow/Bolt Tips



Arrows and cross bow bolts my be fitted with the following types of tips.

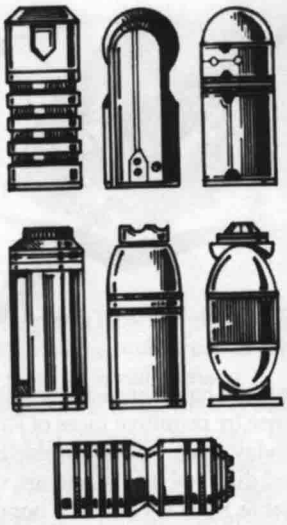
- **Exploding**

Exploding tips are available in two types. The first creates a local explosion which simply increases damage to 8M. The second creates a true explosion which results in exploding damage (see *RB, combat, exploding*)

- **Spinning**

Spinning tips have small tightly wound springs in them that will release when the tip hits something. This causes the tip to spin rapidly, drilling into the victim and becoming lodged. The damage is increased only slightly, however, removal requires a *first aid* or *medtech* roll equal to the damage. Otherwise, removal results in an additional damage roll being made (ignoring armor).

Grenades



Normal-sized infantry grenades, may be thrown or fired from an under barrel launcher. The smaller microgrenade versions have the same statistics, but are 1/2 price and 1/10 the encumbrance or normal grenades. Note that microgrenades do not explode when thrown, and may only be fired from a microgrenade launcher.

When a normal grenade is thrown, use the character's *throw* natural attack. When shot from a weapon, the appropriate weapon's attack must be used.

Explosion rules are provided in the *RB, combat, exploding*.



- **Flash-Bang**

This grenade explodes in a burst of light and sound. Flash-bang damage does not inflict wounds, but if the damage roll (which functions like any exploding weapon) exceeds opponents' FRs, opponents will be deafened and blinded for a number of rounds equal to the amount of success.

- **Gas**

There are many types of gas that can be used in these grenades. The strength of the gas is rolled and reduced just like exploding damage. Gases are identical to the poisons listed in Table 1. The gas disperses in 1-10 rounds depending upon the area, wind, etc. (GM's discretion).

High Explosive

This grenade will explode and throw metal fragments, causing damage as per the explosion rules (see *RB, combat*).

- **Incendiary**

This grenade is filled with phosphorous that burns at 1000° Celsius. It will explode and cause 8Mx damage, then continue to burn and shower the surrounding area with white-hot material. On the second round, however, 6Mx damage is inflicted on the area, and 10Lx on the third round, after which the grenade burns out and inflicts no further damage. During this time, flammable items which take damage should be considered on fire.

Shock

These grenades explode sending out a massive sonic shock wave. Like flash-bangs, shock grenades do not inflict wounds. However, damage is rolled like any exploding weapon and if the roll exceeds opponents' WP, the opponents are knocked unconscious for a number of rounds equal to their failure.

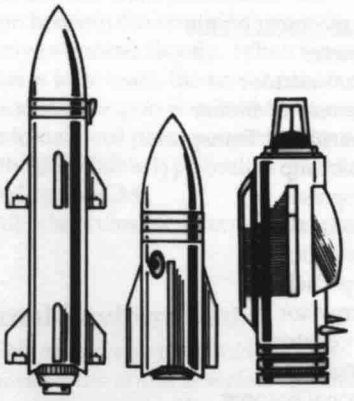
- **Smoke**

This grenade will release colored smoke. It causes no wounds, but damage is still rolled as per the exploding rules. The difficulty of seeing through the smoke is equal to the "damage result" for each square. Each round, all smoke Dif is reduced by 5 until gone.

- **Tangler**

These grenades spew out tendrils of sticky resin. They cause no wounds, but damage is still rolled as per the exploding rules. The Strength of the resin in any particular square equals the "damage" result for that square.

Missiles



A missile contains a small computer brain and moves in a semi-intelligent manner. When they strike a target, missiles explode. Unless stated otherwise, missiles explode locally (effecting only one target). All missiles have a 90-degree "field of vision," and they will attack targets in this arc. Targets may be designated by the weapon's user, and a launched missile will move to avoid any intervening obstacles.

Standard personnel missiles have a MR of 10 the first round, 20 the second round, 30 the third round, etc. Once the MR reaches 100 the missile's propellant is exhausted and it falls harmlessly to the ground or (at the user's discretion) explodes.

A missile may be shot at during its movement. Its Def is equal to its Atk rating and any hit will destroy a missile.

- **Assassin Missile**

These missiles are small, self-contained ramjet engines which need not be fired from a standard launcher. They may be given designated targets just like seeker missiles, but may also be programmed to lie "dormant" and attack a specified target if it comes near. While lying dormant, they use no propellant. Assassin missiles may be given simple orders such as "attack the first person coming through this door," "attack the first non-Anthropos who passes this location," or "wait here for one hour, then fly to the end of the corridor and explode."

- **Explosive Missiles**

Unlike the other missiles listed in this section, exploding missiles cause true explosive damage (see *RB, combat*). Thus, they may be fired at a particular target or a selected square.

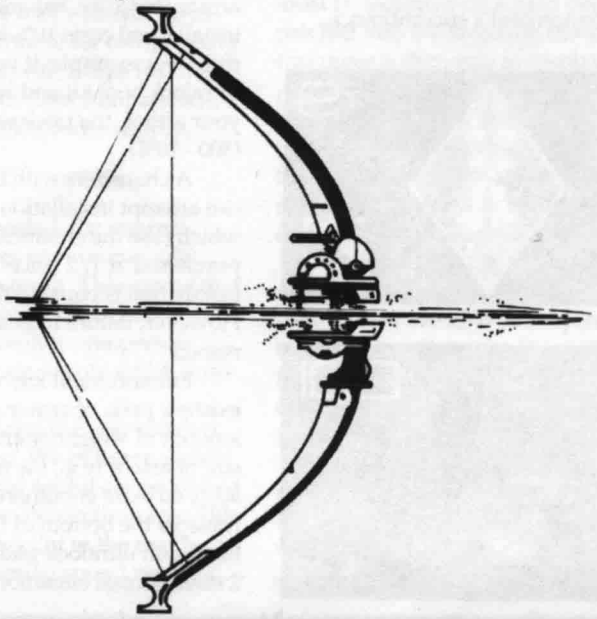
- **Hunter Missiles**

Hunter missiles contain small homing devices which will track and detonate on a given target. Once fired, a hunter missile will continue to "track" its target. If it misses, it tries again the following round. A hunter missile will continue trying to hit its target until it succeeds or runs out of fuel.

The missile has a 90 degree field of "vision," and may only attack a target if it remains "in sight." If a target hides or moves out of the missile's arc, the missile will move to where it last saw the target and will then begin rotating in a full circle each round "looking" for its target until found or it runs out of fuel.

- **Seeker Missiles**

An improved version of the hunter, the seeker has a built in AI (artificial intelligence) routine and will automatically seek out a target (even if it can't see it), negating any cover bonuses, etc. Seeker missiles will intelligently search for targets which they can't "see." In addition, they may be programmed to seek out any specific type of target (such as "seek out any Imperial soldiers," or "seek out all horaks."), and they will search for such a target and will lock onto and attack the first viable target encountered.



Armor

Armor Enhancements

Just as character enhancements improve or add to some aspect of a character, armor enhancements improve or add to some aspect of armor. Table 5 below lists many common armor enhancements and their cost in credits.

Table 5: Armor Enhancements

Suite Enhancements	cr	Enc.
Compensators	30/Lvl	—
Hard Point, External	20/Lvl*	5
Hard Point, Internal	40/Lvl*	10
Internal Environment	150	15
Joint Locks	150	10
Sealed	250	5
Slap-o-Matic	150	5
Strength Enhancers	50/Lvl	15

Helmet Enhancements	cr	Enc.
Flood Lights	100	5
Genjector	150	5
Nutrijector	150	10
Targeting Computer	350	4

* Hard points may be purchased at any level up to 3 levels above the armor's actual AR level.

cr: The cost (in credits) of the enhancement. The notation #/Lvl indicates that the price varies — multiply the armor's AR level by the indicated number. For example buying compensators (30/Lvl) for a suit of 6H armor (level 7) would cost 30 x 7 or 210 credits.

Enc: The enhancement's encumbrance.

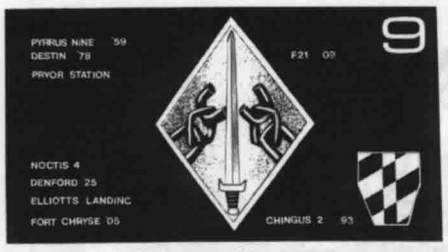




Table 6: Kit Enhancements

Enhancement Name
Biometer
Communicator
Dimensional Shifter
Dimensional Transporter
Handcomp
Hologuise
Holo-Imager
Illuminator
Jump-Pack
Macrovisor
Oxygenator
Palmstores
Personal Scanner
Plasma Precipitator Pack
Personal Transporter
Phase Deviator
Power Pack
Recorders
Tech Pack
Turbo Pack
Ultralock Boots
Ultralock Utility Belt

Many of the items listed in the *EM, tech equipment* section can be built into armor. The character doesn't buy the listed item, instead they purchase an enhancement kit. For example, the ultralock boot enhancement kit is not a pair of boots. Instead, the kit includes two ultralock pads and a sophisticated switching mechanism so that the user can activate and deactivate the ultralock feature through special foot movements.

When the kit is installed, the bottom of the armor's existing foot gear is cut out (with a tech wand) and the ultralock pads are installed. Then the switching mechanism is installed and linked to the pads.

Because kits use a lot of the existing armor structure, enhancement kits (plus installation) costs 10% less than the normal price. For example, if you purchase an ultralock boot kit and have it installed in your armor, the price would be 270 credits (300 - 10%).

A characters with the *armor repair* skill can attempt installation themselves in which case the enhancement kit may be purchased at 1/2 price. The difficulty of installation is equal to the item's tech value. However, failure indicates that the kit is ruined.

Enhancement kits which replace existing parts of armor add no significant amount of weight or encumbrance to the suit of armor (e.g., the ultralock boot kit adds no extra encumbrance as it simply replaces the bottom of the existing armor's boot with ultralock pads). Other kits add 1/2 their normal encumbrance.

Enhancement Details

The entries below detail the non-kit enhancements available for armor. Unless stated otherwise, all enhancements (kit and otherwise) are activated by audio and optical control. Menus are displayed on the inside of the user's helmet. Selection may be made orally or by optical selection.

Compensators

Compensators are a series of micro servos, hydraulics, and other mechanisms which eliminate all of an armor's fundamental encumbrance. Armor enhancement encumbrance and other carried item encumbrance still applies.

In other words, compensators provide power assisted movement — as the individual moves, micro sensors built into the armor detects pressure on the inside walls of the armor and helps the user move the armor in that direction.

The down side of compensators, is that a MR limit applies. Heavy armor compensators have a MR limit of 6. Medium armor compensators have a MR limit of 8, and light armor compensators have a MR limit of 10. Of course, if the wearer has a slower MR than the compensators, then he must use his own MR.

Flood Lights

Flood lights provide a much brighter light than illuminators. When activated, a 90 degree swath up to 100 squares long is fully illuminated.

Genjector



Gen-injectors can be built into helmets or suit armor. When activated, the device will automatically inject a genesis capsule down the user's throat. It may be activated by the user, another individual, or patched

into a biometer and injected once the user's wounds exceed a preset level (determined by the player). The device holds three genesis capsules. If the unit is linked to a biometer, the biometer will only inject one capsule per 24 hours, unless manually overridden.

Hard Point, External



External hard points are special zones on armor which allow a weapon to be mounted and fired remotely. Hard points contain a universal mounting plate, power cables (for routing to a power pack if one exists), aiming servos, and targeting controls (for connection to a targeting computer).

To properly use a hard point, a targeting computer is required. Otherwise, the hard point only serves to carry the weapon around.

Hard points are purchased by level with a maximum level being three above the armor's AR level. A level 6 hard point can accept any weapon with a Dmg level equal to or less than 6.

When a weapon is purchased for hard point mounting, the user must decide if the weapon will be detachable (for personal use) or permanent. The price and encumbrance for detachable weapons is the same as that listed in *EM, tech weapons* section. If a weapon is purchased for hard point use only, the weapon is considered an enhancement kit and all kit rules apply (10% price reduction and 1/2 encumbrance). Kit mounted weapons are more compact and may look considerably different from their non-kit cousins.

Common hard point locations are: the shoulders, the thighs, and the backs of the forearms. GM approval must be obtained before a weapon may be mounted in these locations (some weapons are too large to be placed on the forearm). Other locations may also be used with GM approval (very small weapons may be mounted on the helmet, for example).

Hard Point, Internal

An internal hard point stores the weapon beneath the armor's surface (or in a protective armored sheath). When the weapon is to be used, the armor panels slide back and the weapon is extended for use.

Internal hard point weapons may not be of the detachable type (unless specifically allowed by the GM).

All other rules for external hard points apply.

Internal Environment

This enhancement should only be purchased if the armor is sealed. Internal environment provides thermal and moisture regulation of the wearer's environment (including waste removal).

Internal environment is stable between 100 degrees below zero and 150 degrees above (Fahrenheit).

Joint Locks

Joint locks allow the user to lock any joint in the armor. The joint will not move and does not require user strength to maintain the lock. Thus, a user could pick up a heavy weapon, lock his elbow, shoulder, and hand joints, and carry the weapon around "at the ready" without fatigue.

Many other uses for joint locks exist. Some are discussed in *EM, cybernetics*, under joint locks.

The strength of the joint lock is equal to the armor's AR rating (plus strength enhancer's if any).

Nutrijector

This device is mounted in the helmet surrounding the chin. It can hold up to seven nutritabs (purchased separately), and can toss them into the user's mouth upon command. A compartment for compressing water is also installed with a tube leading up to the user's mouth. This compartment may store up to a week's water supply.

Sealed

When armor is sealed, the internal compartment becomes environmentally separated from the exterior. This means that it is air tight and space worthy. Sealed armor comes with a built in compressor containing a 24 hour air supply which auto-fills upon command.

Sealed armor allows the user to select internal or external air. When internal air is being used, speech and sound are processed through verbal and audio synthesizers. This creates a computerized tint to the user's voice. However, incoming sound replication is nearly perfect, thus, the user suffers no adverse effects to hearing based Awareness checks.

Most joints are connected with a flexible plasteel compound overlaid with protective armor plating and sealed with ultralock technology. Unsealing a joint is a complete action. Thus, removing or donning sealed armor takes several rounds.

Slap-o-Matic

This useful device may be mounted anywhere on the inside of the armor. A recessed red button will be installed on the exterior of the armor opposite of the slap-o-matic. Each slap-o-matic can store up to three slap packs (purchased separately). When the red button is rotated and depressed, one slap pack with be "slapped" onto the user.

Strength Enhancers

The strength enhancement is a network of servos, hydraulics, and other equipment placed around most of the armor's joints. The armor is then reinforced and special contact sensors are installed. When the user begins to push hard on the inside of the armor (i.e., they exert their own Strength), the enhancers come on line, activating the servos, etc. providing additional force.

The net effect is that light armor strength enhancements provide the user with +1d to all Str rolls while wearing the armor, medium enhancements provide +2d, and heavy enhancements provide +3d.

Targeting Computer

This enhancement is used in conjunction with hard points. One targeting computer can operate all hardpoints located on one suit of armor. A ranged weapon must be mounted on a hard point and patched into the targeting computer. The computer is then able to display a targeting grid near the user's eyes (on the inside of the helmet's visor). The computer controls the hard point's servos (for aiming and firing) based upon the user's eye movements (i.e., it optically tracks the user's sight and provides an optically selected menu).

The user may use their own skill when making attacks, or they may allow the computer to use its internal program (10L base attack skill, no damage adjustment). Either way, an attack still requires user concentration (an Atk action), even though the user doesn't have to use their hands.

Targeting computers are frequently used to fire quad-launchers and other auxiliary weapons and to allow weapon fire while the user's hands are busy (climbing, carrying items, etc.).

Tech Armor

This section lists detailed descriptions of tech armor only. Cyber- and Biotech-armor are fully listed under the appropriate sections

Table 7: Tech Armor

Armor	Tech	Cr	AP	IC	Base	AR	Enc
Archaic Full							
Calemora Chain	10MB	300	10	5	NDef -1d	12	40/20
Calemora Plate	10HB	600	16	8	NDef -2d	20	60/30
Flak	10HB	250	6	3	NDef -0d	8	30/15
Archaic Partial							
Breastplate	10LB	80	6	3	NDef -0d	8	14/7
Greave	10LB	35	4	2	NDef -0d	4	4/2
Helmet	10MB	50	4	2	NDef -0d	4	6/3
Vambrace	10LB	35	2	1	NDef -0d	2	4/2
Archaic Shields							
Buckler Shield	10LB	30	4	2	NDef -0d	4	5
Heater Shield	10LB	65	5	2	NDef -0d	6	10
Tower Shield	10LB	180	12	6	NDef -2d	16	40
Tech Full							
Assault	10M	1600	32	16	NDef -4d	32	300/0
Destron	6H	2000	40	20	NDef -5d	40	400/0
Expedition	6M	1000	16	8	NDef -3d	16	150/75
Marine	8M	1200	20	10	NDef -3d	20	200/0
Power Frame	8M	1500	40	20	NDef -5d	20	1500/0
Scout	6M	650	12	6	NDef -2d	12	100/0
Space Suit	8L	300	6	3	NDef -1d	6	30/15
Trooper	10L	450	10	5	NDef -2d	10	80/40
Tech Shields							
Personal Force Fields							
PFF 1	8L	150	6	3	NDef -1d	6	2
PFF 3	8L	200	10	5	NDef -2d	10	4
PFF 5	10L	350	16	8	NDef -3d	16	6
PFF 6	10L	500	20	10	NDef -3d	20	7
Power Shield	6L	200	10	5	NDef -1d	12	8

Tech: Minimum Tech rating required to use the item.

Cr: Cost of item in credits.

AP: Number of APs which must be spent in order to use the armor without "related" penalty.

IC: Improvement cost for increasing the Def of a given armor type (see *RB, abilities, improving abilities*).

Base: The base for all armor types is the characters natural Def (NDef) with a penalty as noted; see *RB, abilities, learning* for more details.

AR: The item's armor rating. When multiple armor is worn, combine (high) all AR (see *RB, dice, combining*).

Enc: Most armor encumbrance lists two numbers. The first represents the item's carried encumbrance, and the second is its encumbrance when worn. Those items with a single number have the same encumbrance either way.

Tech Armor Details

Archaic Full Armor

Archaic full armor includes any suit-like armor which is based upon or derived from a medieval style armor. Calemora are the unequivocal master craftsmen of archaic full armor.

- **Calemoran Chain**



The Calemora have elevated armory to a fine art, and while their suits of chain mail are created using no high-tech procedures, their protection and aesthetics are amazing.

This armor consists of large, interlocked metal rings (so large, in fact, that other cultures might almost refer to this armor as "ring-mail"). Chain protects against most physical attacks while at the same time leaving enough openings so that a Calemora can still "hear" with his skin.

Individual rings are hand-crafted, inscribed with tiny images of monsters and abstract designs.

Like Calemoran plate, suits of Calemoran ring armor are works of art — each is unique and has a long detailed history. The price listed above is only for Calemora. Collectors throughout the Guild have been known to pay three times this price for a suit of Calemoran chain or plate, but it would be a serious breach of the Code of the Dragon for a Calemora to sell his armor.

- **Calemoran Plate**



Calemoran plate is relatively rare due to its restrictive qualities, but is still worn by Calemora in ceremonial combats, or when extra protection is needed. Like Calemoran chain, suits of Calemoran plate are works of art — each is unique and has a long, detailed history.

Suits typically include small patches of Calemora chain here and there to aid in hearing, but even then plate places severe restrictions on Calemoran senses (-1c to Awa rolls for hearing) and catongi communication is almost impossible.

- **Flak**



"Flak" is a generic term for infantry body armor, consisting of metal, ceramic or plastic plates sewn into a vest and pants. Flak is commonly used by infantry, raiders, and those who cannot afford better.

Archaic Partial Armor

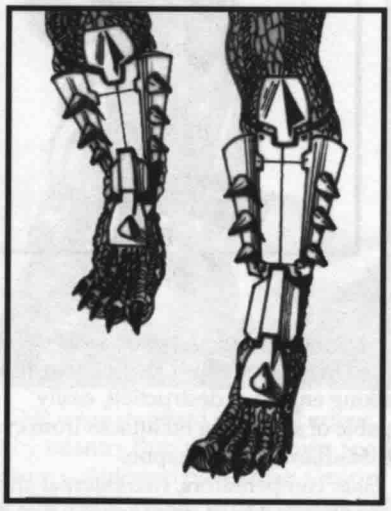
Archaic partial armor includes any form of armor which does not physically cover the entire body, and which has been derived from ancient or medieval armor forms (excluding shields). Note, some armor in this group has been advanced far beyond their medieval equivalent.

- **Breastplate**



This is a standard non-technological metal breastplate, sometimes worn even by the warriors of the House of Dha.

- **Greaves**



Greaves protect the shins and knees. They are most commonly crafted of metal strips and leather, and padded to reduce shock, like vambraces.

- **Helmet**



Helmets come in a variety of styles and shapes, depending on the race using them. Calemora and Draca still use helmets, sometimes with other archaic armor types.

- **Vambraces**



Vambraces consist of thin strips of metal on a leather or cloth backing, intended to protect the arms. They are usually padded to further reduce damage.

Archaic Shields

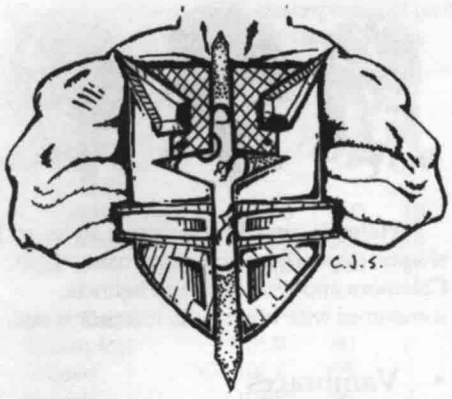
Archaic shields remain popular among lower tech worlds, and have even found a place with the warriors of the House of Dha.

- **Buckler Shield**



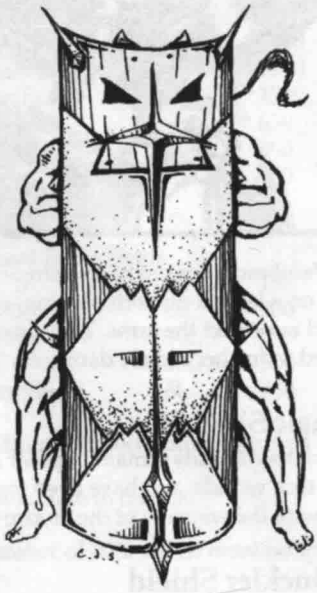
A small shield intended for quick use and defense, a buckler provides minimal encumbrance and can easily be carried anywhere.

- **Heater Shield**



This is a large, roughly triangular shield, most commonly associated with knights and other archaic troop types. It is relatively large, and provides a moderate amount of protection.

- **Tower Shield**



Large, bulky and clumsy, tower shields are rarely if ever carried by modern military forces. On low-tech worlds, and in past history, tower shields were used to form shield walls and to provide protection against enemy archery.

Tech Full Armor

This group of armor "tech full armor" is known by many other names ranging from powered armor to suit armor.

All enhancement's listed after *Enhs* come with the following armor and are included in the armor's base price and encumbrance. Free hardpoint enhancements will always be of the maximum allowed level.

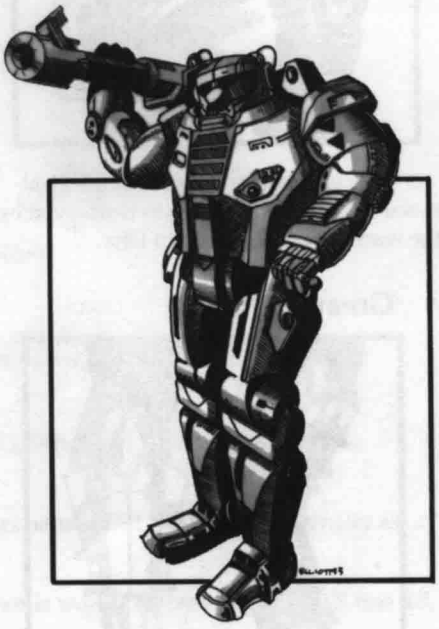
- **Assault Armor**



This is a heavier version of marine armor, often used during hazardous duties such as direct assault or ship boarding.

- *Enhs:* compensators, one external and one internal hard point, sealed, flood lights, genjector, strength enhancers, targeting computer, communicator kit, ultralock boot kit

- **Destron Armor**



Heavily armored, power assisted, and armed to the teeth, the Destron warrior is a walking engine of destruction, easily capable of shrugging off attacks from even the deadliest heavy weapon.

- *Enhs*: compensators, two external and one internal hard point, sealed, two flood lights, genjector, joint locks, strength enhancers, targeting computer, communicator kit, ultralock boot kit, macrovisor kit

- **Expedition Armor**



Heavier than trooper armor, expedition armor is typically worn by infantrymen who expect to face heavy firepower or dogged resistance. Door gunners on transports often wear this style of armor.

- *Enhs*: one external hard point, nutrijector, slap-o-matic, targeting computer, communicator kit, illuminator kit

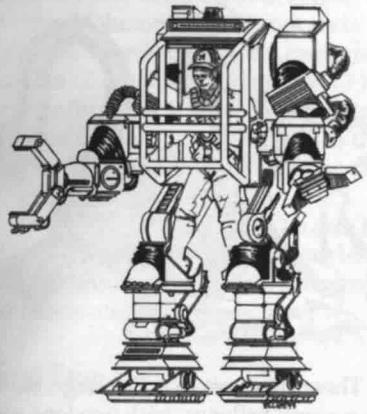
- **Marine Armor**



This heavy, well-defended armor is known throughout the Guild, and is the standard protection for the legendary Guildspace marines.

- *Enhs*: compensators, one external and one internal hard point, internal environment, sealed, strength enhancers, slap-o-matic, nutrijector, targeting computer, communicator kit, macrovisor kit, illuminator kit

• Power Frame



A power frame is a military version of the power lifters commonly used to load cargo and move heavy objects. It resembles an oversized humanoid framework, with large mechanical claws and a partially-armored roll cage to protect its driver.

- *Enhs*: compensators (MR 4), strength enhancers (+2c — 10H minimum), joint locks, three external hard points, targeting computer, two flood lights

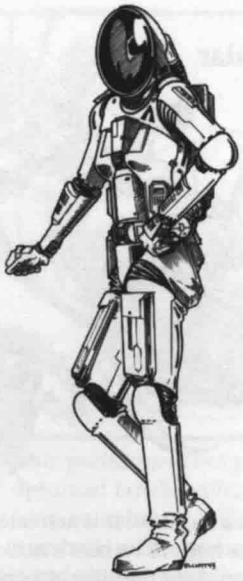
• Scout Armor



Scout armor is a lightweight suit of plasteel affixed to a durable body suit. Scout armor is constructed with a personal stealth net which increases the wearer's Dex rolls vs Awa by +2d.

- *Enhs*: compensators, one internal hard point, targeting computer, communicator kit, jump-pack kit, macrovisor kit, oxygenator kit

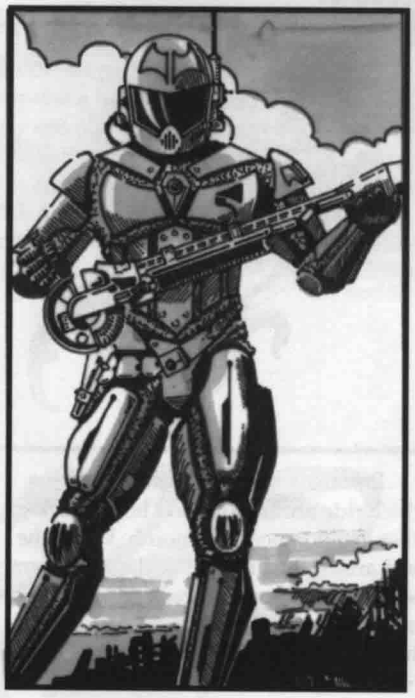
• Space Suit



Space suits are very compact and efficient. These suits are completely space worthy, but are of minimal use in combat.

- *Enhs:* sealed, internal environment, illuminator kit, macrovisor kit with star-light and star-lamp enhancement, ultralock boot kit

• Trooper Armor



This is the standard personal armor used by infantry throughout Known Space. Consisting of plasteel plates over a micro mesh body suit, trooper armor also includes a full-head helmet.

- *Enhs*: one external hard point, targeting computer, communicator kit, oxygenator kit

Tech Shields

Tech shields vary widely from the power shield (a power enhanced physical shield) to the various types of force fields.

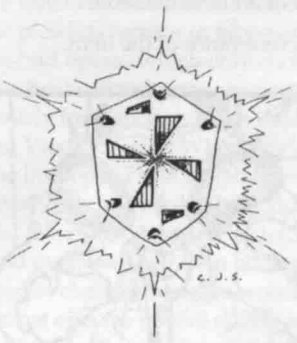
• Personal Force Field



The ultimate advancement of field-based technology, personal force fields throw up a shimmering bubble, protecting their owners from all physical- and energy-based attacks. Force fields carry their own power packs, and are available at a variety of protective levels.

The Zin-Shee possess the most advanced force field technology, for their dislike of armor has forced them to develop less cumbersome methods of protection. Zin-Shee shield technology has spread throughout Known Space, however, and these items may be found in the Guild, Sphere and Empire as well.

• Power Shield



The power shield features an ultralock assembly which allows it to be attached to its user's arm. A charged ionic field surrounding the shield disperses charges from energy weapons, while a micro-repulser field diverts or reduces the energy of kinetic attacks.

Biotechnology

Biotechnology has only recently been introduced to the Guild via the Kryll. This strange alien technology modifies animal and plant life to serve as equipment, weapons, and armor. Where technological devices use verbal commands, biotech items use pheromonal commands (or communication by smell).

Their is no upkeep cost with bio-items. They automatically "heal" or repair themselves unless killed. However biotech items must be fed every couple of days. Kryll naturally secret nutri-slime from special poors so that feeding is automatic. Other races will have to buy nutri-slime and carry it with them. For an amount of credits equal to one percent of all bio items, enough nutri-slime may be purchased to feed all bio-items for one adventure. The added encumbrance has already been calculated into each bio-item.

Biotech Equipment

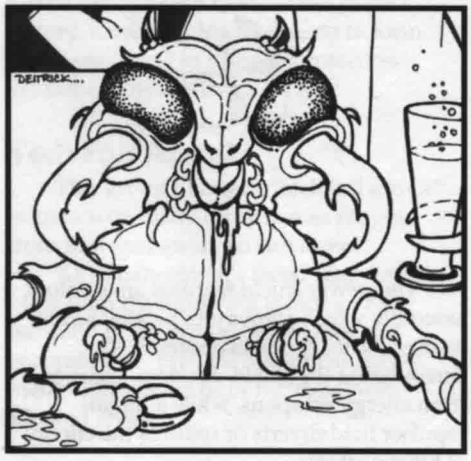
Table 8: Biotech Equipment

BioTechnology	BioT	Cr	Enc
Bionocular	10L	200	5
Breather	8L	350	8
Feeder	8M	300	15
Firegnat Colony	6L	120	3
Glow Egg	10LB	20	.5
Lift Pods	8L	150	4
Living Rope	10L	180	12
Platelets	10MB	50	.1
Saliva Mites	10HB	50	.1
Slimemold	6M	85	5
TechMites	10MB	85	1
Tube-Worms	6L	100	5

BioT: Biotech rating required for an individual to use the item (*CM, Attributes*).

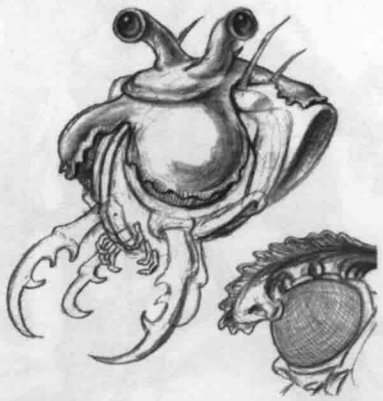
Cr: Cost of an item in credits.

Enc: Encumbrance of the item.



Biotech Item Details

Bionocular



When a bionocular is activated, it slides itself up the back of its host's neck onto the head. It then slaps flap-like appendages over the host's eyes. Bonded to the eyes themselves, the bionocular now sends images to its host. Bionoculars can rotate their eyestalks in any direction, magnifying images up to 500:1. When the host completes its visual scan, the bionocular pulls its appendages off with a slurping pop and slithers back off the host's head.

Breather



Breathers are squid-like organisms which ride around on their host's neck or other location near the mouth. When the need arises, the breather will quickly wrap its long radial appendages around the host's head, sealing itself over the host's mouth. The breather then absorbs the atmosphere about the host, filtering out harmful particulates and gasses (6LT), and exhaling clean air into the host's mouth. When the host exhales, the breather's internal valves close and the used air exits with a flapping, wheezing sound from either side of the breather's body.

Breathers will function underwater, acting as a sort of artificial aqua-lung.

Feeder



These creatures look like large, bloated, vein-covered balloons, with two long tube-like appendages. The more slender appendage winds its way up the hosts back, neck, and into one side of the host's mouth, where it extends most of the way down the host's throat. The other appendage is thicker, tougher, and can reach to the ground. It ends in a concentric mouth filled with numerous serrated teeth.

Feeders are essentially an external stomach. The toothed appendage constantly sweeps over the host's body, eating dead cells, dirt, waste, etc., as well as whatever the host offers it.

Feeders eat nearly anything. They process their intake, spewing out whatever is non-nutritious, and routing the rest up the other appendage where a nutrient slime constantly trickles down the host's throat, thus supplying the host with all of its nutrient and hydration needs.

Feeders function only when there is sufficient organic material to process. In a vacuum, or on a dead, rocklike world, feeders act at greatly reduced efficiency, or do not function at all.

Firegnat Colony

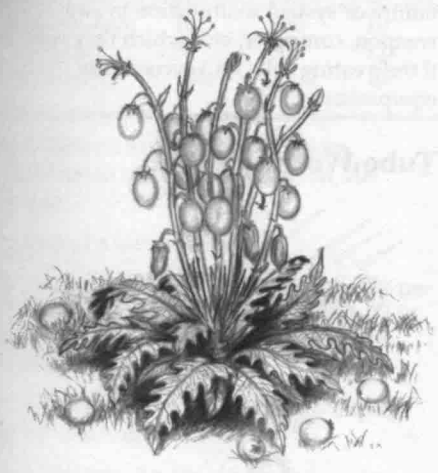


As soon as a firegnat colony is introduced to its host, it builds a wasp-like hive upon the host's body. Most of the time, these nearly microscopic flies remain in the hive, coming out only to eat.

However, when the host summons the colony, 800-1000 firegnats swarm out, activating bioluminescent chemicals in their abdomens. Together, the gnats can light up an area of 10 squares by 10 squares 10' high. Firegnats fly at MR 10, and may illuminate any shape the host desires, so long as the area remains the same. They can also dim or extinguish upon command.

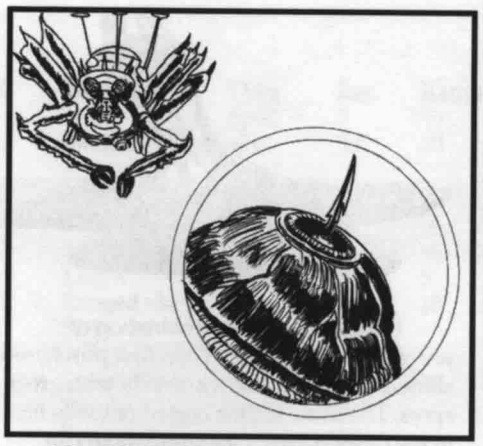
The colony is able to keep an area lit endlessly as individual gnats fly out in shifts, while others return to rejuvenation their illumination abilities.

Glow Egg



Glow eggs are actually not eggs, rather the dormant seeds of the glow plant. When an "egg" is sharply struck, it emits a radiant glow, illuminating a radius of six squares for 20 hours (after which it becomes useless). The light is intended for the mother plant to aid in photosynthesis, but is a highly efficient artificial light source.

Lift Pods

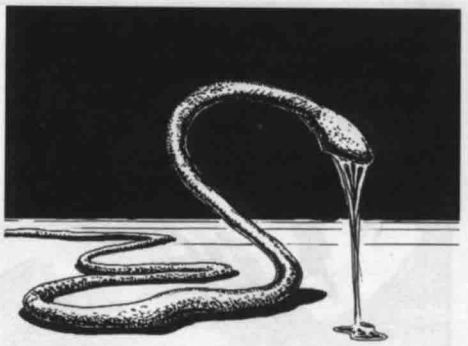


These little pseudo sentient plants look rather like upturned bowls with a central hole. They have an uncanny ability, when placed on their host, to recognize others of their species and slowly make their way to separate locations which perfectly balance out their host's weight. They then secrete a powerful adhesive, bonding themselves to their host.

When stimulated, each pod shoots forth a long spiral runner, tipped with a spike, barbs, and more bioglue. These runners are able to wrap around, hook into, or stick to nearly any surface up to 50' away (typically straight up). Upon command, the pods reel in their runners with a strength of 200 lbs per pod, thus lifting the host into the air (15 feet per round). The pods can suspend a host indefinitely. Upon request, they can also lower the host back down or release their hold.

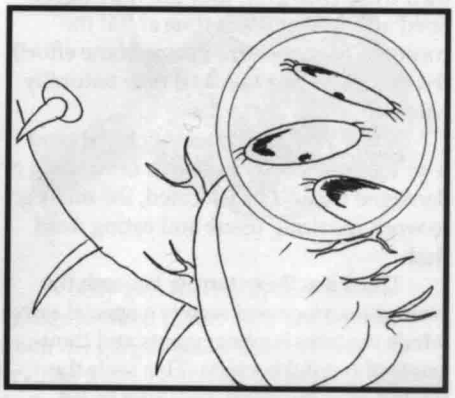
As a weapon, lift pods are 6L attack with a reeling Str of 10M and cannot be improved. Each runner has 6L armor and 6 Vit.

Living Rope



This semi-sentient plant can slither along surfaces (MR 3 or 15' per round), tie and untie itself, and secrete a sticky substance strong enough to hold 1000 lbs. Living Rope can be cut into smaller sections which will grow back together in a day's time, if the ends are spliced.

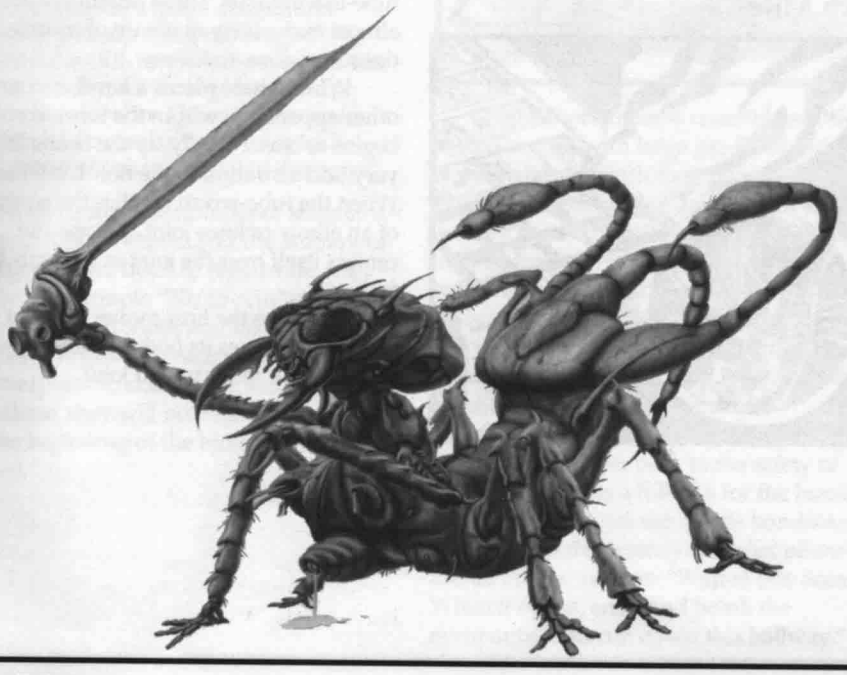
Platelets



These tiny disk shaped mites spend most of their time in a state of hibernation inside the bud of the bloodwood plant. Bloodwood buds are implanted in the flesh of the host creature, where they draw minimal nutrition from the host itself.

The platelets remain in hibernation until the bud opens, which only occurs when the host's blood pressure drops dangerously low (such as when the host is suffering Vitality drain). When this happens, the bud opens and the platelets scurry across the host's body to seal any open wounds. The platelets secrete a clotting agent and even use their own bodies to form fibrous chains across the wound.

The net effect is that all effects of Vitality Drain will stop after one round. Once the bud opens, it is necessary to transplant the bloodwood blossom onto any available slain victim so the plant may complete its growth cycle. If kept upon the host, the plant's root system will spread throughout the host's body, causing death within 6L hours.



Saliva Mites



Saliva mites are of the same genus as platelets. When purchased, they come in the form of a worm which spins a cocoon upon the hosts's body and fills it with mite eggs. This dome shaped cocoon is about two inches in diameter and slightly recessed into the host's body.

The mites can live within their cocoon for nearly a month, before hatching out on their own. However, they are fully developed after just a weeks time and if the cocoon is torn open (requiring some effort), the mites will function as if they naturally hatched.

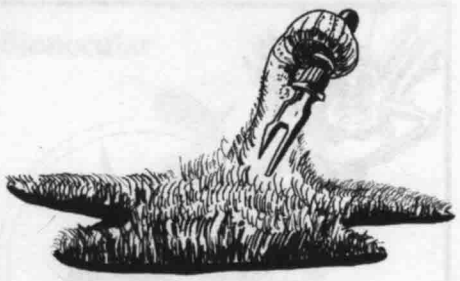
Either way, the mites quickly spread over the host's body in search of wounds or damaged tissue. Once located, the mites go to work repairing tissue and eating dead flesh.

The mites then burrow beneath the wound's surface and secrete a special saliva which contains healing agents and thousands of helpful bacteria. This seals the wound over the mites, resulting in 10L healing to the host.

About a month later, the mites emerge through the host's pores as small worms. These hungry worms search out and eat each other until only one remains. At this point, the life cycle is complete and the worm is ready to spin a new cocoon.

Unfortunately, these worms are very soft and fall off any time the host's movements are highly irregular (such as in combat). Thus, the worms on adventuring hosts almost never survive long enough to spin a new cocoon. Besides, feeders love them.

Slime-Mold



These items are a combination of several types of fungi. When first purchased slime-molds look like white jelly with green spots. The slime is then coated onto the host in the desired area. One slime-mold can cover an area of approximately 100 square inches (a 10x10 inch square, a 5x20 inch rectangle, etc.).

Once applied, the slime-mold matures in about three days. The final product is a gelatinous layer about half an inch thick with two inch thick, fuzzy gripper-mold growing over its surface. Three to five long tendrils also form, which can extend out to a foot and a half.

Slime-mold is designed to hold items fast to the host. The tendrils wrap about an item while the gripper-mold grasps hold of the finest of crevices (pores, bumps, hair, etc.). The slime-mold base also forms a powerful suction on the item.

The mold's holding power is equal to 6H strength and can be pheromonally commanded to hold and release items at will. Slime-mold is very soft to the touch and quite durable, however items held with it become permanently tainted with the smell of slime-mold.

Tech Mites

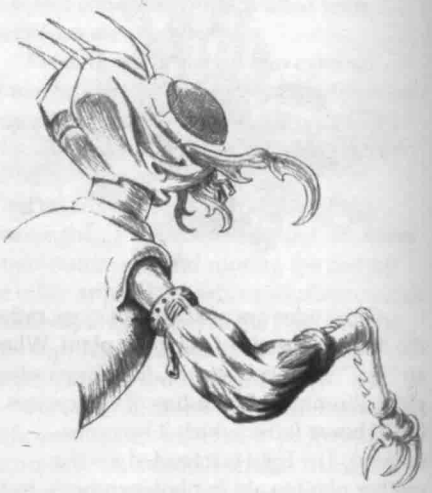


The sale of these dangerous mites is highly regulated. Adventurers must belong to a military organization (such as Dha) to be eligible to buy them.

Tech mites are purchased sealed in a bottle worm (a vial-sized worm designed to hold things). When commanded, the bottle worm opens its mouth and the tech mites, hungry from their stay in the worm, immediately eat the nearest food. Once released, tech mites move one square per round, during their owner's Nish.

This is the dangerous part — tech mites love the elements found in most sophisticated devices: computers, sensors, energy weapons, door panels, etc. Mites will cause failure or system malfunction in any weapon, computer, etc., which they contact if their eating roll (10L) exceeds the equipment's rating.

Tube-Worms



Tube-worms are foot-long, hollow tube-like animals. These organisms are almost exclusively made up of muscle tissue, tendons and sinew.

When a host places a hand, foot or other appendage within the tube-worm, it begins to crawl slowly up the host's limb (a very odd sensation to the non-Kryll races). When the tube-worm reaches the equivalent of an elbow or knee joint, it stops and centers itself over the joint in a sheath-like fashion.

Any time the host moves the joint, the tube-worm flexes its body to assist. This results in a +2d Str to that joint.

Biotech Weapons

Table 9: Biotech Weapons

Bio Weapons	BioT	Cr	AP	IC	Base	Dmg	Enc	Range	Ammo
Beetle Bomb	6M	200	—	—	—	Spec.	5	—	—
Belly Gun	10L	550	24	12	Ranged -4d	6H	30	20	20/10 min
Bioblades									
Young	8MB	150	10	5	Melee -1d	6M	8	—	—
Adolescent	8MB	300	16	8	Melee -2d	10M	16	—	—
Adult	8MB	600	24	12	Melee -3d	8H	24	—	—
Death Eggs	10MB	50	—	—	Throw	10L	2	5	—
Egg Spitter	6M	500	20	18	Ranged -3d	8M	15	15	10/1 hr
Scorpion Tail	8M	800	16	8	Body -2d	8M	45	—	—
Spike Beetles	10MB	85	—	—	—	6L	8	—	—
Spiner	10L	400	16	8	Ranged -3d	6M	8	20	20/15 min
Sponge Ball	8L	65	—	—	Throw	Spec.	5	5	—
Tentacle Glove	10L	600	10	5	Body -1d	6L	15	—	—
Vine Spear	8L	500	12	6	Hurled -2d	10L	4	6	—
Web Slinger	10L	1200	16	8	Ranged -3d	6H Str	10	15	10/15 min

BioT: Biotech rating required for an individual to use the weapon (*CM, Attributes*).

Cr: Cost of a weapon in credits.

AP: Number of APs required to initially use the weapon. Those items with a dash (-) in this space operate independently of the user's skill.

IC: Improvement cost used when improving the user's attack skill.

Base: The attack base of a given weapon — Body, Melee, Hurled, Ranged. This determines the starting Atk skill for each weapon (*RB, abilities*, learning). Some weapons simply enhance a natural attack form.

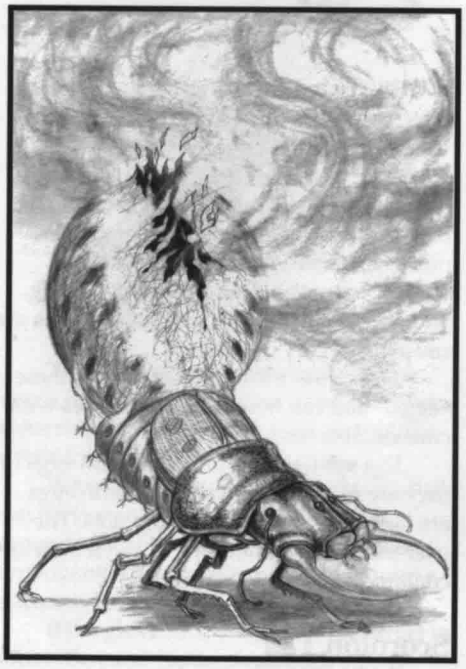
Dmg: The amount of damage which a weapon inflicts. If the entry reads "Spec.." see the weapon description for details.

Enc: Encumbrance of the weapon.

Range: A weapon's range attenuation number. If you are using the ranged weapon rules (*RB, combat*), the weapon hits without penalty, for a range less than or equal to this number. Other ranges result in penalties (-1d cumulative for each additional group of squares equal to the range).

Ammo: Indicates the number of shots in a fully rested bio weapon, and the amount of time the creature takes to regenerate one shot (in the example "20/15 min" a fresh weapon holds 20 shots, and takes 15 minutes to regenerate each expended shot). If bioweapons do not receive sufficient nutri-slime, they will not regenerate shots (see the beginning of the biotechnology section).

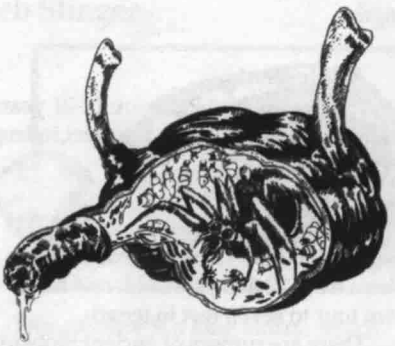
Beetle Bomb



These Biotech items resemble multi-legged beetles with large gas-filled sacs immediately beneath their wing-cases. When directed, beetle bombs (often called bomber beetles or just bombers) will scurry (MR 8), into an area and release their air sacs in an explosion of noxious gas. The effects function like a gas grenade (see *EM, tech weapons*). Victims who fail are incapacitated, choking and retching for a number of rounds equal to their failure.

Once their raid is complete, beetles will attempt to scamper back to the safety of their host. It takes a full day for the bomber to regenerate its gas sac. Beetle bombs are able to fulfill moderately complex pheromonal orders, such as: "Wait at this door. When it opens, enter and bomb the occupants, then run down this hallway."

Belly Gun



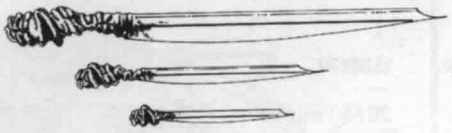
A belly gun is actually torn from a strange knotted plant. They are formed when the garga beetles infest certain Kryllian trees. The beetle infestation attracts the belly spiders, who spin a cocoon between two branches leaving a small hollow entrance. Special secretions around the entrance attract the garaga beetles who foolishly scramble into the spiders den. Here, the spider stings the beetles and stores them away as food.

From time to time the spider will clear out its layer by spewing out its waste and beetle parts in a deadly burst of slimy filth. The spider's waste material is extremely caustic (i.e., acidic) and the beetle parts are very hard and spiny.

When properly stimulated, the spider will defensively extrude a glob of this horrid material which will sear flesh and scar metal.

The liquid nature of the discharge allows the user a +1d Dmg against partial armor.

Bioblades



These are living melee weapons which are grown to specific users, and gain combat abilities as they mature. They are normally grown deep within the recesses of the Kryll hive. If a bioblade is ever broken or damaged in combat, it will grow back at a rate of one inch per day. Bioblades need not be sharpened, but must be fed once per week by being placed in rich damp soil for at least two hours.

- **Young**

Young bioblades are up to ten years old, and range from six inches to two feet in length.

- **Adolescent**

Adolescent bioblades are 11-21 years old and vary from two to four feet in length.

- **Adult**

Adult bioblades are heavy and awkward to use. These swords are anywhere from 22-100 years old, and range from four to seven feet in length.

There are rumors of ancient bioblades that are up to 50 feet long and over 1,000 years old, but none have ever been found to date. Some say that they were used by a giant race of aliens long ago.

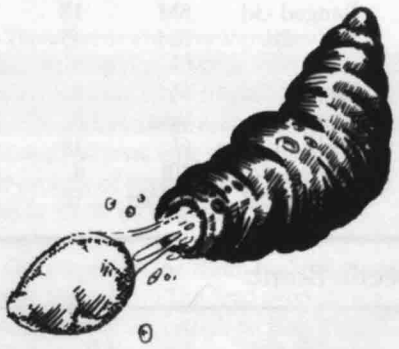
Death Eggs



This deadly ammo may be shot from egg spitters, or simply thrown. Each death egg contains a small crustacean called a bormaul. Normally tough and leathery, death eggs grow fragile when thrown, and break upon impact. When they hit, no damage results (often lulling opponent's into a false sense of security).

After impact, the bormaul searches out the nearest non-Kryll life form. Once on a victim, the bormaul will squeeze or chew beneath armor and begin feasting on the next round. Bormaul ratings are 8/10/2 and they are small and tough enough to negate most forms of armor. These creatures are completely mindless and will continue to attack until killed.

Egg Spitter



This organism acts as both a biological filter, removing impurities, poisons and waste products from its host's body, and as a weapon, for it can launch the resulting biochemical compounds at an enemy. The biochemicals are stored in soft egg sacks, one egg is manufactured per hour. The effects of an egg spitter hit are disgusting, and potentially deadly, for the chemicals are caustic and very dangerous.

The spitter may hold up to 10 of these "eggs," and can fling them at enemies with considerable force.

Egg spitters may also fire death eggs (if they are placed within them). Death eggs are larger and take up two egg slots. The user may select either type of egg if both are contained in the egg spitter.

Scorpion Tail



A scorpion tail is a large muscular weapon that sits on the abdomen of the user and has three stinger-tipped tails. The tails may attack an opponent in front, on the sides, or behind the host (but only one opponent may be attacked per round).

Stingers may absorb poisons (see Table 1 for details on poisons, their cost and effects), and may hold up to ten doses each.

- Natural poison sacs may be added to the stinger at an additional cost of 500 Cr. They manufacture paralysis poison (see *EM, tech, equipment*) at the rate of 12 dose every 15 minutes.

Spike Beetles

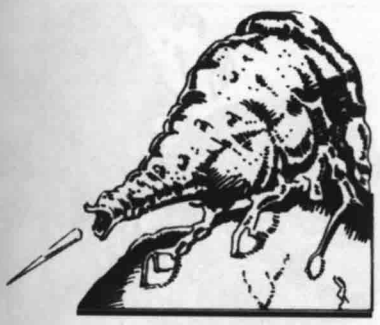


These small squat beetles are a little over an inch in diameter. The listed price will purchase ten beetles, and a small sac of black puffball seeds. Spike beetles enjoy a symbiotic relationship with puffball plants in which the beetles eat the plant's leaves. In return, spike beetles valiantly guard the plant's fragile fallen seeds.

To use, the sac of seeds is tossed over an area no larger than nine individual squares. The beetles will immediately shuffle off the host and set up watch over the area. Anyone entering will have to deal with the beetles. In place of wings, spike beetles have two long thorn-like spikes tipped with a mild paralytic poison. When any being enters the area, the beetles race out placing their bodies beneath the victim's feet (rating 8/6/2). Those wounded must make a Fortitude check vs the 10L poison or be slowed to MR 1 for the next hour.

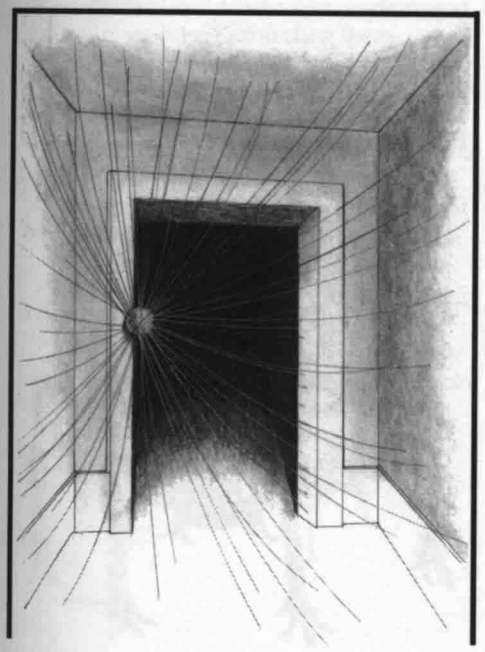
Most beings will take one step per square. Fortunately for the beetles, their shells are tough enough to support 500 lbs, keeping them from being crushed.

Spiner



A spiner is a small, cone-shaped creature which affixes itself to any desired spot on its user's body. Upon command, the creature will spit out tiny, razor-sharp needlers. If a needler causes wounding damage, it will burrow beneath the flesh and head for the victim's heart. This causes 6L additional Dmg each round unless cut out (for additional Dmg equal to all taken so far). Medtechs can remove a needler on a roll equal to the number of rounds the needler has been burrowing. An individual with first aid needs roll equal to all Dmg taken so far in order to remove the needler.

Sponge Ball



Sponge ball is actually a Kryllian sporting event among free willed Kryll, but Kryllian Soldiers recently discovered that sponge balls make great defensive weapons.

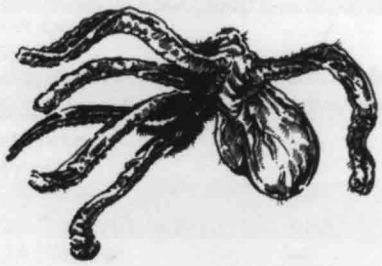
A sponge ball, as the name indicates, looks like a six-inch diameter sponge. Sponge balls may be tossed or rolled. When tossed, the sponge ball explodes if it hits something; when rolled, the sponge ball waits until it comes to a stop to explode.

When a sponge ball explodes, hundreds of streamers of sticky web-like slime squirt out in all directions up to two squares away. Those streamers contacting surfaces instantly adhere and become rigid, but remain sticky (much like a spider web).

Anyone attempting to force their way through the strands must overcome an 8M strength per square or become hopelessly stuck in the streamers. A square can also be cleared out if 16 points of damage are inflicted. Pulse lasers, projectile weapons and blasters inflict half damage to the strands as so much of the area is empty space.

Physical attacks (such as blows, melee weapons, etc.) causing less than 16 damage become stuck at 16 Dif vs ST. Sponge balls and their strands are particularly susceptible to acid (+1c Dmg). If a sponge ball is destroyed before exploding, all effects are avoided. Sponge balls have a 5/2/0 (Str 16) rating and once used they die.

Tentacle Glove



This squid like animal slips over the user's hand (or hand-like appendage), and constricts its wet inner muscles around the user's forearm.

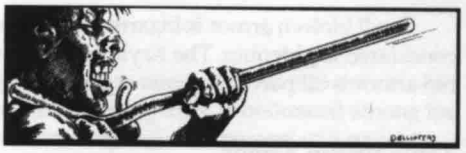
When used the creature's tentacles flail out up to two squares away and wrap around any object which the user wishes. Opponents and unwilling targets require a successful attack roll.

If the glove hits, it will pull the target in (Str vs Str) and (upon command) stab it with a spike located in the center of its body for 6L Dmg (no Def allowed).

Each round which the victim is held, the tentacle glove will stab again The victim must roll their Str vs the tentacle glove's Str in order to break free. In the mean time, the user can attack the held victim with a +1c attack bonus.

A tentacle glove will adapt its own Strength to match that of its user so that it will not harm its user. This takes about a week. The tentacle glove can not increase its Str above 10H.

Vine Spear



To an outside observer, this weapon would resemble a poorly carved wooden spear. In reality, when this living weapon hits its target (inflicting 10L damage), it immediately transforms into a sinuous, ropy strand which will attempt to loop around and strangle its victim. This strangling attack is made at the spear's rating (10/16/1). If it hits, it will use its Str (16 or 8M) vs the victim's FR in an attempt to strangle the victim. If successful the victim begins suffocating. Victims may attempt to break free each round (Str check vs the spear's Str of 16 (8M)).

Web Slinger



This creature is a long worm, which forms a cocoon-like home on its host's body. Upon command, the slinger flings out a ball of sticky, web like material.

If the attack succeeds, the web mass has hit and will burst into a shower of long, gluey runners which spread out across the victim (effects one target only). The web mass has a strong sickening sweet smell which is known to gag many victims.

The entire experience is a horrible sensation like being dipped in a vat of honey covered string.

The web's Str is 6H. Victims who don't break free (Str vs 6H) are immobilized and may not move, although they may attempt to break free each round thereafter.

A victim may be cut free by allies if a total of 24 points of damage is caused to the web. Webs are not affected by blunt damage weapons, however acid causes +1c Dmg to the web.

Biotech Armor

Kryll biotech armor is bizarre to the eyes of Anthropos, and much of it might even be considered frightening. The Kryll, however, see life as just another tool, and their strange bio-armor is all part of the vast organization that is the hive.

Table 10: Bio Armor

Bio Armor	BioT	Cr	AP	IC	Base	AR	Enc
Carapace	6M	950	20	10	NDef -3d	24	120/60
Husk	8L	400	10	5	NDef -1d	12	100/50
Leaf	6L	200	6	3	NDef -0d	8	20/10
Pod	8L	300	8	4	NDef -1d	10	80/40
Spider	6M	585	16	8	NDef -2d	16	30/15
Enhanced	8M	750	20	10	NDef -3d	20	40/20

BioT: Biotech rating required for an individual to use the armor (*CM, Attributes*).

Cr: Cost of armor in credits.

AP: Number of APs required to initially use the armor.

IC: Improvement cost used when improving the user's *defense* skill with the armor.

Base: The attribute upon which a characters Def is based while wearing a given piece of armor. The base for all armor types is the characters Natural Def with a penalty as noted (see *RB, armor* for more details).

AR: The armor rating of a piece of bio-armor. This is combined (high) with all other forms of armor.

Enc: Encumbrance of the armor. Their are two numbers in this entry, the first represents the armor's carried encumbrance and the second is its encumbrance when worn.

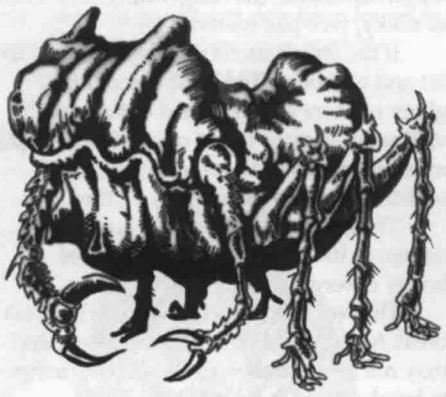
Leaf Armor



Leaf armor is a sort of symbiotic vine, which grows upon the hot's body (although it must be watered occasionally). The vine produces layers of tough, shingle-like leaves which absorb damage and fall away as they are hit. A single plant easily produces enough leaves to last during an adventure, and grows them back in a matter of days.

Bio Armor Details

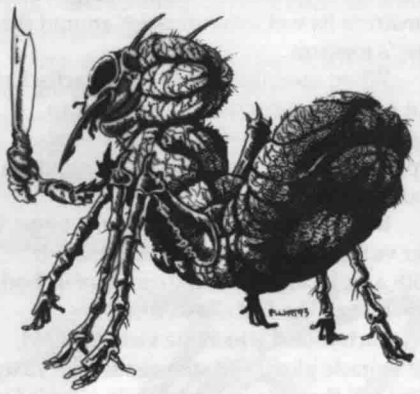
Carapace Armor



The most effective bio-armor is a living shell, with tendons and mantles all along its length, to open it like a clam shell, then close it snugly around its user. It is heavy, but its protection rivals even that of the Guild Marines. The armor seals itself air tight and filters outside air in creating a breathable environment. The front of carapace armor is clear so that sight is not blocked.

By special order (and trade of especially valuable items), the Kryll can be persuaded to create a carapace in the form of a non-Kryll species.

Husk Armor



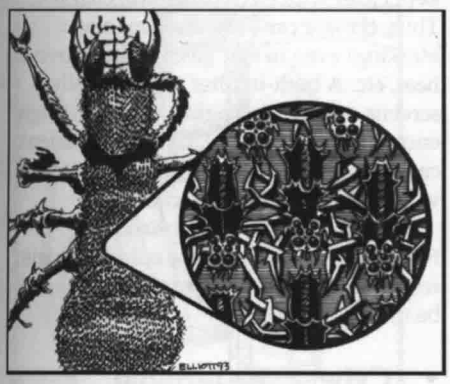
Similar to pod armor, husk armor is made from the dried-out husks of a genetically engineered seed vessels. After the seeds fall, the remaining brownish husk is the size of an adult Kryll warrior (although, like pod armor, husks may be "tailored" to fit other species).

Pod Armor



These enormous seed-pods are grown to the size of a normal Kryll warrior (although they may also be grown to the size of other races such as the Calemora, as well). The listed cost is for the plant which produces the pods, rather than the pods themselves, for once picked a pod will wither and become useless as armor after one adventure (i.e., about 2-4 weeks). Pod armor plant always have at least one pod available for harvest.

Spider Armor



This is without doubt the most bizarre form of Kryll armor, one which even the most stable Anthropos might be hard-pressed to use.

Spider armor, as its name implies, consists of thousands of tiny arachnids which swarm over their owner's body, interlocking their thorny legs, and acting as a sort of living chain mail, covering every exposed surface.

When shot at some spiders are inevitably destroyed. At this time, the semi-sentient arachnids quickly slither across the host's body to cover any gaps. And once again the host will have a nice, undamaged suit of living armor protecting them.

Spider armor acts like a cargo net, holding the host's items in place. The spiders also bite any unauthorized individual who attempts to touch the host or the host's items. They attack at 6L and cause 10HB Dmg and an irritating itch results.

- For 750 cr, larger warrior spiders can be purchased. They provide 20 AR. Their bite is also more potent causing 6L Dmg to any unauthorized individual who tries to pilfer through the host's belongings. Fortunately, these larger spiders are able to remember a host's close associates and will not attack them if they believe the associate's intentions are honorable.

Cybernetics

Cybernetics is the science of surgically implanting technological units into patients in order to enhance their bodily systems. This unusual science is most pronounced among the Dracan race. Cybernetic implants require maintenance equal to one percent of a patient's total implants after each adventure. Without such maintenance, malfunctions may occur.

The cost of all cybernetic implants includes the surgical procedures (that is why they are slightly more expensive than their technological equivalent).

Cybernetic Implants

Table 11: Cybernetic Implants

Item	Cyber	AP	Cr	Wgt	Vit
Audial Transceiver	10L	10	350	*	—
Cyber-Arm	6M	10	850	20	+4
Cyber-Eye	6M	10	350	.5	—
Infrared	—	5	125	.1	—
Macro Enhancer	—	5	125	.1	—
Micro Enhancer	—	5	110	.1	—
Starlight	—	5	100	.1	—
Star Lamp	—	5	25	.5	—
Cyber-Legs					
Speed	8L	10	800	50	+10
Strength	8L	10	850	80	+10
Enhanced Ear	10L	10	250	*	—
Joint Locks	10L	15	700	18	+3
Oxygenator	6L	15	350	3	—
Power Joints	6M	15	375	5	+1
Quick Attach Couplink	10M	10	1000	10	+4
QA Forearm	—	5	500	spec.	—
Thermoplas Implant	10HB	15	200	.5	—
Tish-Shocks	8M	5	800	20	+5
Titanium Endo Skeleton	10M	20	1500	100**	+20**

** The weight and vitality bonus gained due to the titanium endo skeleton implant should be reduced if cyber-legs, cyber-arms, or quick attach couplinks are used (reduce by 1/2 of their respective amounts). Thus, if cyber speed legs are taken, you would reduce the endoskeleton's weight by 40 and Vit bonus by 5.

Cyber: Minimum Cyber rating required to use the item (*CM, attributes*).

Cr: Cost of item in credits (price includes cybernetic surgery).

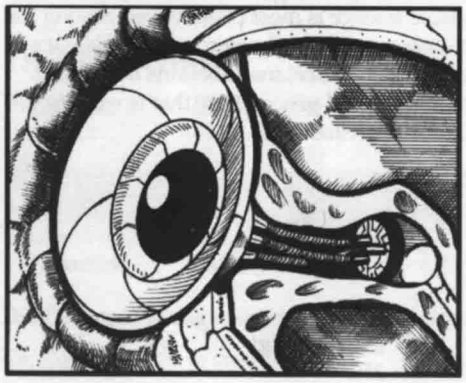
AP: The number of APs which must be spent in order to use the item. Without spending these APs the patient does not learn how to mentally control and adapt to an implant (i.e., it is just a hunk of useless metal).

Wgt: The amount which the item adds to the weight of the wearer (this is not encumbrance, but actual body weight). The exception is the quick attack forearm which does not add weight but has an encumbrance of 15.

Vit: The number of additional points added to a character's Vitality maximum. This does not affect a character's vitality rating (just the maximum).

Cyber Implant Details

Audial Transceiver



During this operation, one of the patient's external ears (or tympanic membranes) is cosmetically replaced with a plasteel look alike. The new tympanic membrane acts like an amplification dish to boost transceiver signals. A micro transceiver is then surgically implanted into the base of the ear just outside the eardrum. A microphone is also installed into the patient's cranium with the exposed surface located as specified by the patient (typically in front of the ear or on the lower jaw).

The transceiver works in almost all ways like a comm unit. The advantage is that the transceiver is mentally controlled. Incoming messages are barely audible to bystanders (60 Dif) as the speaker is located next to the ear drum. Finally, if this device is implanted with an enhanced ear, bystanders cannot hear anything, as incoming messages are electronically piped directly into the circuitry of the enhanced ear.

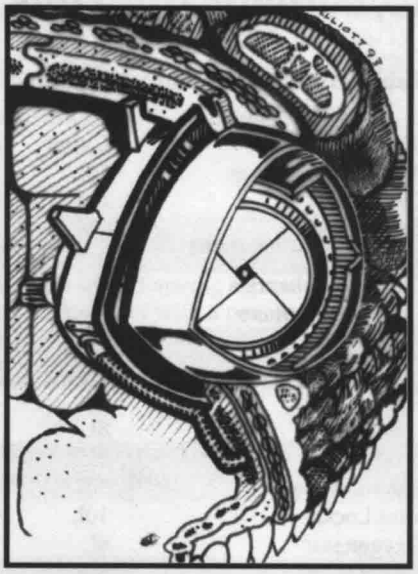
Cyber-Arm



Cyber-arm is the complete replacement of one arm, including minor enhancement of the shoulder area to withstand the added strength and weight of the arm. Cyber arms have a metal alloy core covered by a durable vulcanized rubber exterior which can withstand the heat of soft molten metal. The arm's internal servos are extremely quiet and provide the patient with +1c Str on all hand and arm tasks (this provides +1d Dmg to appropriate melee and body attacks).

Cyber-arms are also equipped with joint locks and provide the patient +2c Str against compression uses only (see joint locks below). Cyber-arms are also very difficult to crush or destroy (10H).

Cyber-Eye



These items are implanted during a very delicate operation in which one of the patient's eyes and eyelid are removed. In their place, a sophisticated visual lens is embedded into the eye socket. Due to the size of the lens, servos, and sensors, the entire unit protrudes from the eye socket, covering some of the surrounding face.

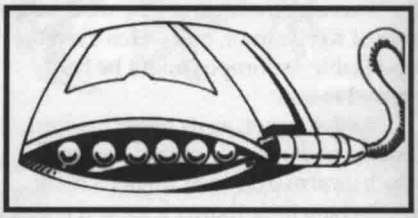
Once the eye is installed, the patient enjoys many enhanced features beyond that of a normal eye. First, the entire implant is mentally controlled. The aperture of the lens reacts to light intensity levels much faster than a normal eye. Thus, the patient instantly adjusts to dim light or bright daylight. The eye also processes vision binocullary (i.e., depth perception is maintained).

The internal transmitter to the optic nerve can also be shut down, causing the patient to be blind for as long as desired. The entire structure is airtight, fully functional in a vacuum, as well as under water.

The surface of the lens is constantly kept clean with electrochemical charges. Thus, the eye can remain open (never blinking) even in tear gas, smoke, extreme heat, etc. A built-in filter automatically screens out any damaging light (i.e., bright enough to cause harm). Cyber eye patients can stare at a star, watch the arc of a tech wand, etc., without protection.

Cyber-eyes may be enhanced as follows below. All of these enhancements require the cyber-eye operation in order to be used.

• Cyber Eye - Infrared



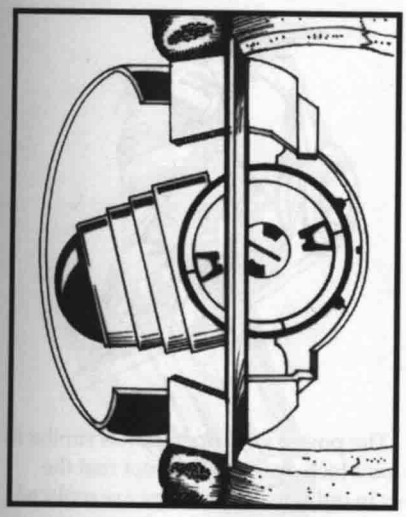
In this operation, cyber-eye circuitry is slightly modified, and an infrared lens is mounted above the users cyber eye. The patient is able to mentally switch to and from infrared vision.

• Cyber Eye - Macro Enhancer



A special lens is installed in place of the existing cyber-eye lens, along with several micro servos. When activated, the patient is able to view items at great distances (at a scale of up to 500:1 (or approximately 1mi = 10ft)).

- **Cyber Eye - Micro Enhancer**

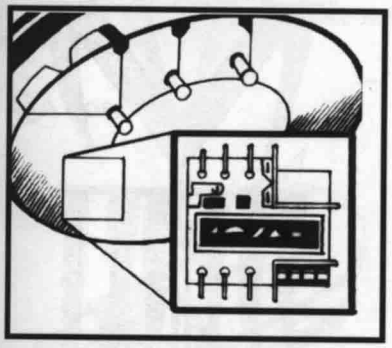


In this procedure, the cyber-eye barrel is replaced with a new barrel which can telescope out about two and a half inches. This barrel contains a special second lens which can be slid into the barrel when micro-sight is desire.

When activated, the patient is able to view microscopic items up to 2000:1 magnification.

The dracan cyber-lord Kopta was once caught engaging the self-destruct cycle on board an enemy katha vessel. As punishment, both arms were cut off, his legs were bound and he was left for dead. However, he ingeniously used his micro eye as a third finger and completed the destruct cycle.

- **Cyber Eye - Starlight**



In this operation an optical processing chip is installed into the cyber-eye. The chip uses advanced light enhancement routines to brighten even the dimmest of images. In this manner, the patient is able to see in extremely dim light. In fact, using this enhancement, starlight is equal to full daylight, a candle flame is equivalent to a lighthouse, and a diode functions like a lantern.

- **Cyber Eye - Star Lamp**



In this operation, a thin lamp is mounted on the patient's face (typically on top of the cyber-eye). A neural conduit is then surgically implanted into the brain allowing the patient to mentally control the lamp's intensity.

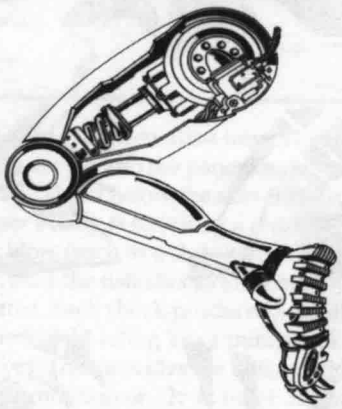
These lamps can produce light up to the brightness of a dim candle flame (bright enough to light a heavy class ship's hold for the purposes of starlight vision). At this setting, the lamp produces enough light for *unaided vision* to see approximately one square.

Cyber-Legs

Cyber-legs are a complete replacement of both legs including enhancements of the pelvic area to withstand the added weight and torque of the legs. Cyber-legs have a metal alloy core covered in durable vulcanized rubber exterior which can withstand the heat of soft molten metal. The legs' internal servos are extremely quiet. No cyber leg armor may be worn with cyber legs.

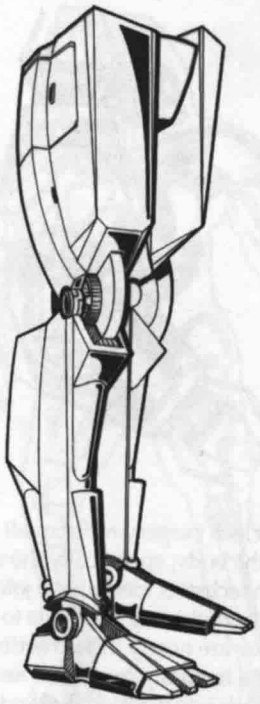
Cyber legs are very difficult to crush or harm (10H).

- **Cyber-Legs, Speed Version**



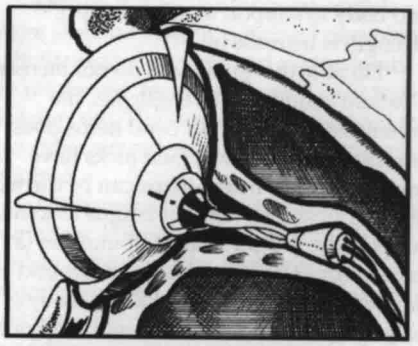
Speed cyber-legs provide the patient with increased movement (+1c to MR). They have tracks on the bottom of the feet to give a better grip on most surfaces, and they have claws to dig into soft surfaces. Leaps and jumps are also made at +1c.

- **Cyber-Legs, Strength Version**



Strength cyber-legs provide the patient with increased leg strength of +1c (affects shoulder lifts, leg presses, ability to carry weight, and leg attacks gain +1d Dmg). However, a -1d penalty is applied to the patient's MR.

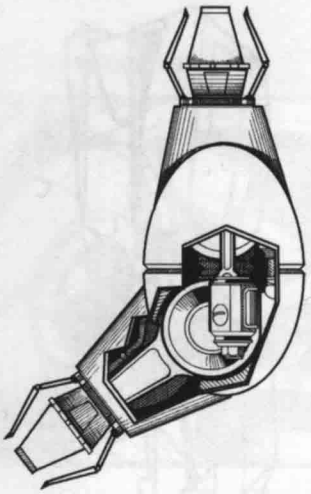
Enhanced Ear



During this operation, one of the patient's eardrums and inner ears is replaced with a variable, hypersensitive audial implant. After the operation, the patient can mentally adjust the implant to amplify sound so that all Awa checks based on hearing are made at +1c.

The implant will automatically filter out all sounds which are loud enough to cause harm, and the volume may be adjusted at will. Finally, the enhanced ear is able to pick up frequencies ranging well above and below human hearing, making such things as dog whistles easily audible.

Joint Locks

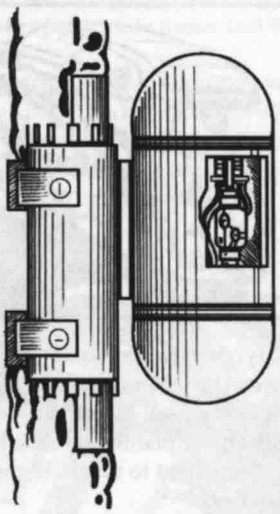


Joint lock surgery replaces all major joints in the body, specifically the arms and legs, with techsteel mechanical joints. Besides strengthening the joints to a point where they are nearly indestructible, the patient can mentally command any set of joints to lock into position. Locked joints are pre-tuned to automatically release only if an applied force begins to fracture the patient's adjoining skeletal structure (becoming extremely effective in combination with the titanium endo skeleton).

If the force of resistance is purely compressional (if, for example, a patient holds his arms out wide to keep a metal compactor from crushing him or braces legs and body to support a ceiling beam), Strength is increase by +1c.

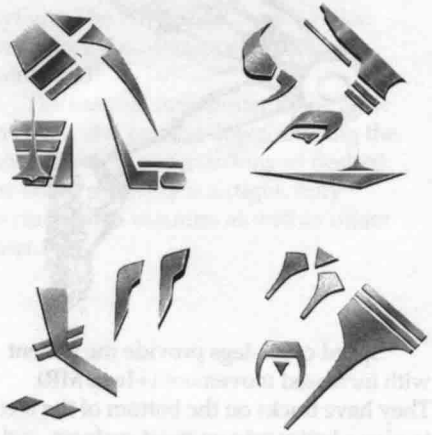
Do note that joint locks do not increase a patient's muscular strength, i.e., the patient's ability to lift or bend items does not increase. However, joint locks have numerous uses: heavy items can be carried in tiring positions without fatigue as joints support the weight instead of muscles (a patient could, for example, walk around all day with a heavy gun held at the ready), patient's can grip something and hold onto it without concentration (such as a prisoner's arm), patients can hold their bodies in positions which would ordinarily result in fatigue (a patient could hold onto the lip of a ledge with finger tips alone without tiring), etc.

Oxygenator

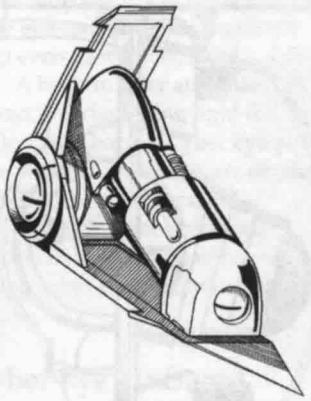


During this operation a three-inch segment of the pulmonary vein is replaced with an in-line canister, or oxygenator. An oxygenator immediately begins to filter oxygen out of the blood. The filtered oxygen is then compressed within the canister. Once 20 hours of oxygen is stored, the compressor switches off and blood flows normally.

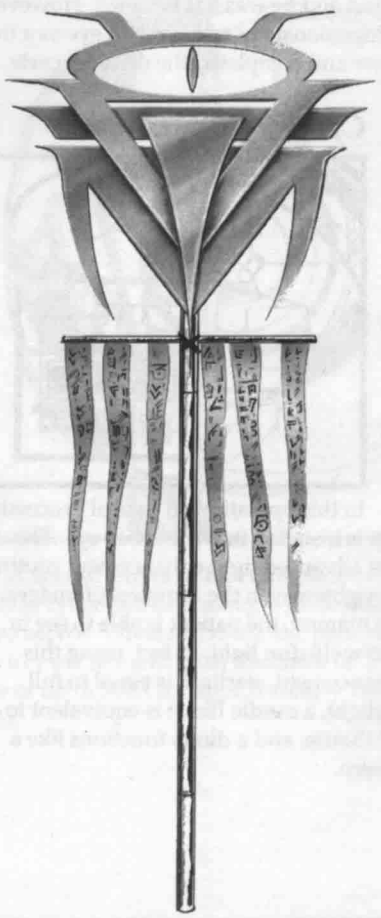
The oxygenator's purpose is to infuse the patient's blood with oxygen in either of two cases: upon command, or when the built-in blood monitor detects a below minimum concentration of oxygen. The patient can survive up to 20 hours without breathing. Once the patient again resumes normal respiration, the filter replenishes its storage tanks at the rate of one hour's oxygen for every two hours of normal breathing. This device is quite useful in space, in non-oxygen atmospheres, under water, and when toxic gasses prohibit breathing.



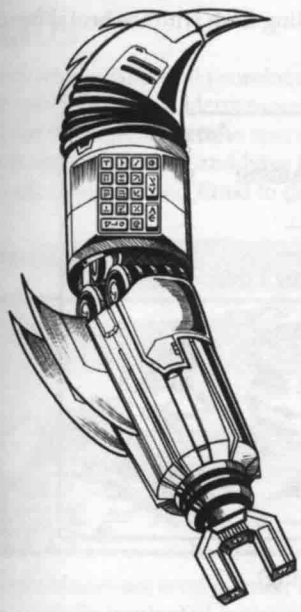
Power Joints



The power joint operation is similar to the joint lock operation, except that the joints in only one appendage are replaced (i.e., one arm, one leg, etc.). Power joints are also a little more bulky than joint locks. A power joint functions in all ways like a joint lock. Additionally, when the joint is used in cases of extreme exertion (e.g., lifting a boulder, bending bars, etc.), the joint's power automatically activates once the patient's natural muscle limit is reached. Thus, if a player makes a Str check and fails, the power joint kicks in and the player's result is doubled. When power joints kick in, they make an audible whine like an electric winch.



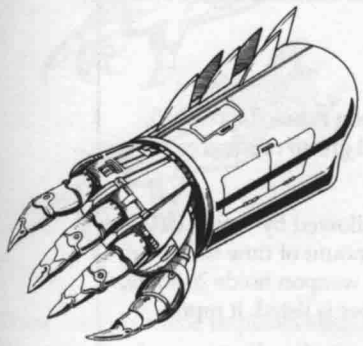
Quick Attach Couplink



In this operation the patient's arm is removed, then fitted with a mechanical elbow joint ending in a quick couplink: a techsteel mechanism with driver shaft, control interfaces, and power conduits. Power conduits are routed through the shoulder socket, and are then routed into a power pack implanted onto the patient's chest.

The couplink is useless alone. It is simply the socket into which the quick-attach devices are attached (see quick attach cyber-weapons). It takes one movement action to remove or attach a quick-attach device, so to fully remove and replace such a device takes one full round.

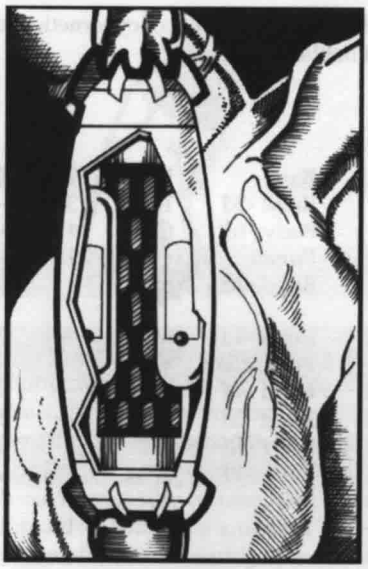
QA Forearm



The quick-attach forearm replaces the patient's old limb with one of similar Strength and Dexterity. The forearm is equipped with internally locking joints (see joint locks). Fingers are optionally claw tipped making normal punch and claw attacks possible.

Unlike most implants, the quick attack forearm has an encumbrance of 15.

Thermoplas Implant



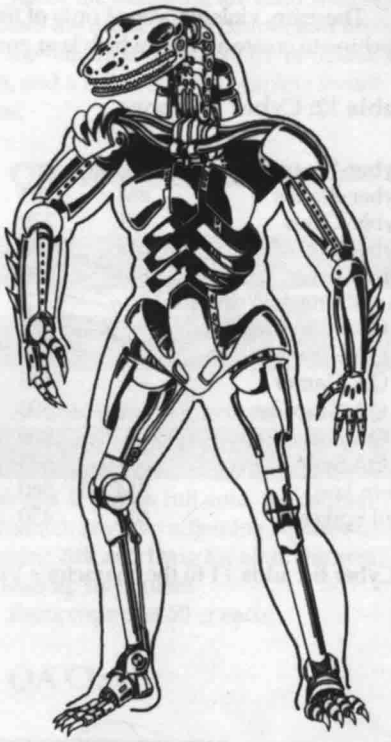
In this operation a cylinder is implanted on the pulmonary artery with a sensor that activates when the blood drops below the normal body temperature. The thermoplas heats the blood flow through it, allowing the user to survive without protective clothing in temperatures as low as 100 below zero.

Tish-Shocks



During this operation tiny cylindrical devices are set into the patient's skeleton and extend just below the skin surface. If the user's body is struck by a crushing or blunt blow (such as a club, mace, falling Dmg, etc.), the tish-shocks are instantly activated. Each shock produces a small magnetic field acting like a mini-shock absorber. This provides the patient with armor protection of +2c vs blunt damage.

Titanium Endoskeleton



A true triumph of cybernetic technology, the titanium endoskeleton operation is very technical as every bone in the body is involved. The patient is often covered in numerous small scars resulting from the surgery (thus it is very popular among the Draca).

During this ten hour operation the entire skeleton system is infused or replaced with titanium filaments and plates. Joints are reinforced, tissue is adjusted to fit the skeleton, etc. The surgery is so involved that two cyber surgeons and a metallurgist are required.

The benefits of a titanium skeleton are numerous. If the subject of this surgery already has joint locks, they will be reconfigured and increase to +1t. Power joints are also reconfigured (if present) providing a Str result three times that which is rolled. When used with tish-shocks, the patient will have +1t armor against blunt damage. If any of the above operations are performed after the endoskeleton is already in place, they will also be properly upgraded.

Even without tish-shocks, the endoskeleton provides +1c AR vs blunt damage.

Furthermore, it is nearly impossible to cut off or break the patient's skeleton (6LS).

Cyber-Weapons

The grim, violent Cyber-Lords of the Dracan Holding are masters of cybernetic modification, blending flesh with the brutal force of the machine to create a being which is at once both and neither.

Table 12: Cyber Weapons

										Ammo		
Cyber-Weapons	Cyber	cr	AP	IC	Base	Dmg	Wgt	Enc	Range	Ammo	cr	Enc
Cyber-Blades	8M	165	5 ea.	6	Rngd -2d	10L	3	—	15	—	—	—
Cyber-Caws	10L	270	10	5	Body -1d	6M	4	—	—	—	—	—
Cyber-Fist*	6M	900	20	—	Punch	+1c	15	—	—	—	—	—
Micro-Laser	8M	450	12	6	Rngd -2d	8Lx2	1	—	30	20/3 min	—	—
Quick Attach Weapons												
QA Auto Cannon	—	875	32	16	Rngd -4d	6H	—	35	30	50	50	5
QA Claw	—	500	16	—	Pnch/Claw	+2d	—	18	—	—	—	—
QA Flamer	—	425	24	12	Rngd -4d	10M	—	20	8	2	50	3
QA Grappler	—	500	5	14	Rngd -2d	—	—	8	15	—	—	—
QA Razor Ball	—	800	24	12	Body -3d	8H	—	16	—	—	—	—
QA Saw	—	625	16	8	Body -2d	10M	—	20	—	—	—	—
Stem Jaw	8M	560	12	—	Bite	+1c	4	—	—	—	—	—
Tail Spikes	6M	450	12	—	Tail	+1c	10	—	—	—	—	—

* Cyber fist adds +1 to the character's Vitality maximum (but has no effect on the character's Vitality rating).

Cyber: Minimum Cyber rating required to use the weapon (*CM, attributes*).

Cr: Cost of the weapon in credits (price includes cybernetic surgery where applicable).

AP: The number of APs which must be spent in order to use the weapon without penalty.

IC: Improvement cost used when improving a cyber-weapon's attack skill. If the entry is a dash (-), then the weapon is used to enhance a natural attack such as punch or bite, and uses these statistics for advancement.

Base: The attack base of a given weapon — Body, Hurled, Melee, Ranged. This determines the starting Atk rating for each weapon (see *RB, Abilities*). Some weapons simply enhance one of the character's natural attack forms.

Dmg: Amount of damage which a cyber-weapon inflicts.

Wgt: The amount which the weapon adds to the weight of the wearer (this is not encumbrance, but actual body weight).

Enc: The amount which the item encumbers an individual.

Range: A cyber weapon's range attenuation. If using the optional ranged weapon rules (*RB, combat*), there is no penalty to hit targets at ranges equal to this number. Each additional group of squares equal to the range reduces the Atk by -1d.

Ammo: If the entry is in the form of two numbers separated by a slash, and followed by "min" (20/3 min), this indicates the number of shots in a fully-charged capacitor, and the amount of time the weapon takes to recharge one shot (in the example "20/3 min" a fully-charged weapon holds 20 shots, and takes three minutes to recharge each expended shot). If only a single number is listed, it represents the number of shots held in the weapon's clip.

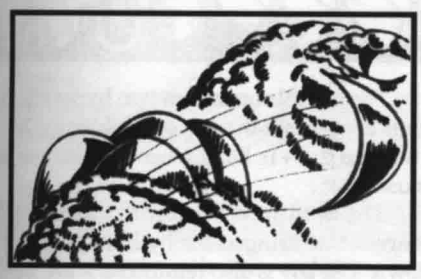
Cr: Cost for additional clips for non-energy weapons. Energy clips are sold in the *EM, tech, equipment* section.

Enc: Encumbrance of additional clips.

Cyber Weapon Details

Following are several prominent Dracan cyber-weapons. Many more unique items exist throughout Dracan space, many of which are very ancient and have been specifically designed and fitted to their user.

Cyber-Blades

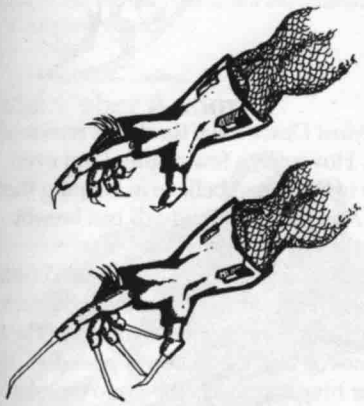


Cyber-blades are semi-circular blades that are partially implanted in the patient's shoulder or leg. The blades are made of an ultra-light alloy, and are equipped with a tracking system (much like a targeting computer - see *EM, tech equipment*).

When the user issues a mental command, a blades will fly out to strike a designated opponent. After use, the blade may be retrieved and reattached.

Due to their harsh look, cyber-blades are perhaps the most common cyber implant among the Draca and often, many will be implanted into a single patient.

Cyber-Claws



These are cybernetic implants similar to Zin-Shee warrior claws, save that they extend from the fingers, rather than from the back of the hand.

Cyber-Fist



This massive appendage is designed to do maximum punch damage. During the operation, the patient's forearm is removed and the cyber fist is attached in its place.

The fist has an outer weighted sheath which can be mentally commanded to slide down and over the user's knuckles. This sheath contains several sturdy spikes to aid in the blow.

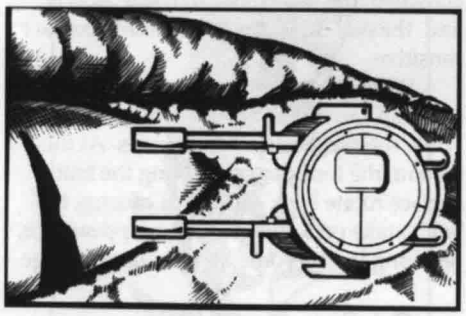
It is a horrible thing when a cyber lord activates their cyber-fist, and opponents have come to dread the sound of the sheath as it slides forward.

A cyber-fist increases punch damage by +2d with the sheath back and +1c when it is slid forward.

The fists's fingers are equipped with joint locks and power joints (double any grip type Str roll).

This fist also adds +1 to a character's vitality maximum, but has no impact upon the character's Vitality rating.

Micro-Laser

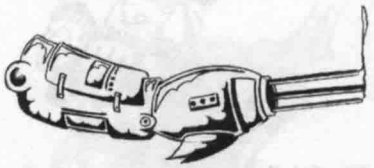


This laser is implanted in the patient's head next to an eye. The laser follows all of the user's eye movements (using targeting computer technology), and is highly accurate. It inflicts only 8L dual damage (see *EM, systems, weapons)* vs normal targets. When used against close stationary items (i.e., to cut) the two barrels slide together forming one beam with a 10M cutting ability. In this form, the beam length is limited to two feet and may not function as a weapon.

Quick Attach Weapons

All of the following are used with (and require) the quick attach couplink. It takes one movement action to attach or detach an item, and a full round to complete switch items.

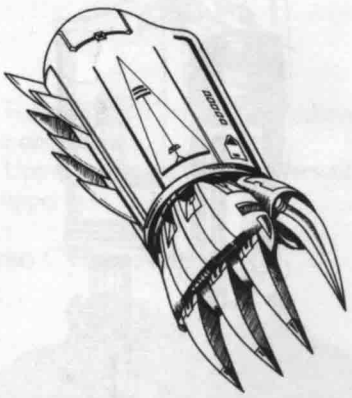
- **QA Auto Cannon**



An auto cannon functions a lot like a machine gun. It fires explosive tipped, gravitonically-projected shells. It has a 50 burst clip. If put on full auto, the cannon may attack any two adjoining squares (use the same Atk and Dmg for all in the area) but uses up five bursts.

Extra clips cost 50 cr each.

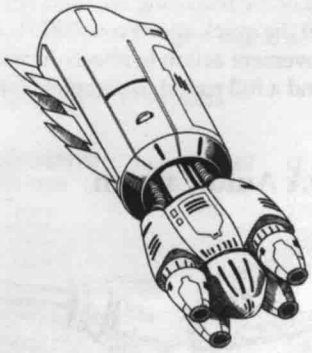
- **QA Claw**



The claw is very useful for crushing opponents, ripping or tearing, and holding potentially dangerous items. The hand unit can jut out two inches in an instant for enhanced punch damage (+2d) and the claws add +2d Dmg to claw attacks.

The claw is equipped with power joints (doubles Str results when gripping) and is equipped with finger joint locks. It is constructed out of a titanium alloy and can withstand a great amount of force, heat, or damage (6LV). When used against a stationary object (such as a door or wall), the Claw's damage is increased and additional +1c.

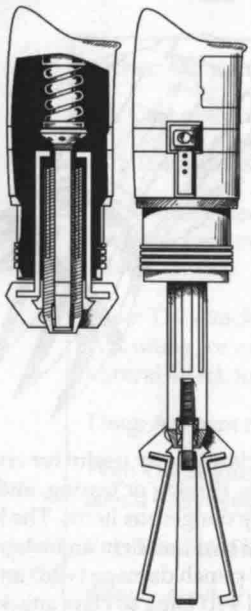
- QA Flamer



The QA flamer shoots a stream of flammable liquid just like a hydro flamer (see *EM, tech weapons*). The QA flamer has enough liquid to fire 25 times before needing a refill. If put on low burn (for non weapon use such as starting fires, use as a torch, etc.), one shot lasts for a half hour.

A refill can be purchased for 50 cr.

- **Quick Attach - Grappler**



Unlike the technological grappling gun, Draca use their grappler as much in combat as out.

A grappler is composed of two integral parts: a spool of ultrafilament cable near the couplink and a spring enhanced, solenoid operated firing mechanism.

When fired, the grapnel shoots up to 15 squares trailing the fine metal cable along behind it. As it flies through the air the grappler's jaws swing open and clamp onto the first thing they strike (requiring an attack roll vs opponents).

Once the spool stops unwinding, two gears engage and the mini-winch activates. The winch can hoist or release line at 15' per round with a weight allowance of 800 lbs. If an opponent attempts to resist, they can either pull against the line (Str vs character's Str) or try to pry the jaws open (8H Str).

The cyber lord may make attacks against held opponents at +1c.

A signal can be sent up the line causing the jaws to release at any time. Additionally, a small manually operated cable cutter is provided in case of emergency.

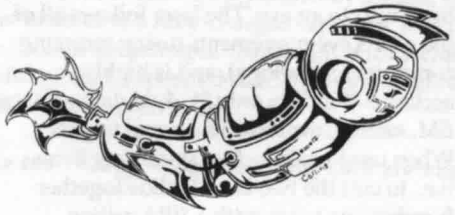
- **QA Razor Ball**



A razor ball is a four-inch diameter steel ball mounted onto the end of a shaft that is able to telescope out two feet. When activated, the ball begins to rotate slowly, and the end cap extends becoming contact sensitive.

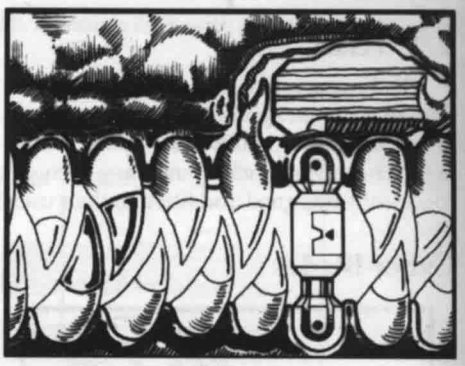
When it hits something, an inner solenoid causes the ball to slam forward, while rotation suddenly increases. At this instant, the four plates covering the ball's surface rotate back and down causing the ball to take on a shingled razor appearance, resulting in gruesome blender-like damage.

- **QA Saw**



A rotating buzz-saw blade mounted at the end of a quick-attach forearm, the cyber-saw can do massive damage. When the saw is used against wooden objects, the damage is increased by +1c.

Stem Jaw

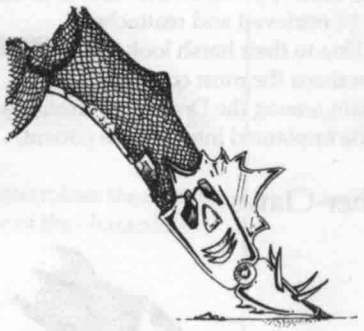


During this operation two hydraulic units are set into the jaw on each side. This gives the jaw +1c Dmg when the bite attack is used.

The teeth are capped with plasteel to prevent fracturing as the hydraulics clamp down. The jaw is also reinforced with titanium wires to ensure that it will hold when biting into its victim.

Two teeth on top and bottom of each side of the mouth are replaced with pure titanium and set into the jaw as further insurance against fracture.

Tail Spikes



Most Draca have their tails removed at birth. However, a few rogues (and even some of the clans) believe in keeping their tails. And, these individuals can benefit from the tail spike implant.

Other races may only take this implant if they already have tails and a tail attack.

During this operation the tip of the tail is removed and the stump is plated. A power hinge connects the tip to the plated section and the entire process is equipped with spikes.

Tail spikes enhance a patient's normal tail damage, increasing it by +1c.

Cyber-Armor

The Cyber-Lords (are capable of further altering their bodies through the use of Cybernetic armor. Cyber-armor is an integral part of its user's body, implanted into living flesh and riveted to bone. All cyber-armor may be further enhanced through the addition of spikes, decorative flanges, extra plating, etc.

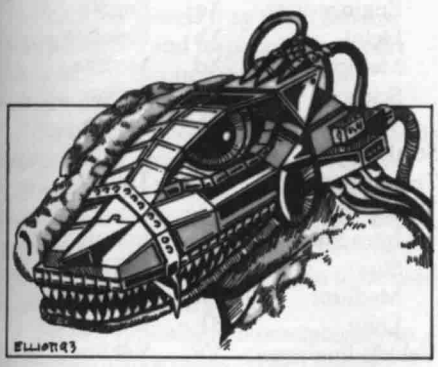
Note, cyber armor may only be implanted onto flesh. You cannot place leg armor over cyber-legs, arm armor over cyber-arms or a quick attach couplink, etc. These items already provide a Vitality bonus and can't be further enhanced.

Table 13: Cyber Armor

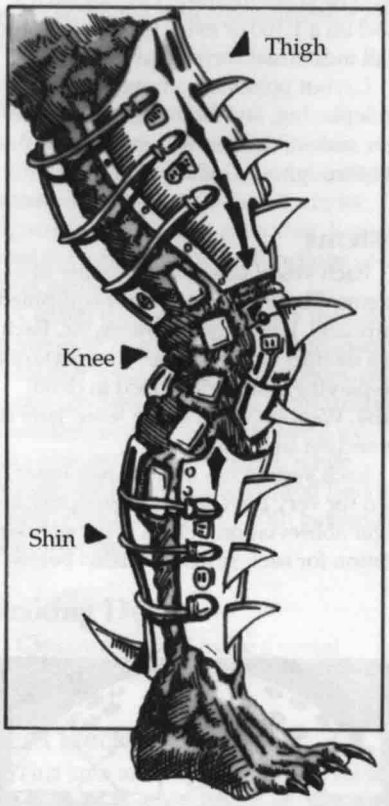
Cyber Armor	Cyber	Cr	AP	IC	Base	AR	Wgt
Arm-Forearm	6L	65	2	1	NDef -0d	1	5
Spiked	6L	+50	2	1	NDef -1d	+1	+3
Arm-Upper	6L	65	2	1	NDef -0d	1	6
Spiked	6L	+50	2	1	NDef -1d	+1	+3
Facial	6L	70	2	1	NDef -0d	1	2
Spiked	6L	+50	2	1	NDef -1d	+1	+2
Knee	6L	60	2	1	NDef -0d	1	2
Spiked	6L	+50	2	1	NDef -1d	+1	+2
Shin	6L	120	4	2	NDef -1d	2	8
Spiked	6L	+60	2	1	NDef -1d	+1	+3
Thigh	6L	200	6	3	NDef -1d	3	12
Spiked	6L	+80	4	2	NDef -2d	+2	+6
Torso	6L	250	8	4	NDef -2d	4	16
Spiked	6L	+100	4	2	NDef -3d	+2	+8

Cyber: Minimum Cyber rating required to use the armor (*CM, attributes*).
Cr: Cost of the armor in credits (price includes cybernetic surgery).
AP: The number of APs which must be spent in order to use the armor without penalty.
IC: Improvement cost used when improving a cyber-armor's defense skill.
Base: The base for all armor types is the character's Natural Def with a penalty as noted see *RB, abilities, learning abilities* for more details.
AR: An item's armor-rating.
Wgt: The amount which the armor adds to the weight of the wearer (this is not encumbrance, but actual body weight).

Facial Cyber Armor



Often used in conjunction with other modifications, such as cyber-eyes, partial facial armor is considered to cover half the face in gleaming metallic armor, often inscribed with tribal runes, savage images, or crafted to resemble the image of a legendary monster.



Knee Cyber Armor

This armor protects one knee.

Shin Cyber Armor

Shin cyber armor covers the lower leg and foot.

Thigh Cyber Armor

This armor covers one thigh.

Cyber Armor Details

The following items are considered permanent when implanted, although they may be removed or replaced through surgical procedures if the user desires.

Arm Cyber Armor



Forearm cyber armor is considered to cover one forearm.

Upper arm cyber armor covers all of one upper arm.

Torso Cyber Armor



This plating can be purchased to cover either the entire chest or the entire back of the wearer.

Ship/Vehicle Systems

At first, it may seem unusual that we are listing the rules for vehicle and ship systems together. However, so many of the systems are the same that both are included in this section. The generic term "vessel" is considered to include both vehicles and starships.

The main thing to keep in mind is the relative scale of ships and vehicles. All the damage and armor listed below are of ship type (100 times greater than Personal type) when installed on ships and vehicle type (10 times greater than Personal type) when installed on vehicles. A 6M ion cannon, for example, inflicts 6MS damage when mounted on a starship, and 6MV when mounted on a vehicle.

Some damage and armor may go as low as Personal type ("P") or as high as World type ("W"), and are clearly noted when appropriate.

Layout Points

Each of the vessels listed below includes a certain number of Layout Points. These determine how many personal sized squares are available for floor-plan design. One square is considered to have a height of anywhere between five and ten feet. Larger spaces such as cargo holds may have ceilings of up to 20 feet or more, but each square then requires two or more layout points. Ventilation ducts, access tubes and other passages of less than five feet cost one-half layout point per square.

All spaces large enough for a character to move through require the expenditure of layout points. Smaller spaces, such as minor air ducts, conduits, etc., don't require the expenditure of layout points unless excessively used (GM's discretion).

Additionally, most systems and combat items occupy space, and therefore require layout points. For example, if the ship you are drawing includes an escape pod, you need to spend layout points and draw the pod (otherwise you have an escape pod in which no-one can fit). The same is true for labs, turrets, etc.

When drawing in systems, the exact area and volume of each one is up to you. Use common sense and discretion, however. It is unlikely that a massive galactic drive unit will occupy only a single square, for example. Stations will probably occupy a single square, labs require enough room for characters, assistants, mechnoids, space for equipment, and so on.

Wires, cables, and other circuitry do not require system points even if drawn.

Layout points automatically come with the ability to drawn in any **reasonable** number of related systems (those not listed in the system section below). Thus, such systems as turbo lifts, elevators, sensor doors, lights, carpeting, beds, showers, wall chests, portals, etc. don't require any additional expenditure of credits or points. Consult your GM. If you are both in agreement that the layout of your vehicle is reasonable and logical, then anything is acceptable.

Finally, when laying out a ship, the number of decks, rooms, etc. is entirely up to you. Any configuration which fits within established hull dimensions, and incorporates the appropriate number of layout points is okay. Once more, work with your GM.

Some players and GMs may note that larger ships such as battleships and dreadnaughts have comparatively huge numbers of layout points. Of course, drawing out such a vessel at personal scale would be sheer insanity. Lay out such a vessel on a 1:100 or even 1:1000 scale, and detail individual sections as needed

Layout points are, above all else, an aid to roleplaying, and also help convey the sheer scale of the vessels which travel and fight throughout Guildspace.

Systems

Each vessel contains a number of systems. These may be control equipment, computers, laboratories, armor, etc. Each has a distinct function, and is important to role-playing, and is described in detail below. Weapon systems are listed later in this section (see below).

Each system has a short, two letter code (used for very brief ship descriptions), and a longer abbreviation, which is the standard notation for each system as listed below.

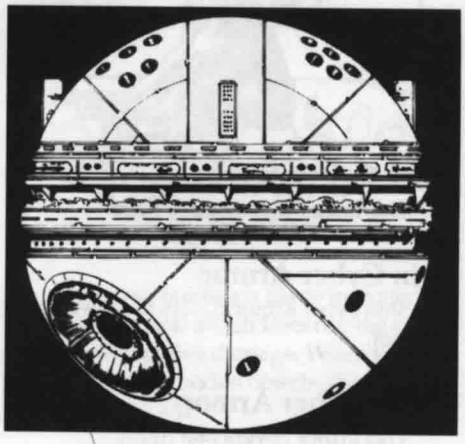


Table 14: Systems

System	Code	Abbrev.
All-Terrain Hydr.	Ah	ATHyd
Armor		
Plate	Ar	ArmPlt
Shield	Sd	Shld
Artificial Grav	Gr	ArtGrav
Auto Defense	Df	AutoDef
Central Computer	Cc	CenComp
Cloaking Device	Ck	Cloak
Flight Deck	Fd	FltDeck
Inertial Dampers	In	InDamp
Internal Integrity	Ii	Integ
Labs		
Engineering	Le	EngLab
Medical	Lm	MedLab
Science	Ls	SciLab
Life Support	Lf	LifSup
Overdrive	Od	OvrDrv
Pod Launch/Launcher		
Assault	Pa	APod
Escape	Pe	EPod
Work	Pw	WPod
Probe Controls	Pr	PrCon
Reactive Hull	Rh	ReacHul
Repulsor Beam	Rb	Repul
Scanners	Sc	Scan
Sensors	Se	Sen
Ship Drives		
Sublight Drive	Sb	SubltDr
Hyper Drive	Hy	HypDr
Quantum Drive	Qd	QuanDr
Quan. Wedge	Qw	QuanWd
Ship Drive Enhs.		
Launch Gear	Lg	LnchGr
Atmos. Fittings	At	AtmFit
Tactical Fittings	Tc	TacFit
Stations		
Astrogation	Xa	AstSta
Captains Nest	Xc	CapSta
Comm.	Xm	ComSta
Driver	Xr	DrivSta
Engineering	Xe	EngSta
Helm	Xh	HelmSta
Medical	Xd	MedSta
Science	Xs	SciSta
Tactical	Xt	TacSta
Stealth Net	Sm	Stea
Tractor Beam	Tr	Trac
Transporter		
Intra-Ship	Ti	InTran
Short	Ts	ShTran
Medium	Tm	MdTran
Long	Tl	LnTran
Vehicle Engines	Ve	VehEng
Wheeled	*w	*w
Tracked	*t	*t
Hover	*h	*h
Grav	*g	*g
Walker	*k	*k
View Screen	Vw	View

System Details

All-Terrain Hydraulics

These are hydraulic, swing-out arms attached to a vehicle's wheels or treads which can apply additional leverage to lift a vehicle over rough terrain, out of tight spots, etc. When these units are engaged to pull a vehicle out of a tight spot, their rating is used to improve the driver's skill (Combine (cat) — see *RB, Combining Ratings*).

Armor

The generic term "armor" applies to any system, physical or energy based, which absorbs damage. Two major types of armor exist: plating and shields.

Starships and vehicles have hull point (HP) ratings, which act in the same manner as a character's Vitality attribute (except, of course, that ship HPs are at ship type and vehicle HPs are at vehicle type). When a vessel's armor or shields are penetrated, damage is inflicted against the HP.

• Plating

Warships, exploratory vehicles, tanks, etc. are equipped with extra armor to protect hulls and chassis from damage. Ship and vehicle armor acts exactly as character armor; enemy damage must penetrate the armor in order to actually damage the hull.

• Shields

Shields create a field around a ship or vehicle which absorbs all forms of damage. In addition, they block unauthorized communications, transporter and computer links, outside scans, etc.

Shielded vessels may fire weapons, launch missiles and torpedoes, transport out, scan, etc. through its own shield without difficulty.

Drawbacks include the fact that shields consume vast amounts of energy. Only atmospheric and maneuver engines can function while shields are up. Hyper drives, quantum wedges, and cloaking devices create too much of a power drain to be used simultaneously with shields.

Shields typically add one category to the vessels armor rating. When a shield specific roll is made, consider the shield's rating to equal the hull's rating. This rating should be used for all of a shield's non-defensive abilities (at Personal type).

Artificial Gravity

This system creates a gravity field throughout the ship, enabling crew members to move about normally. Without artificial gravity, everything is weightless, and movement must be accomplished by pulling, pushing, ultralock boots, velcro, etc.

Auto Defense

Auto defense is a series of antipersonnel weapons or systems designed to protect the interior of a ship or vehicle. The exact nature of the systems is up to the GM and players — they could be weapons, force fields, electrified corridors, etc.

As auto defenses are intended to deal with individual intruders, they generally inflict damage of the Personal type. When a vessel is equipped with auto defense, sufficient devices are included to cover major corridors, sensitive or high-security rooms, etc. Placement is up to the GM.

The exact programming of the auto-defense system is left up to player discretion (tactical officer) and should be written down for the GM. For example "attack anyone without a Dha communicator who enters this room."

Central Computer

Most of the systems listed in this section include their own internal computer processors which enable each to do its assigned task. A central computer, however, is vital to coordinate all the functions of a ship or vehicle.

Central computers typically include vast stores of information on Guildspace and related areas, life forms, sciences, etc., and can function as a source of information at their assigned rating. Light category computers are semi-intelligent, while mediums are fully-intelligent, and heavies are nearly sentient devices with personalities, quirks, etc.

Cloaking Device

Cloaking devices make a vessel "invisible" to vision, sensors and scanners.

Flight Deck

This item allows a starship (or very large vehicle) to store, maintain and launch smaller vessels such as fighters, shuttles, etc. A flight deck can contain a number of vessels equal to its value, and may launch a number each round equal to its level. Only fighter, bomber, or shuttle-class vessels may be maintained on a flight deck. A 6M flight deck, for example, can maintain up to 12 fighters or shuttles, and launch 4 per round.

Inertial Dampers

When ships turn, accelerate, launch, or otherwise change speed or direction everyone on board feels the effects (like slamming on the brakes in a car). Inertial dampers may be used to negate all but the most severe of these effects.

Characters on starships without dampers must remain strapped in during the above maneuvers. Otherwise, Dex (if standing) or Str (if holding onto something) checks must be made anytime unusual maneuvers occur (defensive, turns, launches, landings, etc.).

The difficulty of such checks should be set by your GM (and are typically equal to the difficulty of the maneuver). Failure indicates that the individual tumbles across the floor resulting in damage equal to the amount of the failure.

Internal Integrity

This simply indicates that the interior of a ship or vehicle has been reinforced with heavy bulkheads, blast doors and force fields which protect the vessel from hull breaches, explosive decompression, etc. These items will automatically close if the area begins to depressurize. Of course, they can also be activated for security reasons.

Although primarily for use on board ships, pressurized vehicles designed for hostile environments and vacuum may use these systems as well.

Labs

Labs have sufficient equipment for one lab tech per rating level. The exact components are largely left up to GM interpretation, but should increase as the lab rating increases. Every lab has stations (see below) of the appropriate type.

Each lab specializes in one or more areas. An area is generally considered a specific science or field (such as biology, physics, hyper drives, etc.) as determined by the GM. A lab performs operations in its general area (medical, science, engineering) at its normal rating, while it may make checks in its specialized area at bonuses as listed below. Lab ratings are combined(cat) with applicable skills.

Light labs are specialized in one area, add +1d to specialized lab checks, and have one lab station.

Medium labs are specialized in two areas, add +2d to specialized lab checks, come equipped with an 8/8/8 lab android, and have two lab stations.

Heavy labs are specialized in four areas, add +1c to specialized lab checks, come with two 8/8/8 or one 10/10/10 android, and have four lab stations.



- **Engineering Lab**

Engineering labs will have equipment and supplies necessary to repair typical mechanical and technical apparatus.

Specializations include—computers, mechnoids, weapons, armor, vehicles, cybernetic construction/repair, sublight drive repair, etc.

- **Medical Lab**

Medical labs have the supplies and equipment needed to heal damage, repair wounds and perform surgery.

Specializations include—limb attachment, disease, genetic enhancements, poison, acid and fire burns, cybernetic surgery, etc.

- **Science Lab**

Science labs have the supplies and equipment necessary to research and analyze items and phenomena.

Specializations include—biotechnology, genetics, physics, zoology, botany, astronomy, planetology, etc.

Life Support

This system supplies the entire ship with recirculated air, controls temperature and humidity, runs day/night cycling, and includes built-in food replicators. Ordinarily, a life support system can support an entire ship and its normal crew complement indefinitely. If a ship is carrying an abnormal number of passengers (if, for example, a starship is full of refugees from a war or natural disaster), or if the life support system is damaged in some way, the GM should assess penalties to rolls against the life support system.

Crew members cannot normally survive in a ship without life support. Small ships such as fighters are often crewed by individuals wearing environmental suits.

Overdrive

Overdrive is a generic term for devices used to increase a vessel's speed. When overdrive is engaged, a vessel's speed is increased by +1d for a number of rounds equal to the overdrive's value.

Maintaining overdrive for extended periods is dangerous, however, for it may burn out a vessel's entire power train. Each round beyond the safety limit, roll the overdrive's rating vs a Dif number equal to five for every round that the limit has been exceeded. If the roll fails, the power train has been damaged, and the vessel is immobilized until repaired. A natural "1" may (at the GM's discretion) result in the engine being permanently destroyed.

Pod/Launcher

Each of the following systems provide one pod and associated launching facilities. The launch port includes an external hatch, ship side pod controls for remote flight, and the actual launch mechanism.

- **Assault Pod**

Assault pods can comfortably carry a crew equal to twice the pod's level. An assault pod is designed to fly into an enemy vessel, rip a hole into its side, create an artificial airlock, and allow its crew to exit and attack.

Once the assault team returns to the pod, it can detach and fly back to the mother ship. Assault pods throw up a stasis field prior to impact, protecting the crew from injury.

All *pilot* checks by an assault pod pilot are made using Combine (cat) with the pod's rating (*RB, dice, combining*). A pod's *pilot* check must exceed the enemy vessel's armor or the pod bounces off the shields or hull, or sticks into the vessel's side without creating a breach.

If a pod is stuck, a second roll is allowed. Failure indicates that the pod is permanently stuck unless further measures are taken.

- **Escape Pod**

Escape pods are designed to carry a number of passengers equal to the pod's rating value. These pods can be flown by characters, or by the auto-pilot, which flies at the pod's rating. Auto-pilots are set to send the pod toward the nearest planet or friendly vessel.

Escape pods are equipped with life support sufficient to maintain passengers for a number of days equal to the pod's value.

Escape pods cannot be launched from planets — once they land, the passengers are stranded. However, they all come equipped with a communication console and auto-homing signal (both at the pod's rating), and sufficient survival kits for all passengers.

- **Work Pod**

Work pods are small vessels used for repair, maintenance and travel on large starships or starbases. Each pod includes space for a number of crew equal to its level. They are equipped with attitude thrusters, eight hour's life support, and manipulative arms for handling objects in space.

Probe Controls

Probe controls may be wired into any station. These controls can operate any probe of equal or lesser rating. Only one probe at a time may be operated per probe control. The probe control's rating can be combined(cat) with a trained operator.

Probe control units normally come equipped with ten probes. There are two types of probe functions mimicking the functions of either sensors or scanners. Scanner probes may be set to answer short, simple questions (see scanners), while sensor probes may be set to detect certain conditions and report back when they are encountered (see sensors). Before being launched a probe may be set to either function.

Each turn, a probe moves a number of ship squares equal to its value. A probe remains active for a number of rounds equal to its value, as well. Inactive probes may be retrieved by their vessel if they have not been destroyed. A Probe's Def is equal to its value; any weapon hit automatically destroys a probe.

Reactive Hull

A reactive hull is a sort of sandwich, consisting of metal plating on the inside and outside, with a viscous, force-field contained proton gel in between.

Any time a hull breach occurs (see *RB, combat, ship)*, the reactive hull's rating may be checked vs the breach's Dif. Success indicates that the gel has oozed into the breach and hardened into a rocklike substance, sealing the hull.

Repulsor Beam

Tractor beams and repulsor beams are similar. However, tractor beams can hold or pull an object where repulsor beams hold or push an object. The force of a repulsor beam's hold and push is determined by its rating. If a repulsor beam overcomes a target's defense, the target may be held or pushed back up to a number of squares equal to the beam's value each round.

Scanners

Scanners are detection devices which can be programmed to search for a predetermined object, phenomenon, etc. During game play, the operating player must explain to the GM what is being scanned for. This should always be phrased as a simple question, preferably requiring a yes or no answer (although other types are acceptable if the GM agrees). Only one question may be asked per scan. The GM can set a Dif for the scan or simply ad-lib based on the scan roll.

Examples of common scans and possible difficulties follow: is the unknown vessel a Guild Ship (Dif 20), Is the unknown vessel registered to the space police (Dif 15), what are the vessel's call letters as painted on its side (Dif 5), how many life forms are on board (Dif 12), do I detect any Katha (Dif 15), what races do I detect (ad-lib around a Dif 40), are their shields up (Dif 5), where are the life forms located (Dif 20), are there gold bars in the cargo bay (Dif 20).

GM NOTE: You must carefully govern scanner use. Don't allow constant scanning rolls to be made. If your players get into a bad habit, simply tell them that they have "X" scans per gaming session before the scanner's capacitors are drained.

You will need to adjust scan difficulties along with the adventure. If the entire adventure is set around rescuing a cyber-lord, you may want to make scans for that particular cyber-lord very hard or very easy depending upon how the adventure should run. If players complain, explain how complicated scans are and that a hundred variables affect success (movement, cosmic radiation, planetary magnetism, intervening elements, etc.). If they still argue, simply explain that you are trying to maintain proper game balance (i.e., you are making adjustments to enhance their gaming enjoyment).

Finally, make broad-based questions very difficult. Encourage players to ask precise (and less game busting) questions. Reward creativity with lower difficulties.

Unpenalized scanner ranges are equal to their value. A 6L scanner would therefore have a range of six squares, while a 10H would have a range of 40 squares. Greater ranges result in penalties similar to the weapon range rules.

Sensors

Sensors work in a manner similar to scanners. However, they are preset to detect some phenomenon or condition and alert the crew. Once set, they are left on, and no further character interaction is required.

Once the specified condition has been encountered, the GM will either secretly roll to see if the sensors detect the condition, or ask the player to make a sensor check (and call for good roleplaying if the check fails).

The exact number of conditions a sensor can simultaneously be set to detect is equal to the sensor's rating level. Sensor ranges are determined in the same fashion as scanners (see above).

Sample sensor settings and possible difficulties follow:

Sensors are set to detect:

- Proximity (i.e., objects very close to the hull) (Dif varies based on size of object)
- Unauthorized entry (i.e., intruder alert) (approximately Dif12)
- Space mines (Dif equals mine's rating)
- Hull breach (Dif 10)

Ship Drives

Starship drive systems are considered to fall into one of two generic categories — sublight and FTL (faster than light). Sublight drives propel ships within star systems and over relatively short distances, while FTL drives are used for travel between neighboring solar systems and beyond.

In addition to providing the impetus for movement, engines also supply power to a starship. Engine power is routed through a power plant and stored in backup capacitors (batteries). Capacitors can store enough reserve energy to power a ship for a number of days equal to the engine's rating, even if the engine is non-functional. Using a cloaking device, shields, or other major device drains one day's reserve power. Each weapons fire, transporter use, or scan consumes an hour's supply of energy. Sensors, communications, life support, and other lesser activities do not consume more than the normal amount of energy.

• Sublight Drive

Sublight (or insystem) drives derive their power from a variety of sources. Some are fusion powered, some utilize matter-antimatter reaction, and primitive drives even use chemical fuel.

Power output and energy consumption vary according to a drive's rating. Light drives are most often chemical or fusion powered; medium drives utilize high-efficiency matter-antimatter units; and heavy drives use advanced ionic or quantum propulsion.

Most drives cause damage to their landing site if they land on a planet, and require specialized space ports to land without difficulty.

Light drives generally cause burning and minor damage to areas directly beneath them, medium drives can cause moderate to severe damage out to a hundred yards or more, and heavy drives can damage or destroy large sections of major urban areas.

Space ports are rated just like drives, according to the largest drive which can land at them without causing damage. For example, 6L ports can only handle ships with 6L sublight drives; 8M ports can handle any ship up to an 8M drive type, etc.

• Hyperdrive

No sublight drive is capable of accelerating a starship beyond the speed of light, making interstellar travel slow and unreliable. Hyper drive generators are devices which are used to modify existing drives, giving them true FTL (Faster Than Light) capabilities.

A hyperdrive unit creates a field about the vessel which causes the ship to slip into another dimension known as "Hyperspace." In this space, some of the laws of physics are reversed. The speed of light becomes the slowest possible velocity instead of the greatest. Thus, a ship is constantly using breaking thrusters to maintain a slower speed.

Theoretically, the attainable speeds in hyperspace are infinite. Unfortunately, as speed increases, it becomes harder and harder to slow down. By going too fast, a starship begins to uncontrollably accelerate to infinity. Not even the best Guild scientists know what the effects of infinite acceleration are. Whether a lost ship is shifted to another universe, destroyed, or merely reappears at some distant random location is up to the GM. Some legends speak of long-lost ships emerging from hyperspace thousands of years after they entered, but this has never been scientifically confirmed.

When in hyperspace, sensors and scanners are useless (except to scan the ship itself). The only thing visible is a tunnel of scintillating energy.

When a vessel enters hyperspace, others simply see it rapidly accelerate, seeming to stretch out for an instant, and then vanish in a bright flash of light (as it breaks the FTL barrier).

• Quantum Drive

Quantum (AKA Galactic) drives are a new, virtually unknown, technology. They are the only known means for a starship to exceed the speed of light without a hyper drive field. A few Guild superdreadnaughts are said to be equipped with galactic drives, but the House of Defiance will not comment.

Rumor also has it that the Arthirian Sphere is refitting a full third of its fleet with such engines, but this is hard for most experts to believe.

These drives use the principles of quantum physics to make a quick series of quantum jumps in such fast succession that vast distances can be covered at unbelievable speeds. Using these drives, a journey of many hundreds of light years would take only an hour or so.



• Quantum Wedge

"The shortest distance between two points isn't a line, it's a wormhole."

— Brom Cargon, Master Tech of House Gamah

A wormhole is a quantum phenomenon, a strange anomaly linking one region of space to another without distance (a sort of window, or doorway connecting two distance places). Most wormholes connect space over distances smaller than atoms, making them useless for interstellar travel. However, a few rare wormholes exist which link vast distances of space together.

When an object enters one end of a wormhole, it immediately emerges from the other without having traveled the intervening distance. Any object — an individual being, a vehicle, or even a starship, can travel over unimaginable distances by using wormholes.

Unfortunately, natural wormholes have openings about the size of an electron (a tight fit for the average starship). Quantum wedges are devices which funnel the energy of several nuclear explosions into an area the size of a pinpoint. When this much energy is applied to the opening of a wormhole, it expands. The greater the energy, the larger the expansion.

The Guild has numerous science vessels combing Guildspace for long range wormholes. Perhaps only one wormhole in a million proves useful. Maintenance probes are left at such wormholes, channeling minimal power into the holes to keep them stable (most normal wormholes have a life span of only a few seconds).

The process of expanding a wormhole requires incredible amounts of energy, and only the largest vessels are capable of carrying quantum wedge equipment. Once generated, wormholes rotate rapidly, and can only be maintained for as long as the massive power output is present.

Ship Drive Enhancements

Drives do not come with everything — they simply provide power and move the ship forward. In order to enter atmospheres, land on planets, or maneuver in combat, starships need special equipment known as drive enhancements.

A complete list of these enhancements follow along with a detailed discussion of each.

• Launch Gear

Many of the drives above have restrictions on planetary landings, due to the destructive force of the drives themselves. They are set with security codes (Dif 40-200) to prevent them from being used on planets or near inhabited areas. Guild law forbids unauthorized landings with such drives, and exacts heavy penalties against those who do. In order to land on a planet, ships must be equipped with launch gear (see below).

The game effect of this rule is to prevent players from using their starship's drive as a weapon and, for example, destroying the entire city where their enemy is hiding rather than tracking him down. Other, less scrupulous states, such as the Empire, have no qualms about using their drives as weapons, and often do so to instill terror in conquered populations.

There may come a time when players wish to override security codes and use drives for destructive purposes. Whether you should allow this depends upon circumstances. If the PCs are in dire straits, and threatened with death, such a move may be a good one. Under no circumstances, however, allow drive-weapons to be used against innocent civilians, or to cause widespread death and destruction.

Launch gear provides a ship with all of the hardware necessary to land on or launch from a planet, except for the engine (see ship drives above). This includes retro rockets, landing gear, guidance systems, and visual reconnaissance systems.

Vessels with launch gear require a simple *pilot* check A(Dif 5-10) in order to land safely. A failed roll results in damage equal to the failure.

Ships without launch gear risk severe damage if they land on a planet. Each landing without launch gear should be at a high difficulty (two times the ship's HP value).

Launch gear enables a ship to land where it normally would be unable to, or forbidden from doing so. Ships with destructive drives may land on planets using launch gear.

Note that launch gear does not give ships any atmospheric maneuverability — it simply allows them to take off and land. Vessels desiring to fly through atmospheres risk damage if they are not equipped with atmospheric fittings (see below).

When a vessel is launching/landing, the engines are always taxed to the max. Thus, no system requiring a large amount of energy will function (e.g., shields and any system which can't be used in conjunction with shields are forbidden without some great engineering roll).

• Atmospheric Fitting

This system consists of the baffles, attitude jets, aerodyne shape, etc., necessary to enter planetary atmospheres without damage. As with launch gear, atmospheric fittings do not allow complex maneuvers while in an atmosphere, they simply allow a ship to enter an atmosphere and follow a simple glide-path.

If a ship without these devices enters an atmosphere, it must make *pilot* checks at high degrees of difficulty (20-50), with failure resulting in hard landings or crashes causing damage equal to the amount of the failure (i.e., a roll of 15 vs Dif 20 results in 5 points of ship damage - no armor).

Fighters and other smaller vessels may be equipped with both atmospheric and tactical fittings, and so may move freely, maneuver, dogfight, etc., in planetary atmospheres. Such modifications are impractical for larger vessels, which are lucky if they can even land on a planet without difficulty.

• Tactical Fitting

Tactical fittings are required in order to perform combat maneuvers while in space or atmospheres. Without them, starships may make only a single, 45-degree turn each round.

Tacticals employ a complex thruster array, an inertial sling, graviton grapplers, and other advanced equipment. The fittings enable starships to make sharp turns, rolls, etc. without the Newtonian drift and counter thrust problems common in unequiped vessels.

When tactical fittings are engaged, a ship may maneuver as described in *RB, movement*. A ship may make any number of turns or moves so long as their total MR is not exceeded.

Stations

A station consists of a chair, computer console, keyboard, and other specialized equipment. Stations all come with intercoms (for communications within the vessel), basic computer functions (calculations, simple data lookup, etc.), security lockout and mini-view screens which may tap into the main view screen (if one exists).

Stations Combine (cat) their ratings with that of their operator.

On some smaller vessels, the functions of several stations may be combined. In this case, several different station codes are separated by a slash (Med/SciSta, for example).

• Astrogation Station

These terminals are often located close to the central computer. Astrogation calculations require extensive use of computer functions, as entire sector charts, nav reports, flight logs, treaty agreements, etc. must be inspected to properly plot a course.

Once the route has been determined, the astrogator must make complex calculations utilizing calculus, quantum physics, relativity, and other advanced mathematics.

Astrogation stations have the highest priority in the computer queue. Due to an astrogator's intimate relationship with the ship computer, all computer functions are routed to the nav-station. Astrogators are responsible for maintaining crew accounts, log-ins, editing the central net for outdated information, etc.

Astrogation stations are also wired into the communications array (if one exists) so that remote computer links can be made (requiring a check) for the purpose of up- or downloading information, breaking into an enemy vessel's computer network, etc.

Finally, these stations are always linked to the helm station so that reports can be fed to the helm officer.

• Captain's Nest

This station comes with a large padded chair with special instrumentation on both chair arms. Readouts of all major ship systems are tied into the station. The captain's station is also given primary control over ship lockouts, self destruct controls, etc.

All major ship systems are routed to this station, allowing the captain to fully access and use all other station functions. Thus, the captain could fire forward guns (non-turreted weapons only), raise shields, scan, open communications, etc. from his chair. Note that the captain may only access the functions of stations that are actually on the ship — if a given ship does not have a science station, the captain may not use such abilities.

• Communications Station

The comm station is the only station which has direct access to the communications array (allowing off-ship communications). Once a communication link is established with a vessel (requiring a *comtech* check unless the other vessel is friendly and in close proximity), communications may be rerouted to any other station, allowing the captain, science officer, or some other individual to speak. Communications may also be switched to visual if a view screen exists.

Comm station users may jam the communications of any enemy within range. Jamming requires a successful *comtech* skill roll (Combine (cat) with the comm station's rating). If the roll exceeds the other vessel's comm rating, the jam is successful. Likewise, breaking a comm jam requires a successful *comtech* roll vs the enemy's comm rating.

A Comm check is always required to successfully operate the galactic translator. If successful, foreign language communication is possible.

The comm station includes a standard emergency transponder which can transmit ship ID, mayday, warnings or general messages.

• Driver Station

Vehicles (only) contain these stations, which provide a driver with vehicle controls, readouts, and so on. A driver can also operate forward firing guns. This station's readouts will instantly alert the driver to any problems in a vehicle, and locate the source of the difficulty.

• Engineering Station

Engineering stations can be used to operate major systems: cloaking devices, transporters, shields, tractor and repulsor beams, sensors and scanners.

Engineering stations also provide numerous ship readouts on such items as hull points, hull integrity, system damage (to any major system), diagnostic routines, remote control of major ship systems, etc.

Finally, engine control is routed through the engineer's station allowing for power rerouting, engine lockout, activation of various types of engines (atmospheric, hyper drive, quantum wedge), etc.

Engineering stations also have a compartment which contains the same contents found in a typical engineer's kit (*EM, Equipment*).

• Helm Station

Helm stations are rigged to control maneuver thrusters, launch/landing gear, atmospheric flight, sublight drive control, and FTL drive control.

Basic astrogation and forward gun controls are commonly tied into helm stations. Engine power control is also routed through the helm station although the engineering station has a higher priority on this function.

Helm stations have top priority access to the main view screen (if one exists).

• Medical Station

Medical stations contain life-sign monitors which provide readouts on any patients in the vessel's medic labs. These stations come with a detachable biomonitor which can scan a patient's vital statistics to determine any ailments or abnormalities (requiring a check). Users of med stations can display the condition of anyone on board the ship or vehicle who is wearing a biomonitor. Life support functions are also routed through the medic station.

A small neuro-chemical-replicator is built in which allows the medic to create drugs, anti-toxins, vaccines, antidotes, etc. (requiring a *medtech* check).

A holographic microscope is included in this station. It can holographically project microscopic organisms and objects at any size desired.

Medic stations are equipped with a first aid compartment which contains a medikit (*EM, tech, equipment*).

• Science Station

Science stations are equipped with primary sensor and scanner controls (if they exist). An analysis chamber is built into the station with a removable clear plasteel container and devices for scanning anything placed in the container. A holographic microscope is also built into the station.

All science stations are tied into any existing science labs so that reports on experiments can be monitored.

Probe launch controls, guidance, and readouts are all routed through the science station.

• Tactical Station

The tactical station can control and remotely fire any ship or vehicle weapon, and may also control any auto-defense systems on board a ship or vehicle. All auto-defense functions are controlled through the tactical station.

Shields and assault and escape pods may all be remotely controlled from this station.

Tactical stations also display a tactical grid providing a relative display of all ships, vehicles or individuals involved in a battle within range. Readouts give positions, speeds, reports on known armament and shield condition, and identification of all known combatants. Any scanned information on enemy vessels is automatically displayed on the tactical grid.

Advanced tac stations (6H and above) can analyze battle situations and provide suggested tactics and bonuses to attack rolls (at the GM's discretion) if a successful station roll is made.



Stealth Net

A stealth net is a combination of a black, emission-absorbing coating and a silvery, web like network of high-tech material which diverts sensor and scanner waves, making the vessel effectively invisible to electronic detection.

Stealth nets are always "on," but they provide little protection against visual sighting (+1d).

A stealth net's rating is rolled vs the enemy's sensors/scanners to avoid detection.

Naturally, a black vessel stands out quite strikingly against any non-black background, so vehicular stealth nets come in a variety of camouflaging colors.

Tractor Beam

Tractor and repulsor beams are similar. However, repulsor beams can hold or push an object where tractor beams hold or pull an object. The force of a tractor beam's hold and pull is determined by its rating. If the beam hits its target, the target may be held or pulled. Each round a tractor beam may move a held object up to an number of squares equal to its rating value.

Transporters

Transporters convert matter and energy patterns (i.e., beings/objects) into reactive energy which is then transmitted to another location where it coalesces into the original matter and energy pattern.

A transporter can simultaneously transport a number of objects or beings of Anthropos size or smaller equal to the transporter's level. Also note that an 8L (level 2) transporter could transport one object up to twice the size of an Anthropos.

Two *transporter* skill checks are involved in transporting (a lock and a transmit check). The lock is only necessary when the subject is not standing in the transport chamber. The transmit check determines if any unusual side effects occur.

If a lock fails, the subject simply can't be transported. If the transmit check fails, the subject receives an amount of cellular damage equal to the failure (e.g., if a check of 12 was made on a Dif 16 transport, the individual suffers 16-12 or 4 points of damage). Not even Natural Armor protects against transporter damage.

Note, transporters are preset with a number of safety precautions. Objects can not be intentionally transported into other objects, unprotected life forms cannot be transported into space or other hostile environments without overriding the security system. Such an override requires a *transporter* or *counter security* skill check vs a Dif set by the GM (typically 40-100). Also, unwilling subjects are twice as hard to get a lock on (and a lock is required even if within the transport chamber).

Note to the GM: Although the above rules are quite logical, they are also provided to help prevent "transporter assassins". Occasionally, this adds a lot of flair to the game (and may even be the team's only hope — in which case you may want to soften the rules). However, don't let your players get into the habit of abusing transporters. Note that constant overriding of the security lock-out may result in transporter malfunction (or even an explosion for 10Lx damage).

The difficulty of transporter checks vary widely depending upon the circumstances, but all checks begin at a base Dif of 5. In general transports through energy intensive areas are difficult (such as shields, computer centers, etc.). Physical obstructions cause fewer problems unless they are very thick (typical ship armor doesn't interfere with transport). However, random physical obstructions such as sand storms and weather patterns cause problems.

Transporter ranges suffer the same penalty as due weapons under the optional range rules.

Table 15 lists typical transporter difficulties under various conditions. These are guidelines, and may be varied or ignored depending upon exact circumstances.

Table 15: Transporter Guidelines

Base Dif = 5

Action	Dif
Through Shields	+shield value
Through Storm	+3
Through Sand Storm	+8
Through 10 feet of rock	+3
Through 100 feet of rock	+10
Transporter to Transporter	-10
Trans to non-Trans Location	0
Non-Trans to Non-Trans	+10

• Intra-Ship Transporter

Intra-ship transporters are small one man pads with prewired destinations. They provide a simple and quick means of travel around a starship. They have no ability to transport off-ship. However, no roll is required.

• Short Range Transporter

Short ranged transporters include intra-ship capabilities and anything within one square of the ship or vehicle.

• Medium Range Transporter

Medium ranged transporters include short ranged capabilities and anything within a number of squares equal to the transporter's rating level. Ship-mounted medium ranged transporters can also transport objects from low orbit to any part of the planet directly below the ship.

• Long Range Transporter

Long ranged transporters include short ranged capabilities and anything within a number of squares equal to the transporter's rating value. Ship mounted long range transporters can also transport objects between low orbit and the facing side of the planet (i.e., anywhere on the visible hemisphere).

Vehicle Engines

Vehicle engines have ratings equal to the vehicle'' move rating. The more power an engine has, the greater the vehicle's speed.

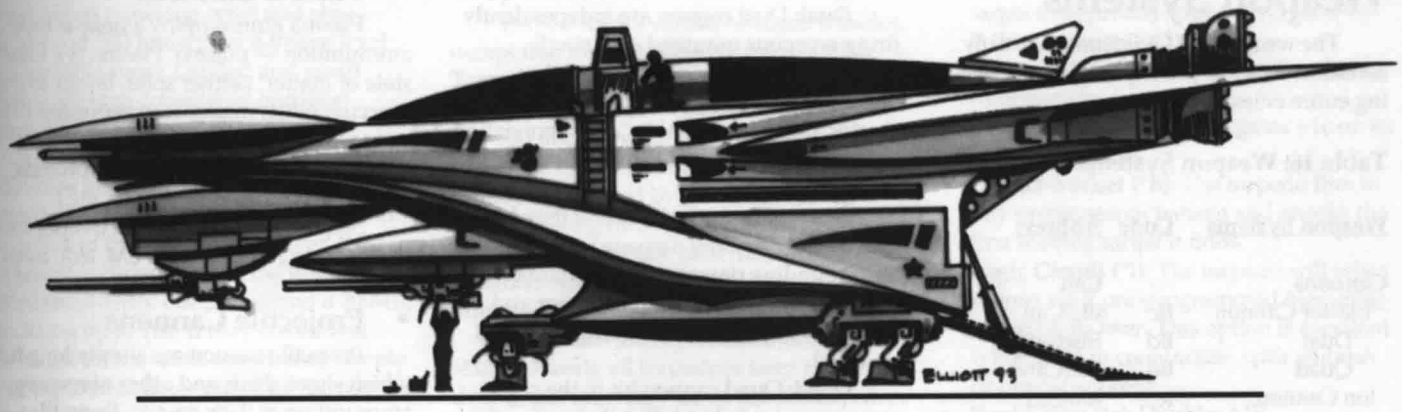
Engine fuels vary according to category and tech level. Light engines are powered by such things as internal combustion, crude fusion power, etc. Medium engines range from fusion to solar energy, while heavy category power plants utilize such exotic sources as matter-antimatter, quantum black-hole generators, etc.

• Wheeled

Wheeled vehicles are common on low-tech worlds and in civilian use. They may move normally on roads and other flat, unobstructed surfaces, but movement drops by -1d on rough ground (rocks, gravel, etc.) and -1c in very rough or restricted terrain (forest, sand, broken ground, swamp, etc.). In addition, on very rough ground, a wheeled vehicle's driver must make a *driving* skill roll (Dif determined by GM) or become stuck.

• Tracked

Tracked vehicles have somewhat better mobility than wheeled vehicles. Tracks are also much more efficient for extremely heavy vehicles. Tracked vehicles move normally on flat and rough ground, but move at -1d on very rough ground. On highly treacherous ground such as swamps or rocky terrain, the driver must make a skill roll to prevent the vehicle from getting stuck, flipping over, etc.



- **Hover**

Vehicles using hover propulsion move on a cushion of air, channeled through large fans with fins and baffles. Hover vehicles may move freely over water, sand, swamp and other normally restrictive terrain, but are forbidden to move over broken (creviced) ground (where the air has nothing to push on).

- **Grav**

This is the ultimate form of ground transportation — grav vehicles travel several feet off the ground, lifted by powerful antigrav generators. They may move freely over any terrain, although restrictive terrain such as thick forests slow them down just as much as any other vehicle.

- **Walker**

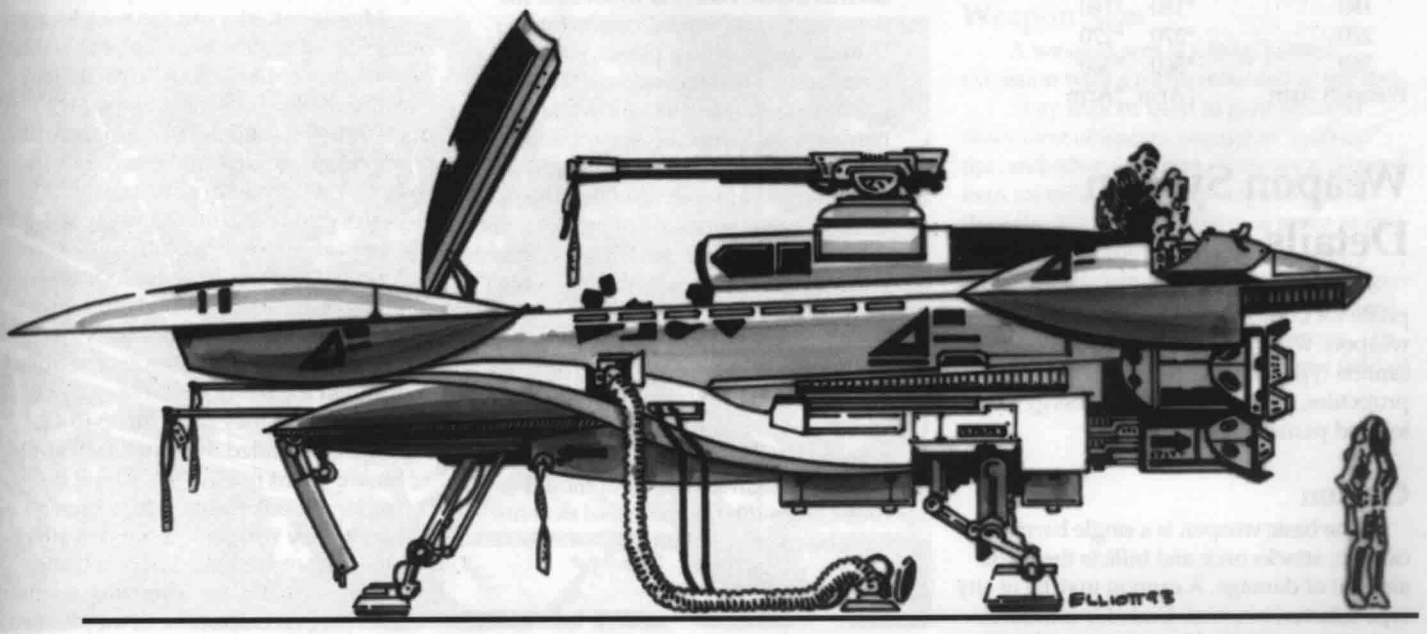
Walkers are vehicles, often of a bipedal profile, which move on legs. Walkers follow the same movement restrictions as tracked vehicles, except that they can often navigate over larger obstacles (boulders, fallen trees, etc.) If a *drive* roll is failed, the vehicle may fall and cause severe damage.

The major advantage of walker-type vehicles is the elevation and increased observation abilities which they give their passengers.

View Screen

View screens do far more than simply relay visual images. They are capable of macro-enhanced views, with magnification powers up to 1000:1. They also screen out all optically harmful radiation, blinding light, etc. If a communications array is available, they can be patched into view screens on other vessels (if they have them).

The view screen system includes one large bridge screen, and the ability to patch into any number of linked screens throughout the vessel. A screen may show a number of different images equal to its level. All linked screens may choose between the available views.



Weapon Systems

The weapons of Guildspace are truly awesome — some are capable of annihilating entire cities.

Table 16: Weapon Systems

Weapon Systems	Code	Abbrev.
Cannons	—	Can
Blaster Cannon	Bc	BlstCan
Dual	Bd	BlstCan2
Quad	Bq	BlstCan4
Ion Cannon	Ic	IonCan
Dual	Id	IonCan2
Quad	Iq	IonCan4
Plasma Cannon	Pc	PlasCan
Dual	Pd	PlasCan2
Quad	Pq	PlasCan4
Projectile Cannon	Jc	ProjCan
Dual	Jd	ProjCan2
Quad	Jq	ProjCan4
Pulse Las. Cannon	Lc	PulsCan
Dual	Ld	PulsCan2
Quad	Lq	PulsCan4
Missile Battery	Ms	MslBat
Dumb	*D	*D
Guided	*G	*G
Smart	*S	*S
Tactical Uplink	Tu	TacUpl
Torpedo Tube	Tt	TorpTb
Ambush	*M	*M
Armored	*A	*A
Evasive	*E	*E
Hunter-Seeker	*H	*H
Logic Circuit	*L	*L
Rapid Run	*R	*R
Stealth	*S	*S
Turret		
180	*180	*180
270	*270	*270
360	*360	*360
Weapon Arm	*Arm	*Arm

Weapon System Details

The weapons listed below are appropriate for both ships and vehicles. Most weapons will be of the single, dual, or quad cannon type and may fire blaster energy, projectiles, plasma, pulse laser energy, or ionized particles.

Cannon

The basic weapon is a single barreled cannon, attacks once and inflicts the listed amount of damage. A cannon may be of any type (blaster, ion, etc.). Code for cannon is "c," abbreviation is "Can" (Pc and PlasCan = Single Plasma Cannon).

Dual: Dual cannon are independently firing weapons mounted on a single weapon chassis. They attack and do damage in a slightly different way from singles. Code for a dual is "d," abbreviation is "Can2" (e.g., Pd and PlasCan2 = Dual Plasma Cannon).

Dual cannon attack once. If they hit their target, they roll damage normally, but any wounding damage (that is, damage which penetrates the target's armor and inflicts damage against the target's HP) is **doubled.**

Quad: Quad cannon hit in the same manner as duals, but inflict their wounding damage four times rather than two. Quad code is "q," abbreviation is "Can4" (e.g., Pq and PlasCan4 = Quad Plasma Cannon).

• Blaster Cannons

Large blasters, utilize the same technology as personal blasters but on a larger scale. All rules for blaster fire apply (see *EM, tech, weapons*).

• Ion Cannons

Ions are atoms which have gained or lost electrons making them electrically charged, and thus highly reactive. When an ion burst strikes matter, it atomically bonds with the matter forming a small nodule (like sticking gum onto someone's armor). The resulting damage from the impact is minimal. However, the excess electrical charge then dissipates rapidly from the point of impact, inflicting a massive shock upon the target.

- **Optional Ruled:** If a target is well grounded (touching a conductive surface such as metal, water, or moist soil) the damage is +1d. Normal targets (individuals standing on a planet, surrounded by air) are considered neither grounded nor insulated, for while the air may provide insulation, the grounding value of the planet's surface cancels it out. If targets are well insulated (floating in air or space, surrounded by glass, dry sand, rubber, plastic, etc.) targets receive -1d damage. Mechanical devices receive an addtional +1d Dmg.

Ion weapons make electronic equipment such as computers, guidance systems, etc., malfunction. If wounding damage results from an ion canon, one random system malfunction should be rolled (even though the vessel may not have taken critical damage).

• Plasma Cannons

Plasma guns employ a unique type of ammunition — plasma. Plasma is a fourth state of matter, neither solid, liquid, nor gas. It occurs when matter is superheated to a state where the atomic structure breaks down into subatomic particles (protons, neutrons, electrons, neutrinos, etc.).

Ship and vehicle plasma weapons use the damage rules listed in *EM, tech, weapons.*

• Projectile Cannons

Projectile cannon are simply long tubes which shoot shells and other non-energy ammunition at their targets. Projectile cannon are less effective against enemy shields, receiving a -1d Dmg penalty to any attacks against shielded foes. On the other hand, their sheer kinetic energy provides a +1d Dmg bonus against unshielded targets.

• Pulse Laser Cannons

Ship- and vehicle-category pulse lasers use the same rules as those listed under pulse lasers in *EM, tech, weapons.*

Missile Battery

A missile battery is a bank of five missile launch ports, any number of which may be fired in a single round.

Missile batteries hit and inflict damage in the same manner as dual and quad cannon. The missiles fired from a battery need roll to hit only once, but inflict an amount of wounding damage equal to the number of missiles fired (see dual and quad cannon rules). The only exception is that missile damage is explosive, and can affect vessels outside the target square (see explosion rules *RB, combat, explosion*)

Missile batteries can fire missiles with ratings equal to their own (i.e., a 6M battery can only fire 6M missiles). When initially installed, batteries come equipped with 50 dumb missiles. Missiles come in three main types: dumb, guided, and smart. In both code and abbreviation notations, "*d" indicates dumb, "*g" indicates guided, and "*s" indicates a smart missile.

- **Dumb:** Dumb missiles travel in a simple straight line like a normal projectile. Dumb missiles attack normally.
- **Guided:** Guided missiles are controlled through the use of a remote guidance system (thus they can turn up to 45 degrees). Guided missiles attack at +1c.
- **Smart:** Smart missiles have built in tracking mechanisms. If they miss a target, they will circle around to attack again the next round. Smart missals attack normally, however, they continue attacking each round until they hit or are destroyed.

Vehicle missiles cost 50 times their damage level (ignoring type) and ship missiles cost 500 times their damage level (also ignoring type). Guided and smart missiles are each considered one level higher than their actual rating.

A missile's use the same rating system as do ships and vehicles (see the next section), furthermore, their ratings tend to match that of their vessel. However, their movement is different. One the first round they have a 10 MR, one the second a 20 MR, then 30, on up to 100. If they haven't hit their target on the tenth round, they simply die or explode as determined by the user. A missile is destroyed if hit.

Tactical Uplink

These devices are installed on fighters and vehicles, and allow several vessels to link their firing computers and shoot together.

All fighters and vehicles in a tactical net must be of identical type (same armament, rating, etc.) have uplink equipment of the same rating, and must remain within two squares of each other for as long as they are linked.

A tactical uplink net can contain a number of vessels based upon the net's category: Light = 6, Medium = 4, and Heavy = 2. When firing, vessels in a tactical net attack and inflict damage similarly to dual and quad weapons. Vessels in a tactical uplink net need roll to hit only once (using the highest skill available). If the attack succeeds, each vessel in the network is said to have hit the target once for the same amount of damage.

Torpedo Tube

Torpedoes are similar to smart missiles, except that most of them are even craftier. Torpedo launch tubes are designed to fire one torpedo at a time. Loading another torpedo into a launch tube takes a number of rounds equal to the torpedo's level. This number is reduced by one for each individual helping down to a minimum of one round. Unlike missile batteries, torpedo tubes can fire any torpedo of equal or lesser rating.

Torpedoes move just like missiles (see above). Nearly all torpedoes keep tracking their target until they hit or are destroyed. A torpedo's damage is explosive type equal to their rating.

Torpedoes use the same rating system as ships and vehicles (see the next section), furthermore, their ratings tend to match that of their vessel. Unlike missiles, torpedoes have AR and are not destroyed unless the receive wounding damage (but even one point of wounding damage destroys them).

Vehicle torpedoes cost 100 times their damage level (ignoring type) and ship torpedoes cost 1000 times their damage level (also ignoring type). Each enhancement (listed below) increases a torpedoes level by one above its actual level.

Many different types of torpedoes exist, indicated by a small letter after the code or abbreviation.

- **Ambush (*m):** Waits for the next moving target to approach within level squares. It then turns on and attacks.
- **Armored (*a):** The torpedo gains +1c on its armor checks.
- **Evasive (*e):** The torpedo gains +1c on its defensive checks.
- **Hunter-Seeker (*h):** The torpedo flies in any preset search pattern and attacks the first moving target it finds.
- **Logic Circuit (*l):** The torpedo will select targets via a pre-programmed hierarchy stated by its user. This option is excellent when used in conjunction with ambush or hunter-seeker.
- **Rapid-Run (*r):** Doubles MR
- **Stealth (*s):** Torpedo is covered in a stealth net.

Note that a single torpedo may have multiple enhancements.

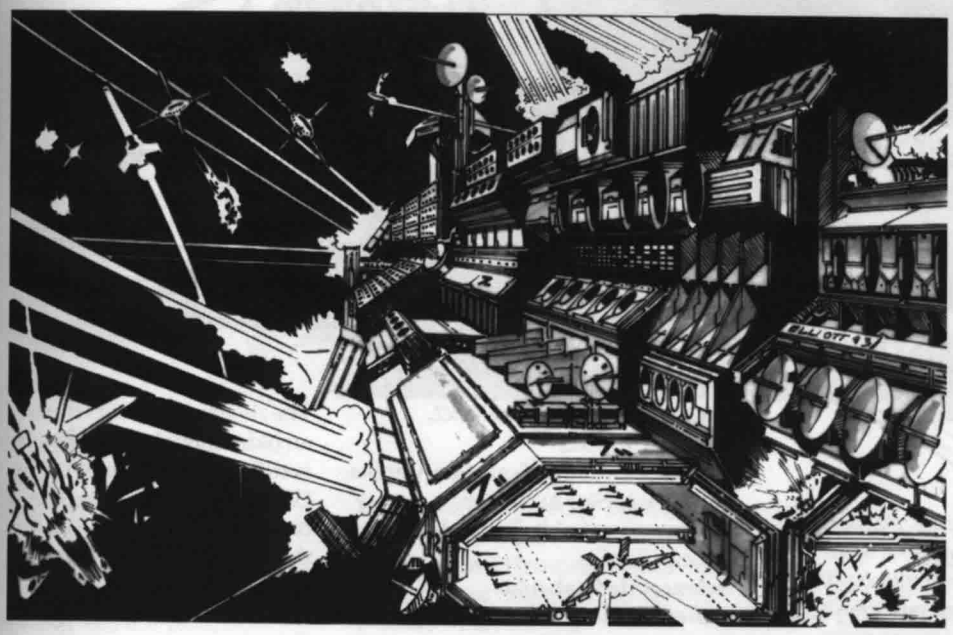
Turret

Turret-mounted weapons gain the advantage of an increased arc of fire.

All turrets are armored (with the same rating as the ship), and come with a sophisticated gunnery control station. This station functions a lot like the targeting computer available as an armor enhancement (see *EM, tech, armor enhancements*). However, all targeting information is displayed on the inside of the turret's dome.

The turret provides rotation, targeting, and fire control. Readouts on the gun's status, energy level, etc. are displayed.

Turrets' arc ratings indicate their field of fire (180, 270, or 360 degrees). Turrets may be mounted on the front (F), side (S), or rear (R) of a vehicle or starship.



Weapon Arm

A weapon arm is a long, jointed extension with a turret mounted at the end.

They may be used to gain altitude, shoot over obstacles, engage in "pop-up" fire, and other activities. They are a favored item on military scout transports due to their flexible use and ability to serve as an armed observation platform.

Arms turrets usually have a 180-degree field of fire, but this field is often increased by the arm's own ability to maneuver. The net effect is usually a full 360 degree field of fire.

Starships

The following entries describe several ship classes in detail. Most are small ships, the type most likely to be encountered and used by player characters. Following are quick statistics for larger starships, as well as equivalencies for the ships of other states.

Format

Detailed ship statistics follow a standard format, and utilize the standard abbreviations noted in the starship section above. The format entries are as follows.

Class: The starship's official class designation. Note that a single ship type (corvette, destroyer, etc.) can have several different classes, with significant design variations.

Registry: The official two-letter code for the ship type, and the state or house to which it is registered.

Layout: The number of layout points available for floor plan design.

Crew: The standard crew complement. This number may be increased by 50 percent without unduly taxing the ship's life support capabilities.

Rating: This entry consists of three numbers, separated by slashes. Each number represents aspects of the ship as follows.

Table 17: Vessel Ratings

Atk	Dmg	System
Atk	Dmg	Systems
Def	AR	
MR	HP	

If the Atk number is followed by an asterisk, the ship is equipped with tactical fittings, and may maneuver freely (*RB, movement*). If the Dmg number is followed by an asterisk, the ship is equipped with a shield (+1c AR). If any individual ratings vary from the three number system, it will be listed in parentheses immediately after the rating numbers.

All ratings are considered Personal type, except where noted ("40S," for example, indicates that the rating is Ship type).

Weapons: Those weapon abbreviations followed by an "x#" notation (x4, x10, x100, etc.) are multiple weapons. A further notation indicates the weapon's relative placement on board the ship, with -f for front, -s for side, -r for rear.

The notation PulsCan4*180-fx100, for example, indicates that a starship has 100 quad pulse cannons mounted in 180° turrets, placed at the front of the starship. The notation PulsCan-sx200 indicates that the ship has 200 single pulse cannons, located on either side of the starship (presumably 100 on each side), and so on. This is mostly to determine arc of fire, so weapons mounted in 360-degree turrets will not have a location code.

Weapons such as missiles and torpedoes will have a code letter followed by an asterisk to indicate the standard load (*A indicates armored torpedoes, *G indicates guided missiles, etc.). If no notation is given after one of these weapons, there is no standard load, and the GM must decide what type of ammunition is carried.

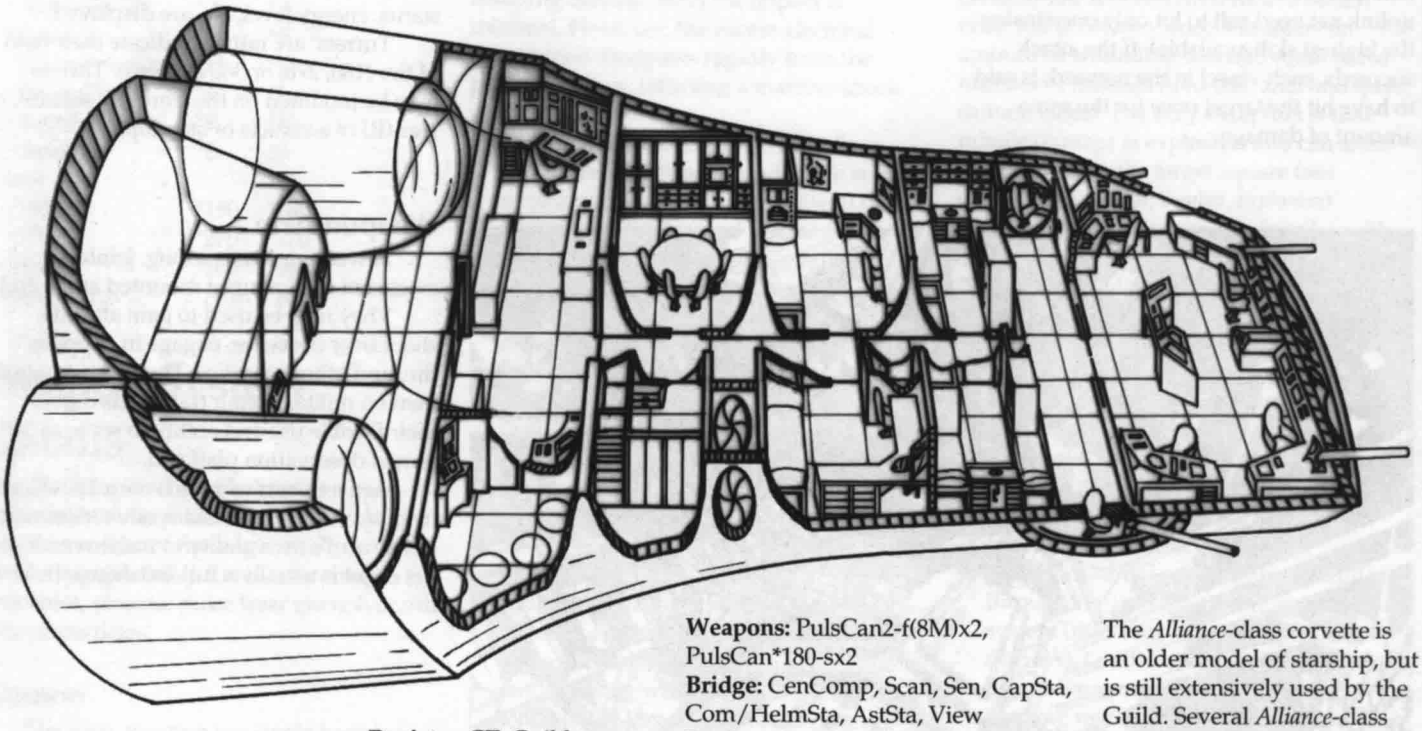
Bridge: Abbreviations of all the major systems located on the starship's bridge.

Engineering: Abbreviations of all the major systems located in a starship's engineering section.

Science/Medical: Lists all major systems in the science and medical sections of a starship.

Other: Items not covered in the above sections. If the vessel carries exploratory or military vehicles, they are listed here.

Alliance-Class Corvette



Registry: CT; Guild
Layout: 250
Crew: 5
Rating: 24*/10S*/12 (Sen 20)
Weapons: PulsCan2-f(8M)x2, PulsCan*180-sx2
Bridge: CenComp, Scan, Sen, CapSta, Com/HelmSta, AstSta, View
Engineering: Sublt, TacFit, Hyper, LifSup, EngSta
Science/Medical: n/a
Other: ArtGrav, InDamp, Integ, LnchGr, AtmFit, Trans

The *Alliance*-class corvette is an older model of starship, but is still extensively used by the Guild. Several *Alliance*-class corvettes have been given to the House of Dha, which is busy modifying, upgrading and otherwise improving them.

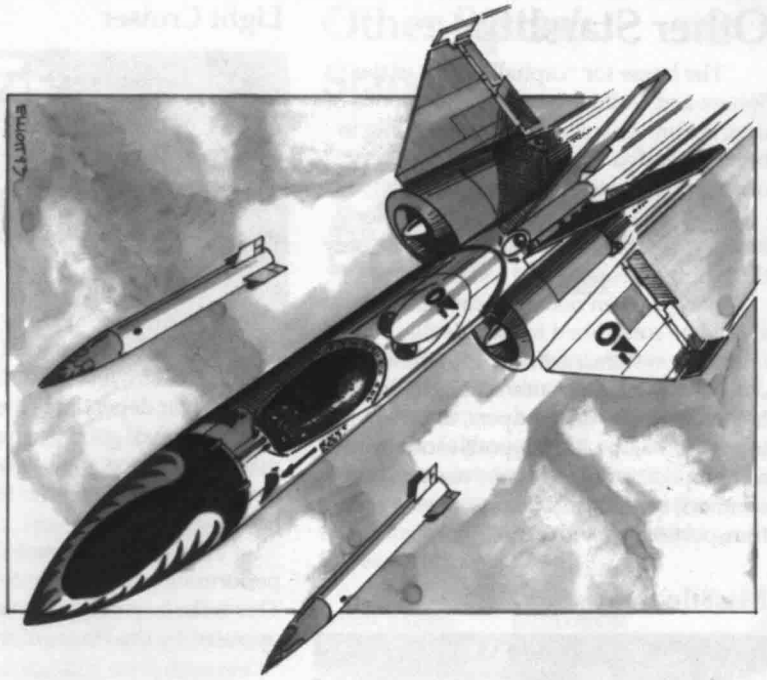
Starhawk-Class Fighter

Registry: FA; Guild
Layout: 10
Crew: 1

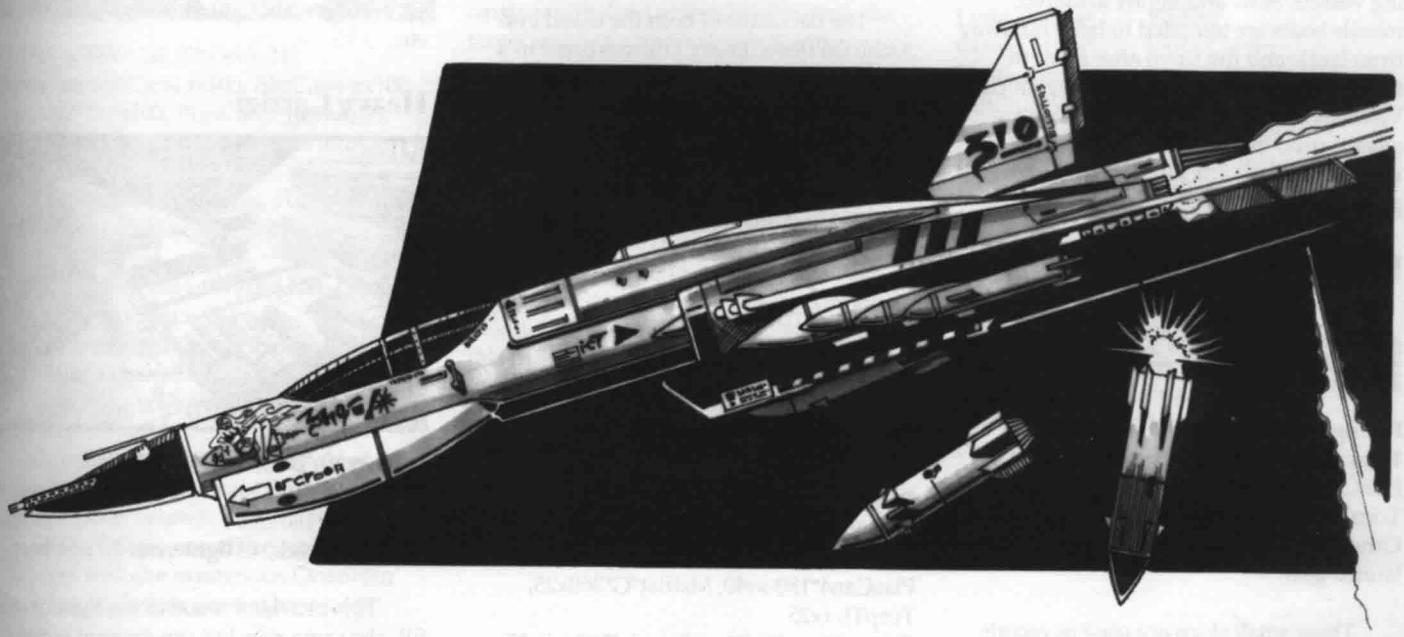
Rating: 40*/40V/8

Weapons: PulsCan-fx2, MslBat*g-f
Bridge: Com/HelmSta, Sen
Engineering: Sublt, TacFit, TacUpl
Science/Medical: n/a
Other: AtmFit, LnchGr

The *Starhawk* is one of the best-known Guild fighters. It is the standard fighter on board Guild carriers, although it is slowly being superseded by more advanced models such as the *Shark* and *Puma* class ships. *Starhawks* are extensively used by the House of Dha.



Knifewing-Class Starbomber



Registry: Guild, Sphere
Layout: 20
Crew: 2

Rating: 32*/8S/10

Weapons: PulsCanx2-f, PulsCan*180-r, TorpTb*A*180-sx2
Bridge: Com/HelmSta, TacSta, Sen
Engineering: Sublt, TacFit, TacUpl
Science/Medical: n/a
Other: AtmFit, LnchGr

Both the Guild and the Arthirian Sphere use these tough, versatile vessels extensively. Typically part of a carrier complement, *Knifewings* are a potent striking weapon, often escorted by fighter-craft.

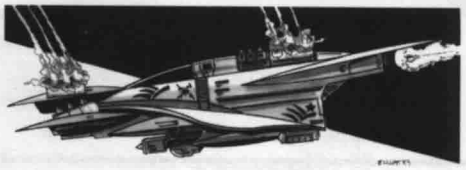
Other Starships

The larger (or "capital") ships of the Sphere and Guild are awesome weapons of destruction. As such, they are not going to be commanded by player characters very often, but are listed here for reference.

The following entries include basic statistics for larger starships, including only the Rating, Weapons and Other.

Except when noted, all capital ships should be considered to include the following systems: artificial gravity, auto defense, central computer, sublight drive, hyper drive, inertial dampers, internal integrity, all labs, life support, escape pods, assault pods, probe controls, reactive hull, scanners, sensors, all stations, tractor beam, transporters, view screen.

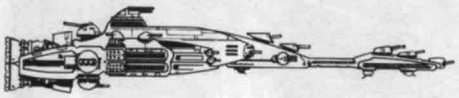
Missile Boat



Rating: 16/12S/12
Weapons: PlasCan4*360-sx2, MslBat*S-fx6, TorpTb*Rx6
Other: Missile boats carry five full reloads for each missile battery and torpedo tube.

The Arthirians employ these interesting vessels. Slow and lightly armored, missile boats are intended to hang far away from battle and fire salvo after salvo of missiles and torpedoes at opposing ships. Virtually useless alone, missile boats are always used in conjunction with other vessels, and will quickly jump to hyperspace if an enemy approaches them.

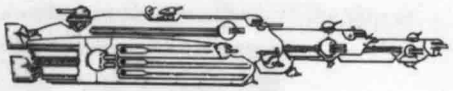
Destroyer



Rating: 12*/16S*/16
Weapons: PulsCan4-fx6, PulsCan2-rx6, PlasCan2*180-fx4, PlasCan2*180-rx4, TorpTb*A*180-sx6
Other: Some destroyers are equipped with launch gear.

These small ships are used as escorts for larger vessels such as carriers. Many variant destroyer designs exist. Some destroyer classes are equipped with launch gear, others are crammed with torpedoes and serve a function similar to Arthirian missile boats.

Light Cruiser

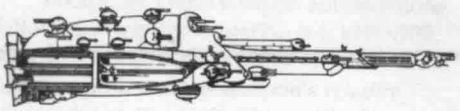


Rating: 12*/20S*/20
Weapons: BlstCan2-fx12, BlstCan2-rx8, PulsCan4*360x8, IonCan4-fx6, MslBat*G*360x10
Other: Trac

Light cruisers are used as escorts when ordinary destroyers need more firepower. Due to their dependable design, and combination of good fire power with reasonable speed, they are a favored ship among smaller states and military organizations.

They can also operate independently, performing patrol and anti-piracy missions. This is the largest type of vessel normally operated by the House of the Star.

Heavy Cruiser

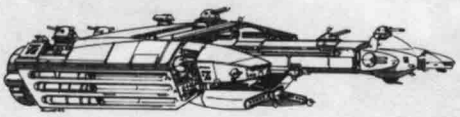


Rating: 10*/24S*/20
Weapons: BlstCan4-fx20, BlstCan2-rx20, PlasCan2*360x15, PulseCan2*360x30, MslBat*G*360x20, TorpTb-fx25
Other: Trac, Repul, QuanW

The backbone of both the Guild and Arthirian fleets, heavy cruisers come in a bewildering variety of classes. The above statistics reflecting the average, but the GM is free to expand upon there design.

The heavy cruiser is the smallest ship fitted with Quantum Wedge equipment, and is a vital link in the production of quantum wormholes.

Battleship

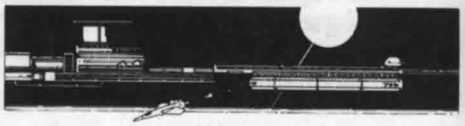


Rating: 8/32S*/24 (FltDeck 6M)
Weapons: BlstCan4-fx50, BlstCan4-rx40, PulsCan2*360x30, IonCan2*360x40, PlasCan4*180-sx40, MslBat*G*360x25, TorpTb-fx25
Other: QuanW, Trac, Repul, FltDeck, 12 fighters or 6 bombers

Until recently, battleships were the largest vessels in space. The advent of the dreadnaught and the superdreadnaught ended the battleship's primacy, but these vessels are still important parts of both the Guild and Arthirian fleets. Powerful enough to operate on its own without fleet escorts, the battleship is often an important part of Guild diplomacy, the sheer power of its presence being enough to make warring factions think twice, or to dissuade potential enemies from attacking.

Battleships also carry quantum wedge equipment.

Light Carrier

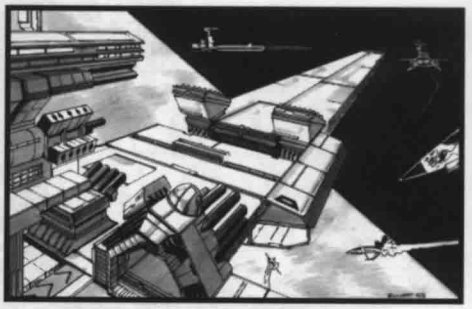


Rating: 8/16S*/16 (FltDeck 24)
Weapons: PulsCan-fx4, PulsCan*180-rx4
Other: FltDeck, 24 fighters or 12 bombers

Slow and underarmed, light space-carriers are nonetheless an important part of Guild strategy. Always escorted by destroyers or cruisers, light carriers operate in task forces, and are capable of launching two full squadrons of starfighters or starbombers.

Note that the fighter/bomber complement of a carrier may be varied — an individual vessel can carry 12 fighters and six bombers, six fighters and nine bombers, etc.

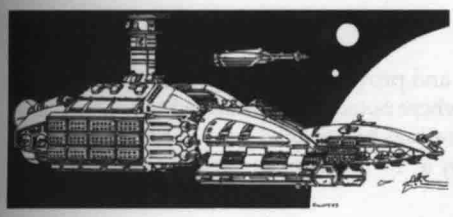
Heavy Carrier



Rating: 10/20S*/20 (FltDeck 40)
Weapons: PulsCan-fx6, PulsCan*180-rx6, TorpTb*R*180-sx2
Other: FltDeck, 40 fighters or 20 bombers

This heavier version of the light carrier fills the same role, but can support a much larger complement of fighters and bombers.

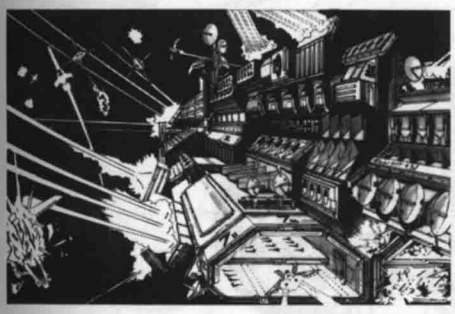
Dreadnaught



Rating: 8/40S*/32 (FltDeck 20)
Weapons: BlstCan4-fx75, BlstCan4-rx75, PulsCan2*360x50, IonCan2*360x60, PlasCan4*180-sx60, MslBat*G*360x60, TorpTb-fx40
Other: QuantW, Trac, Repul, Flt Deckx5, 100 fighters or 50 bombers per deck

These awesome ships were built to counter the threat of the Imperial slavemaster-class vessels. They have thus far filled the role admirably, combining armor, striking power and a substantial fighter into a truly awesome weapon.

Superdreadnaught



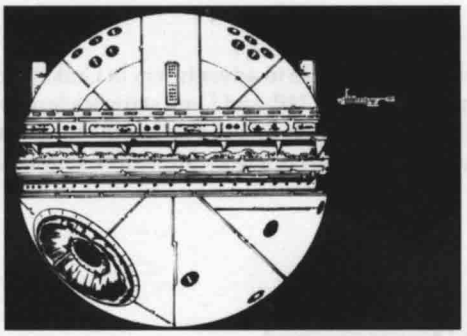
Rating: 6/6W*/32 (FltDeck 24)
Weapons: BlstCan4-fx100, BlstCan4-rx100, PlasCan2*360x100, PulsCan2*180-sx100, IonCan2*180-sx100, MslBat*180x100, TorpTb*180x100
Other: QuanW, Trac, Repul, Flt Deckx10, 240 fighters or 120 bombers per deck

Easily the most powerful FTL-capable ship in Known Space, the superdreadnaught carries a large number of fighters, mounts massive weapons, and is fully equipped with quantum wedge equipment.

Until recently, these mighty ships were the largest vessel patrolling the space lances (see war moon below)

Some of these vessels are said to be equipped with the mysterious Quantum Drive, but so far this has not been confirmed.

Warmoon



Rating: 6/8W-10W/40
Weapons: BlstCan4x500, PlasCan4x500, PulsCan4x500, IonCan4x500, MslBat*Sx250, TorpTbx250
Other: QuanWx4, Trac, Repul, Flt Deckx20, 800 fighters or 400 bombers

The Guild warmoon could more properly be described as a mobile fortress rather than a true starship, for it does not carry hyper drive equipment, and can only move very slowly. Nonetheless, warmoons are vastly powerful.

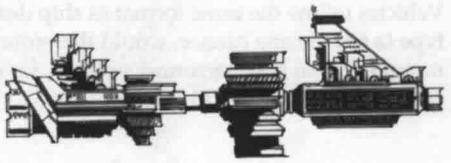
These vessels are exactly what they sound like — small moons or large asteroids hollowed out, armored and filled with huge amounts of military hardware. All of a warmoon's gun emplacements are fixed; turrets would be useless on such a gigantic vessel as its own horizon gets in the way.

At any time, 20 percent of all the vessels weapons can be brought to bear on a single target, (and at that brief instant, the target suddenly understands the true meaning of power). War moons have the capability of completely annihilating entire solarshystems, one planet at a time.

Guild scientists theorize that a short range shot into the heart of a star would cause it to nova, thus destroying the entire system in one fell swoop. However, at such close range, it is highly unlikely that the moon itself would survive, and so far no moon commander has volunteered to test this theory.

Warmoons may only be moved over long distances through the use of wormhole generators, and the huge size involved requires several large Guild ships working together. Needless to say, warmoons are not moved in this fashion very often.

Other States' Starships



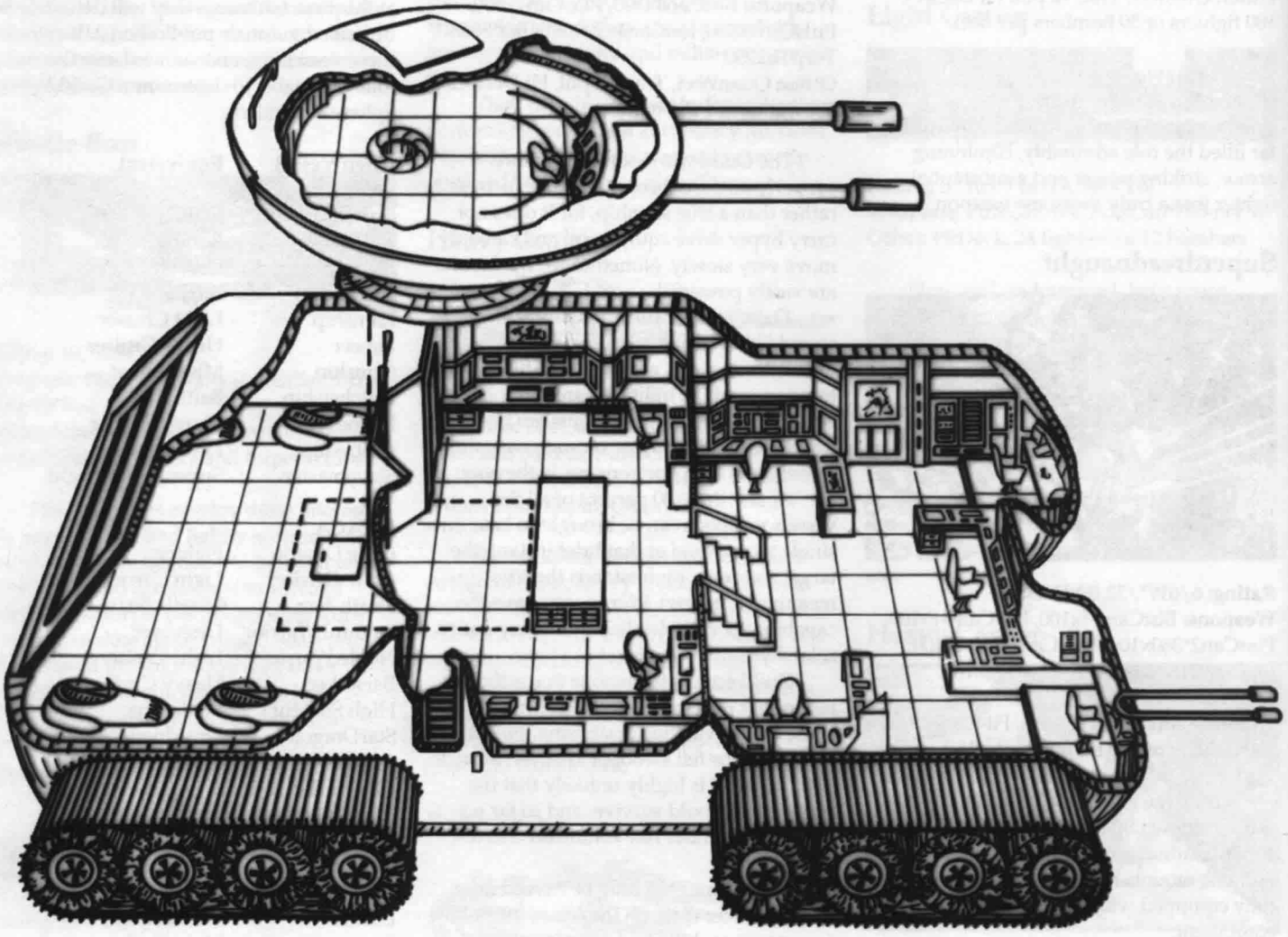
Several other starship classes are discussed in this volume. In the interest of space, they cannot be detailed individually at this time (although they will definitely be described in future publications). If any of these vessels are encountered, use the following table to determine a Guild/Sphere equivalent.

Alien Vessel	Equivalent
EMPIRE	
Dartship	Fighter
Knifeship	Bomber
Bladeship	Corvette
Swordship	Frigate
Ramship	Light Cruiser
Lancer	Heavy Cruiser
Gunship	Missile Boat
Hatchetship	Battleship
Homeship	Heavy Carrier
Globeship	Dreadnaught
Slavemaster	Superdreadnaught
DRACA	
Little Dragon	Fighter
Claw Carrier	Light Carrier
Death-Egg	Missile Boat
Faithful Warrior	Destroyer
Noble Warrior	Light Cruiser
Berserker	Heavy Cruiser
High Serpent	Battleship
StarDragon	Dreadnaught
ZIN-SHEE	
Claw-Fighter	Fighter
Talon-Bomber	Bomber
Chaser	Corvette
Tracker	Frigate
Lurker	Missile Boat
Pouncer	Light Cruiser
Hunter	Heavy Cruiser
Stalker	Dreadnaught
Denship	Heavy Carrier

Vehicles

This section details several of the myriad vehicles available to adventurers in Guildspace, and provides statistics for several more. Vehicles follow the same format as ship descriptions, but AR, HP, and Dmg statistics (except where noted) are considered to be of Vehicle type (a 6M plasma cannon would therefore inflict 6MV damage). Should any of the following ratings be personal level (a 10H turbo-plaz mounted as an anti-personnel weapon, for example), the appropriate listing will be followed by a "P" (the above example would then properly be noted 10HP).

Halberd-Class Armored Transport



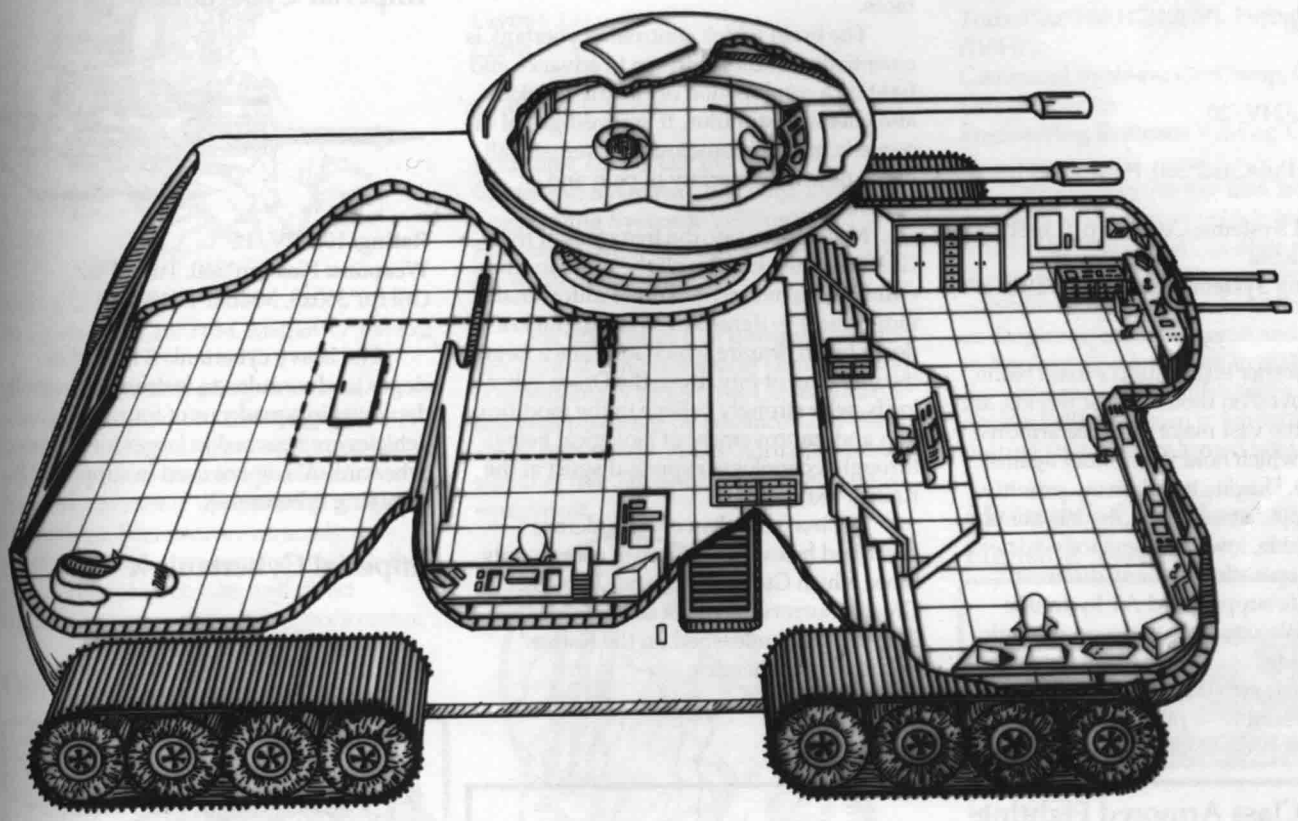
Layout: 180
Crew: 5

Rating: 24/12V/12 (Sen 24, Scan 20)

Weapons: PulsCan2*360, PulsCan2 (6HP)-s
Command Systems: CenComp, CapSta, ComSta, DrivSta, SciSta, TacSta, MedLab, SciLab
Engineering Systems: Sen, Scan, VehEng*T
Standard Cargo: 100 nutritabs, 2 hyperbikes

The *Halberd* has seen use throughout the guild, but is now the standard armored transport for the House of Dha. Its relatively small size and versatile design allow this vehicle to be transported even in relatively small vessels, and modifications by Dha technicians can add such useful equipment as shields, scientific equipment, more powerful weapons, etc.

Scimitar-Class Armored Transport



Layout: 275
Crew: 8

Rating: 20/20V/16 (Sen 32, Scan 24, Trans 12)
HP: 36
MR: 12*T
Defense: 10L
Armor: 10M/8H
Weapons: PulsCan4*360, PulsCan-sx4, PulsCan(8HP)-rx2

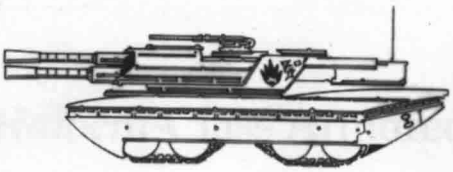
Command Systems: CenComp, CapSta, ComSta, DrivSta, EngSta, SciSta, TacSta, EngLab, MedLab, SciLab
Engineering Systems: LifSup, Sen, Scan, Trans, VehEng*T, ATHyd, OvrDrv
Standard Cargo: 100 nutritabs, 4 hyperbikes

This up-armored and up-gunned version of the *Halberd* is used in particularly hostile terrain, where it can be completely sealed and support a large crew complement. The *Scimitar* is capable of missions of days in length, even on the harshest of worlds. Equipped with an overdrive unit and all-terrain hydraulics, this vehicle is capable of maneuvering in highly restricted terrain, and has considerable military applications, as well. Some variants of this vehicle are equipped with a weapon arm, mounting pulse lasers or blast cannon.

Other Guild Vehicles

A bewildering variety of vehicles are found in the Guild, and a few of them are listed below, in abbreviated form.

Warrior-Class Armored Fighting Vehicle



Layout: 150
Crew: 3

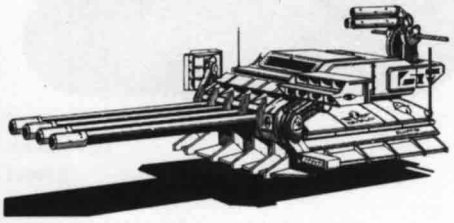
Rating: 12/24V/20

Weapons: PulsCan2*360, PulsCan(8Hp)-f*180x2
Command Systems: CenComp, CapSta, DrivSta, TacSta
Engineering Systems: Sen, Scan, VehEng*T, OvrDrv

The *Warrior* is the Guild's main battle tank, deployed on thousands of worlds, and makes up the vast majority of the armored regiments which hold the frontier against the Empire. Despite its relatively primitive tracked propulsion system, the *Warrior* is a highly-reliable, low-maintenance vehicle capable of operation in many different terrains. Life support and AT hydraulic-equipped *Warriors* even serve on strategic airless worlds.

The basic armament of the *Warrior* is also quite variable — plasma, ion and blaster equipped vehicles are common.

Hussar-Class Armored Fighting Vehicle



Layout: 150
Crew: 4

Rating: 10/40V/24
Weapons: PulsCan4*360, PulsCan(10Hp)*180-fx2, MslBat*D*270-fx2
Command Systems: CenComp, CapSta, ComSta, DrivSta, TacSta
Engineering Systems: LifSup, Sen, Scan, VehEng*G

The Guild's largest gravtank is deployed mostly in important sectors, such as the Zone frontier and Guildhome. While no match for the Imperial heavy cybertanks, the *Scimitar* is still an excellent vehicle. Like the more common *Warrior*, several variants of this tank exist, incorporating different armament, more powerful scanners, and upgraded armor.

Imperial Vehicles

The Empire does not trust its slave races to operate armored vehicles, opting instead for vehicles which have come to symbolize the cruel and pitiless nature of the Imperium — the cybertanks.

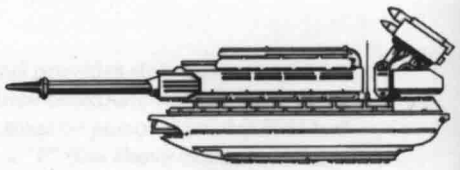
Cybertanks are massive, tracked constructs, slow but heavily armored, mounting large weapons with high destructive potential. These simple facts would be enough to make the cybertank a terrifying weapon of war, but the real horror lies inside the vehicle itself, for imperial cybertanks are controlled by living brains taken from members of Kathan slave races.

The brain which controls a cybertank is essentially mindless, driven to advance and fight by a combination of electric shocks and chemical stimulus. If any vestiges of the owner's original consciousness remain, all they know is an eternity of pain and suffering.

Needless to say, the free races of the Guild hate the Empire all the more for the criminal enslavement of these unfortunate individuals — denied even the dignity of death by an Empire which long since forgot the meaning of pity. Even the Draca cyber-lords, who strongly believe in the modification and improvement of biological beings through technology, express disgust at the Kathas' excesses.

The major Kathan cybertanks are described below. These are, of course, only those which Guild intelligence knows of. Greater horrors may lurk deep inside the Empire, to be unleashed on the Kathas' unsuspecting enemies.

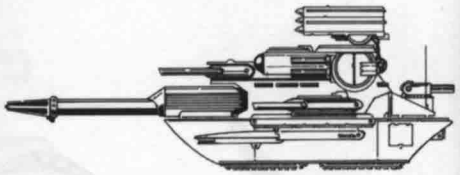
Imperial Cybertank-A



Rating: 12/24V/10
Weapons: PlasCan*360, MslBat*D*180-sx4

This most commonly encountered cybertank forms the backbone of imperial armored units.

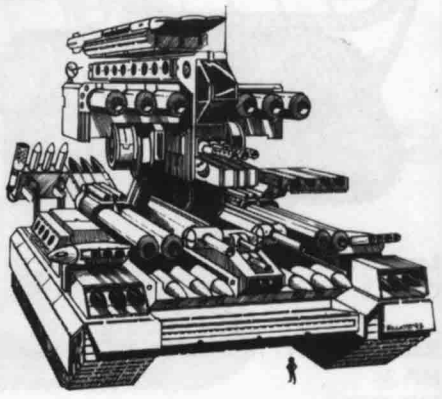
Imperial Cybertank-B



Rating: 10/32V/12
Weapons: PlasCan*360, TurboPlaz (10Hp)*360x8, MslBat*D*180-sx8

The heavy cybertank-B is used in sieges, and assaults on fortresses. Generally deployed in squadrons of four, these vehicles are attached to larger formations of cybertank-A's, or are used in support of the terrifying cybertank-X.

Imperial Cybertank-X



Rating: 8/6S/16
Weapons: PlasCan4*360x6, PlasCan2-sx4, TurboPlaz (6LP)*360x12, MslBat*D*180-sx10

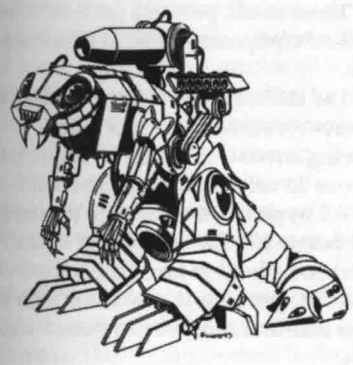
Nearly 30 yards in length, bristling with weaponry, capable of devastating smaller units, fortresses and entire cities without support, the cybertank-X is one of the largest vehicles in Known Space.

Draca "Vehicles"

The cyber-lords of the Draca Holding do not use vehicles in the traditional sense, preferring instead to cybernetically modify animal species and use them in battle. Two of the best-known of these biological "vehicles" are described below.

In place of hull points, the following entries list Vitality.

Khavaxx



Rating: 12/20V/16
Weapons: ProjCan*270-f, MslBat*D*180-sx2

The Khavaxx is a large mammal resembling a gigantic armored gopher. Supplemental armor plates and strap-on weapon systems makes this creature one of the most commonly used Dracan military bio vehicles. Khavaxx are remotely controlled by Draca commanders through the use of cerebral electrodes and direct communication with the Khavaxx's cortex.

Gurak



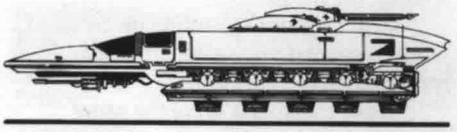
Rating: 8/40V/20
Weapons: ProjCan4*270-f, PlasCan2*180-rx2, MslBat*D*180-sx4, PulsCan*360x2

The Draca's most potent bio vehicle, the Gurak is a huge, long-necked, quadruped saurian, resembling a brontosaurus. Armor plating protects the animal's body, while numerous weapon platforms sprout from its back and sides. A pulse cannon is mounted on the head, and the animal's snaky neck gives this weapon an unlimited field of fire, and a distinct height advantage (+1d to hit targets at ground level).

Zin-Shee Vehicles

The Zin-Shee favor speed and stealth over armor and sheer striking power. To this end, they have perfected grav- and hover-technology, and protect their lightly-armored vehicles with some of the most advanced shield technology known.

Cub-Class Armored Transport



Layout: 150
Crew: 2

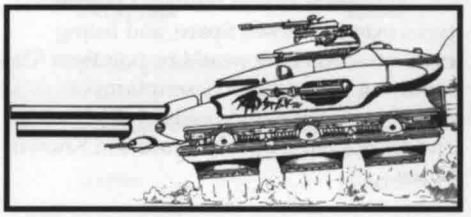
Rating: 32/6V*/16

Weapons: TurboPlaz*180-fx2(10HP)
Command Systems: CenComp, DrivSta
Engineering Systems: VehEng*H
Standard Cargo: One infantry squad, 1000 lbs. additional cargo

The ubiquitous *Cub* transport is found throughout Zin-Shee space. Light, fast and only minimally armed, the *Cub* is nonetheless well protected by advanced Zin-Shee shield technology. A *Cub* normally carries a squad of five Zin-Shee warriors and their equipment.



Mother-Class Armored Fighting Vehicle



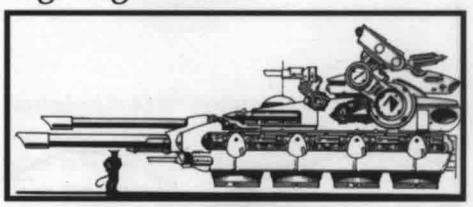
Layout: 200
Crew: 3

Rating: 20/16V*/20

Weapons: BlastCan2*360x2, BlastCan-fx2, TurboPlaz*180-fx2(10HP), TurboPlaz*180-r(10HP)
Command Systems: CenComp, CapSta, DrivSta, TacSta
Engineering Systems: VehEng*G

The Zin-Shee *Mother* tank is the most common military grav vehicle in the matriarchy. Like most Zin-Shee vehicles, the *Mother* is fast and lightly armored, and its weapons are generally inferior to its Guild or Empire equivalent. Speed and shield technology go a long way to making up for the deficiency, and *Mother* tanks have always held their own in battle, often beating vastly better-armed vehicles.

Matriarch-Class Armored Fighting Vehicle



Layout: 250
Crew: 3

Rating: 16/32V*/24

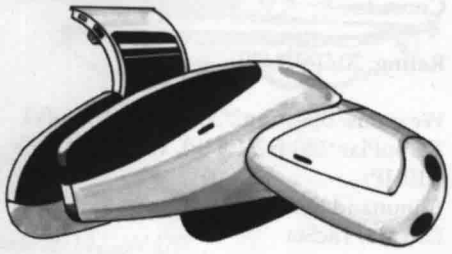
Weapons: BlastCan4*360x2, BlastCan-fx2, TurboPlaz*180-fx2(10HP)
Command Systems: CenComp, CapSta, DrivSta, TacSta
Engineering Systems: VehEng*G

The *Matriarch* is the heaviest grav-tank of Zin-Shee manufacture (the Matriarchy also manufactures tracked vehicles, but these are mostly self-propelled artillery mounting ship-class weapons), and are deployed throughout the Matriarchy. Several of these vehicles have been purchased for use by the House of Dha, and are currently being modified to special Dha missions.

Small Vehicles

Hundreds of non-military vehicles types exist in Known Space, and listing even a fraction here would be pointless. The following give general descriptions of civilian vehicles and those likely to be used and encountered by adventurers in Known Space.

Civilian Groundcar

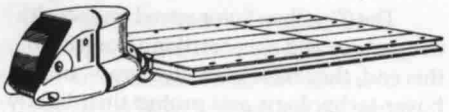


Layout: 2
Price: 5000
Crew: 6

Rating: 24/16/8

This is the Guildspace equivalent of the family car. Most are wheeled, although more expensive models are hover or grav-powered (8000 and 10,000 cr respectively). Most groundcars are unarmed.

Hover Transport



Layout: 1
Price: 15,000
Crew: 2

Rating: 18/20/10

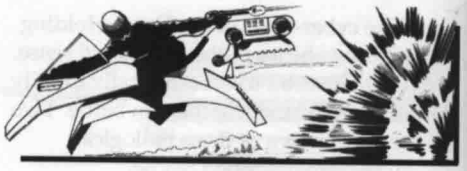
Most large-scale hauling on civilized world is carried out by huge flatbeds mounted on hover chassis.

These transports serve the same function as old world trucks. The cab section of a hover transport can be detached with ease and connected other flatbeds. The real hauling power is contained with the flatbed, not the cab. Thus, a simple two man cap can be connected up to a huge flatbed.

Flatbeds are often connected to each other with special AI (artificial intelligence) cables creating a long chain of beds. When towed, the AI cables make sure that each flatbed follows in the exact path of the previous bed. Thus, a flatbed chain could wind throughout a city for miles without danger.

The standard hover transport has no offensive capabilities.

Hyperbikes



Layout: .5
Price: 2500
Crew: 1

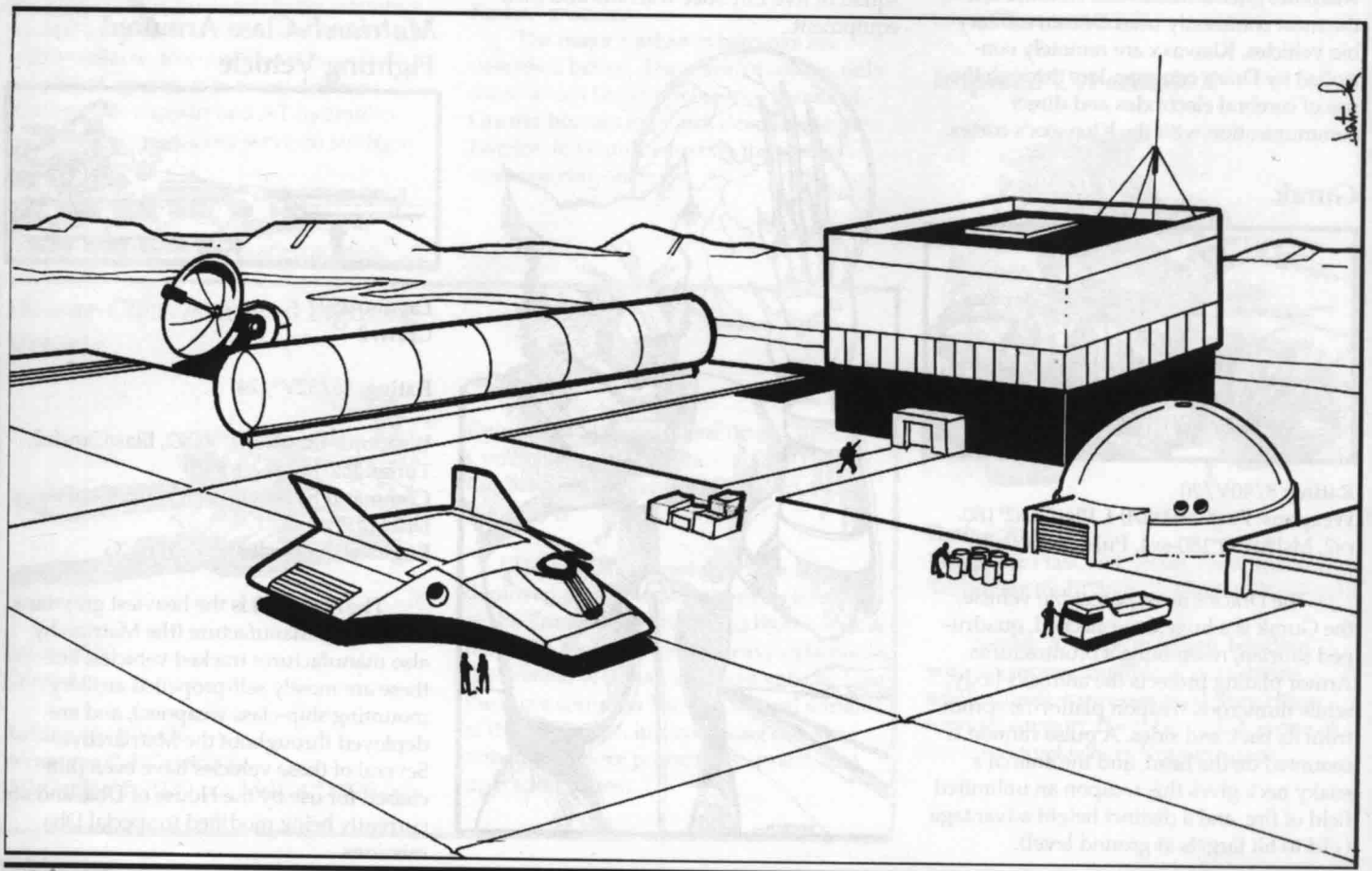
Rating: 20/12/6

These small, personal grav-vehicles are standard equipment on most Dha transports.

The effect of hyperbikes is simply to improve an individual's MR rating, allowing anyone mounted on a hyperbike to move 20 vehicle squares per round.

All hyperbikes come with two external hard points (see *EM, tech, armor enhancements*) and a built in targeting computer. However, weapons do not come with the hyper bike and must be purchased separately.

Some hyperbikes come with scientific equipment such as short-range scanners, sensors, or a small computer unit. These are in addtional to the above price, however.



Mechnoids

A mechnoid is defined as any mobile device used for assistance in exploration, combat or research. Most mechnoids have a hierarcial user program. They will take orders from any registered user. However, orders will be processed based upon the hierarchical level of the user with level one users taking precedence over the level two users, etc. More than one person can register on a level. However, increasing in level requires permission by someone on a higher level. Thus, when a mechnoid is first purchased, the owner is established at some level (usually level one). Like characters, mechnoids can only perform one attack and move action per round. Usually, the mechnoid goes on the same Nish as its top ranking user (i.e., don't roll a separate Nish for mechnoids).

Most mechnoids can process verbal and remote commands (using such devices as a comm1). Their rating system is the same as NPCs (*SG, NPCs*). Thus, their intelligence level is equal to their third rating number.

Mechnoid costs, ratings, weapons, and skills vary greatly (even among the same model). The following table is intended as a guideline only.

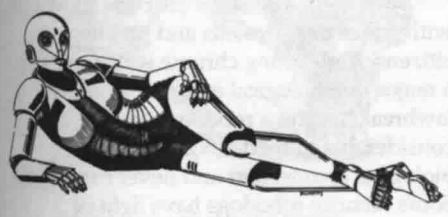
Table 18: Mechnoids

Type	cr	RATING	Weapons	Skills
Androids				
Battledroid	4000	10/24/8	Pulse Laser Blaster Missile Battery x2	—
Scidroid	1400	8/6/16	—	Science
T-Series	12,000	12/16/12	Varies	Varies
Drones				
Bombdrone	500	10/12/4	Bomb (10Hx)	—
Exbot	550	8/6/8	—	Science
Gravdrone	1000	16/12/4	Pulse Laser	—
Scibot	600	16/6/10 (MR 4)	—	Science
Trackdrone	800	8/12/4	Pulse Laser	—
Workdrone	450	4/6/8	—	Repair
Robodog	400	16/8/4	Bite	—
Walkers				
A-Frame	6000	10/40/4	Plasma Pulse Laser x4 Missile Battery x2	—
Enforcer	7000	8/6V/4	Projectile x2 Plasma x2	—
Scout Walker	2400	12/16/8	Pulse Laser	—
Warbots				
Crawler	2200	8/30/4	Plasma x2 Blaster x3	—
Gravscout	4000	12/16/4	Projectile	—
Tankbot	8000	12/6V/4	Pulse Laser	

Mechnoid Details

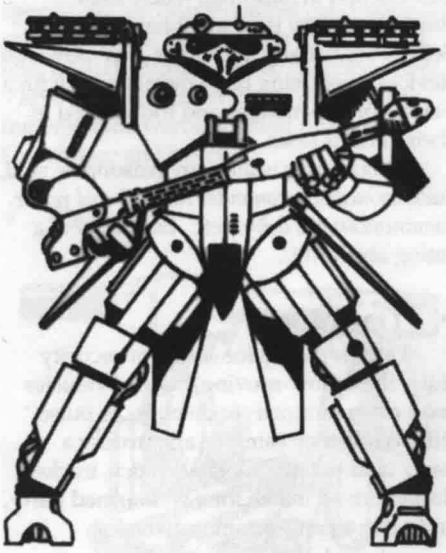
Many different mechnoids serve in the Guild, and some of the more important ones are listed below. Some are at least semi-sentient, qualifying as autonomous beings, but others (also listed under equipment) are simple tools without intelligence or detailed skills.

Androids



Although the term originally only applied to robots which duplicated human form, "android" has been expanded to cover all humanoid form robots, i.e. those with a head, two arms, two legs and a torso. Numerous android designs are found in and around Guildspace, of which the following are typical.

• Battledroids



Intended to counteract the imperial superiority in unmanned military vehicles, battledroids are towering, humanoid war machines, armed with a wide variety of weapons. In test runs and operations against Dark Alliance and skrak forces, battledroids have performed well, but their true test will come against The Empire, if what is widely considered the inevitable clash ever occurs.

• Scidroids

Best suited to the varied levels and close quarters of starships, scidroids are more advanced versions of the familiar scibot. A scidroid can duplicate the functions of a human crewman or scientist, although its skill level is no higher than 8M. Scidroids serve as medics, astrogators, pilots, science officers, and many other positions. Most are semi-autonomous, programmed to follow the orders of one or more crewmen. A few (such as the T-series described below) are fully independent, artificially intelligent devices.

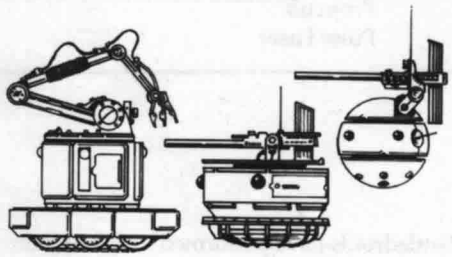
- **T-series**

A relatively new and highly successful class of android, the T-series may herald the beginning of a new sentient race. Guild scientists have worked to perfect android intelligence for over a decade now. The early models, T-1 through T-5, proved relatively successful, but limited programming and memory caused them to slip into infinite loops when confused, repeating the same task or phrase over and over until switched off. T-6 through T-10 reduced such problems as the sophistication and capacity of the artificial brains improved.

The well-known android T-11 is widely considered to be the first fully-functional artificially intelligent being with a mind and personality of its own, as well as the ability to think, learn and reason for itself.

T-series androids conform generally to the above statistics, but may vary greatly depending on model and circumstances. T-11 seems to have developed a sort of wanderlust and desire for glory, for it is now the first full android member of the House of Dha, and carries a potent and devastating alien weapon salvaged from the dangerous reaches of Aerolk Space.

Drones



Drones are usually single-function mechnoids, most often used for maintenance and simple tasks. Some drones can be used in combat, as well. These are typically mindless, and easily destroyed, but can be nuisances in battle. Exploding "suicide" drones can be very dangerous.

- **Bombdrone**

These terrible little drones can be equipped with explosive charges and set to explode under a variety of circumstances (if in danger of destruction, if touched, if approached closer than a certain distance, etc.). The force of the explosion varies, but is rarely greater than 8LTx.

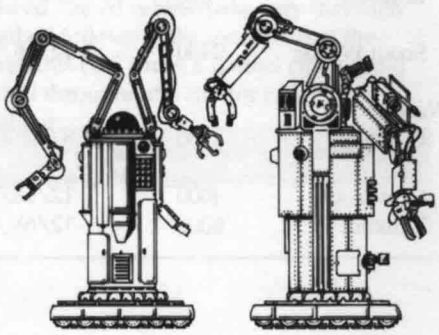
- **Exbots**

Exploratory tracked or grav-driven mechnoids are used for a variety of purposes — to scout out terrain on a new planet, to search through dangerous areas, to remove hazardous devices without risk to life, etc. They are equipped with cameras, sensors, manipulative arms, sample boxes, floodlights, etc. and may be remotely controlled from considerable distances.

- **Gravdrone**

The second type of security drone is spherical, powered by antigrav technology. It, too, mounts a small, rifle-class weapon, but is much faster and more mobile than tracked versions. Gravdrones can also engage in "pop up" fire, rising above intervening obstacles, shooting, then returning to ground level.

- **Scibots**



Scibots are usually employed on planets, and in buildings where their limited mobility is no great handicap. Scibots are usually tracked or grav-powered devices resembling large metal boxes with a variety of appendages and tools suited to their various tasks.

Scibots may utilize any reasonable skill, such as *medtech*, *computer* or *mechnoid repair*, *communications*, *driver*, etc., but rarely at a rating above 10L.

- **Trackdrone**

Used typically for sentry or security duty, these slow-moving, tracked vehicles most often mount a single blast- or pulse-rifle. While they can give an intruder a nasty (and potentially fatal) shock, tracked drones are no match for a well-armed party, and serve as only a minor diversion.

- **Workdrone**

This is a simple catch-all for the many types of work, maintenance, observation and utility drones found throughout the Guild.

Workdrones take many forms, and have many different appendages, depending upon the job they are designed for. The best known workdrones are the small maintenance models which glide or stump along the corridors of starships and perform simple repair and maintenance functions.

Workdrones are often found in droves upon space stations, and war moons due to the large upkeep of such facilities.

Robodogs



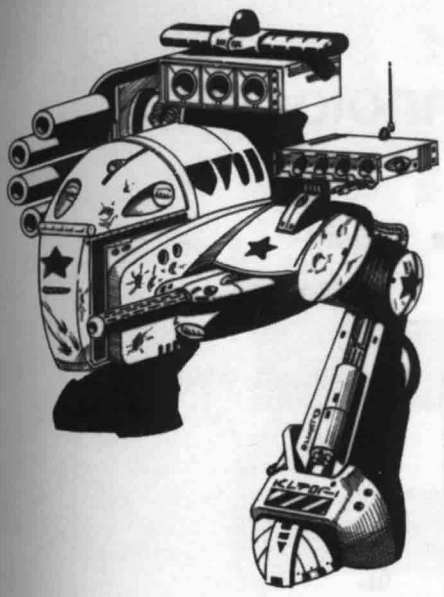
The desire for companionship is near universal among the Anthropos, but economic or climatic conditions often prevents the ownership of pets. Robodogs are a solution with many applications. Many individuals on harsh worlds, or in areas where food and resources are limited own these attractive, canine-like mechnoids, which can be programmed to duplicate virtually any function a real pet can perform (with obvious exceptions, of course).

Robodogs also serve practical functions with police departments and private citizens. A gleaming chrome watch-bot has a major psychological effect on would-be lawbreakers, and a robodog can take considerably more damage than its biological counterpart and never runs away. Some security robodogs have light or medium weapons attached to their backs for additional protection.

Walkers

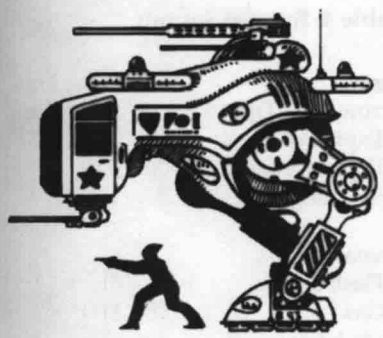
The next common type of mechnoid is a two-legged, armless robot resembling a large, metallic bird. Many different walker types exist, and some are quite potent.

- **A-frame**



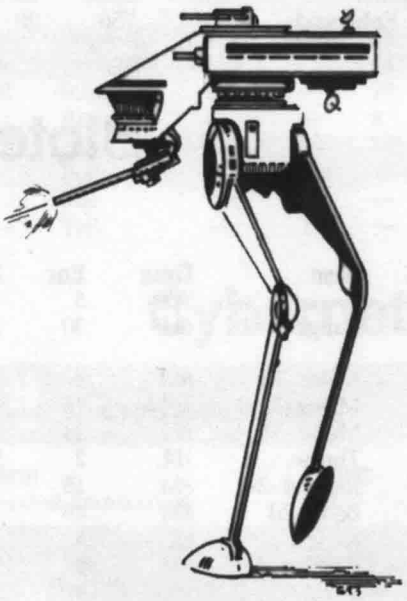
This is a generic term for the heavily armed walkers which frequently accompany Guild starships. So-called due to their rough A-shape, these are heavily armored and armed walkers used for heavy fire support and transport. A-frames vary in size, and are typically armed with anti-personnel weapons such as turbo-plaz, pulse cannon, micro grenade launcher, or quad-launchers.

- **Enforcer**



Found throughout the Empire, enforcers are massive, ugly walkers built to look as threatening and invulnerable as possible. They are used to maintain order, in riot-situations, or for guard duty, functions which they perform with great efficiency. Enforcers are extremely limited in their function, usually responding to two- or three-line commands only. Enforcer malfunctions or misinterpretation of orders have been known to cause heavy casualties, but the Katha don't seem to care.

- **Scout Walker**

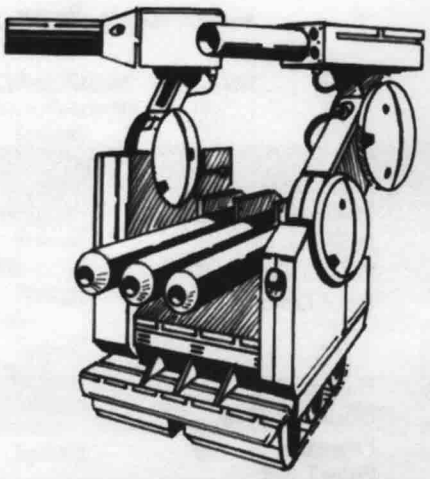


Thin, spindle-legged, and virtually unarmored, but incredibly fast, scout walkers serve a similar function to imperial scoutbots. They generally carry no more than a pair of blast rifles, and are rarely expected to do more than snipe at enemies to keep their heads down.

Warbots

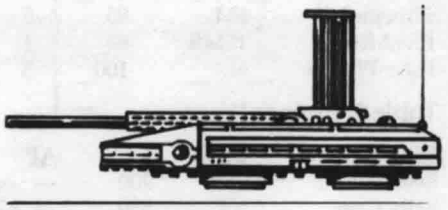
Non-humanoid robots designed specifically for heavy combat conditions are called warbots. Designs vary greatly, and only a small number can be described here. Varying from small weapon platforms to the awesome warbots found throughout Guildspace and beyond.

- **Crawler**



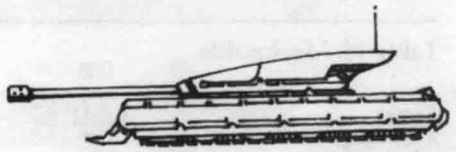
Small, armored, tracked warbots, somewhat like overgrown trackdrones, crawlers can survive longer in battle conditions, and can mount sizable weapons. Usually remotely controlled and sent against enemy strong points, crawlers are popular in the Guild, the Sphere and The Empire.

- **Gravscout**



The Empire uses these vehicles in large numbers. Small, fast and lightly armed, they carry cameras, infrared sensors, psiprobes and other detection gear. Their primary task is to penetrate enemy territory and relay information back to base. Secondarily, they may also skirmish with light enemy armor, although they will not survive long in combat against heavy weapons.

- **Tankbot**



A number of versions of this warbot exist in the empire, distinguished mostly by their mobility and means of propulsion. Tracked tankbots are the most common, and are comparatively slow and unmaneuverable. They may carry heavier armor, however, and are harder to stop. Hovertankbots are fast, but virtually unarmored, with smaller guns.

The elite armored units, however, are the gravtankbots. Fully autonomous, with extremely sophisticated tactical computers on board and the ability to communicate with each other and their home base, gravtanks are well armored and heavily armed, capable of standing up to withering fire and still delivering a heavy punch. Their antigrav repulsor fields enable gravtanks to traverse virtually any terrain without slowing, and their speed can be considerable. Besides the cybertanks, gravtank-bots are the most feared arm of the imperial military.

Biotechnology

Table 8: Biotech Equipment

BioTechnology	BioT	Cr	Enc
Bionocular	10L	200	5
Breather	8L	350	8
Feeder	8M	300	15
Firegnat Colony	6L	120	3
Glow Egg	10LB	20	.5
Lift Pods	8L	150	4
Living Rope	10L	180	12
Platelets	10MB	50	.1
Saliva Mites	10HB	50	.1
Slimemold	6M	85	5
TechMites	10MB	85	1
Tube-Worms	6L	100	5

Table 10: Bio Armor

Bio Armor	BioT	Cr	AP	IC	Base	AR	Enc
Carapace	6M	950	20	10	NDef -3d	24	120/60
Husk	8L	400	10	5	NDef -1d	12	100/50
Leaf	6L	200	6	3	NDef -0d	8	20/10
Pod	8L	300	8	4	NDef -1d	10	80/40
Spider	6M	585	16	8	NDef -2d	16	30/15
Enhanced	8M	750	20	10	NDef -3d	20	40/20

Table 9: Biotech Weapons

Bio Weapons	BioT	Cr	AP	IC	Base	Dmg	Enc	Range	Ammo
Beetle Bomb	6M	200	—	—	—	Spec.	5	—	—
Belly Gun	10L	550	24	12	Ranged -4d	6H	30	20	20/10 min
Bioblades									
Young	8MB	150	10	5	Melee -1d	6M	8	—	—
Adolescent	8MB	300	16	8	Melee -2d	10M	16	—	—
Adult	8MB	600	24	12	Melee -3d	8H	24	—	—
Death Eggs	10MB	50	—	—	Throw	10L	2	5	—
Egg Spitter	6M	500	20	18	Ranged -3d	8M	15	15	10/1 hr
Scorpion Tail	8M	800	16	8	Body -2d	8M	45	—	—
Spike Beetles	10MB	85	—	—	—	6L	8	—	—
Spiner	10L	400	16	8	Ranged -3d	6M	8	20	20/15 min
Sponge Ball	8L	65	—	—	Throw	Spec.	5	5	—
Tentacle Glove	10L	600	10	5	Body -1d	6L	15	—	—
Vine Spear	8L	500	12	6	Hurled -2d	10L	4	6	—
Web Slinger	10L	1200	16	8	Ranged -3d	6H Str	10	15	10/15 min

Table 18: Mechnoids

Type	cr	RATING	Weapons	Skills
Androids				
Battledroid	4000	10/24/8	Pulse Laser Blaster Missile Battery x2	—
Scidroid	1400	8/6/16	—	Science
T-Series	12,000	12/16/12	Varies	Varies
Drones				
Bombdrone	500	10/12/4	Bomb (10Hx)	—
Exbot	550	8/6/8	—	Science
Gravdrone	1000	16/12/4	Pulse Laser	—
Scibot	600	16/6/10 (MR 4)	—	Science
Trackdrone	800	8/12/4	Pulse Laser	—
Workdrone	450	4/6/8	—	Repair
Robodog	400	16/8/4	Bite	—
Walkers				
A-Frame	6000	10/40/4	Plasma Pulse Laser x4 Missile Battery x2	—
Enforcer	7000	8/6V/4	Projectile x2 Plasma x2	—
Scout Walker	2400	12/16/8	Pulse Laser	—
Warbots				
Crawler	2200	8/30/4	Plasma x2 Blaster x3	—
Gravscout	4000	12/16/4	Projectile	—
Tankbot	8000	12/6V/4	Pulse Laser	—

Table 2: Natural Weapons

Name	Base	IC	Dmg
Bite	Body -3d	6	210HB
Grab	Body -2d	6	0
Improvised	Melee -3d	10	Varies
Kick	Body -1d	6	6L
Punch	Body -0d	6	10HB
Throw	Hurled -1d	6	0

Table 4: Special Ammo

Ammo	Cr	Dmg	Enc
Arrow/Bolt Tips			
Explosive (local)	10	8M	.1
Explosive (general)	20	6Mx	.1
Spinning	5	10L	.1
Grenades			
Flash Bang	20	8Hx*	2
Gas	20	8Hx*	2
High Explosive	30	6Hx	2
Incendiaries	25	8Mx	2
Shock	20	8Hx*	2
Smoke	10	10Hx*	2
Tanglers	25	8Hx*	2
Missiles			
Assassin	100	10H	8
Explosive	75	10Hx	8
Hunter	50	10H	8
Seeker	75	10H	8

Table 12: Cyber Weapons

Cyber-Weapons	Cyber	cr	AP	IC	Base	Dmg	Wgt	Enc	Range	Ammo		
										Ammo	cr	Enc
Cyber-Blades	8M	165	5 ea.	6	Rngd -2d	10L	3	—	15	—	—	—
Cyber-Caws	10L	270	10	5	Body -1d	6M	4	—	—	—	—	—
Cyber-Fist*	6M	900	20	—	Punch	+1c	15	—	—	—	—	—
Micro-Laser	8M	450	12	6	Rngd -2d	8Lx2	1	—	30	20/3 min	—	—
Quick Attach Weapons												
QA Auto Cannon	—	875	32	16	Rngd -4d	6H	—	35	30	50	50	5
QA Claw	—	500	16	—	Pnch/Claw	+2d	—	18	—	—	—	—
QA Flamer	—	425	24	12	Rngd -4d	10M	—	20	8	2	50	3
QA Grappler	—	500	5	14	Rngd -2d	—	—	8	15	—	—	—
QA Razor Ball	—	800	24	12	Body -3d	8H	—	16	—	—	—	—
QA Saw	—	625	16	8	Body -2d	10M	—	20	—	—	—	—
Stem Jaw	8M	560	12	—	Bite	+1c	4	—	—	—	—	—
Tail Spikes	6M	450	12	—	Tail	+1c	10	—	—	—	—	—

Cybernetics

Table 5: Armor Enhancements

Suite Enhancements	cr	Enc.
Compensators	30/Lvl	—
Hard Point, External	20/Lvl*	5
Hard Point, Internal	40/Lvl*	10
Internal Environment	150	15
Joint Locks	150	10
Sealed	250	5
Slap-o-Matic	150	5
Strength Enhancers	50/Lvl	15

Helmet Enhancements	cr	Enc.
Flood Lights	100	5
Genjector	150	5
Nutrijector	150	10
Targeting Computer	350	4

Table 6: Kit Enhancements

Enhancement Name
Biometer
Communicator
Dimensional Shifter
Dimensional Transporter
Handcomp
Hologuise
Holo-Imager
Illuminator
Jump-Pack
Macrovisor
Oxygenator
Palmstores
Personal Scanner
Plasma Precipitator Pack
Personal Transporter
Phase Deviator
Power Pack
Recorders
Tech Pack
Turbo Pack
Ultralock Boots
Ultralock Utility Belt

Table 11: Cybernetic Implants

Item	Cyber	AP	Cr	Wgt	Vit
Audial Transceiver	10L	10	350	*	—
Cyber-Arm	6M	10	850	20	+4
Cyber-Eye	6M	10	350	.5	—
Infrared	—	5	125	.1	—
Macro Enhancer	—	5	125	.1	—
Micro Enhancer	—	5	110	.1	—
Starlight	—	5	100	.1	—
Star Lamp	—	5	25	.5	—
Cyber-Legs					
Speed	8L	10	800	50	+10
Strength	8L	10	850	80	+10
Enhanced Ear	10L	10	250	*	—
Joint Locks	10L	15	700	18	+3
Oxygenator	6L	15	350	3	—
Power Joints	6M	15	375	5	+1
Quick Attach Couplink	10M	10	1000	10	+4
QA Forearm	—	5	500	spec.	—
Thermoplas Implant	10HB	15	200	.5	—
Tish-Shocks	8M	5	800	20	+5
Titanium Endo Skeleton	10M	20	1500	100**	+20**

Table 13: Cyber Armor

Cyber Armor	Cyber	Cr	AP	IC	Base	AR	Wgt
Arm-Forearm	6L	65	2	1	NDef -0d	1	5
Spiked	6L	+50	2	1	NDef -1d	+1	+3
Arm-Upper	6L	65	2	1	NDef -0d	1	6
Spiked	6L	+50	2	1	NDef -1d	+1	+3
Facial	6L	70	2	1	NDef -0d	1	2
Spiked	6L	+50	2	1	NDef -1d	+1	+2
Knee	6L	60	2	1	NDef -0d	1	2
Spiked	6L	+50	2	1	NDef -1d	+1	+2
Shin	6L	120	4	2	NDef -1d	2	8
Spiked	6L	+60	2	1	NDef -1d	+1	+3
Thigh	6L	200	6	3	NDef -1d	3	12
Spiked	6L	+80	4	2	NDef -2d	+2	+6
Torso	6L	250	8	4	NDef -2d	4	16
Spiked	6L	+100	4	2	NDef -3d	+2	+8

Table 14: Systems

System	Code	Abbrev.
All-Terrain Hydr.	Ah	ATHyd
Armor		
Plate	Ar	ArmPlt
Shield	Sd	Shld
Artificial Grav	Gr	ArtGrav
Auto Defense	Df	AutoDef
Central Computer	Cc	CenComp
Cloaking Device	Ck	Cloak
Flight Deck	Fd	FltDeck
Inertial Dampers	In	InDamp
Internal Integrity	Ii	Integ
Labs		
Engineering	Le	EngLab
Medical	Lm	MedLab
Science	Ls	SciLab
Life Support	Lf	LifSup
Overdrive	Od	OvrDrv
Pod Launch/Launcher		
Assault	Pa	APod
Escape	Pe	EPod
Work	Pw	WPod
Probe Controls	Pr	PrCon
Reactive Hull	Rh	ReacHul
Repulsor Beam	Rb	Repul
Scanners	Sc	Scan
Sensors	Se	Sen
Ship Drives		
Sublight Drive	Sb	SubltDr
Hyper Drive	Hy	HypDr
Quantum Drive	Qd	QuanDr
Quan. Wedge	Qw	QuanWd
Ship Drive Enhs.		
Launch Gear	Lg	LnchGr
Atmos. Fittings	At	AtmFit
Tactical Fittings	Tc	TacFit
Stations		
Astrogation	Xa	AstSta
Captains Nest	Xc	CapSta
Comm.	Xm	ComSta
Driver	Xr	DrivSta
Engineering	Xe	EngSta
Helm	Xh	HelmSta
Medical	Xd	MedSta
Science	Xs	SciSta
Tactical	Xt	TacSta
Stealth Net	Sm	Stea
Tractor Beam	Tr	Trac
Transporter		
Intra-Ship	Ti	InTran
Short	Ts	ShTran
Medium	Tm	MdTran
Long	Tl	LnTran
Vehicle Engines	Ve	VehEng
Wheeled	*w	*w
Tracked	*t	*t
Hover	*h	*h
Grav	*g	*g
Walker	*k	*k
View Screen	Vw	View

Table 15: Transporter Guidelines

Base Dif = 5

Action	Dif
Through Shields	+shield value
Through Storm	+3
Through Sand Storm	+8
Through 10 feet of rock	+3
Through 100 feet of rock	+10
Transporter to Transporter	-10
Trans to non-Trans Location	0
Non-Trans to Non-Trans	+10

Table 16: Weapon Systems

Weapon Systems	Code	Abbrev.
Cannons	—	Can
Blaster Cannon	Bc	BlstCan
Dual	Bd	BlstCan2
Quad	Bq	BlstCan4
Ion Cannon	Ic	IonCan
Dual	Id	IonCan2
Quad	Iq	IonCan4
Plasma Cannon	Pc	PlasCan
Dual	Pd	PlasCan2
Quad	Pq	PlasCan4
Projectile Cannon	Jc	ProjCan
Dual	Jd	ProjCan2
Quad	Jq	ProjCan4
Pulse Las. Cannon	Lc	PulsCan
Dual	Ld	PulsCan2
Quad	Lq	PulsCan4
Missile Battery	Ms	MslBat
Dumb	*D	*D
Guided	*G	*G
Smart	*S	*S
Tactical Uplink	Tu	TacUpl
Torpedo Tube	Tt	TorpTb
Ambush	*M	*M
Armored	*A	*A
Evasive	*E	*E
Hunter-Seeker	*H	*H
Logic Circuit	*L	*L
Rapid Run	*R	*R
Stealth	*S	*S
Turret		
180	*180	*180
270	*270	*270
360	*360	*360
Weapon Arm	*Arm	*Arm

Table 17: Vessel Ratings

Atk	Dmg	System
Atk	Dmg	Systems
Def	AR	
MR	HP	

The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders:

1-800-880-8880

TGL#10200
7 61769 10200 7
ISBN 1-56974-002-X

© 1993 Dream Quest Games, Ltd., All Rights Reserved

Rule Book

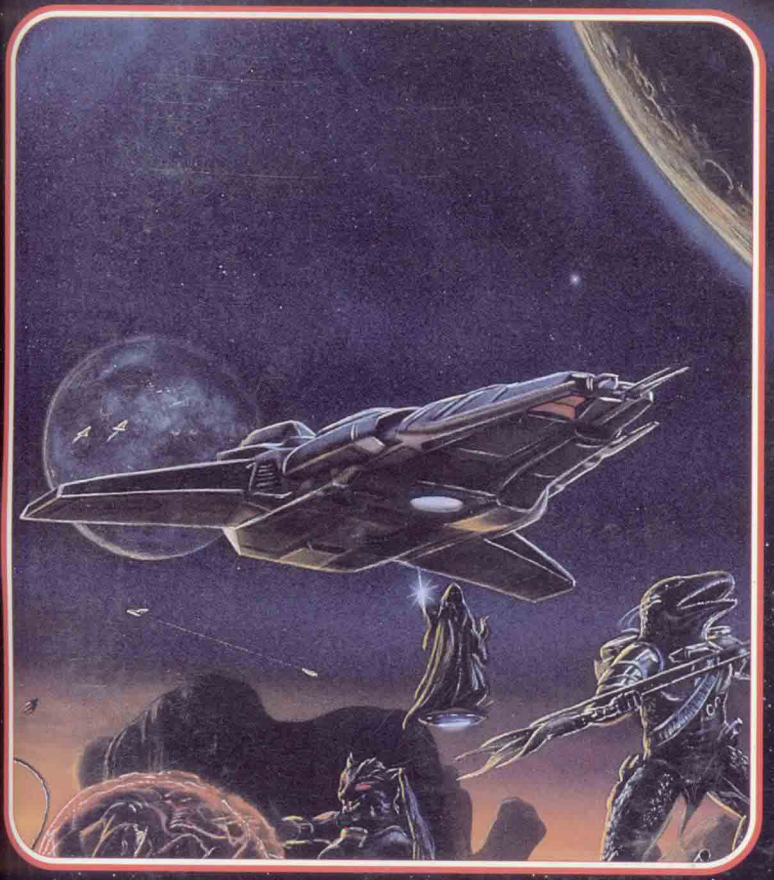
#10300

METASCAPE

GUILD SPACE

Setting Guide

History, Empires, and Aliens



GAMELORDS

Setting Guide

History, Empires, and Aliens

Production

Concept: Blake Mobley
Design: Blake Mobley, Anthony Pryor, David Webb
Development: Blake Mobley, Anthony Pryor, David Webb
Text Edit: Jeannie Davis, Anthony Pryor
Color Art: Mark Maxwell
B/W Art: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson
Cartography: Blake Mobley
Mianture Sculpting: Sandra Garrity
Layout: Blake Mobley, Renay Mobley, Dianna Mobley, Anthony Pryor, David Webb

Playtesters

Colorado: Phillip Bagga, Heather Bergenheier, Mike Bergenheier, Sherri Brown, Clint Collins, Christine Cook, Monte Cook, Ron Deike, Carol Dorsett, Will Grady, David Griffin, Ellen Garrett, Joe Garrett Jr., Jared Livingston, Steve Maybury, Ivan Medlin, Blake Mobley, Renay Mobley, Matt Munson, Jason Muxlow, Cory Neilson, Anthony Pryor, Jon Rehborg, Chad Rodriguez, Steve Tobin, Charlie Bill Vincent, Dave Webb

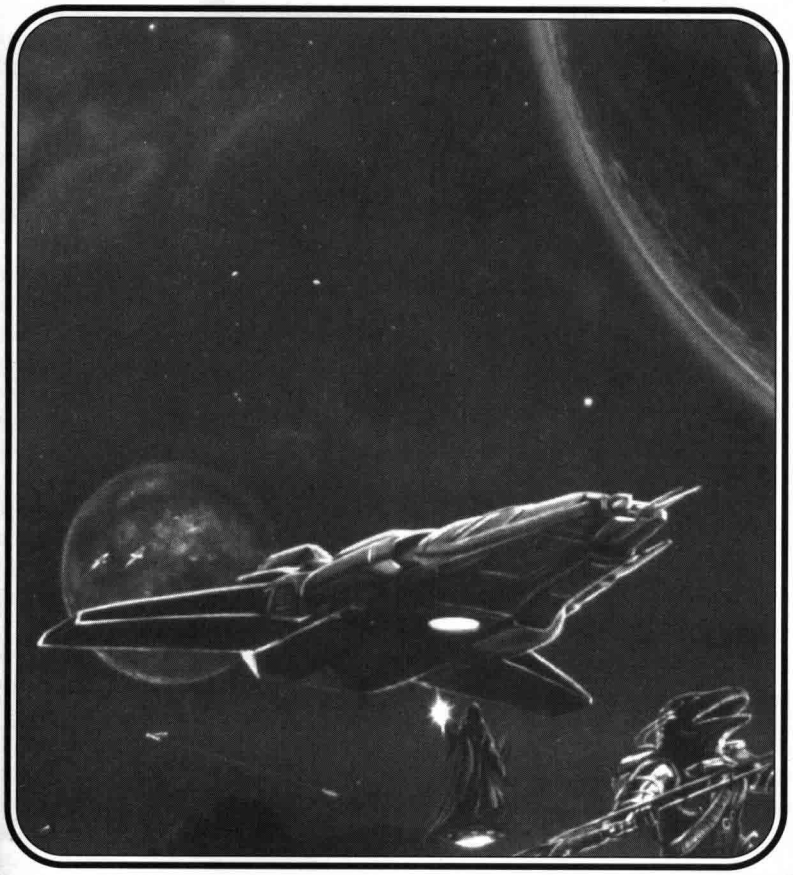
Washington: Jeff Doering, Marisella Lockhart, Steve Lockhart, Jamie Poe, Nick Singer, Todd Sunstead

Oregon: Joseph Becker,Robert Becker, Greg Casebeer, Scott Casebeer, Tom Coughlin, Pauline Dougherty, Henry Kalani, Mark Mongillo, Tom Steward

Special Thanks

From Blake Mobley To:

- Renay Mobley (my wife) - for her support, generosity, and love
- David Webb and Anthony Pryor - for their extraordinary devotion to this project
- My Family - for their support and assistance
- The Limited Partners - for their support and belief in this project
- Ron and Wei Lin Deike - for sharing in and supporting my dream
- Peg & Bill Thorpe - for their generosity
- Pyramid Printing Staff - for their assistance and patience on this project
- The Meeker Community - for my inspiration and peace of mind



METASCAPE, GUILD SPACE, and GAME LORDS are all trademarks owned or licensed by Dream Quest Games, Ltd.

© 1993 Dream Quest Games, Ltd., All Rights Reserved. Printed in the U.S.A.

This work is protected under the copyright laws of the United States of America. Any reproduction or unautorized use of the material or artwork contained herein is prohibited without the express written permission of Dream Quest Games, Ltd.

ISBN 1-56974-004-6

Product #10300

The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders Call:

1-800-880-8880

Table of Contents

Overview/ Quickstart **3**
- Guildspace 3
- The House of Dha 3
- The Present 3

Timeline of Known Space History **4**

History of the Guild **5**
- Before the Guild 5
- The Beginning 5
- The Guild 5
- The Arthirian Invasion 5
- The Empire 6
- After the War 7
- The Blood Feud 7
- Other Allies 8
- The House of Dha 8
- Two New Allies 8
- The Present 8

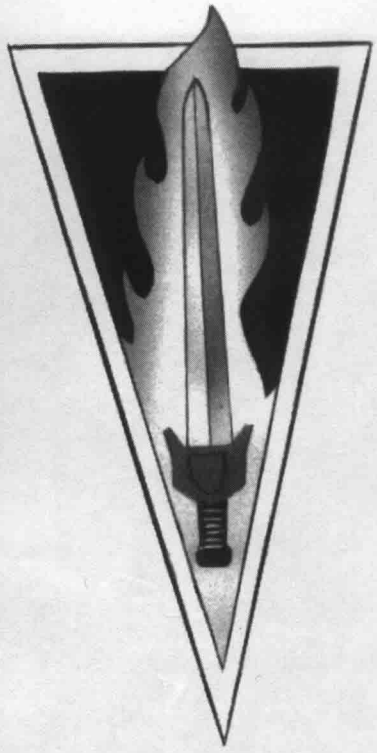
Major Races of Known Space **9**
- Anthropos 9
- Calemora 11
- Draca 14
- Kryll 17
- Shanask 19
- Zin-Shee 21

Major States of Known Space **24**
- The Guild 24
  - Inhabitants 24
  - The Houses 25
  - Other Organizations 26
  - Great House 27
  - The Military 27
  - The House of Dha 29
  - Major Worlds of the Guild 29
- The Arthirian Sphere 32
  - Inhabitants 32
  - Government 32
  - The Military 33
  - Major Worlds of the Sphere 35
- The Company 37
  - Structure 37
  - Military 37
  - Major Worlds and Holdings 37
- The Empire 39
  - Inhabitants 39
  - Government 39
  - The Military 40
  - Major Worlds of The Empire 41
- The Dracan Holding 43
  - Inhabitants 43
  - Government 43
  - The Military 44
  - Major Worlds of the Holding 44
- The Zin-Shee Matriarchy 46
  - Inhabitants 46
  - Government 46
  - The Military 47
  - Major Worlds of the Matriarchy ... 47
- Other States 49
  - The Free Traders' Republic 49
  - The Combine 49
  - The Skarr Empire 49
  - The Dominate 49
  - Halima's Realm 49
  - The Dark Alliance 49
  - Mirrok 50
  - The Common Entente 50
  - The Kingdom 50
  - Unknown States 50

NPC Life Forms **51**
- Ahuk 52
- Anthropos 52
- Calemora 52
- Cloud-Manta 53
- Ch'aak 53
- Da-han 53
- Dhardoun 54
- Dirigibles 54
- Draca 54
- Drassk 55
- Dreadar 55
- Eefo 55
- Hammu 56
- Haochann 56
- Helav 56
- Horak 57
- Horassa 57
- Jangiri 57
- K'lak 58
- Katha 58
- Kryll Warrior 58
- Kurg 59
- Kurr'ssa 59
- Lirrit 59
- mBari 60
- Mindspider 60
- Moriam 61
- Murrk 61
- Neidasca 61
- Neodogs 62
- Ornax 62
- Oro 62
- Per'kiff 63
- Porasha 63
- Pouncer 63
- Rakka 64
- Sand-Squid 64
- Shanask 64
- Shar-Ka 65
- Sheem 65
- Sidera 66
- Skrak 66
- Skrikka 67
- Stellarnites 67
- Swampworm 67
- T'skaa 68
- Uruk 68
- Vulpe 68
- Wurro 69
- Xaltir 69
- Xlralli 69
- Yrrax 70
- Zin-Shee Male 70
- Zin-Shee Female 70

NPC Personalities **71**
- Borazza Irin, General 71
- Dakkon Hakkaris, Egg-mistress 71
- Dalos Smitz, Grand Admiral 71
- Daxx, General 72
- Duchess Murris'sha Qrr'sh, Psi-Mistress 72
- Gorak 72
- Gretakk 73
- Honored Dha Queen 73
- Jodar 73
- Jorrm, Vice-President 74
- Ketuvorra Morrax, Marshal 74
- Kronn Vorrosk, War-Master 74
- Korok 75
- Morrsh, Slayer 75
- Nelos, Admiral 75
- Pakk Shraa, Ground Marshal 76
- Petra Dredd, Captain 76
- Shaenll'aa, Psi-Mistress 76
- Shakna 77
- Tiann Shea, Lt. Col. 77
- Shurra Hassa, Baron 77
- T11 78
- Therrokhan, President 78
- Tsewa, Honored Slave General 78
- Turavana Syla, Chief 79
- Val Markala, President 79
- Zha, Ancient Dragon 79

Map of Known Space **80**



Overview/ Quickstart

This book is intended to introduce players to the Guild Space™ Setting. Details on playing the game are found in the Rule Book. *Make sure you have read that book before you read this one.*

Welcome to Guildspace, located in the Trinium Scape. I am Jodar, your guide to the wonders of this new universe. You have been chosen to help mold the reality of my scape, and to aid me in the coming struggles against the enemies of the Guild and galactic civilization.

This brief introduction is all you need to begin adventuring in this exciting new realm. Below is a general overview of Guildspace, its races, nations, conflicts and dangers. These are all discussed in much greater detail later in this book, but for now all you need to do is read the following.

Guildspace

The race you know as humans are known in this scape as Anthropos. Far advanced from ordinary humans, Anthropos fled their homeworld of Url over 3000 years ago, and spread out into the galactic arm, creating several major stellar nations. The most prominent of these are the Guild, an alliance of democratic, peaceful nations whose main objective is to explore and unite the galaxy; The Company, a corporate state with no true borders, but financial interests in almost every corner of Anthropos space; and the Arthirian Sphere, a militaristic state which once fought a destructive war with the Guild and lost.

The Guild is more than an alliance of Anthropos worlds. Currently, hundreds of alien species have joined the Guild, some inhabiting a single planet, others controlling dozens of star systems. Within Guild boundaries are numerous small, independent states as well, some Anthropos, some alien, some unknown.

Major allies of the Guild include the Draca, a ruthless but honorable empire of powerful reptilians, and the Zin-Shee, or psi-cats, a feline race possessing awesome mental powers.

Beyond Anthropos space lie several alien states. The largest of these, known simply as The Empire, is a totalitarian state ruled by the alien katha, with hundreds of subject races, including Anthropos. The Empire and Guild fought a war several centuries ago, and since then the demilitarized zone between them has been administered by the Arthirians.

The House of Dha

Recently, reports have begun to filter out of The Empire that imperial scientists have developed a new type of "super soldier," an invincible warrior which the Imperials intend to use in a renewed invasion of Guildspace.

For many years, Guild leaders have acknowledged the need for an elite force to deal with The Empire, as well as the other unknown powers and dangers of the galaxy. The reports of the new so-called "Imperial Deathstalkers" caused the Guild to finally form the House of Dha.

Dha warriors are the elite of the galaxy, the finest warriors, psionicists, techs, martial artists, and so on. Intended to counter the new Imperial Deathstalkers, and to deal with other threats both within the Guild and beyond, the House of Dha was awarded a harsh protoplanet (dubbed "Dha Prime") deep inside the Acropolis stellar nursery, where training commenced. Today, the existence of the House of Dha and the location of Dha Prime remain largely secret.

Many races joined the House of Dha, but the bulk of membership was made up of the four major (or "guardian") races. Of these, the Anthropos, Draca, and Zin-Shee have already been discussed. In addition to these three, Dha selected the Calemora, a race of primitive yet awesomely powerful warriors who can turn their very bodies into deadly weapons.

Four moons were transported to Dha Prime, each to serve as headquarters for one of the Dha guardian races. Months passed, and slowly, the elite military force which was to become Dha took shape. Now, the House of Dha is finally ready to begin operations.

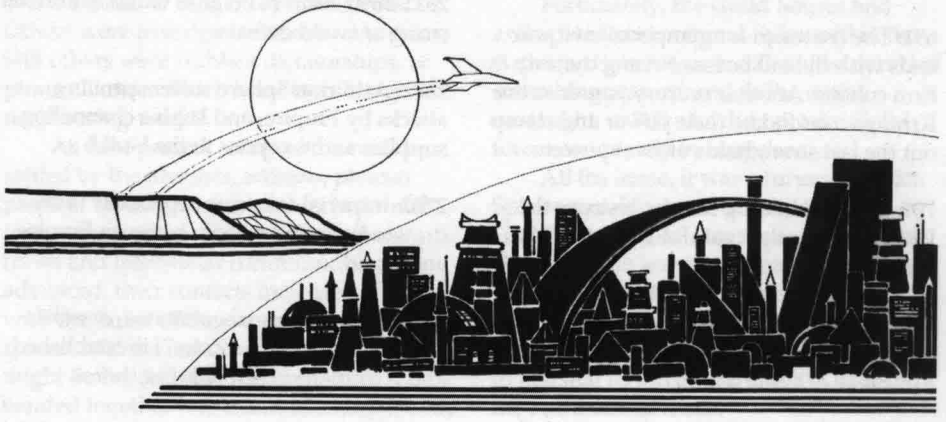
The Present

You are now members of the House of Dha. As such, you are among the galaxy's elite. Even at your lowest rank, your powers and abilities are far beyond the finest warriors the Guild has to offer. Your ultimate loyalty is to the Guild, and to the preservation of the society which it has created. You will stand against anyone who threatens the peace of the Guild, and lay down your very life if necessary.

You may choose to play an Anthropos — the highly evolved descendants of modern humans. Your technological skill and luck are legendary. You may be a Calemora — the most dangerous martial artists in the galaxy, capable of manipulating your own body through will alone. Perhaps you are a Draca — grim, brooding, reptilian warriors who live to fight and fight to live. Or you could be a Zin-Shee — agile and awesomely talented with *psionics* and mental abilities.

In addition, your GM may allow you to play two other, mysterious races, the Kryll and the Shanask, whose presence is yet to be felt in Guildspace.

In the chaotic realms of Known Space, friends are rare and enemies are legion. Beyond the borders of the Guild, The Empire schemes and plans, pirates prepare for raids, and hostile aliens expand their spheres of influence. Who knows what threats to the Guild may arise? All you know is that you are Dha, and it will be your job to face them.



Timeline of Known Space History

All dates are considered a.h. (after holocaust), unless listed as b.h. (before holocaust).

-100,000-10,000 bh: Massive alien states grow and prosper, including the Aerolk.

-4,000 bh: Galaxy-wide conflict apparently wipes out most interstellar civilizations. Aerolk depart Known Space, leaving behind vast technological wonders and deadly traps.

-2,500 bh: Empire founded by humanoid katha. Emperor Rallykk I leads imperial starships against neighboring states.

-1,000 bh: First Anthropos spaceflight.

0: Nuclear holocaust destroys Anthropos civilization on Url. Numerous refugees escape into space in a great migration known as "The Scattering."

175: Empire plunged into civil war as numerous claimants to the imperial throne vie for dominance. Known as "The Reign of the Thousand Emperors."

ca. 200: Founding of Arthirian Sphere by Anthropos militarists.

ca. 250: Founding of The Company

450: Dracan Holding founded.

ca. 505: Founding of the Galactic Union of Intelligent Life-forms and Devices (the Guild).

515: Zin-Shee Matriarchy founded by alliance of noble females. Expansion into surrounding space begins immediately.

691: The centuries-long imperial civil war ends with the militaristic Krrang dynasty in firm control. Another century passes as the Krrangs consolidate their power and stamp out the last strongholds of rival power.

705: Dracan Holding utterly destroys the Ixxeen, their only rivals for dominance in the region.

805: War between Sphere and Guild begins.

818: Siege of Guildhome.

820: Arthirians defeated and driven back across frontier.

900-1700: Peaceful expansion of Guild frontiers. Arthirian Sphere wracked by social and economic upheavals.

1116: The imperial tradition of "honored slavery" in which slave races are given favored status and influential positions, is instituted.

1260: Draca/Zin-Shee war begins. The war continues, at varying levels of intensity, for over two centuries.

1476: Draca deem Zin-Shee "worthy" of survival after two centuries of conflict.

1775: Skrak and kurg raids begin throughout the Guild. They continue, varying in frequency and ferocity, to this day.

1812: Expanding Zin-Shee Matriarchy invades planet Calemor despite disastrous meteor storm which badly damages their invasion fleet. Beginning of the Blood Feud.

2245: Dark Alliance founded by outlaws, pirates, and anti-Guild planets. Several major raiding campaigns take place in the first century of the alliance's existence.

2333: Massive Dark Alliance raid on industrial world of Carivora. Battle continues for months, leaving world blasted and devastated.

2520: Zin-Shee move capital from Sheapa to Seril in order to better manage war with Calemora.

2602: Guild ships encounter outposts of The Empire.

2610: Imperial slave-ambassadors deliver ultimatum to Guildhome. Guild refuses to surrender.

2611-2690: Empire invades Guild. Unbroken string of Guild defeats.

2632: Arthirian Sphere suffers probing attacks by Empire, and begins channeling supplies and weapons to the Guild.

2702: Imperial forces unexpectedly withdrawn. Peace talks begin between Empire and Guild.

2705: After intense negotiations, demilitarized zone (aka "The Zone") is established, and Arthirians given policing duties.

2712-75: Guild reclaims and rebuilds worlds devastated by war.

2804: Guild starships discover Calemor, observe the Blood Feud.

2808: Guild intervenes in Blood Feud, imposing settlement on both sides. Calemora and many Zin-Shee join Guild.

2856: Provided with information by the Zin-Shee, Anthropos and Calemoran diplomats make contact with the Draca.

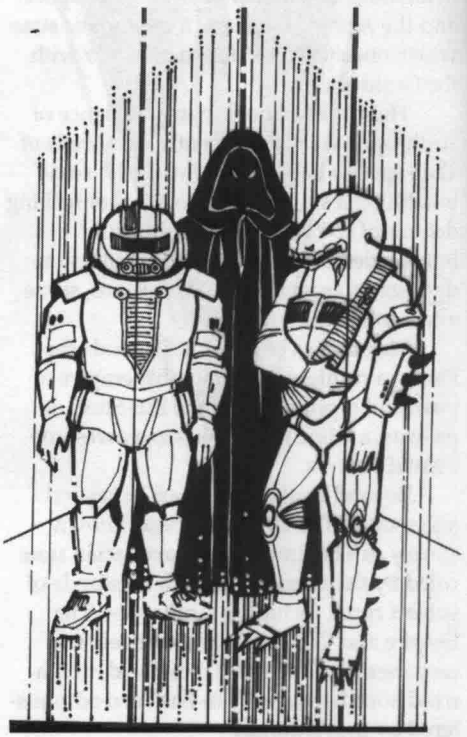
2860: After intensive negotiations, discussions and displays of force, Guild and Dracan Holding sign treaties of peace. Draca begin to appear throughout the Guild.

2885: First reports of new imperial warriors (aka "Death Stalkers") begin to appear.

2889: Guild establishes House of Dha.

2891: Construction of Glory commences upon Dha Prime and placement of four "Guardian Moons" is completed.

2893: Mysterious insectoid race called Kryll invades Guild. House of Dha fleet intervenes. Shanask arrive at Dha Prime, help to end hostilities. Kryll and Shanask accepted into Guild (See *Shakna — Assault on the Hive*, the first Guild Space™ Setting adventure).



History of the Guild

Galactic civilization is unfathomably old. Long before the Anthropos' ancestors were even arboreal insectivores, some legends tell of titanic battles with dark forces from other realities, the rise and fall of mighty civilizations, and powerful, godlike entities. Occasionally, strange devices and indecipherable writings are found, or fragments of ancient myths speak of an age of heroes and war, or of chaos and darkness. From this fog of myth and legend emerged the civilized galaxy which we know today.

Before the Guild

Pre-Guild civilization is difficult to piece together, for only a few hints remain of what once was. As it is impossible to separate fact from fiction in these ancient chronicles, most scholars place them in the realm of folklore, and concentrate on the most ancient known civilization, the Aerolk.

Occupying a region coreward and counterspinward of the Guild, the Aerolk are known to have developed a highly advanced civilization which flourished over 100,000 years ago. The Aerolk's appearance and biology are a mystery, for no portrayal of them survived their disappearance.

As to why the Aerolk disappeared, no one can say either. Their legacy lives on, however, in the dangerous reaches of Aerolk space. Here, it is said, many of the Aerolk's incredible tools, devices, weapons, starships and other artifacts may be found by those daring enough to journey there.

Unfortunately, Aerolk Space is one of the most dangerous regions of the Known Space. Laden with time-space anomalies, this region is also full of traps and devices apparently left behind by the Aerolk, either to guard their worlds in anticipation of their return, or to keep their galactic tomb undisturbed. Few who journey to this area have returned to tell of it, or to bring back the wondrous devices of super-science which may still be found there.

The Beginning

The universe we know today began in the flames of atomic war and genocidal destruction. The Anthropos homeworld of Url, long the scene of global conflict and danger, finally exploded in the ultimate atomic war. Survivors of the conflict were few, and each group was driven by the desire to avoid the mistakes of the past.

In ones and twos, or in groups of a few dozen, the survivors came together. A few crawled up from the devastated surface of Url. Others came from Url's handful of offworld colonies. Slowly, the ones and twos became tens and hundreds, and the hundreds became thousands. There was nothing left for them in the Url system now. With heavy hearts and grim determination, the survivors turned toward the distant stars. The Scattering had begun.

Many different groups left Url in the decade following the Holocaust. All were bound for the limitless reaches of space, and the promise of new worlds and new homes. Most didn't make it. Crude stardrives failed, stranding survivors in the interstellar void. New worlds proved hostile or completely incapable of supporting life. Conflicts broke out between factions, wiping out entire communities. Of the handful who escaped from Url, only a smaller handful actually reached habitable worlds.

Within two centuries, several distinct factions of humanity had emerged. Those militaristic humans who believed that the great holocaust could have been avoided by maintaining strength and vigilance found their way to the world now known as Arth, from which they spread out, absorbing the smaller human colonies and alien worlds which surrounded them. The Arthirian Sphere was formed in 200 a.h.

In 250 a.h. the descendants of the corporate powers created a mercantile empire called simply The Company, which directly controlled few worlds, but had financial connections throughout human space.

The Guild

Other small human alliances, states and individual worlds existed as well, scattered throughout Known Space. Some of these were idealized, utopian communities which tried to live in accordance with theoretical social models or religious philosophies. Others were true democracies or republics. Still others were ruthless dictatorships, or pirate alliances which lived by raiding neighboring worlds.

As time passed, many of the worlds settled by the idealists, artisans, philosophers or theologists found they had much in common, and as the science of space travel and interstellar communication advanced, their contacts increased. Faced with the threat of the expanding Arthirian sphere, and the unknown threats which might lie beyond Known Space, they banded together into a formal alliance, with each major faction represented as an official "House."

Soon, the Guild (originally an acronym for "Galactic Unification of Intelligent Lifeforms and Devices," but soon simply "The Guild") had been established in 505 a.h.

Guild members were expected to abide by several simple, but significant, laws. Member worlds were free to deal with internal affairs in any way they chose, so long as their citizens retained basic freedoms such as free speech, democratic representation, and a free press. In exchange, member worlds received economic support, technical assistance, disaster relief, and military defense. Military house members were trained for loyalty to the Guild, but such houses were not allowed to participate in the government, lest the Guild degenerate into the militaristic totalitarianism of the Arthirian Sphere.

Even before alien contact, Guild leaders had made provisions for non-Anthropos membership. Many alien races were encountered, some hostile, some neutral, some friendly. Provisions in Guild law had been made to provide for alien biologies and social systems, and each race was considered for membership on an individual basis. All were still expected to have free and open societies, but obvious differences in physiology and social development were always taken into account. Soon, over a hundred species could claim membership in the Guild.

The Arthirian Invasion

Conflict between the major branches of human civilization was inevitable. As Guildspace grew to rival the Arthirians in size and power, the rulers of Arth saw them as a threat to both themselves and the glorious future of humanity. Democratic traditions were seen as weakness, and the full participation of all Guild citizens in Guildspace governance was seen as a fatal flaw. Urgently, and in total secrecy, the Arthirians planned a war of conquest against the Guild.

Fortunately, the Guild houses had anticipated such a move. Spies within the Arthirian Sphere warned Guild leaders that something was up, and so the initial onslaught, in 805 a.h., did not take Guild forces completely by surprise.

All the same, it was a furious conflict. Sphere naval forces broke through the Guild's frontier defenses in several places, shattering the few small flotillas which could be rushed to the scene. The sacrifice of these fleets bought the Guild time, however, allowing the beleaguered alliance to marshal its forces and attempt to blunt the Arthirian advance.



Unfortunately for the Guild, the Arthirians had planned their campaign well. Their fleets advanced with amazing swiftness, slipping through a previously uncharted wormhole into the heart of Guildspace. Guildhome itself was threatened and with it, the entire Guild. The Guild fleet threw up a hasty defense of the Guild's prime world and a prolonged siege began.

These were the Guild's darkest days. Months of maneuvering and skirmishing followed, with Guildhome totally cut off from the rest of Guildspace. A spirited defense, coupled with hit-and-run raids against Arthirian supply lines and bases, kept the invaders off balance and forestalled their final offensive. Both sides knew, however, that the reckoning was coming.

With supply lines overextended and morale deteriorating, Arthirian leaders were forced to press the attack. Preceded by a light screen of corvettes and insystem fighters, the Arthirian battleships advanced toward the interior of the Guild's home system.

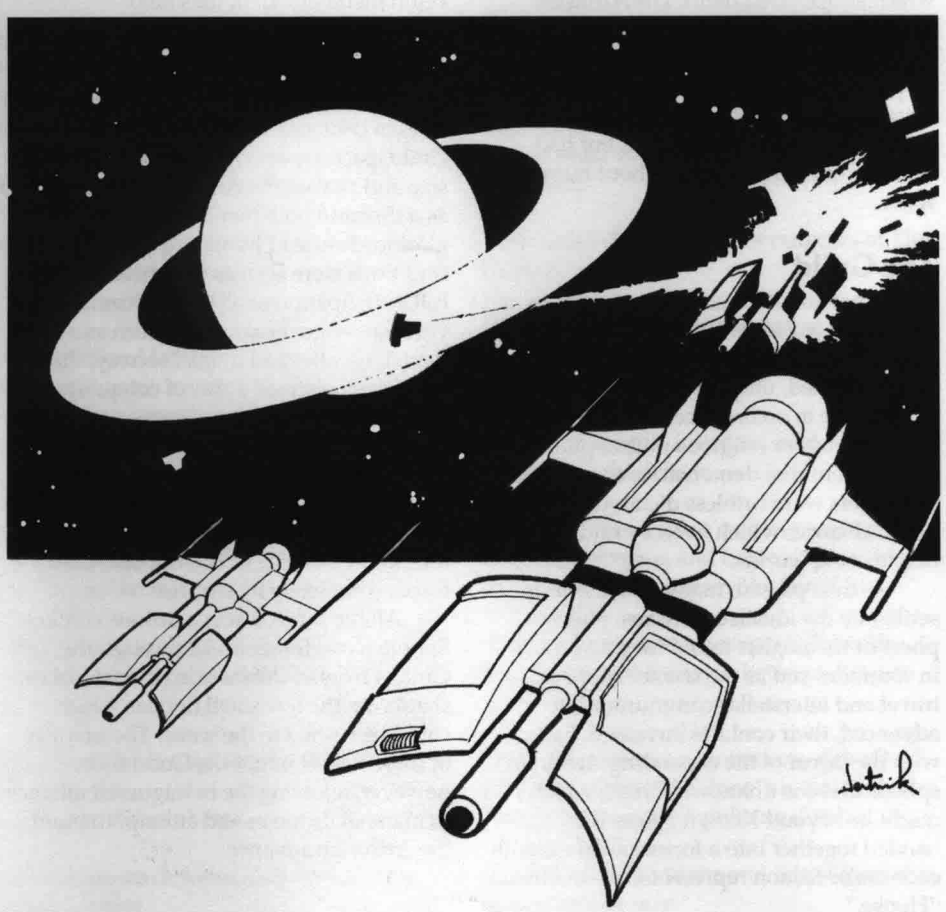
Casualties were heavy. An entire flotilla was decoyed into the rings of Kargyr where their sensors functioned poorly, and was wiped out by Admiral Hamor's strike cruisers. Other ships were damaged by mines and small, one-man fighters intended to distract, rather than destroy. With the advance behind schedule and losses mounting, the Arthirian admirals redoubled their pace and prepared to bombard Guildhome into submission.

This was the moment the defenders had been waiting for. In their haste, the Arthirians had bypassed Guildhome's sister planet, Rexon, without a thorough scan. Hidden beneath its surface in vast caverns was the bulk of the Guild fleet. Rising from its surface, the smaller, lighter Guild ships swept down upon the clumsier Arthirian battleships, inflicting heavy losses before the invaders could maneuver around to respond.

The skies of Great House were lit up that night as the two fleets struggled, fought and died. In this desperate battle, where Admiral Kuranna broadcast a heroic call for resistance against the Sphere and herself died on the bridge of her flagship, the cruiser *Defiant*, the Guild fleet earned the title "House of Defiance."

Bloodily repulsed, the Arthirian fleet limped back for home with less than a third of their original numbers. The Sphere never again attempted an invasion of the Guild, although skirmishes and low-level conflict along the frontier continued for years. The Guild, badly battered but still alive, took steps to collapse the uncharted wormhole and increase its border defenses.

The first major conflict between humans in space had been a near-catastrophe, from which neither side emerged as a clear winner. The only real victor was The Company, which had managed to supply both sides while remaining scrupulously clear of real conflict.



The Empire

Years passed. The race of humanity evolved through genetic engineering and superior medical science, eventually becoming the advanced species known as the Anthropos. The Guild's frontiers steadily expanded, while internal conflict and the massive economic disruption caused by the failed invasion kept the Arthirians occupied.

The days of open hostility between Guild and Sphere ended, however, and the expanding Guild slowly crept around the Arthirian frontier, threatening to completely surround its old enemy. Nearly 2000 years of relative peace ensued. However, in 2602 a.h., a danger far greater than the Arthirians was encountered.

Exploring spinward, Guild scouts came upon a heavily fortified frontier. Guild ships which approached were fired upon; some were destroyed — The Empire had been discovered.

The humanoid katha controlled this totalitarian state in the person of the mysterious Emperor and his equally unknown "Council of State." Numerous subject races also served The Empire, with various levels of status depending on their importance and length of servitude. Driven by an intense xenophobia and the arrogance of absolute rulers, the katha had little tolerance for the Guild's philosophy of peaceful coexistence.

In 2610 a.h. imperial slave-ambassadors delivered a stark message to the guild — submit or face destruction. The myriad races of the Guild, despite their different appearances and biology, had one thing in common. All preferred even a doomed struggle to docile submission. The Guild's answer was swift and unequivocal: If the katha wish to make us their slaves, let them try.

Even the centuries of training and rearming which had followed the Arthirian conflict scarcely prepared the Guild for the sheer ferocity of the imperial onslaught. Endless legions of slave-troops swept over outlying Guild worlds, imperial warships laid waste to cities and continents from orbit, and quarter was neither asked nor given.

In the face of such an attack, the Guild had no choice but to fall back with heavy losses. A few triumphs highlight the first decade of conflict, but all were merely honorable defeats and skillful withdrawals. The evacuation of the planet Hralla in the face of an advancing imperial armada, for example, is one such small success, in which a small Guild flotilla led by the dreadnaught *Dauntless,* held an entire Imperial fleet at bay for several days before being completely annihilated. "Remember the *Dauntless!*" was to become a rallying cry to the Guild military and all those who opposed The Empire.

The second and third decade of the conflict saw little change, but slowly, Guild strategy began to change. Utilizing guerrilla tactics, Guild forces managed to delay and frustrate imperial commanders, slowing the pace of their advance somewhat.

In 2632, imperial forces encountered the Arthirian Sphere, and after several sharp exchanges, withdrew their probing forces and concentrated upon the Guild, which imperial commanders considered more vulnerable.

Realizing that The Empire would turn on the Sphere once the Guild was destroyed, the Arthirians finally began to funnel ships, weapons, equipment and supplies to their former enemies. Publicly, however, they remained neutral, hoping to gain favored status with The Empire should the Guild be defeated.

Despite isolated successes, after almost a century of conflict, the Guild seemed doomed. Imperial forces were still strong, and the handful of Guild victories had served only to delay the inevitable. Some Guild members now openly spoke of capitulation, to spare the worlds further tragedy and bloodshed. Whatever happened, it seemed that the Guild would eventually be conquered, one way or another.

It was then, in 2702 a.h., as the Guild steeled itself for the final conflict, that the impossible happened. Imperial forces unexpectedly pulled back, and unilaterally declared a cease-fire. Why this happened remains a mystery, but the most common theory is that The Empire had met another, more dangerous foe, and needed the forces to fight elsewhere.

It took another three years to work out the final terms of peace. Forces were pulled back, leaving a 500 light year-wide strip of uncontested star systems. The Arthirians, who, despite their covert support for the Guild, had remained officially neutral, were given control over the demilitarized zone between the Guild and Empire, and citizens of all three states were allowed free access to the region.

Today, the area, simply called "The Zone," exists as a rich trading region in which numerous states and races may freely coexist. The conflict with The Empire has scarcely ended, however, and imperial forces remain the greatest threat to the Guild's freedom generally known.

After the War

In the meantime, technological advances continued. Guild scientists perfected a method for widening existing wormholes, creating a Guild-wide "rapid-transit" system for emergencies. The only drawback to this system was the huge amount of energy required to widen the normally subatomic wormholes to a practical size, and the extremely brief period which they could be held open.

With The Empire blocking spinward expansion, Guild explorers turned coreward and counterspinward. Here, the richest period of Guild expansion began.

The Blood Feud

Nearly two thousand years previously, in 515 a.h., the catlike Zin-Shee had built their own interstellar state — known as the Zin-Shee Matriarchy — based on the conquest of surrounding worlds and races. Originating in a region of space with few technological races, the Zin-Shee had had an easy time of it. In fact, many worlds voluntarily joined the Zin-Shee after seeing the advantages of doing so.

The Zin-Shee were not cruel conquerors, and generally treated subject worlds well. Rebellion was not tolerated, however, and worlds which tried to break away from the martriarchy usually found their major cities destroyed and their culture forcibly bombed back into pre-technological eras.

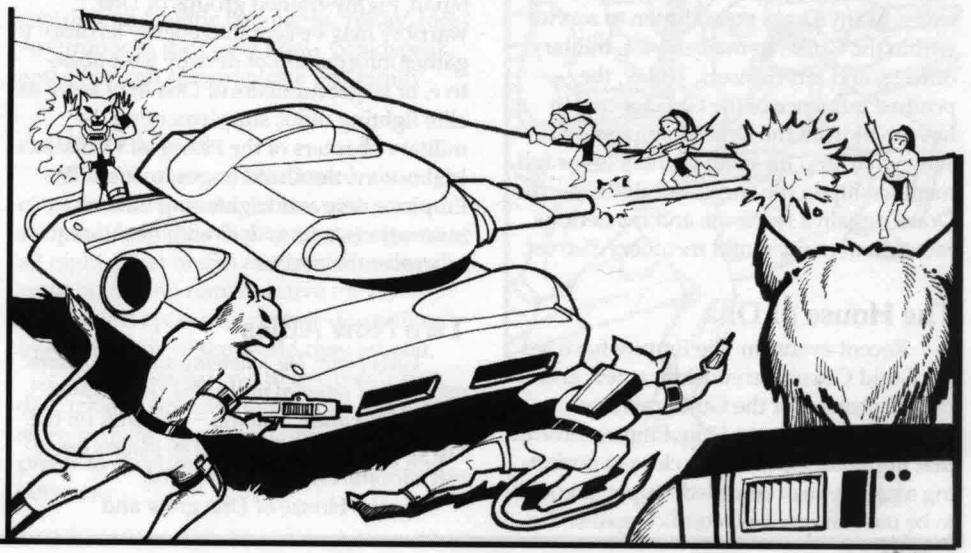
After centuries of unopposed conquest, the Matriarchy finally met its match, in 1812 a.h., in the Calemora, a low-tech warrior race inhabiting a huge, high-gravity world orbiting an ancient red giant star. Anticipating a relatively short conflict, the Zin-Shee gamely settled into their familiar conquest routine, expecting their superior technology to dazzle the simple primitives. Things went badly almost from the start — an unexpected meteor storm badly damaged the Zin-Shee invasion fleet, and to the surprise of the Zin-Shee commanders, the Calemora proved tough, resourceful, and highly prolific.

The siege of Calemor had lasted nearly ten centuries when the Guild arrived on the scene. So long had it gone on that the Blood Feud — as it was now known — had become central to both species' cultures, and few could imagine life without it (the Zin-Shee had gone so far as to relocate their capital world from Sheapa to Seril in order to better manage the war). The near-permanent state of war had devastated Calemor, but still, mysteriously, the powerful humanoids hung on.

The war degenerated into little more than a permanent draw, with the Calemora unable to dislodge the invaders, and the Zin-Shee incapable of finally pacifying the planet.

Cloaked Guild ships observed the conflict and saw in the Zin-Shee and Calemora valuable allies against the threat of The Empire. After a long debate, the Guild decided to intervene, forcibly ending the centuries-old conflict.

The Guild fleet and ground forces descended on Calemor in overwhelming force, catching the combatants entirely by surprise. In the face of such superior force, both the Calemora and Zin-Shee realized, albeit with great reluctance, that the war was finally over, and Calemor remained free.



Impressed by the fighting prowess of Guild warriors and by the benefits of Guild membership, the Calemora joined immediately, and turned to healing their devastated planet. As for the Zin-Shee, Guild membership was a more complex matter. Several Zin-Shee worlds, mostly located near the Guild frontier, joined the Guild while maintaining dual membership in the Matriarchy. But, most of the Matriarchy held a thorough dislike of the Guild for ending the war so high-handedly and would not become and rejected Guild membership.

The alliance forces finally prevailed, and soon the Zin-Shee Matriarchy was a de-facto member of the Guild.

Other Allies

Spinward of the Zin-Shee, bordering both Guild and The Empire, was another vast undiscovered alien state, that of the reptilian Draca. The Zin-Shee themselves informed the Guild of the Draca's existence, and emissaries were immediately dispatched to this strange and distant realm.

The Draca proved to be a fearsome race with awesome abilities. Highly militaristic and violent, they practiced genocide on those species which they encountered who proved "inferior," but treated races which proved their military skill as near equals. So far, only a handful of races had passed the test, including the Zin-Shee, whom the Draca had fought for over two centuries before deeming them "worthy."

Calemoran and Anthropos ambassadors were required to demonstrate their martial skill before the Dracan cyber-lords would even speak with them, and even then the Draca seemed standoffish and distant.

Demonstration of Guild military might forestalled a Dracan attack, and within a few years, treaties of friendship and non-aggression were signed between the two states. Many Draca were drawn to service within the Guild, as mercenaries, military officers, and adventurers. Today, the positive influence of the Guild seems to have mellowed the Draca's aggression somewhat, and no small number favor full membership in the Guild. All the same, the Draca remain a fearsome and mysterious race whom many Guild members distrust.

The House of Dha

Recent events in The Empire have led the Guild Council to consider a new and radical change for the Guild military. Reports filtering out of The Empire indicate that imperial scientists are close to perfecting a new type of so-called "super soldier" to be used in renewed conflict against the Guild and other surrounding powers. The exact nature of these soldiers is not known — the best guess is that they are a new type of genetically-engineered warrior, possibly trained to take more damage, ignore pain and never retreat. Whatever form these new warriors take, the reports were believable enough to spur the Guild to drastic action.

Ever since the first, disastrous confrontation with The Empire, Guild leaders had recognized the need for an elite, independent force of Guild warriors. However the Guild-Empire treaty did not allow for such a military base. But now it seemed that The Empire had taken the first step and the Guild could not afford to idly stand by. The Empire was not the only reason for this conclusion — many unknown forces obviously existed beyond Guildspace, and a highly-trained and -motivated military force might be needed to deal with them. The reports of the new imperial super-soldiers were what finally compelled the Guild to found a new secret military house, the House of Dha.

This move in itself was quite unusual — the Guild military had, up to this point, been organized into large houses, with most military starships belonging to the House of Defiance. Organizing Dha as a separate house gave the new group full independence and freedom from petty regulation.

Dha is a very old Calemoran word meaning, roughly, "chosen." Only the finest warriors, psionicists, martial artists, techs, and so on, are selected for admission, and of these, over half fail to attain full Dha status.

The primary Dha races are collectively known as the Guardian Races — Anthropos, Draca, Calemora and Zin-Shee. Many other races have since joined Dha, but the Guardians still make up the bulk of membership.

The House of Dha is a single, independent military unit, with sufficient personnel and equipment to fill any needed role. Small, highly-trained groups of Dha warriors may be sent into enemy territory to gather information or destroy a set objective, or larger numbers of Dha may serve as elite fighting units, supplementing the military chapters of the House of Defiance. In this way, the Guild hopes to offset The Empire's new and frightening military innovations, and to deal with new threats wherever they arise.

Two New Allies

GMs Note: The following section contains information revealed in the first Guild Space™ Setting adventure, Shakna — Assault on the Hive, *and should not be read by players before that adventure has been completed.*

As the House of Dha grew and evolved, and its warriors trained and became more experienced, the Guild was again plunged into crisis.

A strange, artificial planet, seemingly made entirely of organic material, appeared on the Guild frontier not far from Dha Prime. Its occupants, deadly insectoid warriors first dubbed "bugs," swarmed immediately to the attack, destroying several House of Defiance ships sent to contact them.

The House of Dha was the only other major military force nearby, and most of the house was marshaled to meet the threat. As Dha ships moved to the attack, a second incredible event occurred. Back on Dha Prime, where only a skeleton staff remained, a mysterious black planetoid appeared, positioned in orbit alongside the four Guardian moons.

A newly trained team of Dha warriors who remained on Dha Prime moved to investigate the new world. Its surface was featureless, save for a single, four-sided obelisk. From this structure emerged a cloaked being, which called itself Shakna. It was one of the Shanask, it said, an ancient race which had arrived to aid the Guild and head off conflict with the aliens.

The Dha warriors accompanied Shakna and managed to prevent war with the Kryll in a surprise twist of fate. Eventually, both Kryll and Shanask were accepted into the Guild and the House of Dha.

The Kryll carried a dire message — an alien horde of unknown origin was approaching the galaxy from the depths of intergalactic space. Several House of the Guide ships were dispatched to investigate. (The outcome of this tale will be told in the adventure: *Into the Horde Wall.*)

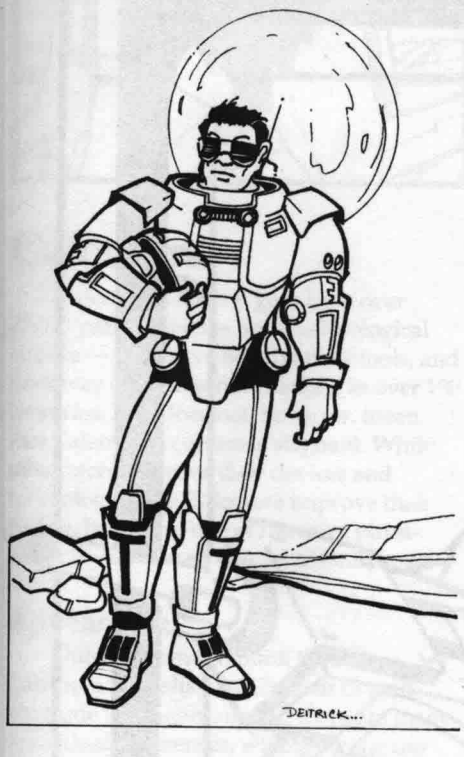
The Present

Clearly, Guildspace stands on the brink of a new era. With its alien members and allies, the Guild is a truly integrated state, and with its new military forces, Guildspace may become a force to rival even The Empire itself. The Empire's preparations seem geared to a renewal of conflict with the Guild, and any war between the two states is sure to be momentous.

Guild expansion continues, despite the presence of The Empire, the still largely unknown threat of the alien horde, and other obstacles. Other small states exist even within the boundaries of Guildspace, and no one knows what alien states remain to be discovered. The universe remains a mysterious place, in which the Guild is an island of enlightenment and stability. What the future holds is anyone's guess, but it is certain to be fraught with danger, as well as exciting possibilities.

Major Races of Known Space

Hundreds of species inhabit Guildspace, and thousands more dwell in the parsecs beyond. Six major races are most likely to be encountered by adventurers or members of the House of Dha. The following provides a brief overview of each race, its history, character, abilities, and so on. Following is an overview of several other races found in the Guild and beyond.



Anthropos

The race once called humans originated on the world of Url. Fleeing the effects of an atomic holocaust, they spread out into the galaxy, founding numerous small states, many of which eventually combined to form the major Anthropos states of today.

Appearance

Anthropos have evolved considerably from their human ancestors. Most stand over six feet and weigh around 200 pounds. Their musculature and skeletal system are more advanced than an ordinary humans, and have higher endurance. They have lost almost all body hair, retaining only head and (in males) facial hair. Anthropos' skin, hair and eye coloration show the same variation as their ancestors.

Clothing/Armor

Most Anthropos cover their entire bodies with clothing, save hands and head, although this may vary according to climate and cultural norms. Hats and helmets are also worn frequently.

Jewelry is worn by both sexes as a symbol of wealth and status. Sometimes special pieces of jewelry, such as rings, collars, headbands or necklaces are worn to symbolize membership in a special group or fraternity.

Anthropos prefer to wear at least partial body armor in combat. Suits of powered armor with ranged weapons are favored, often used in conjunction with energy shields. Such equipment can make an ordinary Anthropos the equal of even a Calemora dragon in combat.

Attributes

A typical Anthropos can lift over 300 pounds of dead weight, sprint at speeds as high as 25 mph, and broad jump 20 feet or more. Despite Anthropos' impressive physique, their greatest assets are and always have been their Intelligence, curiosity and luck.

Senses

Anthropos' sight and hearing have also advanced considerably. Hearing range is nearly equal to that of a normal dog, while vision is as sharp as some birds. Taste is probably the Anthropos' most sophisticated sense; Anthropos meals are considered delicacies by many species. The weakest sense is that of smell, although some genetically-enhanced Anthropos are used in The Empire as intelligent tracking and hunting animals.

Communications

Anthropos communicate verbally, and over the centuries have developed many complex and subtle languages. Today, most Anthropos in the Guild know Guildspeak, and a few can communicate psionically.

Activity Cycle

Most Anthropos are diurnal, although considerable variation exists, with some sleeping during daylight and staying awake all night. Most of this race prefer to sleep for eight hours and remain active for 16, though this cycle may change depending upon the cycle of the world they inhabit.

Anthropos eat two to five meals per day, usually immediately before and after sleep periods. They are omnivorous and prefer to consume liquids with meals and between.

Powers

The Anthropos species has no special powers, but their advanced technology makes up for the deficiency.

Sciences

Anthropos are one of the most technologically advanced races in the Guild. They also have access to both Cybernetics and Biotechnology, and are extremely adaptable, developing technologies of other races and turning them to their own use.

Combat

In battle, most Anthropos like to keep their distance and enhance personal safety. Long range energy weapons and armored vehicles are preferred, but armored infantry forms an important segment of Anthropos military technology.

There is no special code of honor among the Anthropos as a whole, although individual fighters or groups may have such things. In most cases, however, Anthropos have no qualms about annihilating an outgunned enemy; a "fair fight" is considered foolish by Anthropos strategists.

Open conflict is usually viewed as a last resort, usually the result of failure in communications. When given a choice, an Anthropos will usually sit down and negotiate rather than fight. Anthropos are notoriously reluctant to enter a fight in which they do not have the advantage.



Personality and Culture

As a race, the Anthropos are one of the most divergent and varied groups known, making it difficult to generalize. For the most part, Anthropos tend to be ruled by emotion, although rational thought and logic are valued. Most decisions, however, are made on the basis of what an Anthropos might call "gut feeling" rather than logic.

Anthropos are curious, inquisitive and, in many cases, downright nosy. Scientists love prying into things which are considered forbidden or imponderable. Explorers and adventurers love to push the boundaries of Known Space. Artists and writers strive to be different and unique.

Anthropos are a highly social race. While solitary individuals exist, most Anthropos cannot survive for long without contact with others. They offer and accept friendship readily, but committed friendship is a valuable thing. Most Anthropos even enjoy the company of aliens, once they have overcome initial surprise or revulsion at an alien's appearance.

Emotions such as love can be intense — it is said that wars have been started over love. Over time, this intensive form of love usually evolves into a less intense form, which still may remain quite strong depending on the individuals involved.

Many marriage practices exist throughout Anthropos space. In some, the father is considered the provider and protector, while the mother is primarily responsible for child-rearing. In others, domestic duties and responsibilities are shared equally. In still other cases, females may be heads of households. As with most other aspects of Anthropos society, the only consistent feature is inconsistency.

Race- and species-hatred is considerably less common in Anthropos than in their human ancestors. Ideally, an Anthropos feels that all races and species are equal, or at least hold the potential of equality, and that discrimination or hatred based on race or species is wrong.

In reality, of course, the same variations exist as have always existed. While there is little racism within the Anthropos species, most Anthropos feel that their species is superior to all others, although they do a good job of hiding this.

Like all other aspects of Anthropos society, their religion runs the gamut from out-and-out atheism to complex polytheistic cultures with ancient histories and endless pantheons. Individual Anthropos planets often have dozens of religions competing for followers, each claiming to be the one true faith. In the past, Anthropos society has been torn by bitter religious wars, but today most faiths are willing to live and let live.

Motivations

Individual motivations for Anthropos are typically the desire for financial independence, personal power or freedom, accumulation of possessions, self-preservation and curiosity.

Species motivations include the exploration of space, treaties with or the containment of other races, freedom of galactic travel, species preservation and technological advancement.





Calemora

Calemoran history goes back over 25,000 years. Theirs is not a technological culture — they have no advanced tools, and their way of life has not changed in over 100 centuries. This does not, however, mean that Calemoran culture is stagnant. While other races improve their devices and technologies, the Calemora improve their bodies, becoming one of the most physiologically advanced species in Guildspace.

Appearance

Outsiders tend to think that all Calemora look alike. While their overall physique is roughly similar, there are many individual differences, which anyone can learn with enough experience.

Calemoran skin tone varies from copper to brown. Hair is dark brown to black, fading to grey and white with age. Facial hair except eyebrows is absent, but older Calemora can sometimes produce enough facial hair to grow a small, goatee-style beard (generally considered a mark of distinction and venerable age). Eyes are dark brown or black.

Calemora average 5'6" in height. The bones and muscles of a Calemora's arms and shoulders are just as massive as those of his legs. A Calemora's torso is a massive, v-shaped affair, supported by a thick, heavily muscled backbone. Calemora average 350 pounds, most of it muscle.

There are no external ears — not even holes. Calemoran hearing is a slightly more complex process than it is for Anthropos, as described below.

All Calemora bear scars, tattoos, or brands. These are intended for personal decoration, and also to identify an individual's catong and rank.

Clothing/Armor

Calemora avoid clothing (except for a basic loincloth) for a variety of practical reasons — receptors on their chest and back enable them to hear. They believe in absolute physical perfection without artificial enhancement, and their natural *psychosomatic* abilities more than compensate for the lack of clothing. Additionally, many of their natural abilities such as communication, body alteration and martial arts would be restricted by clothing.

For similar reasons, armor is rarely worn. *Psychosomatic* enhancement such as *rough skin* helps offset this disadvantage. Some forms of Calemora armor, designed to interfere only minimally with Calemoran abilities, are known, but even these are rarely used.

Attributes

For millennia, the Calemora have been perfecting their bodies. Their arms are just as strong as their legs, enabling a Calemora to lift half a ton, while extremely strong individuals can lift over 1500 pounds.

Mentally, Calemora seem underdeveloped in comparison to other races. They are generally considered rather "slow" and a bit on the dull side. However, the perfection of their bodies has provided the Calemora with a number of phenomenal abilities. Their strong Will Power enables them to withstand extremes which might kill lesser races, and allows for the incredible concentration required to perform *psychosomatics*.

Senses

A Calemora's senses are quite different from those familiar to an Anthropos. While Calemoran sensory apparati, such as eyes, mouth and nose, are located in familiar places, their use differs radically. The first, and most prominent sense, is sight.

Calemora see in the infrared spectrum. This means that Calemora see heat rather than light. Their brains do not process visible light, but instead perceive objects in shades of red, from white or pink (hot) to black (cold).

Vibrations and pressure changes are detected by receptors in the chest and back. These are processed by the brain as sound, giving Calemora as good as or better hearing than most Anthropos.

Finally, Calemora have been trained by years of combat and natural selection to ignore pain. They are aware of the sensation, and consider the pain simply as a warning that something is wrong, but even the most extreme pain will not distract a Calemora from the task at hand. They are extremely poor torture subjects for this reason, as imperial interrogators have discovered.

Communication

Ignorant individuals consider the Calemoran language to be simplistic and primitive. In fact, the exact opposite is true. The Calemoran language is simple and direct, as would be required while hunting, or in battle, or when excessive verbiage would be a handicap. Theirs is a deep, vibrating language, which has been compared to the soft beating of a drum. Consonant sounds are often modified by a soft aspirant, creating such words as "Dha."

When using Guildspeak, Calemora also waste few words. Where a Zin-Shee in extreme formal mode might say "Hark unto my words, oh respected individual of higher rank! It is my duty to inform you that the thermal extremes of yonder igneous formation are such that they might cause severe discomfort should the aforesaid formation be manipulated...", a Calemora would simply say "Rock is hot!"

Among themselves, Calemora use verbal communications only when they are a considerable distance apart. When close, they utilize *psychosomatics* to alter their body temperature, with different degrees of heat representing various words and concepts. This form of communication — called "catongi" after the massive martial arts temples scattered across Calemor — is a highly subtle and effective language.

Certain points of the Calemoran body, known as chakra, are particularly sensitive, and are most often used for communication. If one or more of the chakras is covered, this does not prevent catongi communication, but it does slow it down.

Only a few Guild xenolinguists fully understand catongi, and these few admit that they have a lot to learn. Most deep and philosophical thoughts are communicated through the chakra, and are memorized by old or particularly wise Calemora. Books and permanent records are unknown, save for stone carvings on Calemoran catongs. This language is difficult for aliens to learn requiring infravision or infrared equipment.

Activity Cycle

Calemora do not sleep as Anthropos know it. The conditioning and modification of the Calemoran physiology did away with this requirement centuries ago. Calemora function at their peak, however, if they are allowed to rest and meditate for at least four

hours per day. There are no visible ill effects if this meditation is not practiced, but those individuals who do not meditate regularly are known to have shorter lifespans than those who do.

Strict vegetarians, Calemora subsist on the fleshy, moist root-crops of their home world. Once a rich jungle world, Calemor was reduced to a desert during the Blood Feud, so that today only tough, spindly leaves exist above ground, while water and other nutrients are stored below. Calemoran roots are nutritious, and if eaten regularly, need for liquids is all but eliminated.

Away from their homeworld, the Calemora eat roots such as potatoes, carrots and radishes, but must consume liquids to make up for the deficiency.

Powers

The Calemora's greatest power is their mind-over-body control known as *psychosomatics*. This is the ability to mentally alter or control body functions at all levels. A master is able to accelerate cell repair, concentrate his immune system, break down tissues and transfer them to other parts of his body, enhance muscles, alter pigmentation, form natural body armor, and so on.

While it might seem that way, *psychosomatics* is not magic or mysticism of any kind. It is simply supreme neurological control of all bodily functions. Many animal species have the ability to reduce respiration, slow heartbeat, feign death, or control a wide variety of other functions. The Calemora have learned to control and harness this power.

Sciences

Calemoran culture is naturally low-tech. Their mental capacity for technological work and understanding is lower than other races. The real reason for the limitations of their sciences, however, is their basic philosophy of existence.

Calemora shun technology, considering their bodies to be the ultimate machines. It is believed that with proper preparation and concentration, any task can be accomplished. The use of any technological device is considered a betrayal of ancient codes of honor. A Calemora who undergoes cybernetic modification, for example, will become an outcast and be shunned by his fellows for the rest of his life.

Biotechnology is tolerated somewhat better, since it is an outgrowth of basic life processes. However, many Calemora shun it as well, considering it an abomination, and the exploitation of other living things.

Combat

Although they are one of the most peaceful races in the galaxy (their thousand-year conflict with the Zin-Shee notwithstanding), they are also among its most formidable warriors. They feel no pain, display little or no emotion, are physically superior to most races, are trained masters of the martial arts, and possess powers which can turn their very bodies into deadly weapons.

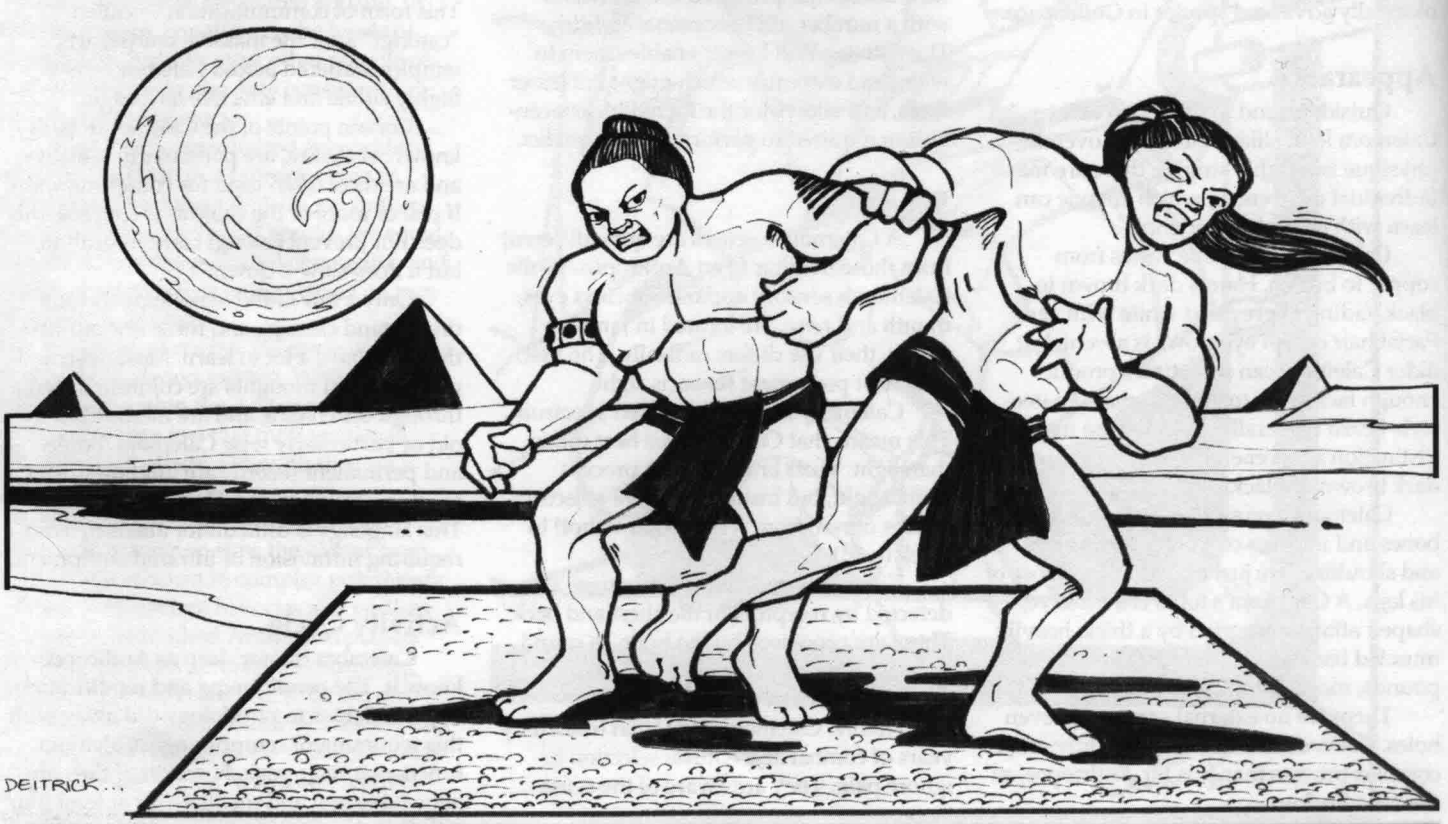
Fortunately for other races, the Calemora's combat effectiveness is limited by several factors: their rigid code of honor, their quest for physical and mental perfection, and their disdain for advanced weapons and technology.

Calemora prefer a straight contest of unaided physical strength. At best, medieval level weapons may be used. Energy-enhanced weapons are usually looked down upon, but have gained some level of acceptance since they still require muscle power to work properly.

Simple thrown weapons are likewise shunned. A Calemora would rather run to fight an opponent hand-to-hand than waste time throwing a spear. Such items are sometimes used, and are not considered particularly dishonorable, but are not preferred.

Propelled weapons (those powered by more than physical strength) are thought of as highly dishonorable, and their use is considered grounds for a total loss of honor.

In battle, Calemora try to match their opponents, avoiding any unfair advantage. If an opponent has no thrown weapons, the Calemora will not use them, either. Should an enemy use dishonorable weapons, however, all rules are suspended, and a Calemora will fight as dirty as is necessary,



so long as his own personal honor is not reduced. The worst mistake an opponent can make is to shoot a blaster at a Calemora.

Calemora do not take prisoners or practice torture. Prisoners are either slain (if considered dishonorable) or set free (if honorable).

Personality and Culture

For thousands of years, the Calemora strove to eliminate emotion from their lives. Although they still harbor some of the behaviors associated with emotion, they have for the most part succeeded. Calemora almost never show outward signs of emotion such as fear, anger, hatred, love, sadness, happiness, etc.

Despite this, Calemora are a gentle race — humble, introspective, and stern but merciful. They avoid instigating emotions in others, they are stubborn and goal-oriented, and retain a profound respect for life and other species.

What little leisure time the Calemora have is devoted to perfecting the body and training the mind. Meditation, martial arts kata, weapon practice — all honorable ways to pass time.

Calemora learn martial arts and philosophy in vast pyramidal structures called catongs. Little is known about the internal arrangements of the catongs or the Calemora's low, blocky cities, as outsiders are never allowed beyond highly-restricted visitors' areas.

While the emotional bonds of friendship familiar to such species as the Anthropos and the Zin-Shee are unknown to the Calemora, they may form close relationships based on mutual respect. Calemora in adventuring or mercenary groups are highly loyal and dependable, although they almost never show any real emotional attachment to their companions.

Virtually nothing is known about Calemoran family life. Families bearing the same name do exist, and form an important part of Calemoran life, but their actual organization is a mystery. So far, only male Calemora have been encountered. The concepts of grandfather, grandson, uncle and cousin have no meaning. Calemora call all elders "father," all of the same generation "brother," and all of younger generation "son." It is difficult, therefore, to determine whether an individual referred to as "father" is truly related or not.

Many theories have been advanced for the monosexual nature of Calemoran society, and none have explained it satisfactorily. Do the Calemora reproduce artificially, creating only males? This is completely contrary to their anti-technological bias. Do they reproduce asexually, with male Calemora "budding" off their parental unit? This has never been observed, and male Calemora have been observed at all life stages without such thing occurring. Many other hypotheses have been advanced and discarded, and the true nature of Calemoran family life remains a mystery. The Calemora themselves aren't talking, as to do so would be a severe breach of their code of honor (see below).

Within their species, the Calemora are obliged to respect all those with more honor or higher rank, and receive respect from those of lesser status. Their relationships seem cold and impersonal to outworlders, but many who have spent time on Calemor claim that there is a vast and silent bond, almost like a hidden love, which binds the race. Despite their lack of emotion, Calemoran compassion and mercy is near-legendary, and their society remains one of the most peaceful in the Guild.

No one knows what religion, if any, the Calemora practice, although most suspect it is an ascetic faith whose rituals are performed in the secrecy of Calemoran catongs, and is intimately related to Calemoran martial arts and body-control regimen.

Motivations

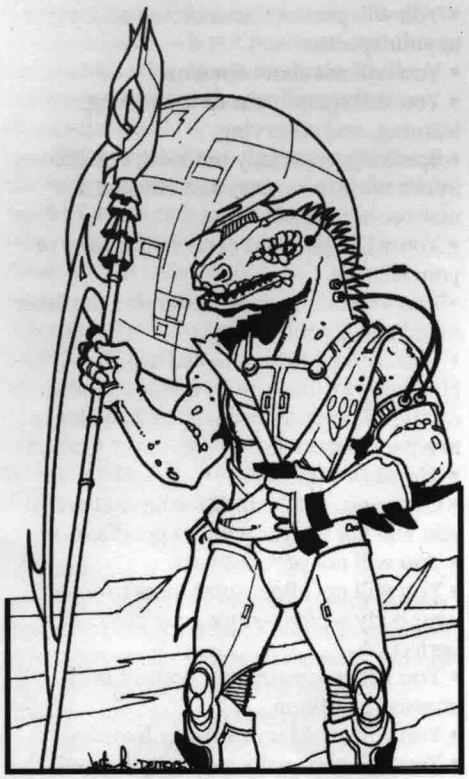
As may be guessed, personal ambition is suppressed within the Calemoran species. Motivations therefore spring from the desire to live within and help the group — to live honorably, die honorably, build honor for yourself and your catong, learn, adapt, and improve yourself to benefit all. The most overriding and important motivation is to obtain perfect mental and physical balance and to attain perfection as a species.

Calemoran society is governed by a strict code of honor, known as the Code of the Dragon — so called since it was originally developed by the Dragon Catong. To disobey even one law is grounds for exile. An exiled Calemora is shunned by his own race — no one will acknowledge his existence. An exile is totally ignored, unless he attempts to commit a crime, in which case the sentence is instant death at the hands of any Calemora nearby.

The Code of the Dragon is as follows:

- You will not brag.
- You will not suggest or instigate retreat from battle unless you are the commander.
- You will only lie to protect or aid worthy causes greater than yourself.
- You will follow all commands of those ranking above you or resign your post.
- You will protect your family name and add honor to that name.
- You will protect Calemor and add honor to your species.
- You will not show emotion.
- You will spend your time listening, learning, and observing.
- Speaking, especially out loud, will convey information in as short and efficient a manner as possible.
- You will study and observe the ways of your Catong.
- You will honor your master and the other members of your Catong.
- You will not hear personal insults. However, insults to your species, family, catong or post will be taken as a challenge to a personal duel.
- Time is irrelevant.
- Once you decide upon a course of action you will not waiver without good reason.
- You will not procrastinate.
- You will not allow substances to enter your body which reduce your physical perfection.
- You will maintain your body at peak physical condition.
- You will avoid unnecessary luxuries.
- You will personally own only that which you can carry.
- You will not complain.
- You will not speak of our ways with outworlders.





Draca

These reptilian warriors are among the most fearsome in Guildspace, and they increase their already-substantial combat abilities with cybernetic enhancements.

Although they are not officially part of the Guild, the Draca of the Holding were sufficiently impressed by Guild military might to sign treaties of peace and friendship. While Guild members are not allowed in the Holding, many Draca choose to serve and adventure in Guildspace. Despite their lack of membership in the Guild, the Draca are one of the Guardian races of the House of Dha.

Appearance

The Draca resemble massive, bipedal lizards with thick, scaled skin, small, daggerlike teeth and powerful claws on both hands and feet. A Draca's head is heavy and thickly muscled, often supplemented with savage-looking cybernetic armor and devices.

Draca have tails and, while this provides them with another formidable weapon, tradition usually demands its removal. Those Draca who retain their tails are often thought of as provincial and primitive.

Dracas' fearsome appearance is further enhanced by the use of cybernetic implants. Virtually every major body system may be replaced by machinery, and externally-visible items are often highly decorated and modified to appear more savage and formidable.

Dracan dedication to cybernetics is more than mere technological enhancement. The Draca see the fusion of flesh and machine as a route to ultimate perfection, and pursue the science with single-minded (and, in the eyes of some, near-religious) fervor.

Clothing/Armor

Most Draca wear only a loincloth and chest sash. This sash is decorated with tribal markings, and is also used to carry a Draca's personal awards, honors, rank emblems, and so on.

Armor must be personalized in the same fashion as cybernetic implants. External armor is generally disliked in any event, as endoskeletons, armored implants, energy shields, and the Draca's naturally tough hide help a warrior resist damage without it. Many Draca use armored suits in spite of this, but they are often difficult to fit.

Attributes

Dracan Fortitude and ability to withstand damage are legendary. When enhanced by cybernetic implants, Draca are nothing short of amazing.

Draca Will Power is also remarkable, and when combined with their durability, creates a being of incredible stubbornness, toughness and courage. Many tales tell of Draca warriors withstanding horrific damage and still managing to defeat their enemies. The cyber-lord Ki-ta, for example, is said to have had one arm blown off and the other cut off by an attacking pirate lord. Ignoring the damage, he sang a tribal battle song, charged his enemy, chewed through his armor, and finished him with a swift bite to the neck. He then stood up and issued a challenge to any other opponents. Faced with such suicidal courage, the pirates immediately surrendered. Ki-ta then had cybernetic arms fashioned from the hull of the pirate ship he had captured. The arms are still proudly worn by his descendants.

Senses

Dracan natural senses are equivalent to, or less than most other races. Vision is in the normal visible spectrum, but is monochromatic, like a black-and-white video monitor. Hearing is somewhat dull, as Dracan tympanic membranes are small and heavily protected with bone. The tongue is used for both taste and smell, neither of which are exceptional.

None of these factors is a handicap to the Draca, however, for limited senses are easily modified through the use of Cybernetics, making their sensory apparatus equal or superior to most other Guildspace races.

Communication

An Anthropos can only speak Dracan for about a half-hour before going completely hoarse. Dracan is a harsh, guttural language with few soft sounds. Dracas' rigid lips and narrow tongue require that most sounds be made in the throat; most syllables consist of a single explosive consonant followed by a deep or grinding vowel sound. Examples are Da, De, Gu, Ge, Mak, Ta and Tak.

Dracan is always spoken loudly and with arrogant authority. Virtually every statement in the Dracan language can be interpreted as a challenge. Lesser beings have been known to flee in terror after a Draca simply introduces himself in his native language.

As an example of this practice, a Draca who wishes to know another's identity will customarily say something like, "Who are you, who stands before me as an equal, why do you deserve such status, and why should I not kill you for your presumption?"

In the past, Draca expected outworlders to respond in a like manner ("I am Shar, warrior of the Guild. I have slain many enemies and have led warriors in battle. Attempt to slay me, and you yourself shall die!"), and they ignored or attacked those who did not reply properly. Since contact with the Guild, however, many Draca have come to tolerate outworld practices, and are satisfied with more traditional introductions.

Draca may also communicate simple emotions and commands through hissing. These hissing sounds are apparently holdovers from the reptile-men's primitive ancestors, and still hold considerable significance. Hisses are used extensively in religious and ceremonial observances.

Activity Cycle

Draca activity varies according to the length of the day. As reptilian descendants, they generally grow sluggish in cold conditions, and so sleep during hours of darkness. Cybernetic enhancements can adjust the Draca's primitive thermodynamic system (they only need six hours of sleep if fitted with a thermoplas implant). Normally, Draca must regulate their temperature by shuttling back and forth between warmer and cooler areas, but modern innovations in Cybernetics enable Draca to maintain a constant temperature without external stimuli.

Draca are strict carnivores. Not only would the average Draca die rather than eat vegetable matter, their systems are not equipped to process such nutrients, and such a Draca would quickly starve in any event. Cybernetics could theoretically enable the Draca to process any protein-based matter, but tradition and the repugnance of eating plants has prevented Draca scientists from creating such devices to date.

Draca prefer fresh meat and need to drink only twice per day. While they have attained a high degree of civilization, their eating habits have remained somewhat primitive. Draca cooking, delicacies and table manners are generally considered crude and repulsive by other races, particularly the fastidious Zin-Shee.

Powers

The Draca have no powers — in fact, they shun such things, feeling that true advancement is possible only through the cybernetic enhancement of the body, rather than through the manipulation of mental or supernatural forces.

Sciences

The Dracas' main ability is their advanced use of Cybernetics, which is the science of implanting mechanical devices into the body for the purpose of enhancement. An eye may be replaced with a device capable of seeing infrared, or in low-light conditions. The skeletal structure may be infused with metal filaments for added durability. An entire arm may be replaced with a stronger mechanical arm. Thermo-regulators may be implanted to eliminate the need for constant heating and cooling. The list is virtually endless. Many cybernetic devices are extremely old, and are handed down from generation to generation as clan heirlooms. These devices are highly valued, and their loss or destruction is a major blow to an individual's prestige.

Combat

Draca are formidable fighters, and their fearsome reputation is further enhanced by the savage, baroque appearance of their weapons. Artistic embellishment is often used to enhance the apparent deadliness of a weapon, and the Draca favor weapons which do the maximum amount of physical damage.

Still looking backward to their "heroic" pre-technological history, the Draca favor medieval-style weapons such as swords, axes, polearms, crossbows and so on. Recently, the Draca have begun importing and copying Calemoran weapons, which they consider highly sophisticated.

All this has not prevented the Draca from adopting modern weapons, however. Lacking the Calemoran distaste for unequal battles and ranged weapons, the Dracan military has grown into a heavily armed, offensive-oriented force with little taste for strategic withdrawals or subtle tactics.

In general, Draca prefer weapons which inflict the most physical damage. Ranged weapons utilizing plasma bolts, heavy-element projectiles, or explosive munitions are also favored. Draca have a propensity for loud, unpleasant sounding weapons as well, as this does not disturb their minimal sense of hearing, while at the same time terrifying opponents. The traditional scythe-cannon, for example, may function as both a melee and ranged weapon, and inflicts considerable damage in both roles.

Of course, the Draca believe the finest weapons are those which are integral to a cybernetically-enhanced body. Many types of body weaponry have been developed.

Draca are savage warriors. They have few qualms about killing or torturing prisoners, even when there is no valuable information to be gained. Some Draca, after contact with the more civilized Guild, have rejected this practice, but it remains widespread within the Holding.

Personality and Culture

Draca are probably the most militaristic race in Know Space. They see war and conflict as the natural state of the universe, and are incapable of imagining peace among the various empires and states. They are ferocious, merciless and, in the eyes of many, only barely civilized. In spite of this, the Draca are not an inherently evil race; to the contrary, they see themselves as the defenders of stability and civilization in the galaxy (of course, this is the position of every "evil" state in history, but the Draca have their good points nonetheless).

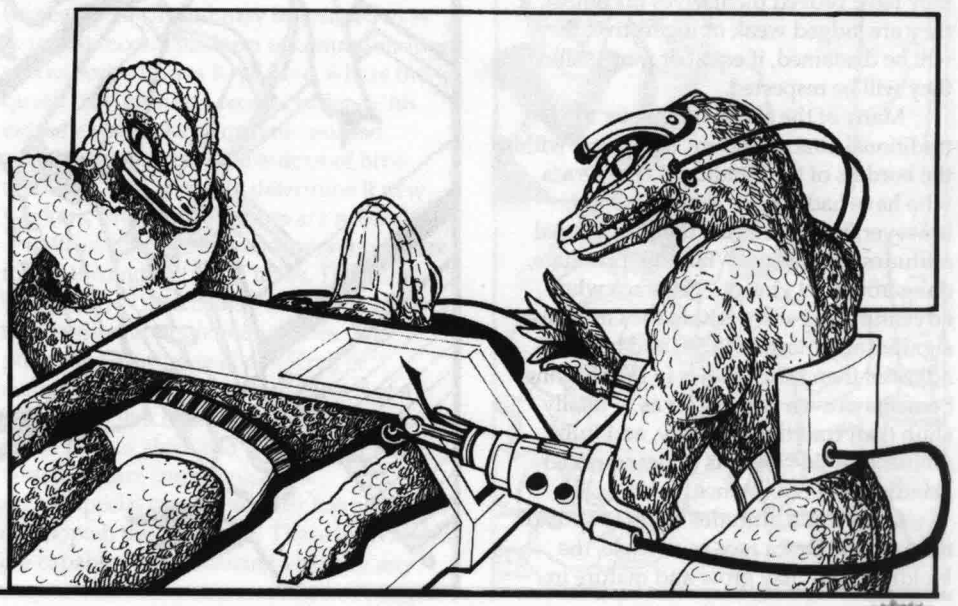
Even the Draca feel that the most successful battle is one which does not take place. Their ultimate goal is to instill such fear in enemies that they surrender without a fight. Unfortunately, most Draca consider this "ideal" behavior to be a sign of weakness, and have in the past ruthlessly exterminated passive races.

Every Draca is trained as a warrior. To fight is considered the ultimate cause for existence, and battle a crucible in which the weak are eliminated and the strong survive.

Friendship is rare among the Draca, for the emotion of friendship is thought to be contrary to good military discipline. A commander might be reluctant to order a "friend" into battle, and therefore must maintain a rigidly unemotional attitude toward his warriors. Rather than friendship, Draca form blood-bonds between fighters. The blood-bond is a rare and valued gift, indicating that either blood-sibling would lay down his or her life for the other. Blood-bond oaths often involve the exchange of valuable cybernetic devices.

Draca are hatched from eggs laid by the female once per year. The young mature quickly, and parental love is geared toward preparing youngsters for the rigors of battle and the demands of adult life. Children are taught to obey their elders without question and, while tenderness and affection may be shown in private, young Draca must act like adults while in public.

Not surprisingly, Draca have no concept of romantic love. Mates are chosen based on military achievement — the best pairing is considered that between two accomplished warriors. A Dracan "marriage" (more accurately described as an



"alliance") may last for only a single mating season, or in rare cases, may be a lifelong bond.

There is absolute equality of the sexes. Egg-laying is an extremely brief process, and a female suffers no ill effects either before or after the act.

Advancement in Dracan society is accomplished solely through combat. All promotions are as the result of duels, either to first blood or to unconsciousness. Many Draca die in these duels, but such deaths are not considered dishonorable. Plots, counter-plots and alliances between factions are common in Dracan society, and it is always difficult to determine who to trust.

The standard Dracan family unit is the clan — a family group which traces descent through the female egg-layer. Dracan clans tend to bond together in alliances, or fight long, protracted blood feuds. Family members are honor-bound to avenge the deaths of relatives, and several Dracan clans have been completely wiped out by such feuds. Failure to respond to an assassination or murder will leave the impression that a clan is weak and vulnerable.

The Dracan state — called "The Holding" — is ruled by an individual known as the Egg-mistress, so-called due to her ancient role as defender of her clan's egg clutches. This individual is served by a band of fanatically loyal fighters from her clan, who act as surrogates in personal combat, should the Egg-mistress be challenged for rulership. In this way, the Holding can have consistent, long-term rulers, rather than enduring duel after duel and ruler after ruler.

Draca examine other races for their strengths and weaknesses. They are then studied, and tested in combat. This even extends to inter-personal relationships, for a Draca will not respect his comrades until they have proved themselves in combat. If they are judged weak or ineffective, they will be disdained, if equal or more skilled, they will be respected.

Many of the above traits refer to traditional Dracan society, as it exists within the borders of the Holding. Many Draca who have had contact with the Guild, however, have modified their traditional attitudes somewhat. While still primitive, dangerous and violent, the Draca who adventure and serve within the Guild are significantly more civilized and better adjusted than their fellows in the Holding. Some have even gone so far as to totally shun their traditional society, and fully embrace Guild concepts of peace, understanding and coexistence.

Once Guild attitudes begin to spread through the Draca race as a whole, the Holding itself may grow and mature in such a way as to join the truly civilized races of the galaxy. At present, however, this is only a hope.

The Draca worship an all-powerful goddess whose true name they keep secret. Her public name is "The Great Egg-Mother," and she is believed to have produced the eggs which hatched the first two Draca. She is sometimes spoken of as having a male consort, but he seems of little importance.

Draca believe in reincarnation, that a warrior who fights well will return as a stronger, more powerful, and more heroic warrior, until at last he or she has lived enough lifetimes to join with the Great Egg-Mother in the afterlife, where warriors battle and revel forever.

Motivations

Draca seek to increase their prowess and reputation as fighters, as well as increase the number and quality of their cybernetic enhancements. Victory in combat is a major goal, bringing glory to both the individual and his or her clan. Clan reputation is also important, and acts which will reduce it, or show weakness, are to be scrupulously avoided. As a race, the Draca's goals are still to crush weak races, and prepare the strong ones for intergalactic war.





Kryll

The Guild's first contact with the Kryll almost ended in tragedy. When Guild starships encountered a Kryll hiveship, the preprogrammed hive warriors immediately attacked, precipitating a massive response by the House of Dha. A small band of Dha adventurers, along with the Shanask warlock Shakna, managed to contact the Kryll's hive queen and avert disaster, and today the Kryll have been accepted both into the Guild and the House of Dha. (For more information on this incident, see *Shakna — Assault on the Hive*.)

Appearance

Kryll are an insectoid race, resembling an enormous cross between ant and praying mantis. Weighing around 360 pounds, most Kryll are only four to five feet tall, but five to six feet in length.

The head of a Kryll has large, serrated mandibles and glittering red, yellow or green, multifaceted eyes. Its chitinous exoskeleton is covered with multi-colored markings unique to an individual's hive. The outer layer of a Kryll's exoskeleton is constantly molting, giving it a somewhat ragged appearance, as if it was wearing a shredded suit of clothes.

Kryll's bodies bear numerous nutrient glands and pores. These have evolved over the generations to provide nutrition to the Kryll's various symbiotic bio-items. These regions secrete a nutrient slime which the Kryll's symbiotes use as food.

Of all the Kryll, only a hive-queen and her drones have real gender. Ordinary Kryll workers and warriors are genetically female, but incapable of reproduction, so are best described as "neuter."

Clothing/Armor

Kryll do not wear anything which might be considered clothing. For formal events, a Kryll will polish its chitin to a high sheen.

Biotech organisms can function as armor, and Kryll will sometimes use physical shields.

Attributes

Kryll are below Anthropos norms in most areas, although they are extremely strong and hearty. A Kryll's six legs enable it to climb steep slopes, or even walls (provided there are sufficient handholds) without difficulty.

Senses

Kryll senses are more primitive than Anthropos, but once more, Biotechnology helps fill in the gaps. A Kryll sees slightly farther into the ultraviolet spectrum than an Anthropos. Kryll also have a 360 degree field of vision. They have virtually no sense of touch, and smells are detected by a Kryll's antennae. Warrior Kryll have smaller, degenerate antennae which still have significant olfactory abilities, and contribute to the race's relatively good Awareness.

Communications

The Kryll have several modes of communication. Their "spoken" language, a combination of clicks, rasps, and snaps of various body parts, is virtually impossible to duplicate without a translator Kryll or translation device. Kryll are able to reproduce most languages sufficiently to be understood.

Kryll also communicate biochemically. Each Kryll can produce a wide range of pheromonal secretions, which are detected by nearby Kryll, and may be relayed over long distances. This form of communication works best within a Kryll hive, where the queen may give and receive orders with extreme speed. Kryll queens can also analyze the pheromonal output of hive members, and instantly determine if new workers, drones or warriors are needed.

Pheromonal communication nodes are found throughout Kryll hives. These are biochemical "intercoms" which can relay information at phenomenal rates. The pheromone message of one Kryll is instantly transferred with the speed of a highly efficient nerve impulse, to any place in the hive or ship, and to any other Kryll which require communication.

A special caste of worker has also been developed, the translator. These individuals are capable of reproducing virtually any sound, and may be pheromonally programmed to speak to any species. Non-Kryll are often surprised when they meet their first translator, and hear an alien, insectoid creature speaking in a highly cultured version of their own language!

The translators are also important to Kryll society, for they are capable of receiving telepathic communications from their hive-queen, and transmit messages to Kryll under their control. For this reason, translators are often thought of as "officers" in Kryll military units, and occupy a vital role in the life of the hive. Rumors of free-willed translators have begun to circulate, but have yet to be confirmed.

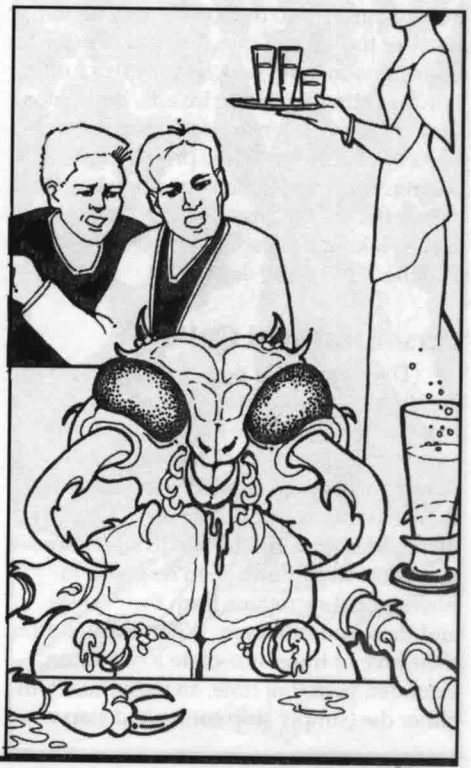
Activity Cycle

Kryll do not sleep. They appear capable of round-the-clock activity without the need for rest.

True omnivores, Kryll will eat virtually anything. Their highly efficient digestive system (modified with symbiotic organisms) can break down any organic material into its basic nutrients. Their major requirement is moisture content. If food has sufficient liquid, they do not need to drink. Kryll metabolism is high, however, requiring an individual to eat several pounds of food every five to six hours.

Powers

Kryll have no real inherent powers. Their skill with Biotechnology, however, makes them a highly potent race.



Sciences

Biotechnology involves the manipulation and modification of living matter, transforming plant and animal species into useful symbiotic devices. Kryll scientists have perfected numerous biological implants, which Kryll can use to help digest food, exist in hostile environments, resist damage, enhance their strength, or improve their sensory apparatus.

Many races have experimented with Biotechnology, such as Anthropos modification of certain bacteria to fight disease or digest toxic waste products, but only the Kryll have developed the science to such an extent.

Some bio-items function as weapons, with natural bodily secretions transformed into deadly acids, bioelectrical organs charged as energy projectors, and spiky chitinous protrusions modified as the blades of melee weapons. Given the sheer variety and frightening nature of bio-weapons, many races are glad that the Kryll fight for the Guild, rather than against it.

Combat

Kryll are deadly fighters even without their biotech enhancements. Their spiked claws and mandibles can inflict considerable damage, and Kryll's substantial strength enables them to hold their own with most other galactic races.

Many bio-weapons are unique, so their exact function may remain a mystery until an enemy actually has to face them. Symbiotic insects may launch eggs filled with a caustic substance. A long, whiplike creature grafted to the Kryll's abdomen may lash out to stab and inject poison or acid. An innocuous-looking pouch may gush forth a horde of stinging, biting insects. Bio-armor may also have offensive functions, ejecting darts or deadly gas while protecting its wearer. In all, Kryll Biotechnology has the same effect as the Draca's cyber-enhancements, taking a fearsome fighter and making it still more deadly.

Personality and Culture

The concepts of personality and culture are difficult to accurately describe, as most Kryll are part of a true hive-mind society. Only in the past century have any individual Kryll attained self-awareness, but these individuals still serve their hive and their queen with single-minded devotion.

Most Kryll function in response to pheromonal secretions from their queen, and those around them. When isolated from their hive or translator-caste Kryll for an extended period of time, an individual will either die (simply stop eating and starve to death in a matter of hours) or become independent and somewhat self-aware. Genetic imperatives to defend the hive remain active, however.

Individual Kryll do not form friendships as we know them. A Kryll may, however, adopt companions as a sort of surrogate hive, and grant loyalty to varying degrees. A Kryll "friend" is one of the most dependable allies known.

Many different types of Kryll exist; new ones are produced almost daily, depending upon the task they serve in the hive. Most common are queen, drone (fertile male), worker, warrior, nursemaid (cares specifically for eggs and young Kryll), translator, etc. The only Kryll known to venture beyond the hive to any extent are translators and warriors. Adventuring Kryll are warriors.

Kryll deal with other races in a very pragmatic way. If friendly relations benefit their hive, they will follow such a course. If a species is hostile, it will be fought to the death. If no benefit can be found for the hive, a species may be ignored or simply bred as cattle. This last tendency has been modified somewhat since Guild contact, for the Kryll queens realize that coexistence and living within Guild law is a great benefit to their hives.

Presently, the Kryll inhabit a bio-world known as the "Kryll-Hive." The Kryll-Hive is mobile, and may move at slow speeds utilizing biological propulsion units. A special sort of bio-engine is also used to generate an FTL field, enabling Hive to move (albeit relatively slowly) between stars.

The hive is a vast living organism, linked together by huge filamentous tunnels. It does not require a sun, as many of its internal life forms provide biologically-based light, and a massive, radiant entity at the center of the hive provides limitless quantities of energy. The hive constantly grows and can reach enormous size over the course of centuries.

The hive is rulled by a single queen. The queen communicates pheromonally, or with her translators through a form of telepathy. Lately, more and more warriors have been allowed to leave Hive and adventure within the Guild, even qualifying as independent members of the House of Dha, leading observers to suspect that a major change in Kryll psyche and society may be imminent.

Kryll have absolutely no understanding of the concept of religion, and not even free-willed individuals express any interest in practicing any faith beyond absolute loyalty to the hive and the queen.

Motivations

Motivations are difficult to assign to the Kryll. Individuals — even those who have attained self-Awareness — have few motivations beyond the good of their hive and queen. If a Kryll is required to sacrifice its life for the good of the hive, it will do so without hesitation.

Money, power, honor, freedom — none of these usual motivations hold any meaning to an individual Kryll. While a single Kryll may undertake a task, such as to retrieve an object, destroy or capture a certain individual, or explore a distant world, it is always done with the welfare of the hive in mind.

Contact with the Guild has changed Kryll society in subtle ways, however. Some theorists suggest that the Kryll queen is slowly coming to the realization that the Guild, and indeed, all sentient races, could be considered a sort of "Common Hive," worthy of service and protection. Should this occur, the Kryll may become the staunchest and most valued defenders which the Guild has.





Shanask

As the House of Dha became established and fully operational, a crisis arose which demanded immediate attention. A Kryll hiveship appeared in Guildspace, and attacked the Guild ships sent to intercept it. The Dha fleet left to meet the threat, leaving only a handful of defenders behind on Dha Prime.

As the Dha fleet departed, a mysterious, black planetoid appeared in orbit around Dha Prime. A team of Dha adventurers was dispatched to investigate, and to their own amazement, encountered a mysterious, robed alien figure, who claimed to be "Shakna"... the Shanask had arrived.

It was later learned that the Shanask had teleported an entire moon into orbit around Dha Prime with a mystical ability known only as the *Sorce*. Although there was only a single small structure on the Shanask moon, it seemed to hold hundreds of members of the dark race. Dha sensors were unable to penetrate the moon's surface, but it is believed that the pyramid is only an entrance to the world's interior.

The Shanask are highly secretive about their past and their society, so little is known for certain. Even the location of their homeworld, if it exists at all, is not known.

Several prominent Shanask act as spokesmen (or, perhaps "spokesbeings") for their species. The best known is Shakna, who has continued to play an active role in relations with the Guild and the House of Dha. Another prominent, and (if possible) even more enigmatic figure is Jodar, a Shanask of incredible power who, on his rare appearances, claims to be creating a new strategy to help defend the Guild against its enemies.

Reaction to the Shanask throughout the Guild has been mixed, ranging from groups who claim that they are evil spirits or malevolent beings intent on mischief (presumably, their initial benevolence was simply to lull the Guild into a false sense of security) to those who claim that the hooded aliens were sent by a benevolent deity. There is at least one known group of Anthropos who have founded the "Society of the Hooded Messenger," claiming that Shakna and the other Shanask are saviours who will lead the Guild to paradise.

Appearance

All Shanask are identical — 6'6" tall, and 250 pounds. Age, sex, and individual characteristics are not known. Neither is it known how Shanask are born, or whether they can grow old and die.

Shanasks always wear full-length robes which conceal their entire bodies. Faces, save for a pair of dark red, glowing eyes, are always hidden in the shadows of their robes, and hands and feet are never visible. Some have suggested that the cloak is actually a Shanask's outer body covering, but this has never been proved.

No one has ever been able to catch a glimpse of the being beneath the robes. Sensor probes have proven useless, and anyone who approaches within a meter or so of a Shanask experiences a feeling of gloom and fearful unease.

Clothing/Armor

Shanask cloaks are bound at the waist with a rope-like belt. No other clothing is ever seen, but some have claimed to have observed a glowing mist near the "hands" and "feet" of a Shanask. Damaged clothing appears to repair itself. Some rumors claim that Shanasks have been seen wearing red, blue, green, or even white robes, but this has never been reliably confirmed.

Shanask shun armor, but will sometimes carry physical or energy shields. They often attach small sacks or pouches to their belt as long as they do not unduly interfere with the Shanask's movement.

Attributes

Shanask are physically weak compared to other races, although their Vitality is better than average. Their mental attributes, however, are very high. They are one of the most alert and intelligent of all races.

The Shanask also seem to know more about ancient history, customs, places, planets and races than any other race. They share this information only rarely, and never reveal the full extent of their knowledge.

Senses

Shanasks see in the visible spectrum, but process all colors as shades of grey (except for sorce color). Their cloaks cut down on their viewing so that they can see only 90 degrees directly in front of them.

Shanasks cannot smell or taste, and no one has ever seen them breath, eat or drink.

Communications

Although Shanask appear to speak in a raspy whisper, this is not strictly true. Shanask communications may be directed at a single individual, or at an entire group. Range extends a number of squares equal to the Shanask's *Sorce* skill, or double this if only a single individual is being contacted.

Whatever the range, the volume and quality is always the same low, raspy whisper. This whisper can be heard, whatever the outside noise may be. Recorders and communication devices designed to pick up audible noises will hear and record nothing. Shanask may also communicate between themselves with no chance of being detected by any means.



Exactly what this mode of communication is, no one knows. It is not telepathic, for not even the most talented Zin-Shee psionicist has been able to penetrate it. Apparently, Shanask communication is some form of inherent, *Sorce*-based speech, the actual mechanics of which remain a mystery.

Activity Cycle

Shanasks do not eat, sleep, drink, breath, or dispose of bodily wastes. However, every Shanask carries a pair of flasks, one containing a powder, the other a liquid. These are consumed in some fashion after a Shanask receives physical damage. It is believed that they contain the essentials of Shanask existence and are used to repair wounds. Shanasks will not heal naturally if these flasks are not present. No other being has yet been able to obtain these flasks for analysis, for when a Shanask is killed, its flasks vanish along with its body.

Powers

The Shanask control an ancient power called the *Sorce*. Its derivation is reminiscent of the old word "Sorcery," and it is similar in many ways. *Sorce* accomplishes things without logical explanation, and seems to function independent of the laws of physics and logic.

The Shanask rarely discuss *Sorce* power, and are reluctant to use it in public. If any "reasonable" explanation can account for the effects of the *Sorce*, the Shanask will support it.

Many people don't actually believe in the *Sorce*. Some claim that it is simple illusion created by hidden high-tech devices. Those who actually observe the *Sorce* in action tend to forget about it very quickly, and have difficulty remembering the event.

Several prominent Guild researchers have, in effect, thrown up their collective hands, and simply declared the *Sorce* to be, for lack of a better term, "magic" — in short, a force which transcends natural law, and cannot be logically explained. Nonetheless, the researchers say, the *Sorce* does work, and has real power.

Sciences

The race is technologically adept, and will use technological devices if needed. Over the ages, however, the Shanask have so adapted themselves to the *Sorce* that they find technological devices unnecessary, although they will use them on occasion. No Shanask will ever submit to cybernetic modification.

Combat

Shanask favor simple blade weapons in combat. They have a strong preference for such weapons as scimitars, scythes, daggers, staves and polearms. These weapons are often used with technological enhancement. They will also use small thrown and ranged weapons.

Occasionally, Shanask will employ small pistol-type energy weapons, but rarely keep such things around for long. Although a Shanask may become adept at other weapons such as rifles and plasma guns, they will never carry one for longer than a single encounter.

The Shanask's disdain for such weapons appears to be derived from their reliance on *Sorce*-based weapons. As the *Sorce* appears to be the single unifying and driving force in Shanask culture, the use of devices beyond the *Sorce* is disdained. Just the same, Shanask seem to have no problem firing vehicle- or ship-based weapons.

Shanask never fight in a manner which might require direct physical contact, using *Sorce*-weapons, swords, etc., instead. They will always avoid combat involving body contact, even if it means their own death.

Personality and Culture

Shanask appear to possess emotions similar to other races, but control them very carefully. While they do not seem to experience love or happiness, they do experience and briefly share satisfaction, contentment, pride, etc.

Short term emotional disturbances do not seem to affect the Shanask. They reserve their emotional responses to significant or long-term disturbance. Thus, jokes and Anthropos humor, which are mostly short-term in nature, seem pointless to a Shanask.

Shanask never laugh and are always serious. While they will share the accomplishment of fellow adventurers, and seem to enjoy the thought of a job well done, they generally do so contemplatively, always thinking of the next phase of the mission. They are highly philosophical, and do not engage in idle conversation.

Shanask never sit or lie down, but always stand. They also avoid bright lights, and prefer natural light over artificial illumination.

Loners by nature, Shanask do not like crowds or formal gatherings. Although they do not form friendships, long-time acquaintances and adventuring companions do somehow become "attached" to their Shanasks, and vice versa.

Nothing is known of Shanask family life, or even if such a thing exists. Gender, offspring, and normal interactions between the sexes (if any) seem totally unknown.

Motivations

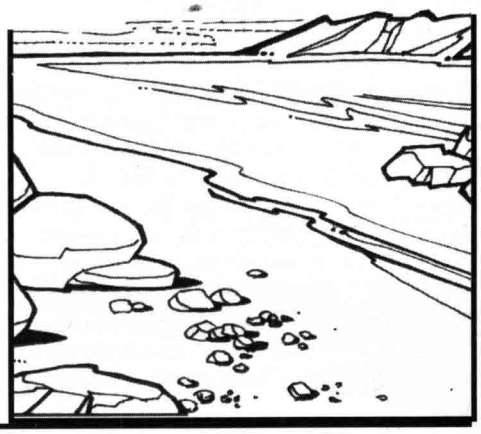
Like most other things regarding the Shanask race, individual motivations are largely unknown. Racial motivations are also uncertain, although a few select individuals have been informed that the Shanask accepted some great task eons ago and have been slowly working to fulfill it.

No one knows exactly what this task is. Some claim that the Shanask are evil and seek the destruction of all life. Some say that they are a race of super beings or demigods sent to protect the Anthropos and other Guild members. Some even believe that the Shanask are spirits of the dead returned to repent for their sins.

No one knows whether the Shanask have a religion, but some of their actions seem to be inspired by some form of higher power. Whether this represents obeisance to a deity, or to more highly-powered Shanask, no one can say.

Whatever their motivations, the Shanask have proven invaluable. They have quickly become integral to the House of Dha and serve it with a stern, near-fanatic, fervor.







Zin-Shee

For over 1300 years, the Zin-Shee Matriarchy expanded its borders, conquering those hapless races which stood in its path. Few foes withstood the Zin-Shee onslaught, until the forces of the Matriarchy arrived at the massive, high-gravity world of Calemor.

Expecting another easy victory, the Zin-Shee descended to the planet's surface, only to be met by the finest warriors the galaxy had known, the Calemora. Soon, the Zin-Shee realized that the Calemora were skilled, determined, with apparently inexhaustible numbers, and the millennium-long siege of Calemor began.

The so-called "Blood Feud" dragged on for centuries. With tens of millions dead and no resolution in sight, both Calemora and Zin-Shee were shocked when Guild starships and soldiers appeared on Calemor, seizing strategic positions with overwhelming force, and demanding an end to the conflict. It took another twelve years to finally finish the Blood Feud, and despite their annoyance, many Zin-Shee grew to respect the Guild and its ways.

Numerous Zin-Shee border worlds, including the provisional capital of Seril, joined with the Guild, most maintaining dual membership in both Guild and The Matriarchy. Today, Zin-Shee expansion continues coreward, while individual Zin-Shee adventure throughout Guildspace, going so far as to become one of the Guardian races of the House of Dha.

Appearance

Anthropos generally agree that the Zin-Shee are a handsome race. Zin-Shee males stand around six feet tall and weigh around 200 lbs., while females average 5'6", and 160 lbs. They walk upright, although they maintain a catlike crouch most of the time.

Zin-Shee are covered in soft fur, with coloration and markings varying from individual to individual. Racial variations resembling familiar felines such as leopards, tigers and panthers are common. Fur is shortest on their faces, save for whiskers, a goatee-like tufted beard, and long hairs over their eyes and at the tips of their ears.

Hands and feet are equipped with sharp claws, which are used effectively in combat. Zin-Shee have sharp, cat-like teeth.

A Zin-Shee's most striking feature is its eyes. Normally catlike, with iridescent gold, green or yellow irises and a slit-like pupil, a Zin-Shee's eyes glow brightly with pure energy when an individual uses *psionics*.

Clothing/Armor

Zin-Shee are an agile race, and feel that excessive clothing is restrictive in battle. Armor, especially baroque armor of archaic design is sometimes worn in battle, but most Zin-Shee prefer unrestricted activity when fighting. They favor the use of physical shields and personal force fields for protection.

When not in battle, however, Zin-Shee are nothing short of excessive when it comes to clothing. A bewildering variety of styles and fashions exist throughout Zin-Shee space, but a style resembling Renaissance-period human clothing is popular, featuring broad-brimmed hats, roomy shirts, vests, capes, elaborate skirts, revealingly-cut garments, etc. Overdressing is very common among the noble classes.

Attributes

Zin-Shee are roughly comparable to Anthropos in most attributes, although their Speed and Awareness are impressive. Males Zin-Shee have a slight edge over the females in terms of physical prowess, but their inferiority in psionic abilities balances the genders' strengths and weaknesses.

Senses

Every sense is above Anthropos norms among the Zin-Shee. Hearing and vision are particularly acute, and smell is far better developed than in Anthropos.

In addition, Zin-Shee have natural starlight vision capability, enhancing even the most minimal natural light to enable them to see almost as well in the dark as they do in the light.

Communication

Zin-Shee speech is soft, but can grow harsh if the Zin-Shee is emotional, passionate, or otherwise disturbed. When they speak other languages, Zin-Shee's cat-like language is apparent in their accent.

Female Zin-Shee can communicate telepathically, although verbal communication has important cultural significance, and is never completely abandoned. Among accomplished telepaths, purely mental communication is far more efficient and subtle than verbal communication.

There are five different modes of formality in Zin-Shee verbal communication, a holdover from their complex feudal society. Different modes are distinguished by levels of formality and complexity.

Most verbal communication is at what linguists refer to as "familiar" level. There are two modes of formality above familiar level, the highest being one used only in the most ceremonial and solemn occasions, the next lowest being used in formal settings to individuals of higher social rank than the speaker. At the highest rank of formality, even the simplest information takes a considerable time to be communicated.

Below familiar mode are what are referred to as "slang" mode (mostly used by intimate friends or young Zin-Shee) and "vulgar" mode (used only in the crudest of circumstances, or by extremely low-class individuals).

Telepathy may fit into the formality mode at any level. Highly ceremonial functions are done entirely verbally, as what is said and the way it is said are important enough to warrant being said out loud, so all can hear it. Telepathy is most useful at familiar level and below.

Activity Cycle

Like other felines, Zin-Shee do not sleep continuously, preferring to catch brief naps as frequently as possible. A Zin-Shee grows restless and cranky if more than six hours elapse without a nap. Zin-Shee are quite adaptable in this regard, and can nap virtually anywhere, although they prefer warm, secure spaces. Zin-Shee homes are filled with small niches and hiding places for napping. These naps have the added benefit of helping Zin-Shee psionicists recover spent power.

Zin-Shee are carnivores who prefer to eat at least once a day. They prefer fresh meat, but since Guild contact have developed an extremely subtle sense of taste, and often enjoy Anthropos-prepared gourmet meals.

Table manners and eating habits can only be described as fastidious. Meals can be long, drawn-out ceremonial affairs, and

even in informal settings, Zin-Shee like to take their time. Formal linguistic mode is often used during even casual meals.

The eating of enemies, once a common practice, is now viewed with no little distaste. Zin-Shee no longer consume the flesh of sentient beings.

Although they prefer meat in their diet, Zin-Shee can exist as herbivores for several weeks without ill effects, although after this period, they grow tired, listless and dull-looking, eventually growing quite ill.



Powers

As their nickname implies, the psi-cats are highly skilled in *psionics*, the ability to manipulating matter and energy through pure mental force. Unlike the Shanask *Sorce*-manipulation, *psionics* are not magic, but real, physical powers with real, physical laws governing them. Through *psionics*, a Zin-Shee can engage in combat, reach out to see the secret thoughts of others, communicate secretly, etc. Many other abilities are possible, and the Zin-Shee are masters of them all.

Female Zin-Shee excel at *psionic* manipulation, perhaps because of their ancestral role as protectors of the family. Male Zin-Shee are quite handicapped in this role, but can still serve as potent warriors or martial artists.

Sciences

The Zin-Shee have high technological abilities, although *psionics* take the place of many high-tech items or procedures. They also understand and can utilize some Biotechnology.

Cybernetics are well understood by the Zin-Shee, but are rarely used since the Psi-Cats feel that implants are unaesthetic, ugly and unreliable.

Combat

Zin-Shee are easily bored, and enjoy using a wide variety of weapons in addition to their deadly natural weaponry such as claws and teeth. Zin-Shee also prefer using psionic weaponry, energy weapons, and technologically enhanced melee weapons. Their agility and force fields are used to protect them in battle. As noted, armor is unusual, but not unknown.

Being a fastidious race, Zin-Shee dislike bloody, violent combat, preferring subtlety and weapons which kill with minimal damage. Piercing melee weapons such as rapiers and daggers are used, while pulse lasers are preferred for ranged combat.

The exception to the psi-cats' fastidiousness is in the use of claws, but when a Zin-Shee has reached a point that it is forced to use its own body weaponry, all bets are off, and it will fight as violently as necessary to win. Afterwards, it will probably take a long, hot bath, however.

Zin-Shee can be fierce, cunning opponents. Their war cries and challenges can be truly terrifying, and their restless nature makes them highly innovative and unpredictable. They enjoy ambushes and hit-and-run raiding, but will not shirk from a toe-to-toe battle at close quarters.

Personality and Culture

In Anthropos terms, the Zin-Shee might best be described as devil-may-care swashbucklers with a passion for living and a lust for excitement. They are highly curious, and enjoy exploration and travel for its own sake. They love fun and activity, to an extent that few races can keep up with them. Both sexes love to flirt, even with members of other species (although they tend to avoid Draca and Kryll). Most other races, especially the Anthropos and other humanoids, consider Zin-Shee to be quite beautiful.

On the bad side, Zin-Shee tend to be moody and high-strung. At any moment, a Zin-Shee can literally explode with emotion, only to have the outburst forgotten a few minutes later. Zin-Shee do not hold grudges. Yesterday's enemies are today's friends, and vice versa. The long and bitter conflict with the Calemora is an exception — although the Calemora are viewed as worthy opponents and interesting individuals, most Zin-Shee avoid forming friendships or even associating with them.



The Zin-Shee Matriarchy is ruled by a number of elder females, each representing a major world of the Matriarchy. Decisions are usually made by consensus, and open brawling has been known to mar conclave meetings. Most Zin-Shee worlds go about their business any way they desire, and ignore the conclave's rulings if they are inconvenient.

Another holdover from their ancient feudal system is the Zin-Shee's noble class. Many important positions throughout the Matriarchy are held by members of hereditary nobility, and a wide variety of titles exists throughout Zin-Shee space (most Anthropos, however, translate Zin-Shee noble titles into familiar terms such as "Count," "Duke," "Baron," etc.). Zin-Shee nobles are known for their eccentricity, excessive lifestyles and highly interpretive code of honor.

Within the Matriarchy, the Zin-Shee still keep slaves. All conquered races are reduced to this subservient status and, although the Zin-Shee are relatively kind masters, this custom has prevented more Zin-Shee worlds from joining the Guild. Zin-Shee within the Guild have turned against the practice of slavery, a move which threatens to split the Matriarchy.

Zin-Shee appear lazy to other races when it comes to strenuous and unpleasant work. Work which is not enjoyable, interesting or different is generally avoided. This, perhaps, explains the Zin-Shee's' cultural acceptance of slavery, for it provides others to take care of the tedious jobs.

Zin-Shee form friendships as easily as Anthropos, but tend to be more fickle. A friend is a friend for as long as they are fun and interesting. Even great personal sacrifice is forgotten after a few weeks. While the Zin-Shee hold few grudges, they also owe few favors (at least in their own eyes).

Marriage as a long-term bond is unknown to the Zin-Shee. Most such bonds only last long enough for children to grow to maturity. After a pair separates, children associate with both parents and there is rarely any tension or animosity. In their lifetime, a female Zin-Shee will have two or three litters, and numerous short-term non-procreative liaisons (those known colloquially to Anthropos as "love affairs").

Zin-Shee are friendly and gregarious, associating with other races as freely as with their own. The exception to this is in times of war and when dealing with slaves.

Zin-Shee worship a pantheon of gods, goddesses and heroes so extensive that Guild scientists are still cataloging them all.

The psi-cats also believe that upon death, those who lived with honor, fought well, practiced *psionics* diligently, and enjoyed as varied a life as possible, will go to a vast, luxurious paradise where every whim is instantly fulfilled.

Motivations

Individual Zin-Shee are motivated by curiosity, thrill seeking, love of adventure, fun, luxury, and their own form of romance.

Currently, the racial motivations of the Zin-Shee are divided. The old Zin-Shee, who still control most of the Matriarchy, still support the expansion of Zin-Shee influence, the enslavement of other races, and eventual galactic dominance. The new Zin-Shee, those who have dwelled in the Guild, and learned more of the universe outside the Matriarchy, seek to civilize the Zin-Shee race, and bring about a peaceful and more just society. Some have even called for the liberation of all slaves, which has sent shock waves through the Matriarchy.



Major States of Known Space

The Guild is not the only organized group of star systems in Known Space. Several other states exist, some friendly, some hostile, some more-or-less neutral. The major states (plus a few of the minor ones) are fully described below.



The Guild

Three thousand years ago, a handful of survivors fled the holocaust on the Anthropos homeworld of Url. Of these, some formed the militaristic Arthirian Sphere, others founded The Company, and still others found their way into the realm known today as Guildspace.

Espousing principles of democracy, personal freedom and peaceful exploration, the Guild (Galactic Unification of Intelligent Life-forms and Devices) was founded to counter the growing threat of the Arthirians. Bloody conflicts with both the Sphere and the newly-discovered Empire followed, strengthening the Guild and turning it into the powerful state that it is today.

Guild membership is simple. For Anthropos members, worlds must guarantee basic human rights to all citizens in order to join. Alien races may also join, and the rules of admission may be modified based on cultural, technological, and biological considerations. In general, however, alien members of the Guild must also abide by its basic rules and tenets.

Widely considered the best hope for galactic peace and civilization, the Guild nonetheless must maintain an extremely well-armed and -trained military in the face of threats from The Empire and elsewhere. This apparent contradiction has not gone unappreciated by the leaders of the Guild, and so the military's role in governing the Guild has been purposely limited.

Inhabitants

Hundreds of races have joined the Guild, and within Guildspace, hundreds of other independent races and nations still exist. The Guild does not fight wars of conquest; if a world does not wish to join the Guild, it is free not to. Most members joined the Guild in response to the enormous benefits and minimal requirements for membership. Several revolutions broke out, in fact, replacing totalitarian states with democratic ones, just so the inhabitants could join the Guild. Rumors continue to circulate of Guild involvement in such revolts, but they are hotly denied.

The most populous race of the Guild is the Anthropos. Tough, resourceful, and highly skilled technologically, the Anthropos founded the Guild, determined not to repeat the mistakes of the past. Today, Guild warships patrol member worlds, and Guild soldiers stand ready at a moment's notice, not to conquer, but to preserve peace in any way necessary.

The four major races of the House of Dha have recently begun to be referred to as the Guardian Races. These include the Anthropos, the powerful Calemora, who have grown numerous over the years, and the grim Draca. Many Zin-Shee worlds embraced the concepts of Guild membership and rejected the practice of conquest and subjugation, and are present in large numbers. Recent additions include the insectoid Kryll and the mysterious Shanask, both of whom are currently being considered for Guardian status.



Besides the Guardians, many other races are included in the Guild, such as the uruk, bear-like mammals with strengths to rival the Calemora; the rakka, lupine pack carnivores who until recently raided Guildspace in squadrons of small, very fast starships; the aquatic hammu; the fox-like vulpe, whose skills of stealth and evasion are unparalleled, and the gigantic space entities known as the t'skaa, which seem to be capable of faster-than-light travel through some unknown physiological ability. There is no real "average" Guild member — almost every life form imaginable exists within Guildspace, and most of these are either members or potential members.

Like most other states in this region of space, the Guild is also troubled by the skrak and kurg pirates, who live in unruly bands of warriors and raiders, periodically sweeping through civilized space, stealing, destroying, kidnapping slaves, and generally raising havoc. These creatures seem to have no set homeworld, and are generally considered an unavoidable hazard of space. Guild control of its territory is sometimes minimal, and in regions where the House of Defiance or the House of the Star cannot reach, the raiders can potentially cause severe damage. A few skraks and kurgs have settled down as semi-honest traders or adventurers, but such individuals are rare.

The Houses

Besides the member-worlds (see below) the major power in the Guild is held by The Houses, groups of individuals with similar skills or missions. Many houses are further subdivided into chapters, smaller groups with common skills within the larger organization of the House.

Many of these houses, such as the House of Defiance, were created and administered by the Guild itself. Others, such as the Merchant Houses (there are several, including Houses Hassa, Morituri and Kima), and the House of the Knife (an alliance of criminals and other shady characters), exist outside of Guild control. These and other major houses are described below.

Merchant Houses

Numerous trading houses exist within the Guild. Major merchant houses include Hassa (run entirely by the Zin-Shee), Morituri and Kima. Some are friendly rivals, others are allies, and a few are open enemies. Organization varies from house to house. Some are run as companies, with presidents, boards of directors and stockholders. Others are family affairs, with family members making all major decisions. Regardless of their internal organization, all merchant houses engage in the buying, selling and transportation of needed goods throughout Guildspace. In this, there are strict Guild rules regarding pricing, supply and availability, and most merchant houses abide by them.

A few, however, are of the unscrupulous sort, attempting to circumvent Guild law to reap excessive profit at the expense of their customers. Many worlds are dependent on the merchant houses for necessities, and the illegal trader can often exploit such worlds. Some houses are controlled by the House of the Knife, while others are fronts for The Company, used to detect weakness in the Guild economy and in other merchant houses, so that Company operatives can increase their control of trade.

House of Gamah

The technicians, computer specialists and other experts in Anthropos high-technology are members of this house ("Gamah" is an uruk word meaning "magician who works with tools"). This highly important house is responsible for the design, repair and improvement of technological items throughout the Guild, but the open-minded and curious nature of its members prevents Gamah from translating its importance into political power. Most Gamah members are Anthropos, and this house is the source of many new devices which are used on Anthropos worlds.

House of the Sextant

Most civilian star-pilots and astrogators belong to this large and influential house. Responsible for large-scale transportation of goods and travelers, the Sextant oversees the welfare of its members, buys fuel and parts in large quantities and passes savings on to members, and represents members in legal disputes.

House dues are considerable, so there is a good number of independent contractors, who fly individual ships, or operate transport companies of under a dozen craft. The house rarely bothers these individuals, but should the owner of a large number of starships try to strike out on his own without house membership, the Sextant will definitely seek to drive him out of business.

House of the Dreamer

This house oversees and protects all sorts of artists within the Guild. Unfortunately, overseeing artists is a difficult task, and Dreamer is little more than an umbrella organization with little real authority. A bewildering number of chapters exist within the house, representing the interests of painters, sculptors, writers, dancers, singers and musicians.

The somewhat independent and chaotic nature of the artistic mind dictates that many do not belong to the house at all, and that some pursuits have several rival chapters representing them. Painters, for instance, have over a dozen chapters to choose from, depending on their style, tastes and personalities. Most chapters are open to all races without prejudice. Zin-Shee, for example, are generally considered to be excellent artists in all media, and are highly sought-after to give credibility and class to a given chapter.

Many new types of art have emerged since the founding of the Guild, including light sculpture, zero-g ballet, psionic impressionism (in which a talented psionicist induces certain sights, sounds and emotions in an audience), planetary sculpture, and more. As may be expected, each one of these new art forms has one or more chapters representing it, while other chapters represent more than one type of art.

Major chapters include Bramalo Chapter (representing painters in oil and watercolor), Quill Chapter (representing novelists, poets and playwrights), Gazzir Chapter (representing anyone who the guild leadership agrees is "an artist") and Starfall Chapter (representing dancers, particularly those who perform in zero-g or low-grav conditions).

House of the Caduceus

This house is an organization for doctors, healers, and other medical-type individuals. Membership is open to anyone who deals with disease or injury, and so includes sophisticated high-tech Anthropos doctors, primitive shaman-healers, Zin-Shee psionicists, Shanask *Sorce*-masters, and Kryll bio-techs. House of Caduceus shares new healing technologies, drugs, surgical procedures, and innovative devices with its members, hoping to spread the science of healing throughout Guildspace.

Unlike other houses, Caduceus will share its knowledge with non-members, but other benefits, such as housing, low-cost equipment, and technical support, are reserved for members alone. Many medical schools in the Guild require that their graduates join Caduceus, and so most healers and doctors throughout the Guild belong to this house.

House of the Star

The space police are organized into this large, varied and diffuse fraternity. The job of space policeman is not as rigid and official as it sounds — often "space police" are simply privateers with Guild sanction to pursue pirates and other lawbreakers and bring them to justice. Regardless of this, the House of the Star's authority extends to the borders of Guildspace (although the elite Star Marshals — see below — are an exception to this).

Star equipment ranges from excellent to barely-functional, and most members are rugged non-conformists seeking adventure. Each is pledged to support Guild law and enforce it wherever possible, but a few use their status to run what amounts to legalized protection and pirating operations. Such individuals are invariably hunted down by honest space police, or, in extreme cases, by Defiance House starships.

The Star Marshals are an elite chapter within the House of the Star. The Marshals have special enforcement powers, and are allowed to pursue lawbreakers beyond the boundaries of Guildspace. The Marshals have first choice of all equipment and starships, and their small group is acknowledged as one of the most professional and incorruptible in the Guild.

Other Organizations

Not all professions and groups are organized into Guild-sanctioned houses. Many others were formed independently and exist outside of Guild authority. Some pursue illegal activities, while others simply chafe at Guild oversight. Several of the most prominent of these are listed below.

House of the Nova

This marginally-legal, semi-official "house" is a haven for rogues, individualists, and those who occasionally have to live on both sides of the law to survive. While not sanctioned by the Guild, Nova is organized as a house (with a president, officers, and so on), sends delegates to the Great House, and fights for its members' interests. Membership is open to anyone but out-and-out space pirates, slavers, or violent criminals. Those who happen to slip in and attempt to exploit house membership to their own ends usually end up being dealt with by house justice. Needless to say, House of the Nova justice is swift, irrevocable, and quite final.

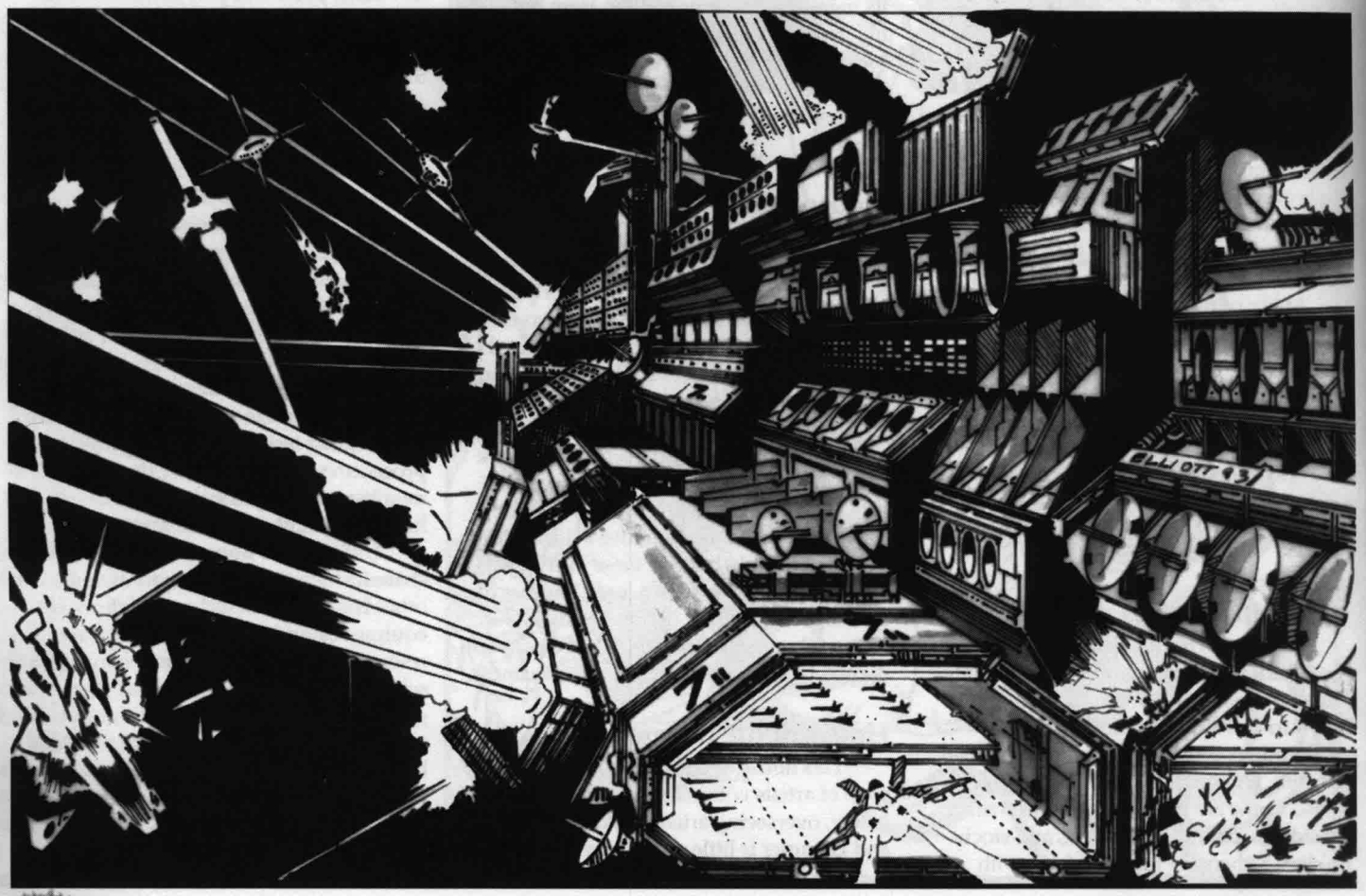
Brotherhood of the Skull

Guildspace is anything but pacified, and the scourge of space piracy is common in many areas. The Brotherhood of the Skull (sometimes called "House of the Skull" to infuriate and taunt the Guild) is an informal alliance of cutthroats, corsairs, pirates and criminals. Many members are brutal thugs with little concern for sentient life, but others fit the image of the "jolly rogue," and are in it for the adventure. Most pirate vessels are run as rough dictatorships, with captains deposed by mob violence should they fail in their duties.

The Guild deals harshly with pirates, but those individuals who have a reputation for mercy and fair treatment of captives generally escape alive, after serving prison sentences. One of the House of the Star's most important (and frustrating) jobs is the hunting down of infamous Skull members.

The Sword League

Outside Guildspace, many conflicts both large and small, can erupt, costing lives and destroying property. The professional soldier or mercenary is an integral part of these conflicts, selling services to either side and fighting for whoever pays the best. Many mercenary units operate in Guildspace, and The Sword League is best described as a clearing house for mercenaries, coordinating employers with available units, helping to negotiate contracts, and



making sure that contractual terms are obeyed.

The League is headquartered on the tropical world of Shosso, where lush continents house numerous warehouses, barracks and offices. Shosso is not a member of the Guild, and The Sword League is officially illegal within Guildspace. This does not stop mercenaries from plying their trade, however, and as little wars between the nonaligned nations of Known Space increase in number and grow hotter in intensity, business has never been better.

House of the Knife

The unofficial criminal underground of Guildspace, the House of the Knife (so-called, but definitely not an official Guild house), along with several smaller rival criminal organizations, controls much of the illegal activity within the Guild and beyond. Smuggling, large-scale theft, murder for hire, buying and selling of illegal drugs, gambling, and many other activities come under the control of the House of the Knife and its rulers, the Knife Masters. Membership is open to all races, and it is said that the Supreme Knife Master has a bodyguard consisting entirely of Dracan cyber-rogues and outcast Calemora.

Great House

The Guild is governed in the tradition of Anthropos republican democracy, in which every adult citizen may vote, choosing both a planetary leader, and a delegate to the Council of the Great House, the governing body of the Guild itself. In exchange for protection and the benefits of Guild membership, each member world must pay a small percentage of its gross planetary product (typically no more than .01 percent) each year to help fund the Guild and support the Guild military.

The Great House Council meets daily, moderating disputes between member worlds, overseeing commerce and travel, and administering the Guild budget. Internal affairs are left to member worlds, so long as they abide by Guild law. While the Guild will not fight wars of conquest, any member world which breaks Guild law (suppressing basic freedoms, installing a dictatorship, etc.) is liable to be immediately occupied by Guild forces and have order forcibly restored.

The Military

The defense of the Guild is in the hands of several houses. Individual member worlds are allowed to maintain their own militaries, but at strictly controlled levels.

The House of Defiance

All of Guildspace is protected by this organization, which oversees and coordinates military space operations. New leaders of Defiance are selected from veterans and promising members of the military chapters, so military leadership in the Guild is usually highly professional and intelligent. House Defiance is not immune to incompetence, so a few unqualified political appointees and toadies have been known to slip through, much to the frustration of the ordinary rankers.

The Guild Navy (as the House of Defiance is commonly called) is responsible for interstellar transport and combat. The fleet currently controls over 15,000 starships, varying in size from five-crew corvettes to massive, wormhole-generating dreadnaughts capable of destroying entire enemy fleets and blasting planets to rubble. This tally doesn't even begin to log all of the one and two man fighters which serve in the navy. The house is divided into seven fleets, each patrolling a different sector of Guildspace.

First Fleet
Homeworld: Guildhome
Commander: Admiral Atrias (Anthropos)
Forces: 1000 corvettes
750 destroyers
400 light cruisers
300 heavy cruisers
200 battleships
100 light carriers
60 heavy carriers
60 dreadnaughts
20 superdreadnaughts
10 warmoons

Mission: Without doubt the most powerful Guild fleet, the First (also known as the "Home" Fleet) is responsible for the security of the capital world of Guildhome. The lessons of the Arthirian Invasion have not been lost on Guild strategists, and as a result, the Guildhome system has become a virtual fortress, bristling with every conceivable defensive system. First generally tends to stick insystem, although destroyers and cruisers are often sent on patrols, and to maintain contact with the Fifth Fleet. Generally considered to be the finest personnel in the House of Defiance, First Fleet crew members stand ready to lay down their lives in defense of Guildhome and with it, the Guild itself.

Second Fleet
Homeworld: Fravir
Commander: Admiral Ubik (Anthropos)
Forces: 650 corvettes
400 destroyers
250 light cruisers
150 heavy cruisers
100 battleships
40 light carriers
30 heavy carriers
20 dreadnaughts
4 superdreadnaughts

Mission: The Second Guild Fleet patrols Fravir Sector, the region containing Aerolk space, Calemor, the Zin-Shee frontier, and sections of the Dracan Holding. Needless to say, this is considered to be a "hot" sector, with plenty of potential conflict. Several unexplored stretches of space lie within Second Fleet's jurisdiction, and the deadly dangers of Aerolk space are a constant threat. The fleet has not seen action in over two years, but even the lowliest crew member realizes that conflict can break out virtually without warning.

Third Fleet
Homeworld: Shalimmah
Commander: Admiral Barri (Anthropos)
Forces: 750 corvettes
500 destroyers
300 light cruisers
200 heavy cruisers
200 battleships
60 light carriers
40 heavy carriers
40 dreadnaughts
10 superdreadnaughts

Mission: This well-equipped fleet patrols one of the two sectors with the most potential danger of any area of Guildspace — the coreward half of the demilitarized zone between the Guild and The Empire. Contacts with Imperial, Arthirian, Dracan, and many other ships occur almost daily, and the beings of the fleet must maintain a high degree of alertness. Recent rumors of Imperial activity beyond the demilitarized zone have put Third Fleet on edge, and they are likely to react swiftly to any provocation. Should The Empire decide to break the treaty and invade, Third will be on the front line.

As if this were not enough, a portion of Third's patrol area lies along the border with the Dracan Holding, still considered by many to be a potential hot spot. Should relations between Guild and the Holding sour, Third will be the first to suffer.

Fourth Fleet
Homeworld: Gefe
Commander: Admiral Ivorra (Anthropos)
Forces: 650 corvettes
400 destroyers
300 light cruisers
250 heavy cruisers
80 battleships
40 light carriers
40 heavy carriers
20 dreadnaughts
6 superdreadnaughts

Mission: Fourth Fleet shares patrol of the demilitarized zone with Third, and is responsible for the sector rimward of the Arthirian Sphere. Among other threats, Fourth has to contend with the ever present malevolence of The Combine, and recent developments in The Empire have made Fourth Fleet personnel nervous, as well.

Fifth Fleet
Homeworld: Ysai
Commander: Admiral Kurr'hassa (Zin-Shee)
Forces: 550 corvettes
300 destroyers
200 light cruisers
100 heavy cruisers
50 battleships
20 light carriers
10 dreadnaughts

Mission: Fifth Fleet is the smallest in the House of Defiance. It serves primarily as a reserve unit, based on the centrally-located world of Ysai. Its secondary function is as a relatively quiet and restful posting away from the dangers and stresses of frontier patrols, and is often the destination of Defiance members upon rotation. This status may change, however, if the fleet is assigned to guard the strategic wormhole at Stronghold (see below). Another alternative which the Guild is considering is the construction of an eighth fleet, but no firm decision has been made.

Sixth Fleet
Homeworld: Ka
Commander: Admiral Omboro (vulpe)
Forces: 650 corvettes
400 destroyers
250 light cruisers
200 heavy cruisers
100 battleships
50 light carriers
40 heavy carriers
30 dreadnaughts
8 superdreadnaughts

Mission: The rimward frontier of the Guild, which contains the new homeworld of the House of Dha, is the most mysterious and unexplored region in Guildspace. Admiral Omboro's ships must cover a broad area of space, and must be prepared for any eventuality. One of Sixth Fleet's major duties is to assist small exploration ships bound rimward by opening wormholes. Several important exploratory vessels have been sent rimward recently, and their return is anxiously anticipated.

Seventh Fleet
Homeworld: Drennik
Commander: Admiral Kerns (Anthropos)
Forces: 500 corvettes
300 destroyers
200 light cruisers
150 heavy cruisers
100 battleships
60 light carriers
40 heavy carriers
30 dreadnaughts
5 superdreadnaughts

Mission: The Seventh Fleet patrols the counter-spinward boarder of the Guild, which occupies some of the most recently explored regions of Known Space. The Guild has plans to continue space exploration and expansion in this direction. Thus, Seventh's patrol area is likely to expand and with expansion come many new challenges and uncertainties.

The regions beyond are largely unexplored and still quite wild, containing as it does thousands of star systems and hundreds of habitable worlds. So far, several sentient races have been discovered here, as well as several lost Anthropos worlds. The Seventh Fleet is a rough and ready group, prepared to meet threats of any level. (After the adventure in this game box several Kryll will serve with the Seventh on a probationary basis).

House of War

Estimates are that over 25,000,000,000 sentient beings serve in the House of war, also known as the Guild army. While actual organization varies from planet to planet, most of the house is ganized into regiments averaging a thousand infantry or 100 armored vehicles. Regiments are identified by their number and world of origin.

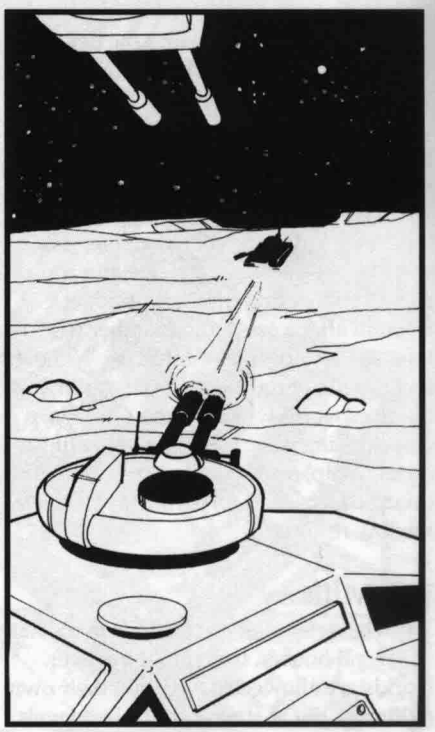
Note that there is considerable variation within regiments, and some actually incorporate one or more types of the various chapters, including infantry, armored vehicles, artillery and transport. Some even have orbital fighter wings, attached from the Guild fleet. Major arms of service in the House of War include the following.

Infantry Chapter: Most Guild infantry is mechanized — that is, transported from place to place in armored carriers. Guild infantry typically carry pulse-laser rifles and a variety of grenades, wear flak jackets and helmets. Only about half of Guild foot soldiers are Anthropos, the remainder made up of Draca, Zin-Shee and other races such as uruk and rakka.

Armored Infantry Chapter: Body armor of several levels is worn by some Guild infantry units. Units are organized for several different types of missions, from the nimble, flight-capable scouts, to the lumbering destron. Some Draca now serve as armored infantry, but most are still Anthropos or rakka.

Marine Chapter: These highly-skilled troops specialize in initial planetary landings, boarding actions and special forces operations. Anthropos, Draca, and uruk are the most common troops serving in the Guild Marines.

Armored Vehicle Chapter: Guild armored vehicles vary greatly, as they are drawn from member-worlds with a variety of technological levels. Tracked and wheeled vehicles are not uncommon, but hover- and grav-tanks are preferred due to their versatility and speed. Armament varies from simple projectile-throwing guns to sophisticated laser, plasma or missile batteries.



Artillery Chapter: Most of the Guild's "big guns" are tracked or wheeled self-propelled artillery. Warfare has grown more mobile over the centuries, and static artillery positions are no longer practical. Guild artillery can fire shells of various dimensions, shoot plasma, ionic or laser bolts, and be used against ships in orbit.

House of the Guide

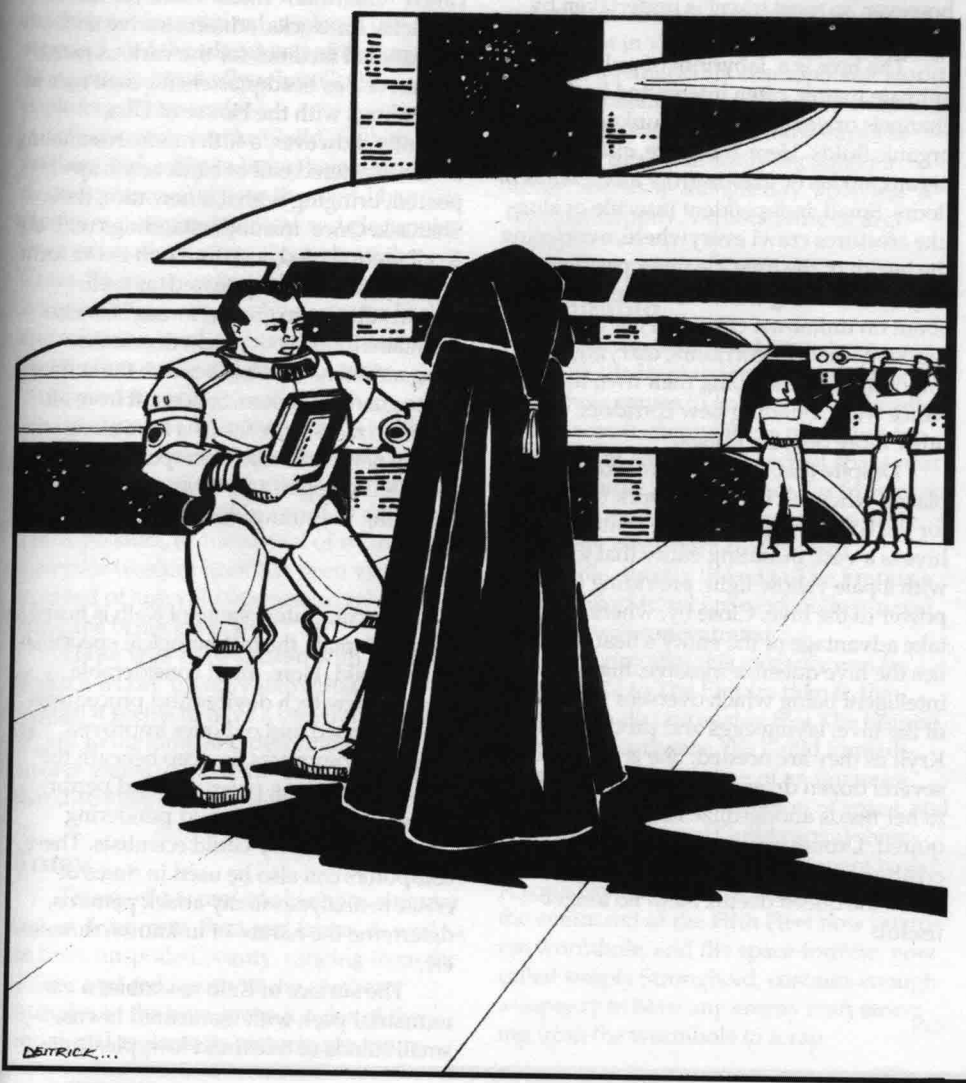
Scouts, rangers, special forces, and other front-line elite troops are part of this house. Separate from the House of Defiance due to their independent mission and nature, the Guides work on their own, patrolling frontiers, checking out dangers, and reporting on any threats to the Guild. Operating far from major Guild worlds, the Guides are forced to deal with obsolete equipment, shortages, poor living conditions, and long periods of duty without compensation. Casualties in the Guides are high, but there is never any shortage of applicants. In all the Guild, only the House of Dha can claim to have finer members than the Guides.

The House of Dha

The newest and most prominent military house is the House of Dha, formed only a few years ago to counter a growing threat from The Empire. To date, Dha's organization, equipment, homeworld, and its existence, are closely-guarded secrets, disclosed only on a need-to-know basis.

This is an independent military house, with its own infantry, vehicular, air and space arms, consisting of the best and the brightest from among all Guild races. The four Guardian races — Anthropos, Draca, Calemora and Zin-Shee — until recently made up the majority of Dha membership, but recent arrivals, the Shanask and Kryll, may soon attain this status as well.

Many major Dha operations are carried out by teams drawn from many different chapters. A given team may contain any combination of different chapters — destron, marines, warriors, cyber-lords, warlocks, bio-warriors, mensi, and so on, in combinations determined by the commanders of Dha as the most effective.



Dha's home base is the protoplanet Dha Prime (see Major Worlds), a blasted ball of rock located in the Acropolis stellar nursery, and orbited by six artificially-placed moons, one for each of the Guardians, (and one each for the Shanask and Kryll after the adventure in the game box). Here, the chapters of the House of Dha receive their training, and secret plans to thwart The Empire are drawn up.

Major Worlds of the Guild

Only the accountants of the Great House know how many worlds lie within Guildspace. Currently, over 10,000 worlds belong to the Guild, and any attempt to catalog these in this limited space would be futile. Several major worlds exist, however, as the hubs of Guild activity, and the places where the most important events of Guild history take place. Several of these are described below.

Guildhome

Chosen due to its resemblance to old Url, homeworld of humanity, Guildhome is now a protected park-world, with only a handful of cities above the surface. Guildhome's importance to the Guild is unimaginable, for it houses all the central governing apparatus, as well as the meeting place of the Great Council itself. Most major structures are located underground, but the Council meets in the vast, picturesque city called Centre, a gigantic settlement of over 10,000,000 inhabitants, which displays the art and architecture of a thousand worlds. The only major settlement on Guildhome's surface, Centre is devoted exclusively to the governance of the Guild.

The remainder of Guildhome is little short of paradise, a green, fertile world virtually untouched by civilization. No settlement outside Centre has a population of more than 10,000, and most inhabitants are quiet, peaceful people (of many races) who have come here to help tend and oversee this world chosen as the most beautiful and peaceful in all of Guildspace.

The Guildhome system is a bristling fortress, however, containing a ring of powerful orbital fortresses, squadrons of defense boats and space fighters in hidden lunar bases, and many other top secret defenses. Guildhome serves as base to House Defiance's Seventh Fleet, generally referred to as the "Home" fleet. The harsh reality of the system's military defenses stands in sharp contrast to the pastoral beauty of Guildhome itself.

Seril

As the struggle against the Calemora grew longer and more brutal, the Zin-Shee relocated their capital to this small world a few light years from Calemor. In this way the Blood Feud, which occupied more and more of the Zin-Shee's resources, could be more efficiently overseen and managed.

When Guild forces ended the war, many Zin-Shee chose to join the Guild, most maintaining dual membership in both states. Seril was one of these, but the Zin-Shee Matriarchy could not tolerate the thought of its capital world lying within the borders of another stellar nation, and so moved its administrative center back to Sheapa, the race's original homeworld.

Seril, a lush jungle-world where the Zin-Shee can hunt and play endlessly, remains the defacto capital for those Zin-Shee who joined the Guild, and is now a magnet to those Zin-Shee who wish to change the ancient ways of conquest and slavery. Many Guild tourists enjoy visiting Seril, and the Zin-Shee are delighted to have them.

This world is also unusual in that it has no moons, and absolutely no tidal action. Its vast oceans are broad and still, disturbed only by thermal currents and wind-driven waves. Large coastal cities and extensive docks support a planet-wide oceanic transport network.

Calemor

The home of the Calemora race is a gigantic, high-grav world, with the surface area equivalent to ten Arth-sized planets, orbiting a dim red giant star. The surface, still showing deep scars from the titanic battles of the Blood Feud, was originally a lush jungle, but today is a blasted desert. Temperatures vary from 150 degrees during the day to sub-zero at night. Fierce dust- or (worse yet) gravel-storms ravage the landscape, while the atmosphere is harsh and only breathable for a few hours by Anthropos without artificial filters or supplemental oxygen supplies. The arid surface is crisscrossed with deep, craggy canyons and ravines, and rivers flow here only seasonally. The Calemora themselves, with the help of Guild techs and planetary engineers, have only just begun the monumental task of restoring their home to its original state.

Native life-forms are fully consistent with the harsh conditions of Calemor's surface — the world's dangerous predators include pouncers, a species of giant cat which can camouflage itself to match virtually any environment; dustsharks, enormous armored mammalian creatures which burrow beneath sand and gravel; and crestsnakes, poisonous reptile-like beasts with psionic abilities to immobilize or deceive their prey (transported here during the Blood Feud).

The most prominent structures on Calemor are the giant pyramidal buildings known as catongs, which serve as combination temples, social centers and martial arts training houses. Beyond this, the Calemora dwell in stone buildings, built low and strong to protect them from the elements.

Kryll-Hive

The Kryll's strange world resembles a tremendous, greenish sponge, bristling with life forms, and bound together by long, filamentous tunnels used for travel and communication. The hives is a living thing, although it is not certain if it is a collection of small biological organisms, or a huge single life-form.

The entire "Hive World" can be moved by means of living propulsion units, or taken to hyperlight speed by globular glowing creatures which seem capable of generating a natural hyperspace field. This process is slow and consumes much energy, however, so most travel is undertaken by Kryll bioships.

The hive is a labyrinth of pulsating, animate matter, often intersected by channels or vessels carrying unknown organic fluids. Here and there, clusters or organs, nodes or glands grow along walls or floors. Small, independent insectile or slug-like creatures crawl everywhere, overseeing the health of the hive, cleaning passage-ways, consuming dead matter, and scuttling about on unknown errands. Pale Kryll workers walk the corridors, carrying important objects, doing their own maintenance work, building new corridors, and other more obscure things.

Despite this, the hives are wondrous places, where all life forms work together for the common good. At the center of each hive is a vast, pulsating entity that glows with a pale yellow light, providing light and power to the hive. Close by, where she can take advantage of the entity's heat and light, lies the hive queen, a massive, highly intelligent being which oversees the health of the hive, laying eggs and producing new Kryll as they are needed. She is attended by several dozen drones, fertile males who see to her needs and fertilize her when required. Drones are non-sentient, blind creatures which are killed by hive warriors when the queen deems them no longer useful.

Dha Prime

Near the rimward edge of Guildspace lies the Acropolis Stellar Nursery where, uncounted thousands of years new stars are forming. Near the center of this dense, gaseous formation lies the protoplanet Dha Prime, where the stellar dust glows dimly with the light of a thousand young stars, and where the elite House of Dha has chosen to make its home.

Dha Prime itself is a rocky, airless wasteland onto which stellar dust rains constantly (enough so that, in a million standard years or so, Dha Prime itself will become a star). The bleak terrain is interrupted only by the massive, fifty-mile wide domed city of Glory. Here the legions of Dha are trained and housed. Architecture from a dozen races graces the streets of Glory, and in the vast barracks and fortresses of Dha, the finest warriors in the universe are trained.

In orbit around Dha Prime are the six moons, each representing a major House of Dha race. Originally, only four circled the planetoid, one each for the Anthropos, Draca, Calemora and Zin-Shee — the so-called "Guardian" races. These contained barracks, stardocks, administrative and recreational facilities for the various races, and served as headquarters for each race in its dealings with the House of Dha. Recently, however, a fifth moon, resembling a vast, shattered ball of black onyx, appeared, bringing with it a new race, the Shanask. Once misunderstandings with the Kryll were settled, a sixth moon in the form of a Kryll hiveship appeared, as well.

In addition to ground forces, Dha also maintains a small but potent fleet in the hangars and naval bases beneath the surface of the guardian moons. Spacecraft from all guardian races serve the Dha fleet, along with several new craft which incorporate secret Guild technologies and weapon systems including the strange bioship of the Kryll.

Kalb

The computer planet of Kalb is home to House Gamah, the technological specialists of the Guild. Here, amid considerable secrecy, new tech devices and procedures are developed and old ones improved. Vast arrays of computers lie deep beneath the surface, analyzing potentials and performance of new devices, and pondering questions posed by Guild scientists. These computers can also be used in times of crisis, to analyze enemy attack patterns, determine the nature of unknown threats, etc.

The surface of Kalb resembles a vast industrial park with manicured lawns, small stands of trees, and low, pleasant-

looking buildings. Kalb was originally a sterile world when Gamah arrived here, and the present managed look was achieved over generations of careful cultivation. Most of the heavy manufacturing and computer labs lie below ground, where industrial emissions and toxic products are strictly monitored, collected and processed into useful chemicals.

Fashim

Known as the machine world, Fashim resembles a single, planet-wide factory. Here Fashim lives, one of the few machine intelligences encountered by the Guild. The Fashim itself is a single, communal mind, made up of computers, intelligent machines and self-aware devices. Fashim does not know or remember its origin; most speculate that the planet was an ancient automated manufacturing center, possibly built by the Aerolk. After the masters left, the machines of the planet continued to evolve, eventually attaining a single self-awareness. The entity Fashim continued to follow its original programming, going through the motions of manufacture, despite the fact that nothing remained to build with. Old machines were repaired, replaced or recycled, and the planet was still chugging along single-mindedly when Guild explorers discovered it.

Fortunately for the Guild, Fashim retained its loyalty to living beings and its desire to serve, and now the world happily produces many mechanical and electronic devices for distribution throughout the Guild. These items are of high quality, but are not leading-edge technology, for Fashim specializes in tried-and-true manufacturing and devices with well-proven, easily duplicated designs.

Fashim was actually offered Guild membership, but was uninterested, preferring to continue building, modifying and designing. The delivery of an order for a new product, or the arrival of fresh raw materials (Fashim itself has been virtually stripped of any valuable resources) seems to bring the being great joy.

Those who have spoken with Fashim find it a warm, friendly individual, although it seems to have a one-track mind in regard to building and designing, and always wants to move the conversation in that direction.

Torav

This world is remarkable in its singular lack of dangerous flora and fauna, as well as its lush, unspoiled beauty, ranging from the yellow and red forests of the northern latitudes to the blue-green jungles of the equatorial regions, its picturesque mountains, meandering rivers and colorful animal species.

While all of this would make Torav an outstanding vacation spot, the most remarkable feature of the world is its seas. Through a unique geological process, Torav's oceans are made up of a hyperoxygenated compound, enabling air-breathing species to actually "breathe" the water without serious effort or side-effects.

Of course, Torav has become a tourist paradise, with vast seaside (and undersea) resorts catering to hundreds of thousands of visitors per year. Guild control of the world is strict, however, for its unusual ecology and scenery are considered an irreplaceable treasure. Tourists are forbidden to enter proscribed areas, and their numbers are limited by Guild law. The waiting list to visit Torav is ten years long and growing, and many citizens of the Guild dream of visiting the world someday.

The most common visitors to Torav are Anthropos, Zin-Shee, and other mammalian species. Zin-Shee particularly love the world, as do the otter-like wurro. Reptilians and hunters like the Draca find little of interest on a planet where hunting is severely restricted, and the Calemora have no interest in vacations of luxury. Still, Torav is a remarkably cosmopolitan world, and its pleasant surroundings seem to induce peace and good-fellowship. The average visitor will easily encounter a dozen species in a single day, all living together happily, without strife or argument.

Stronghold

Guild ships have for years been scouring the Imperial frontier for major wormhole routes to and from The Empire, routes which enemy forces might use for invasion. In an empty stretch of space near the very heart of Guildspace, far from major planetary mass (where wormholes are extremely rare), the Guild located a wormhole directly linked to The Empire's frontier worlds, where most of their naval strength was concentrated.

Realizing that this gateway was far more useful to The Empire than to the Guild, and also surmising that The Empire knew of its existence, the Guild immediately began construction of an immense star-fortress, mined the region of space, and saw to it that several Guild capital ships were assigned there on a permanent basis. A squadron of warships nominally under the command of the Fifth Fleet now guards the wormhole, and the space-fortress, now called simply Stronghold, contains enough weaponry to blast any enemy craft emerging from the wormhole to scrap.

The entire area is heavily patrolled by star-fighters, and is strictly restricted to non-military traffic. Currently, the Guild is preparing to transport a warmoon into the region, to be used as new headquarters, either for the Fifth Fleet (normally kept in reserve), or a new Eighth Fleet, whose job it will be to either defend the wormhole against The Empire, or enter the wormhole itself and fall upon The Empire from within.

Url

The ancient homeworld of the Anthropos exists within Guildspace, but it is not a member world. Preserved in its devastated state as a warning to the future, Url is a nightmare world devastated by the horrors of atomic warfare. A small research base and tourist center exists on Url's single moon, and each year many Anthropos come here to see the devastation, learn of the mistakes of the past, and contemplate how to avoid them in the future.

Url itself is quarantined, its surface observed by scientific stations in orbit around the planet. Scientists report that life appears to have returned to Url, but erratic atmospheric conditions and residual radiation prevent detailed scans. Exactly what form life has taken on Url, and how it has been changed by the effects of radiation and biological warfare cannot be known without actual manned expeditions to the surface and such missions are forbidden.

Utopia

Many inhabitants of Guildspace consider this world to be little more than a myth. Others think it will turn out to be nothing but a burned-out cinder stripped of all useful items. Whatever its true nature, whether it exists at all, "Utopia" is the name given to the prime world of the vanished Aerolk. Legend holds it to be a storehouse of super-science, possibly even an artificial world, where the mysterious Aerolk made their greatest discoveries and stored their greatest treasures. Located somewhere in the hazardous reaches of Aerolk space, well known to be laced with traps and deadly dangers.

There is no denying that those few who have braved Aerolk space and survived have brought back some amazing technological devices (such as T11's disruptor - see *SG, NPC personalities*). Still, the wonders of the few minor items scavenged from the ruins of Aerolk civilization pale before the possible treasures of Utopia, assuming the world exists at all.



The Arthirian Sphere

After the holocaust which devastated old Url, many factions of humanity escaped to the stars. Among these were groups of military-oriented individuals, who believed that the war could have been avoided through martial strength and preparation. The war was not a failure of the military, they believed, but a failure of will. It had started because the combatants perceived weaknesses in their opponents, and would not have happened had all remained strong.

These survivors banded together and based themselves on the planet Arth, a world similar to the old home planet in many ways. Here, they created what they considered to be the perfect military state. Society was ranked and regimented, all citizens registered and classified. Arthirian starships set out, colonizing and conquering all surrounding worlds. At first, they encountered mostly other Anthropos worlds, most of which gave up with minimal struggle. As time passed, the Arthirians began to think that they were the only human civilization left in the galaxy.

Then, they encountered the Guild. This alliance of free-thinking, free-living worlds seemed to embody everything the Arthirians hated — they were soft, conciliatory, and stressed negotiation and compromise. It was compromise, the Arthirians believed, which had nearly destroyed humanity, and here were millions of Anthropos ready to start down that road once more! Plans for conquest were swiftly drawn up.

The struggle between Guild and Sphere was grim and bloody. When Arthirian ships were finally repulsed from Guildhome, it became clear that the "soft," "weak-willed" Guild was here to stay, and the Arthirians would have to live with it.

Fallout from the disastrous campaign against the Guild continued for decades. The Arthirian economy, stretched to the limit by a constant wartime footing, threatened to collapse. Inflation, unemployment and poverty all ran out of control. Revolts by individual worlds were suppressed only with great difficulty, and soon the Arthirian generals learned that sometimes even the strong must compromise.

Several major changes took place in Arthirian society over the years. Subject worlds were given limited autonomy. The absolute power of the military was curbed. Expansion was carried out through negotiation and treaty, although the Sphere still turned to conquest on occasion.

By the time The Empire was encountered, the Arthirians had evolved substantially from their militaristic origins, but remained a potent force. Fortunately, the Guild had outstripped their old enemy and had nearly surrounded the Sphere. Thus, most of The Empire's wrath fell upon the Guild, but the Arthirians defended themselves handily in several frontier systems, throwing back imperial scout forces. Realizing the danger of opening a second front in the war, The Empire, more or less, left the Sphere alone.

Seeing the danger of The Empire, Arthirian leaders (no longer all generals), covertly aided the Guild, funneling advanced weaponry and technology to those who were once their bitterest enemies. Still the Arthirians hedged their bets, remaining officially neutral, hoping to cut a good deal with The Empire should the Guild be defeated.

With The Empire's sudden and unexpected withdrawal from combat came peace. Combatant forces fell back 500 light years, and the Arthirians were given the task of administering the resulting demilitarized zone.

This proved to be the turning point for the Sphere. With their somewhat more tolerant society, their impressive new military might (thanks to the Guild arms trade), and skill in logistics and administration, the Arthirians proved the perfect stewards of the uneasy peace which followed. The demilitarized zone (quickly shortened to "The Zone") became a haven for traders and a crossroads where all species could travel and interact without the threat of violence. Arthirian patrol ships made the Zone one of the safest stretches of space in the galaxy, free from raiders, pirates, or petty warfare. For their trouble, the Sphere charges a one percent tax on all transactions, and is prospering in the resulting commercial boom.

The Sphere is a very different place now than it once was. A stern, martial spirit infuses most of its institutions, but the representative republic which emerged from the autocratic government of the past serves the people reasonably well. Despite inferior numbers, Arthirian ships and weapons are acknowledged as the finest in Known Space. Many Guild starships are constructed from Arthirian components, hulls or weapons, and the gradually-improving relations between the two former enemies may eventually result in the reunification of two major branches of Anthropos society.

Inhabitants

The Arthirians did not settle in a region of space as rich in life-forms as did the founders of the Guild. Most Arthirians are Anthropos, and only a dozen or so alien races have been found within the borders of the Sphere. Like the Guild, however, the Sphere still contains a substantial number of unexplored systems, some of which may yet harbor intelligent life.

Some alien races of the Sphere include the k'lak, a semi-aquatic race of crustaceans which defend themselves with potent bio-electric charges; the sheem, frail humanoids with highly developed telekinetic abilities; the drassk, black-furred carnivores with highly cunning natures; and the moriam, diminutive bat-like aliens with limited flight abilities and a fascination with mechanical devices. All of these races serve to some extent in the Arthirian military, and move with relative freedom throughout the Sphere and beyond. The drassk have especially become mainstays of Arthirian defense.

As in the Guild, skrak and kurg raiders trouble the Sphere, but Arthirian control of their region of space is surer than in the Guild, and their rate of success against the raiders is much higher than the Guild's.

Government

The Sphere was originally ruled by a Council of Generals and Admirals, whose word was law, enforced by soldiers and starships. Soon, the generals came to see that some problems cannot be solved through intimidation at gunpoint. The massive economic disruption which followed the ill-fated invasion of Guildspace swept many old-line generals from power, and the more enlightened and forward-thinking officers who followed them slowly opened the Sphere up to a republican form of government.

Each planet within the Sphere now elects a number of representatives based on its population, and this assembly then selects the council which will govern the Sphere for ten standard years. The council still has a great amount of power (its decisions can only be reversed by a three-quarters majority of the assembly), and

many of its members are military officers, but the council is still a vast improvement over its predecessor.

Voting rights are also limited. Individuals can only vote if they have given at least two year's service to the Sphere, either in the military or some other civil service. An individual may request a branch of service, and if such a posting is available, the Sphere will usually allow it. If personnel are needed in another area, however, an individual's request can be ignored completely.

Over the years, the governments of individual planets have evolved, until a bewildering variety has emerged. Every sort of government, from near-anarchy to totalitarian dictatorship (the Sphere does not share the Guild's qualms about such things) can be found within the Sphere, although most worlds have governments roughly modeled on the Sphere council.

The Military

The armed forces are still integral to Arthirian society, and they are without question the best trained and equipped in Known Space. Although both the Guild and The Empire are the Arthirians' numerical superiors, the Sphere's smaller area and better control of its military enable its forces to move about far more quickly and efficiently. Today, conflict between the Sphere and its neighboring states would be a long, drawn-out and bloody struggle.

Much of the Arthirian council is controlled by military officers, and the armed forces still receive the lion's share of the annual budget. They have taken to their new job as peacekeepers quite readily, scrupulously patrolling the Zone and impartially enforcing the terms of the Guild-Empire cease-fire. The major branches of the Arthirian military are described below.

The Navy

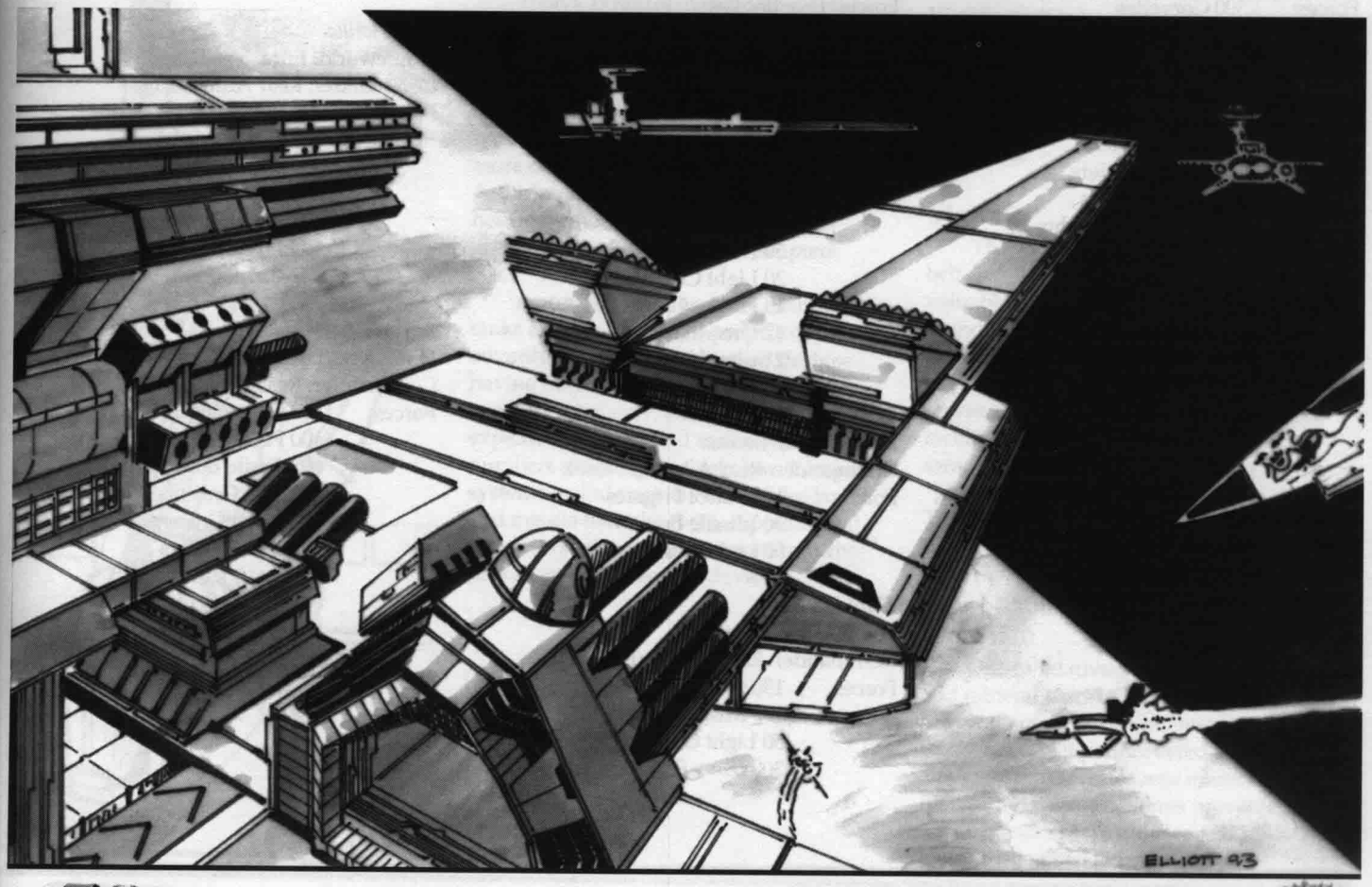
The Arthirian navy has more than 4000 starships "under sail" and has 2000 more "in mothballs" ready for battle at short notice. Most of the Sphere ships are now engaged in patrolling the Zone, but some remain back in the Sphere, on the off-chance that the Guild or the Draca might launch a sneak attack (no one really believes this, but it is a good reason for maintaining a strong reserve). Currently, the Arthirian navy is organized into three main fleets, each subdivided into a number of flotillas. These are detailed below. All commanders are Anthropos unless otherwise noted.

Fleet Vanguard
Homeworld: Emeh
Commander: Admiral Garrik
Forces: Three flotillas

First Flotilla:
Homeworld: Emeh
Commander: Rear Admiral Dorasco
Forces: 100 Patrol Frigates
100 Missile Boats
60 Light Cruisers
40 Heavy Cruisers
10 Light Carriers
5 Dreadnaughts

Second Flotilla
Homeworld: Torianis
Commander: Rear Admiral Shyn
Forces: 250 Patrol Frigates
150 Missile Boats
75 Light Cruisers
50 Heavy Cruisers

Third Flotilla
Homeworld: Lyrri
Commander: Rear Admiral Nolom
Forces: 100 Patrol Frigates
100 Missile Boats
50 Heavy Cruisers
10 Dreadnaughts
1 Superdreadnaught



Fleet Vanguard is responsible for patrolling the coreward portion of the Zone. This is done by flotilla, with each serving a six-month rotation in the Zone. So far, the fleet has done an admirable job, stopping several smuggling operations and defusing at least one major confrontation. If The Empire crosses the frontier, however, Fleet Vanguard will be in no position to fight, and may simply fall back to Sphere territory.

Fleet Sentry
Homeworld: Opaz
Commander: Fleet Admiral Tragir
Forces: Four Flotillas

First Flotilla:
Homeworld: Opaz
Commander: Admiral Sharakk (Drassk)
Forces: 200 Corvettes
150 Patrol Frigates
100 Missile Boats
75 Light Cruisers
50 Heavy Cruisers
15 Light Carriers
10 Heavy Carriers
5 Dreadnaughts

Second Flotilla:
Homeworld: Emmor
Commander: Admiral Nargil
Forces: 300 Corvettes
250 Patrol Frigates
150 Missile Boats
100 Light Cruisers
75 Heavy Cruisers
20 Light Carriers
10 Heavy Carriers
10 Dreadnaughts
2 Superdreadnaughts

Third Flotilla:
Homeworld: K'yllah
Commander: Admiral Stonn
Forces: 350 Corvettes
200 Patrol Frigates
100 Missile Boats
100 Light Cruisers
75 Heavy Cruisers
25 Light Carriers
15 Heavy Carriers
10 Dreadnaughts
4 Superdreadnaughts

Fourth Flotilla:
Homeworld: Istar
Commander: Admiral Urbon
Forces: 100 Corvettes
75 Patrol Frigates
75 Missile Boats
50 Light Cruisers
50 Heavy Cruisers
15 Light Carriers
1 Dreadnaught

Fifth Flotilla:
Homeworld: Yzeen
Commander: Admiral Rekkana
Forces: 150 Corvettes
100 Patrol Frigates
75 Missile Boats
50 Light Cruisers
40 Heavy Cruisers
10 Light Carriers
5 Heavy Carriers
5 Dreadnaughts

Fleet Sentry is primarily a front line fleet, with enough striking power to badly batter an enemy who invades Arthirian space. So far, Sentry has not seen action, but the Arthirians, suspicious of The Empire, keep the fleet in top condition just in case.

Fleet Prime
Homeworld: Arth
Commander: Fleet Admiral Zesa
Forces: Five flotillas

First Flotilla:
Homeworld: Arth
Commander: Admiral Krushe
Forces: 200 Corvettes
200 Patrol Frigates
150 Missile Boats
100 Light Cruisers
50 Heavy Cruisers
20 Light Carriers
15 Heavy Carriers
12 Dreadnaughts
2 Superdreadnaughts

Second Flotilla:
Homeworld: Jamass
Commander: Rear Admiral Norok
Forces: 100 Patrol Frigates
50 Missile Boats
50 Light Cruisers

Third Flotilla:
Homeworld: Xalara
Commander: Rear Admiral Trellasa
Forces: 150 Patrol Frigates
100 Missile Boats
50 Light Cruisers
30 Heavy Cruisers

Fourth Flotilla:
Homeworld: Gerea
Commander: Rear Admiral Shaskaraia (Drassk)
Forces: 100 Patrol Frigates
100 Missile Boats
10 Heavy Cruisers
1 Dreadnaught

Fifth Flotilla
Homeworld: Icebox
Commander: Rear Admiral Elikkar
Forces: 150 Patrol Frigates
100 Missile Boats
40 Light Cruisers
20 Heavy Cruisers
10 Light Carriers

Fleet Prime is the Arthirian home fleet, kept close to the Arthirian core worlds. Relatively strong, Prime could hold its own even against an Imperial or Guild Fleet, but still lacks the capacity for long-term operations. Prime will only be sent into battle if The Empire invades the Sphere itself, otherwise it will stick close to home, even if the other fleets should go to aid the Guild.

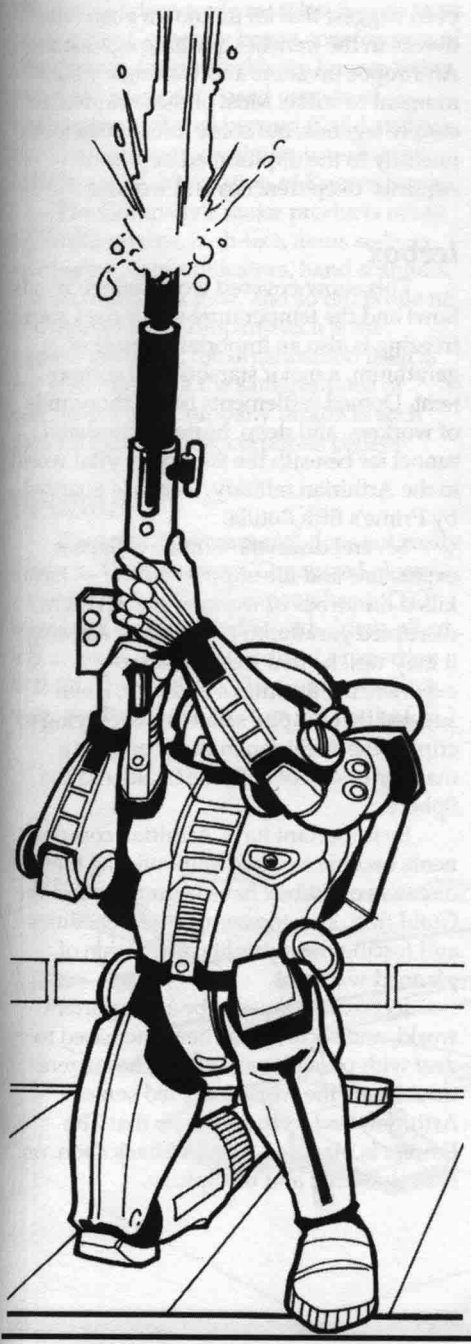
Fleet Hammer
Homeworld: Enre
Commander: Admiral Horvath
Forces: Three flotillas

First Flotilla
Homeworld: Enre
Commander: Rear Admiral Yli
Forces: 200 Corvettes
150 Patrol Frigates
100 Missile Boats
40 Light Cruisers
20 Heavy Cruisers
10 Light Carriers
4 Dreadnaughts

Second Flotilla
Homeworld: Koge
Commander: Rear Admiral Remae
Forces: 150 Corvettes
100 Patrol Frigates
60 Missile Boat
50 Light Cruisers
40 Heavy Cruisers
20 Light Carriers
10 Heavy Carriers
8 Dreadnaughts
2 Superdreadnaughts

Third Flotilla
Homeworld: Tesh
Commander: Rear Admiral Sorokk (Drassk)
Forces: 200 Patrol Frigates
120 Missile Boats
50 Light Cruisers
10 Light Carriers
5 Heavy Carriers
1 Dreadnaught

Fleet Hammer patrols the rimward portion of the Zone. This area has recently been much quieter than Fleet Prime's area, and many crew members are growing bored. Not certain whether to wish for action or for continued peace, the fleet continues its patrols, and in the event of Imperial attack, Admiral Horvath will probably content himself with hit-and-run assaults against the enemy as he falls back toward the Sphere.



Army

Arthirian ground forces are mostly Anthropos, organized into infantry, mechanized, or armored divisions, with artillery and transport battalions attached as needed. The Arthirians have over 10,000,000,000 beings in arms, with typical forces and armaments described below. Few non-Anthropos races besides the Drassk are suited to ground combat. Most army members are of these two races.

Light Infantry: These unarmored, lightly-armed troopers are equipped with jump-packs for speed and mobility. They are most often used in reconnaissance roles, or for commando raids.

Infantry: "Leg" and mechanized infantry are similar to their guild counterparts, most often armed with blast or pulse-laser rifles and armored, at best, with flak jackets. Most platoons have at least two heavy weapons troopers armed with turbo-plaz, grenade launchers, or similar devices.

Heavy Infantry: Battlesuited Arthirian infantry are well-trained and skilled in combat, rivaling even the Guild marines and destron troopers. The Arthirians are known to have a special fondness for this type of trooper, so they are proportionately more common than in Guildspace. Arthirian heavies typically wear marine or heavier armor, and carry turbo-plaz, grenade launchers or sonic disrupters.

Armored Vehicles: Most Arthirian tanks are hover- or grav-propelled, the less advanced wheeled and tracked designs having been scrapped or converted long ago. Unfortunately, such vehicles are expensive to build and maintain, so their numbers are comparatively low. Weapon systems include vehicle-class pulse lasers and missile batteries, with supplemental weapons such as pulse cannons or turbo-plaz as an antipersonnel devices.

Major Worlds of the Sphere

Arth

The capital planet of the Arthirian Sphere is very similar to Url, the Anthropos destroyed homeworld. Its four continents contain a wide variety of terrain and climate, from frozen tundra to tropical jungle. The Arthirians did not learn well from the past, however, and their militaristic government cleared vast stretches of forest and devastated large wilderness areas constructing military bases, factories and huge, grim, soulless cities for their citizens.

Although much of Arth has been built up and polluted, many today are trying to reverse the damage, preserving the remaining wilderness as parks and converting unused regions back to their original state. The factories and bases still remain, but some laws have been passed to help protect what remains of Arth as it was when the humans arrived.

Arth's cities are ugly stretches of steel and concrete. The largest city, New Victory, houses the assembly and council chambers, as well as offices for all major branches of Arthirian Government. The increase in poverty and decay brought about by the economic collapse following the war with the Guild has left large ghettoes and poor sections, some almost totally lawless. New Victory itself is largely free from these ravages, mostly because poor and criminals are deported to other cities, or off planet. Despite the improvements in Arthirian society, Arth can still be a sad and unpleasant world.

Starrak

This "world" is actually a vast asteroid belt circling a white giant star. Many valuable minerals and resources have been found in the belt, and several stable asteroids are large enough to house substantial populations. Starrak today serves as a mining system, and as a repair facility for Sphere starships. Civilians swarm through the belt, searching for the "glory rock" which will make them rich. The military patrols the area heavily, so there is little lawlessness, while civilians are kept well away from military facilities.

Garmish

Once a relatively tranquil agricultural and mineral world, Garmish was suddenly the center of Arthirian attention when a mining excavation uncovered a gigantic alien artifact. Garmish was immediately quarantined, its inhabitants prevented from leaving, and Sphere military and science teams dispatched to investigate.

Full excavation of the site is still underway, but what has been uncovered is incredible. The site's exact function is still a mystery, but it is clearly gigantic — nearly a hundred miles across — a network of tunnels, tubes, conduits, and unexplained rooms containing cryptic machinery, none of which can be coaxed to function.

Although the official explanation for the quarantine is a contagious plague on Garmish, rumors of the excavation have leaked out nonetheless, and some have even reached the Guild. Some Guild leaders are worried about what the Arthirians might find as the project continues, and have suggested sending a team from the House of Dha to investigate and, if possible, learn the structure's true nature.

Jackpot

Originally called simply Stimson after its discoverer, this grassy, temperate world has since been renamed by its leaders in the hope that it will attract gamblers from across the Sphere and beyond. As might be surmised, Jackpot is a gambling world, its entire economy devoted to games of chance.

Jackpot's cities are garish nightmares of bright lights, holographic displays and hideously baroque buildings, and while its official population is only about ten million, this may be doubled or even tripled by the presence of tourists. Everyone, save a few individualists who live in small plains cities, ranching and farming, is involved in the gambling industry to some degree, and the gambling economy drives the planet.

Tourists come to lose money from both the Sphere and the Guild, and some even filter in from The Empire. Hundreds of races may be seen on the streets of Jackpot's cities, but as always, Anthropos make up the bulk of travelers, hoping to get rich quick. Zin-Shee and, surprisingly, Draca (who seem to enjoy risking their money as much as risking their lives) travel from the Guild in large numbers.

Aquirus

Although the entire world of Aquirus is covered by water, and all its ecosystems are oceanic, the planet still supports a substantial population of Anthropos, who live beneath the waves, fishing, farming the sea floor, and mining the depths for valuable minerals.

Arthirian technology helps the inhabitants survive, but life on Aquirus is still difficult. The pressures of deep-sea living, the cramped quarters, the hard work and hazardous conditions all combine to keep tours of duty on Aquirus relatively short. Still, there are fortunes to be made, and the produce of this world is famous throughout the Sphere.

Major exports include Aquirus shrimp, a large and succulent crustacean-like creature which swarms all the oceans in huge numbers; Drill-fish, a moderately sized creature which swims in large schools and can inflict serious damage with its serrated beak, but is delicious when broiled; numerous rare minerals; and glow-eels, another fish-like creature which shines varied colors in the darkness. Algae and seaweed are also cultivated here, and processed into cheap food for sentients, pets, and livestock.

As noted above, life on Aquirus can be dangerous, as many predatory beasts dwell in the planet's dark and frigid depths. Many of these are unknown, but two particularly terrifying species are the so-called "devil-whale," a species which can reach lengths of a thousand feet or more, and often raid Arthirian settlements with apparently malevolent intelligence, and "shark rays," batlike swimmers with huge mouths, sharp teeth and voracious appetites.

Some explorers claim to have seen other monstrosities at great depths, and even suggest that an unknown alien race dwells in the trenches, plotting against the Anthropos invaders and waiting for their moment to strike. Most of these stories are simply legends, but some inhabitants look uneasily to the unplumbed depths of Aquirus' deep trenches and wonder...

Icebox

This snow-covered world where winds howl and the temperature never rises above freezing is also an important source of garathium, a major starship hull component. Domed settlements house thousands of workers, and deep, heated mineshafts tunnel far beneath the surface. A vital world to the Arthirian military, Icebox is guarded by Prime's fifth flotilla.

Several disasters — mine collapses, explosions and life-support failure — have killed hundreds of workers and severely disrupted garathium production. Although it may well be that Icebox is simply experiencing a string of bad luck, some suggest that Empire saboteurs are trying to cripple the Arthirian military prior to a major invasion of both the Guild and the Sphere.

So important have Arthirian components become to Guild shipbuilding that the disasters on Icebox have begun to affect the Guild fleet, slowing completion schedules and forcing the outright cancellation of planned warships.

Icebox continues to be an important world, and security has been increased to deal with possible saboteurs. The current troubles on the world have led some Arthirian leaders to speculate that The Empire is planning a major attack soon, on both the Guild and the Sphere.



The Company

Not all the human refugees from Url were dedicated to democracy, or believed in peace through strength. Some believed in the power of trade and the omnipotence of the credit. These individuals combined to create a new organization, known simply as "The Company."

The simple commercial exploitation of humanity was not enough for The Company — its goal was to eventually have every Anthropos buying nothing but Company product, thus cornering the market on the largest monopoly imaginable.

As the years passed, The Company grew more and more powerful, absorbing rivals, controlling governments from behind the scenes, and buying and selling worlds the way children trade marbles. Secure in its power, The Company began construction of the gigantic, flying worldship known today as "Headquarters." Based outside of Guildspace and well beyond Guild authority, The Company continues to strive for total financial domination of Known Space.

The Company's major products today are leading-edge, high-tech items such as computers, communicators, hand scanners, Q-cells, ultra-lock gear, and so on. While no one doubts that Company tech is the highest available, the organization itself is not well-liked. All the same, billions of consumers buy Company products each day, further swelling corporate coffers.

Structure

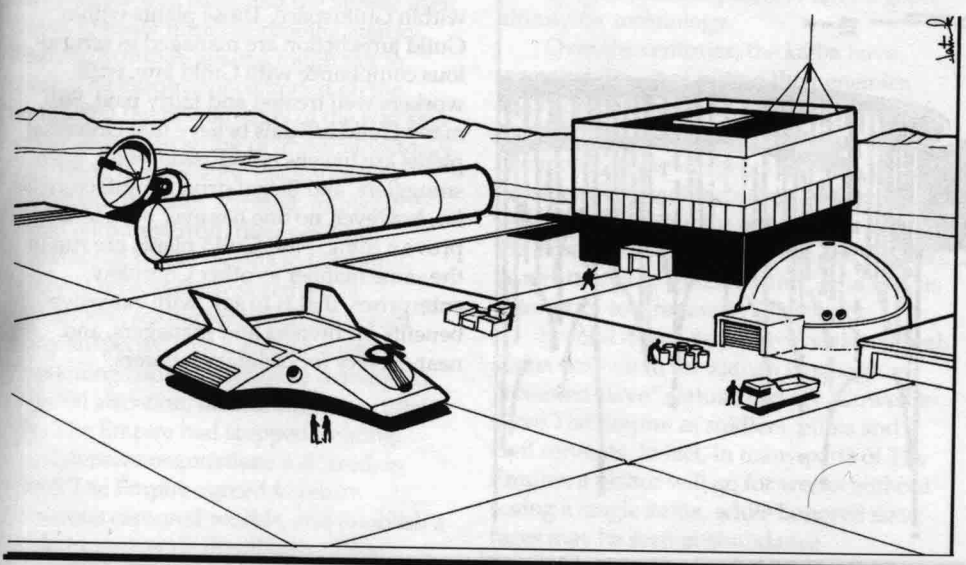
The term "government" does not really apply to The Company. Organized along corporate lines, The Company has a CEO, Board of Directors, and Stockholders, all of whom exert influence in direct proportion to their power within The Company. Each year, the Board of Directors selects the CEO (Chief Executive Officer). Board membership is for life; when a board member dies or retires, the surviving members choose a new board member from the ranks of stockholders.

Many board members have had cybernetic implants, or have had their lives artificially prolonged, simply to remain in power. Several board members exist solely within the confines of computer arrays, where their consciousness were transferred before death. While this increases a board member's life span almost indefinitely, it does not completely eliminate openings in board membership. Particularly bad board members — those who habitually miss meetings, for example — can be removed by a two-thirds vote of the other board members.

Also, with a near-immortal group in control of the board, some other board members have been known to resort to assassination in order to remove a troublesome member who is, for example, blocking an important vote. Ambitious stockholders sometimes attempt assassination, hoping to gain promotion, but such attempts are successful only rarely.

Almost all Company stockholders are Anthropos. A handful of alien races holds some influence in The Company, but their presence is insignificant. In the vast majority of cases, The Company is an Anthropos operation.

The Company's primary goal today is to purchase control and influence throughout Known Space. Company operatives purchase stock in Guild corporations, sphere ship building, and imperial slave trade. Company agents bribe, cajole, blackmail or threaten their way into positions of authority with local governments. The Company has interests on virtually every significant world — a common proverb states that "The Company is Everywhere."



Military

The Company makes extensive use of mercenary troops through the good offices of the Sword League. They also maintain "security forces," often armed and armored every bit as well as the finest Guild regiment. A few Company-owned starships are equipped for combat, although Headquarters is a virtual star-fortress, capable of withstanding the harshest of assaults.

Yet, most of The Company's forces are geared toward internal security — they are not a military power and, in fact, disdain the use of overt force, considering it unprofitable.

Major Worlds and Holdings

The Company directly controls only a single "world", the artificial planet called Headquarters. Other possessions consist entirely of stock in corporations, influence in government circles, or direct political control of cities, continents or worlds. These holdings are vast, indeed, but no one knows their full extent. The Company can appear anywhere in Known Space, even within alien states such as The Empire. The central world of Headquarters and several of its branch businesses are described below, with further holdings left to the imagination.

Headquarters

This titanic artificial planet current lies beyond the rimward edge of Guild territory near The Combine. From the outside, it resembles an irregular mass of machinery, towering structures, conduits, piping, airlocks and docking ports. Inside, Headquarters varies from the grim, gray barracks inhabited by ordinary workers, to the pleasant, if small, apartments of stockholders and the airy, luxuriant quarters of board members. Headquarters is capable of sublight flight and has been known to travel over interstellar distances, whether through the use of wormhole technology or some unknown new propulsion device (possibly even a Company version of the mysterious quantum drive), no one knows.

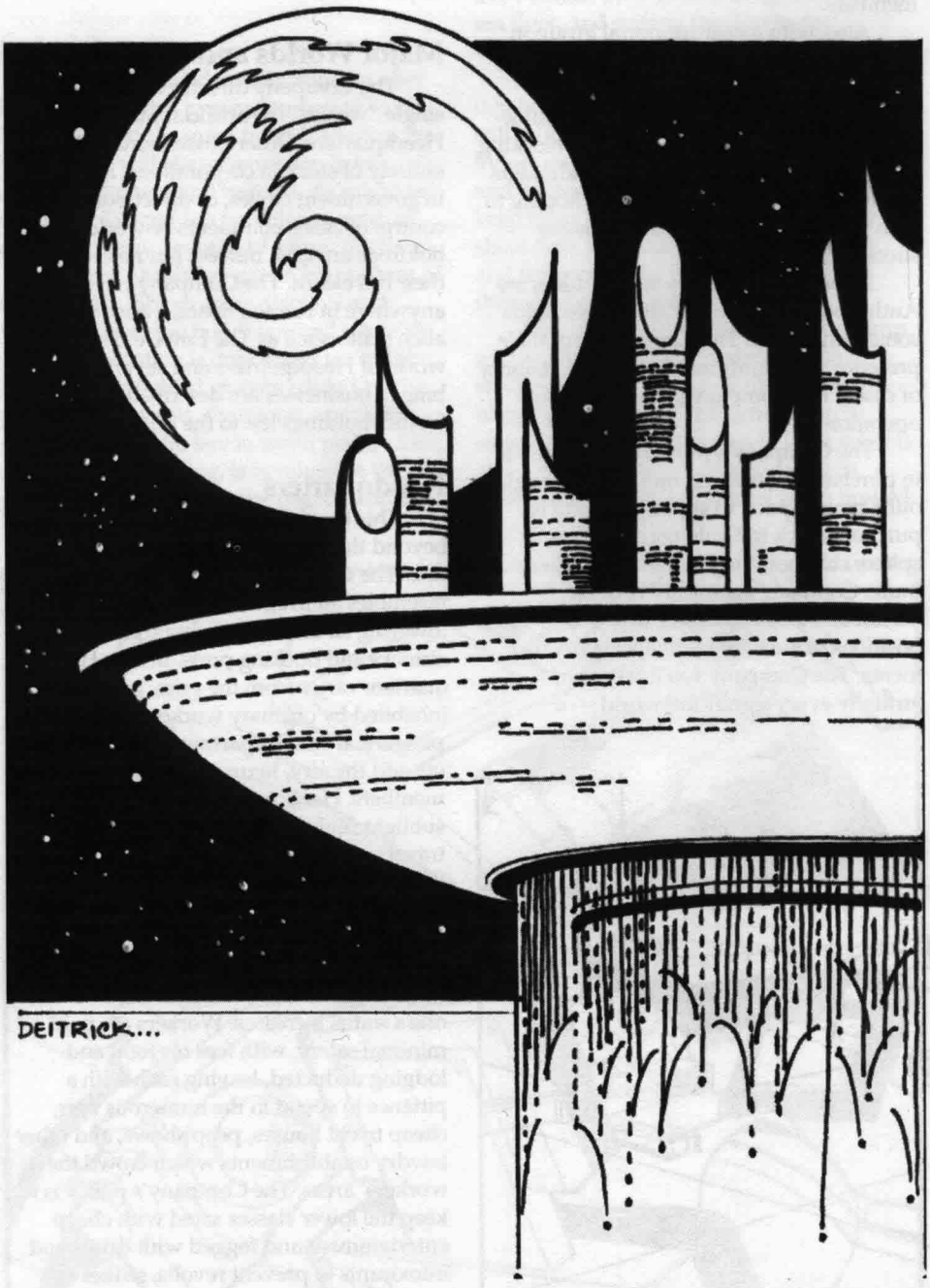
Comforts and privileges rise swiftly as one's status increases. Workers are paid a minimal salary, with fees for food and lodging deducted, leaving each with a pittance to spend in the numerous bars, cheap trivid houses, peep shows, and other tawdry establishments which crowd the workers' areas. The Company's policy is to keep the lower classes sated with cheap entertainment and fogged with drugs and intoxicants to prevent revolts, strikes or

other disruptions. Attempts to strike, or to organize workers, are dealt with ruthlessly, with offenders summarily executed, or psionically altered into mindless drones for work in high-hazard areas of the city.

Stockholders work hard to maintain their interest in The Company, and to earn more (hoping, eventually, for the near-impossible dream of board membership). Their entertainments and privileges increase with the amount of stock owned — private trivid, exclusive parties, holographic environmental simulations, space cruises and travel throughout Known Space — all this and more is reserved for influential stockholders.

The Company even sanctions a form of slavery, in which a stockholder can, with permission from a board member, "appropriate" one or more ordinary workers for use as servants, mechanics, manual laborers, or even concubines. Such behavior is disliked by the workers, but the chaotic state of lower-class society prevents action by anyone save small, easily controlled groups.

Board members and CEOs live in conditions of unimaginable excess, with no indulgence denied them. Members who attend the monthly meetings may do as they please with their leisure time, so long as they do not endanger The Company. Removal of a board member is rare, but not unheard of. A board member who is demoted back to stockholder is the subject of intense ridicule and prejudice, and often has to live as a pariah. Removed board members have been known to win their way back to their former status, but this is also very rare.



Galactic Weapons, Ltd.

A wholly-owned subsidiary of the Company, Galactic is a source for many advanced, if expensive, high-tech weapons. Some of the best heavy pulse laser and blaster weapons come from Galactic, and current rumor claims that the corporation is about to market a new line of plasma-powered weapons, all self-contained and capable of functioning without the cumbersome plasma precipitator pack which drives most other plasma weapons.

Galactic's major munitions factories are located on a number of small worlds outside of Guildspace. Conditions on these worlds are not good, with the vast factories and warehouses covering major portions of the worlds' continents, but pay is said to be good. Unfortunately, in exchange for generous salaries, The Company demands absolute loyalty, and imposes unbreakable, ten-year contracts, during which time workers are virtual prisoners on the factory planets.

Universal Pharmaceuticals

Another Company enterprise, Universal produces many impressive wonder drugs and devices, including the famous Genesis Capsule, and advanced medical monitors. The secrets of the production of these items are generally kept well-guarded, and any competitor attempting to learn how to manufacture them generally meets with grief at the hands of The Company's ruthless Security arm.

Universal runs pharmaceutical plants on a number of worlds, including several within Guildspace. Those plants within Guild jurisdiction are managed in scrupulous compliance with Guild law, with workers well treated and fairly paid. Still, many Guild officials believe that Universal plants are havens of industrial spies, smugglers, and illegal drug manufacture. So far, however, no one has ever been able to prove a thing. Non-Guild plants are run in the same manner as other Company enterprises, that is to say, with extensive benefits for owners and managers, and near-slavery for ordinary laborers.



The Empire

Ruled by the humanoid katha, The Empire is the oldest state in Known Space, and continues to be the deadliest threat to the Guild. The katha's history is one of constant struggle. After several centuries of expansion, they had accumulated enough slave races to turn the actual task of warfare over to trusted subjects, with suitable katha oversight, of course.

The Empire which encountered the Anthropos in 2602 was a confident and self-assured state which had, over centuries of internal conflict and endless battles, honed its forces into deadly engines of destruction and, despite occasional setbacks and defeats, had always triumphed.

The ferocity of the imperial assault caught both Guild and Sphere totally by surprise. In a few years, the Guild frontier was pushed well back, and the Sphere itself began to suffer imperial probing attacks. Finding Arthirian space a tough nut to crack, The Empire concentrated on the Guild, and the first 80 years of the war saw a near-unbroken string of imperial victories.

Then, inexplicably, the impossible happened. Without warning, imperial forces withdrew from their positions, abandoning whole worlds to the Guild. Imperial representatives arrived at Guildhome, asking for peace. Although many suspected that a greater, more threatening conflict elsewhere demanded imperial attention, no one knew for certain why The Empire had stopped fighting.

Intensive negotiations followed, in which The Empire agreed to return numerous captured worlds, and establish a 500 light year-wide demilitarized zone (eventually to become known simply as "The Zone"), administered by the Arthirians.

Of course, The Empire never intended the peace to last. Every katha expects the war to be renewed someday, and the recent development of the so-called Imperial super-soldiers has led the Guild to suspect that a new conflict is imminent. The Guild's reaction has been to increase military alertness, consider the creation of an eighth House of Defiance fleet, and, most significantly, form the House of Dha.

While there is still a possibility that the state of armed readiness on both sides will continue indefinitely, most believe that a second Empire invasion is unavoidable. Recent fleet movements have suggested that The Empire is preparing to strike. Even as the Emperor built up forces along the frontier, however, individual ships and ground units were pulled out and reassigned elsewhere, leading some to suspect that The Empire has another conflict, possibly a slave revolt or border dispute with an unknown rival state.

Inhabitants

While the Guild contains hundreds of races, most observers believe that The Empire contains literally thousands. Most of these inhabitants are limited to single worlds paying tribute to The Empire and occasionally furnishing slaves, while a handful are considered trustworthy enough to be given the freedom to travel throughout The Empire.

The master race of The Empire is the katha. These beings resemble gray-skinned Anthropos with tough, bony growths covering much of their bodies. This covering acts as a natural form of armor, but katha are not adverse to wearing armor of all sorts. A natural warrior race, they are stronger than Anthropos, and have a good affinity for technology.

Over the centuries, the katha have mastered the art of pitting their enemies against each other, and devastating enemy forces before battle has even begun. In all likelihood, imperial agents are responsible for at least some of the unrest within the Guild, and possibly for the conflicts within the Dracan and Zin-Shee states. All this may be an attempt to soften up the Guild and its allies prior to a renewal of hostilities.

Several dozen races have achieved high status (known in the kathan language as "honored slave" status), and are allowed to serve The Empire as soldiers, pilots and civil servants. In fact, in many parts of The Empire, a visitor will go for weeks without seeing a single katha, while honored slave races may be seen in abundance.

After the Scattering, numerous groups of humans settled in what was to become imperial territory. Today, Anthropos are an honored slave race, and are used in large numbers against the Guild and other Anthropos enemies. Guild and Arthirian Anthropos consider these individuals to be traitors, although methods of dealing with them are quite different. The Arthirians are inclined to kill imperial Anthropos on the spot (although they cannot as long as they are responsible for peace in the Zone), while most Guild members consider them to be deluded and brainwashed, in need of understanding and treatment. Despite this, Guild Anthropos fight the "traitors" with great enthusiasm when given the chance.

Other honored slave races include the murrk, a massive, ogreish race which seems not to mind imperial domination so long as they are allowed to fight; the haochann, an amphibious species with a special talent for astrogation; the da-han, slender reptilians resembling egg-stealing dinosaurs who serve as technicians, traders and couriers; the mBari, tall, muscular humanoids with a culture similar to the Guild Calemora; the jangiri, badger-like spacefarers who are often found as imperial pilots; and the per'kiff, omnivorous mammalians with delicate fingerswho possess special skills at electronics and mechanical repair.

All these species (and many more) seem to have accepted their status in The Empire, and serve faithfully. In exchange, The Empire asks only minimal tribute from their worlds, and rarely mistreats members of honored slave races.

Some honored races, in fact, are growing restless, not because of mistreatment, but because The Empire is becoming less "imperial." Many, particularly those members of warrior races, feel the katha are growing soft, and not ruling or conquering with the same fervor and skill as in the past. Eventually, some of these races may grow to believe that they are the true defenders of imperial traditions, and attempt to replace the katha "for their own good." When this will happen, or whether it will happen at all, is anyone's guess. A new war with the Guild or Sphere will undoubtedly distract the dissidents' attention, at least for a while.

Government

Citizenship in The Empire has evolved along an interesting path. The katha are the only true "citizens" of The Empire, for they choose leaders and make all important decisions. Other races are confined to their home worlds, expected to provide tribute, and occasionally raided for slaves.

The caste of honored slaves has grown in size and prominence over the centuries, however, to the point where non-katha control and manage most important imperial agencies, services and organizations. Nominal kathan oversight is provided, but the once-proud warrior race is now content to bask in the luxuries of The Empire and leave the tough jobs to others.

As to the identity of the Emperor, the Guild can only speculate. It is possible that he (or she, or it) is not even katha. Rumors abound that the mysterious despot is a cloaked, alien figure who can wield forces similar to the Shanask's *Sorce*.

It is known that the Emperor is advised by a nebulous group called the Council of State. No one knows the identity of this council, and speculation is rife that it is dominated by honored slave races, contains one or more unknown life forms, or is made up entirely of sentient computers, for whom the emperor is a mere figurehead.

There is no doubt that the emperor controls vast, mystical forces. Enemies disappear or are reduced to gibbering idiots. Assassins are slain by unknown means before they even get in sight of the Emperor. The Emperor seems to know what visitors want before they speak. He detects plots against him almost as they are hatched. Cloaked or concealed Council members also control weird powers, further enhancing their frightening reputation.

Member worlds have a wide variety of governments, and so long as they pay tribute and provide slaves and goods when requested, they are left alone. The imperial military will sometimes raid worlds suspected of holding back on tribute, and in this way Empire forces stay in training.

The Military

The imperial military is considered the most important branch of The Empire. Without their fleets and armies, the katha believe, the ruthless alien races of the outside would waste no time dismembering The Empire and reducing the katha to vassals.

Clearly, The Empire's forces are vast and powerful. The emperor can bring overwhelming force to bear along the Guild frontier, and there are few, if any, reliable estimates of what the forces currently arrayed against Guildspace could be.

Some observers have noted a constant siphoning off of border garrisons, however, as if another, continuous, but low-level conflict is keeping The Empire busy.

The nature of this conflict is open to speculation, but most Empire-watchers feel it is probably a series of slave revolts and border raids by such powers as the skraks and kurgs. Whatever the precise identity of the conflict, it has done the Guild a favor by delaying what many consider to be the inevitable resumption of hostilities by The Empire.

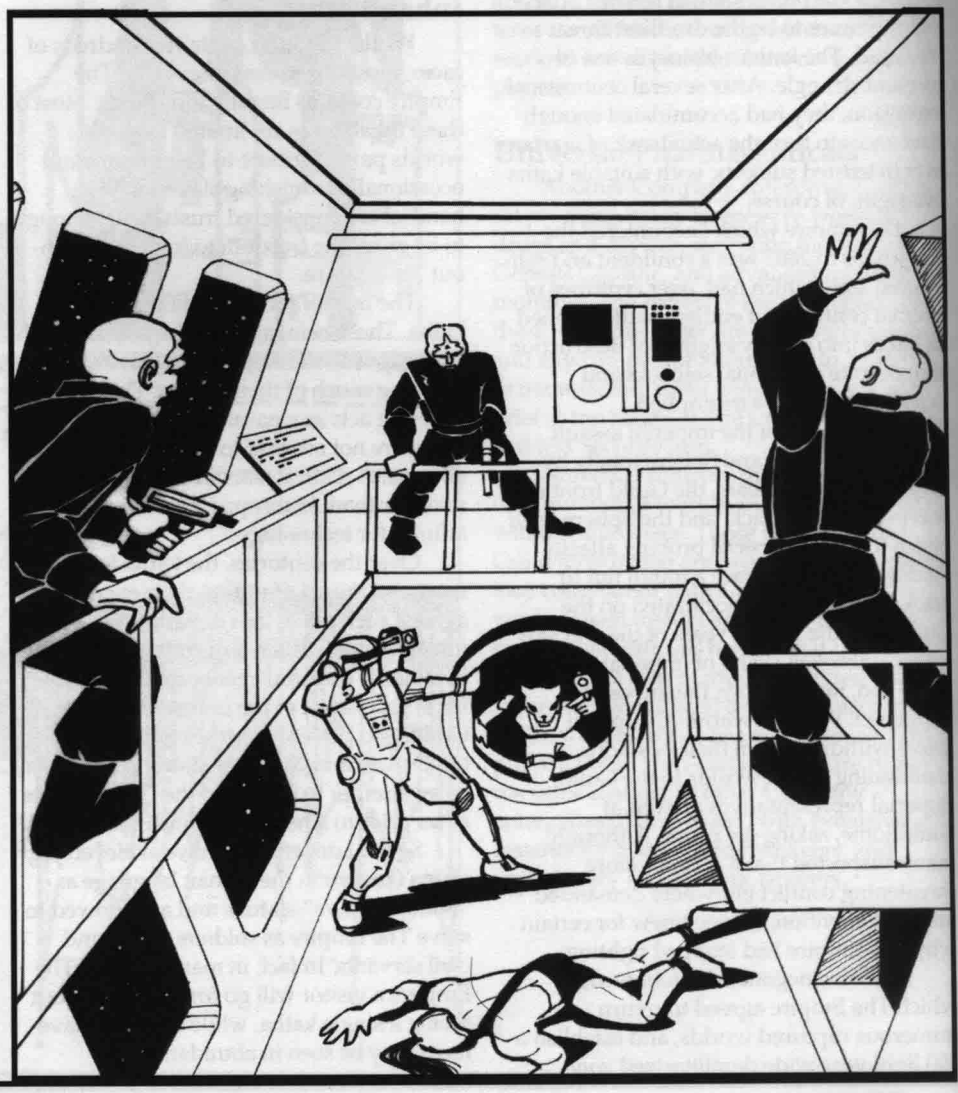
The Imperial Navy

The assignments of the various fleets along the Guild frontier are described below. Note that these are only the known forces — The Empire may have considerably more ships and fighters at its disposal. Any of the following force estimates are subject to change, and much of this information is outdated or inaccurate, so caution should be used in evaluating it.

Frontier Fleet Sakur
Homeworld: Unknown
Commander: Great Swordmaster Echak (katha)
Forces: Six (or more) fleets, 40 sub-fleets, 100 squadrons

Fleet Kra
Homeworld: Unknown
Commander: Swordmaster Ree (haochann)
Forces: 1000 Knifeships
500 Bladeships
250 Ramships
200 Lancers
150 Gunships
100 Hatchetships
50 Globeships
1 Slavemaster

Fleet Kra is known to be one of the major strike fleets of the Guild/Arthirian region. Although several ships have been withdrawn to other fronts recently, Kra continues to rehearse for assault and planetary invasion, operations which will be vital should The Empire attack the Guild. Ree is a haochann known for his skill in fleet maneuvers; he is best known for utilizing short-jump wormhole navigation to bring his fleet to within extremely short distances of enemy planets or ships and attacking with near-total surprise.



Fleet Harak
Homeworld: T'Raa
Commander: Swordmaster Krrr (jangiri)
Forces: 2500 Dartships
500 Knifeships
250 Ramships
200 Lancers
100 Gunships
100 Globeships
20 Homeships
1 Slavemaster

The large number of small, one- or two-man dartships indicates that Harak is intended primarily as a defensive fleet, or at least expected to harry and delay enemy advances. Little is known about the jangiri commander, Krrr, save that it is extremely unusual for someone of his race to advance so far in the imperial fleet.

Fleet Zor
Homeworld: Etabak
Commander: Swordmaster Alir (Anthropos)
Forces: 750 Daggerships
500 Swordships
500 Bladeships
250 Lancers
200 Ramships
150 Gunships
100 Globeships
1 Slavemaster

Zor is a reserve fleet which rarely leaves its home base of Etabak. Its numbers have been reduced lately, as forces are transferred from the Guild front.

Fleet Mivoz
Homeworld: Unknown
Commander: Unknown
Forces: 500 Knifeships
500 Daggerships
300 Swordships
300 Lancers
200 Ramships
50 Globeships
1 Slavemaster

Mivoz has arrived in the region only recently, so force estimates are somewhat speculative. Its base and commander are unknown, but there is some evidence that Mivoz is under the command of a katha swordmaster (who, of course, outranks all non-katha in the fleet regardless of their "slave" rank), indicating that this may be the command fleet for any invasion attempt.

Fleet Stara
Homeworld: Tularamu
Commander: Unknown
Forces: 1000 Knifeships
600 Bladeships
400 Swordships
200 Lancers
200 Ramships
50 Globeships
1 Slavemaster

Another relatively new fleet, Stara has been assigned to the world of Tularamu, close to both the Zone and several strategic wormhole sites.

40 Sub-fleets
Homeworlds: Vary
Commanders: Vary
Forces (typical):
150 Lancers
100 Gunships
100 Hatchetships
25 Globeships

Imperial sub-fleets are small units assigned as reinforcements or supplemental forces to larger imperial units. The forces above represent a typical sub-fleet only. Several are known to have squadrons of daggerships and homeship carriers assigned to them. Sub-fleets are often used for patrol duty, with one or more squadrons attached.

100 Squadrons
Homeworlds: Vary
Commanders: Vary
Forces (typical):
500 Dartships
5 Homeships
5 Lancers

Most of The Empire's small dartships are assigned to these mobile, independent squadrons. A typical squadron contains five homeships, each with a complement of 100 dartships, and five to ten lancers for firepower and support. Like sub-fleets, squadrons are attached to larger units as needed.

Army

Imperial ground forces are organized into large formations known as "Fists," each roughly equivalent to an Arthirian regiment. Fists are different from Arthirian or Guild units as each is a self-contained entity, with infantry, armor, artillery, transport and air support (The Empire has no separate air arm). Each fist, therefore, functions as a small "army" unto itself.

Infantry: Murrk Slain and mBari dagger-brethren make up the bulk of imperial infantry, although numerous other races serve. Slave troops generally carry blast or disc rifles and fight unarmored (murrk Natural Armor is substantial, however). Smaller races serve in the infantry as scouts and raiders.

Powered Infantry: Some mBari and murrk are trusted enough to serve as powered infantry, but the bulk of this arm is still reserved for those katha who retain the old martial spirit. Many katha powered suits are very old (although they have been upgraded and improved to modern standards) and hold much importance to the warriors who wear them. Katha powered infantry varies from marine to destron-class and can carry virtually any combination of heavy weapons, including the deadly katha disc autocannon.

Armored Vehicles: The Empire does not use crewed armored vehicles as the Guild and Sphere know them, preferring instead to send remotely-controlled drones or intelligent cybertanks against the enemy. These terrifying devices never retreat, will not acknowledge damage until totally destroyed, and never question The Empire's orders. Each cybertank appears to be unique, built on a standard chassis, controlled by a living brain, with different orders and armament depending on its mission. Weapon systems include plasma and pulse cannons, missile batteries and a host of small anti-personnel weapons.

Major Worlds of The Empire

No one knows for sure how many worlds the kathan Emperor controls. Conservative estimates claim in excess of ten thousand, with similar numbers of subject races. Much of The Empire remains unknown to Guild scientists, but some of the more prominent worlds known are described below.

Katha

Originally called Yorek, this world was renamed after its conquerors and masters. Katha is home to the Emperor, the Council of State, and all central offices of the imperial bureaucracy. Once, only katha and their slaves could live here, but in recent centuries, the number of honored slaves without direct kathan control has skyrocketed, almost to the point where the katha themselves are outnumbered.

Katha is a harsh world, with vast, rocky deserts, forests filled with tough (often carnivorous) plant life, and shallow oceans alive with deadly carnivores. The katha

themselves consider it a virtual paradise, and wish that all worlds resembled their beloved home planet.

The sprawling city of Nrask is the center of kathan authority. In a great palace, the size of a small city itself, the Emperor lives and issues the edicts which govern The Empire. Built over centuries, the palace is now a motley jumble of kathan architectural styles, all of them harsh and, to Anthropos eyes, quite ugly.

The rest of Nrask is filled with katha and their slaves. Most katha do little work, preferring to hunt, travel, engage in mock duels and dream of their glorious imperial past. Honored slave races toil throughout the city, taking care of the day-to-day running of both world and The Empire.

Tularamu

This would not normally be a valuable world, except for its close proximity to both the Demilitarized Zone and several important wormhole routes into the Guild. Tularamu's system consists of airless planets with no mineral resources and a bright white dwarf star.

The Empire's Fleet Stara has recently been assigned to Tularamu, and extensive naval facilities have been under construction for several years. Guild strategists believe that if a strike against Guildspace is imminent, it will originate here.

Rilsk

Colloquially called "mudworld," Rilsk is a planet of constant rain and moist, swampy conditions. Nevertheless, rich mineral deposits lie beneath its muddy surface, and extensive imperial mining operations produce billions of imperial credits in revenue each year.

Conditions on Rilsk are hellish, and most workers are slaves or condemned criminals. Deep mudseas can swallow entire dredging platforms; mudstorms ravage the surface each morning and evening; deadly mudworms (carnivorous, three-meter long annelids), snappers (toothy, large-mouthed fishlike predators), and raspies (tiny creatures resembling tadpoles which travel in swarms of thousands and can rasp flesh from bone in seconds) make the mud seas deadly; and few permanent installations can long withstand the pressure of the mud-currents and storms.

Imperial offices stand on the few pieces of solid ground, and administrators venture into the mud as little as possible. A few katha live here, considering the posting little more than dishonorable exile, while da-han administer the facility and murrk guards oversee work crews. Rilsk is, for the most part, a place of despair and death, and those sent there rarely return.

Phytous

Phytous was once a lush, green world under Guild control, with myriad life-forms and many breathtaking wonders. Today, its beauty has been pushed to a few isolated corners of the world as The Empire has stripped it for timber, plant fiber, food animals and minerals.

To date, most of the exploitation has stopped, but what remains of the once vast forests and peaceful rivers are blasted piles of mine tailings or sandy, desertified wastelands. These wastelands are now used as prison areas for criminals, political dissidents and other "incorrigibles."

Murrk overseers manage the world, but the criminals are generally left alone to go their own way. The wastelands of Phytous have developed into a brutal, kill-or-be-killed society, with roaming bands of raiders attacking each other for food or fuel, and fighting over meaningless scraps of worthless land. Supplies are delivered monthly, but The Empire sends less than the inhabitants need for survival, intending to keep them in a constant state of conflict, and to keep the overall population down.

Skrak and kurg smugglers sometimes deliver outdated weapons, vehicles, food or equipment to the world or, for fantastic (and for the prisoners, unattainable) prices might be willing to smuggle escapees off-world. An imperial sub-fleet is based nearby to deal with such eventualities, so smuggling to and from Phytous is a risky undertaking.

Tnemmo

This dirty, gray industrial world is the source of most manufactured goods in the region. Anthropos and da-han managers oversee legions of slaves who labor to produce vehicles, computers, tools and other necessities, while the ever-present murrk maintain the peace. The world's endless, grim corridors and grimy barracks are indeed depressing, and insanity is a common problem among the slaves.

The peace on Tnemmo is always uneasy, for the slaves know that they hold a considerable amount of power — should they revolt and destroy their machines, this entire imperial province will suffer. Revolts and demands for better conditions are dealt with cautiously, for widespread massacres of workers will undoubtedly result in the crippling of the planet's valuable industries. While conditions here are grim, and the slaves of Tnemmo labor ceaselessly, their treatment is somewhat better than elsewhere in The Empire.

Rumors claim, however, that Tnemmo is about to be taken over by the imperial military and converted to the production of armaments and the repair of starships. If another imperial fleet moves into the area, it could signal a major change in Tnemmo's status, and make it an even more important world than it is now.

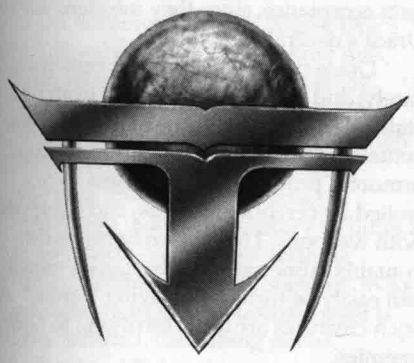
Eidern

Little is known of this strange, blackened world; Guild scouts have only recently returned with images of the place. Eidern is remarkable for the heavy imperial defenses which surround it, and for the remarkable resemblance it has to the Shanask moon which appeared in orbit around Dha Prime.

The imperial guards may be present to keep something in as much as to keep others out. Forces sent to land on the planet have never returned, probes malfunction and crash, and the imperial globeship *Peril* which attempted to bombard Eidern's surface vanished instantly and completely. No wreckage or survivors have been found.

While no Guild ship was able to get close enough to observe the world's surface, it is clear that The Empire fears something here.





The Dracan Holding

Tested in the crucible of their hellish homeworld, the Draca emerged as conquerors and judges of other races. Convinced that the only route to galactic survival lay in the culling of the weak and the advancement of the strong, the Draca took it upon themselves to test other races and exterminate those found wanting.

As the Draca have few equals in battle, most races were, indeed, found wanting. The Zin-Shee psi-cats were able to hold their own against the reptilians and were deemed worthy of survival, although the conflict continued for decades.

The Draca's ferocity might seem to make them a poor Guild ally, but when the two states met, cordial (if strained) relations ensued. Many wonder why. The Draca were notorious for their attacks on any race or state they encountered. So far, the only races to meet them in battle and survive with their freedom intact were the Zin-Shee and a handful of warrior races within the Holding. Dozens, if not hundreds of lesser races had perished beneath the Dracas' armored cyber-fist, and the Guild certainly seemed a likely target for future aggression.

Fortunately, the Guild had been well briefed in Dracan psychology by their new friends, the Zin-Shee. Initial contacts were carried out by Anthropos and Calemora warriors. Demonstrations of Guild military might were carried out for Dracan egg-mistresses, and dire (if subtly veiled) threats of bloody war and possible extinction were delivered in the savage, ceremonial fashion so favored by the reptile-men.

For a time, it was touch and go. Several Dracan cyber-lords favored an immediate attack to test the resolve of the new races, and to see if their threats were valid. Others (most notably the Dracan Egg-Mistress, Ukasherakk) felt that the Guild had adequately demonstrated its worthiness and deserved honorable treatment.

In the end, treaties of peace and non-aggression, but not outright alliance were signed. The Guild, in typically benevolent fashion, agreed that the Dracan Holding was off-limits, while at the same time, Draca cyber-warriors were allowed to enter Guildspace, and even serve in the Guild military. When they learned of the House of Dha, the Draca demanded to be allowed to join, a demand which the Guild was, for once, happy to oblige.

Inhabitants

The vast majority of inhabitants of the Holding are Draca. Many other sentients were wiped out in the crusades of the past, and today only a few races survive. Among these are the oro, tough humanoids with rock-like Natural Armor and the skrikka, burrowing creatures resembling upright moles. Having withstood Dracan attacks, these species were deemed worthy, and allowed to live, unmolested, on their home worlds. The Draca do not keep slaves, and find the practice in other races to be highly distasteful, and a sign of weakness.

Government

Dracan government is as savage as the rest of their society. Advancement is through duel, with various rules depending on the position desired. Most duels are to first blood, but some are to unconsciousness, and particularly important ones are to the death.

The Dracan leader is called the Egg-mistress, after the ancient practice of each clan selecting a female warrior to defend egg clutches before they hatched. Duels for the position of Egg-mistress are very important, and are always to the death. The Egg-mistress has a special dispensation from death-duels, however. A fanatical band of 12-20 bodyguards of the Egg-mistress' clan guards the leader, and may fight in her stead should another desire to fight for the position. This way, a pretender must slay all of her rival's bodyguards before the final battle with the Egg-mistress, assuring that Egg-mistresses are the finest warriors imaginable.

It is considered dishonorable for an Egg-mistress to die a natural death. Should a mistress feel that death is coming, she will dismiss her bodyguards and fight all challengers directly. Eventually, the old Egg-mistress will be slain and a new one selected. The bodyguards of the old Egg-mistress return to their clan and the new Mistress chooses bodyguards from her own family.

Below the Egg-mistress, Dracan society is divided into clans, all tracing descent through female ancestry. There are thousands of clans throughout Dracan space, averaging 2,000,000 or so in number. Major clans, with populations of a billion or more, control entire worlds (called "lairs"), while lesser families must share worlds. Succession to clan leadership is also by combat.

The Egg-mistress is supreme ruler, but the word of senior Cyber-lords is law within clans. Cyber-lords will always bow to the Egg-mistress' wishes, however, unless there is violent disagreement, in which case a cyber-lord will challenge for leadership.

A few known Draca clans of various sizes are listed below. There are many more clans and some are quite large.

Clan: Hakariss
Homeworld: Lair Hakkariss
Population: 2,000,000,000
Leader: Cyber-lord Hakariss-Ra-Tur

The largest and most influential clan, Hakariss maintains the largest fleet and the most warriors of any Draca family. More Egg-mistresses have come from this clan than any other. The Hakariss are also very conservative, and are a major bastion of resistance against Guild influence.

Clan: Urkaa
Homeworld: Lair Urkaa
Population: 1,500,000,000
Leader: Cyber-lord Urkaa-Mak-Aka-Na

Urkaa has always been Hakkaris' main rival for influence in the Holding. Urkaa Draca are somewhat more open minded, and many of them serve in the Guild. Several have openly broken with the Holding and now consider themselves to be Guild members, a situation which has caused Lord Mak no small embarrassment.

Clan: Akmakk
Homeworld: Lair Akmakk
Population: 1,000,000,000
Leader: Cyber-lord Akmakk-Ka-Ro

Another powerful clan, Akmakk has distinguished itself in battle many times. Like Urkaa, many Akmakk have ventured to the Guild in search of adventure.

Clan: Kri
Homeworld: Sharak
Population: 250,000,000
Leader: Cyber-lord Kri-Aa-Ra

Clan Kri maintains a small fleet, a small but powerful army, and shares the jungle-and-desert world of Sharak with three other smaller clans. Lord Aa has plans for improvement, however, and is actively considering becoming the first Draca clan to openly join the Guild. This is sure to infuriate many old-line clans, and possibly lead to open conflict, during which Aa hopes the Guild will be forced to intervene and, possibly, place Clan Kri in a position of authority.

Clan: Garak
Homeworld: Zashara
Population: 100,000,000
Leader: Cyber-lord Garak-Nra-Ak

Garak shares crowded Zashara with a dozen other small clans. Like many smaller clans, Garak has allied with a large clan (in this case the relatively powerful Clan Sahir) in order to survive.

The Military

The Dracan military has changed little since the race's primitive origins. Fighting units are organized along clan lines, with each clan having its own warriors, vehicles, starships, equipment, and so on. Clan armies vary in size from a few hundred thousand up to tens of millions.

Naval Forces

Only the largest and richest clans can afford a full naval force, but all clans operate a bewildering variety of military craft, of many different ages, technological levels and capabilities. The entries below give ship strengths by class, but there is enormous variation within each class.

Clan Hakariss Fleet
Homeworld: Lair Hakariss
Commander: Cyber-lord Hakariss-ka
Forces: 2000 Little Dragons
500 Claw-Carriers
500 Noble Warriors
300 Berserkers
200 High Serpents
50 StarDragons

Clan Urkaa Fleet
Homeworld: Lair Urkaa
Commander: Cyber-lord Urkaa-ra
Forces: 1000 Little Dragons
600 War-Eggs
500 Faithful Warriors
200 Claw-Carriers
150 High Serpents
30 StarDragons

Clan Kimak Fleet
Homeworld: Lair Kimak
Commander: Cyber-lord Kimak-Ar
Forces: 750 Faithful Warriors
600 Noble Warriors
400 Berserkers
100 High Serpents
10 StarDragons

Clan Akmakk Fleet
Homeworld: Lair Akmakk
Commander: Cyber-lord Akmakk-Ba
Forces: 1000 Faithful Warriors
500 War-Eggs
500 Noble Warriors
250 Berserkers
100 High Serpents
10 StarDragons

Clan Thar Fleet
Homeworld: Lair Thar
Commander: Cyber-lord Thar-Aa
Forces: 500 Faithful Warriors
400 War-Eggs
250 Noble Warriors
50 High Serpents
6 StarDragons

Clan Sahir Fleet
Homeworld: Sahir
Commander: Cyber-lord Kri-I
Forces: 500 Little Dragons
400 Faithful Warriors
250 Noble Warriors
100 Berserkers
50 War-Eggs
4 StarDragons

Clan Maki Fleet
Homeworld: Tlava
Commander: Cyber-lord Maki-Kag
Forces: 250 Little Dragons
200 Faithful Warriors
50 Berserkers
10 War-Eggs

Clan Rypa Fleet
Homeworld: Donova
Commander: Cyber-lord Rypa-Ma
Forces: 200 Little Dragons
100 Faithful Warriors
50 Noble Warriors
50 War-Eggs
2 StarDragons

Several other clans maintain small fleets, some only a single ship. These fleets often provide reinforcement to allied clans, or are used simply to defend a clan's homeworld. The total number of starships available to the Dracan Holding is unknown.

Armies

Clans also maintain standing armies. In fact, all Draca can serve as warriors, but only about half of each clan is ready to fight at any one time. Fighting on foot, with cybernetic enhancements and force fields to help shrug off the effects of heavy weapons, is the Draca's favored mode of battle, but they realize that heavy fire support, air and artillery are necessities if one is to survive. Powered infantry suits have been slow to gain acceptance, since they interfere with a Draca's natural weaponry.

Draca use actual armored vehicles only rarely, and these are purchased from other states. The Dracan equivalent of tanks are actually cybernetically-modified animals, armored, protected by force fields, controlled by cerebral implants, and equipped with weapons. The Dracan homeworld contains numerous deadly species which can easily be turned into living "tanks," and such creatures are quite terrifying to Dracan enemies.

Although Draca fly domesticated animals, and use them as weapons platforms as well, they know that supersonic flight is necessary in combat. Dracan military aircraft and insystem fighters are fairly unsophisticated, but are heavily armed and armored. While they are not in the same class as similar vehicles flown by the Guild or the Matriarchy, their numbers more than make up for their technical flaws.

Clans manufacture their own weapons, aircraft and armor, marking each with distinctive clan symbols and designs. These weapons and vehicles vary too greatly to be easily categorized, but suffice to say the Draca favor big guns, lots of noise, and lots of blood. Observers can extrapolate the probable nature of their weapons from this.

Major Worlds of the Holding

Egg-Home

Legend states that this world is the home of the Dracan race. This is easy to believe, given the world's cracked, rugged surface, active volcano chains, thick jungles and windswept plains. Dracan cities crouch among mountains, built to resemble natural formations both for aesthetic reasons and (in the past) to camouflage them from clan enemies.

The Egg-mistress and her guards live in the central city of Maka. Modern innovations make Maka slightly less alien in appearance, with Guild-style high-rises, a modern spaceport and broad freeways extending in all directions. Despite appearance, Maka is still a rough, violent place, where advancement by duel or assassination is the rule, and the Egg-mistress rules as the supreme authority in the Holding.

The creatures of Egg-Home are reptilian in nature, many resembling dinosaurs, but with several thermodynamic features which improve their activity cycle and keep them from growing overly sluggish. Many of these beasts have been domesticated and modified by the Draca into weapons of war.

Lair Hakariss

The homeworld of the largest Draca clan is largely swamp and shallow seas, conditions which the Draca also enjoy. Cities consist of low domes in the drier areas, and travel is accomplished through the use of subterranean tunnels built beneath the swamps and oceans.

Hakariss maintains military facilities all over this world — barracks, training grounds, wartime facilities, starship docks, repair bases, and so on. Hakariss itself is heavily fortified, containing mines, spaceforts and fighter bases.

Lair Urkaa

This lair is a world of steep mountains, deep lakes and small pockets of greenery. Those Anthropos who have visited Lair Urkaa say that it is a very beautiful world, a view shared by those Draca who live there. The Draca enjoy the rugged terrain, feeling it helps them train for battle.

The Urkaa are more friendly toward Guild members than most other clans, and have (rarely) given Anthropos permission to visit. This clan has a high number of expatriates, who have rejected traditional Dracan society and joined the Guild completely. While the act does not especially bother Cyber-Lord Mak (he himself harbors doubts about Dracan practices), it is a great embarrassment due to the ridicule it has drawn from other clans.

Sharak

Several clans share this hot desert/jungle world. Cities dot the alternately arid and humid surface, connected by slender highways. Sharak is a violent world, from its highly predatory life forms (which the Draca love to hunt) to its frequently open clan warfare. The clans of Sharak know that if all clans save one can be driven out or eliminated, the survivor will gain considerable influence, claiming the world as a clan lair.

The conflict between clans is heightened by the fact that some of Sharak's clans are Guild sympathizers and others are staunch traditionalists. Several Guild-leaning clans have members who adventured in Guildspace and bring back new weapons, tactics and ideas, which they hope will give them an advantage as the conflict continues and grows wider.

Zashara

A dozen small clans occupy Zashara, a crowded, urbanized world. Unlike Sharak, there is little open conflict between the clans, since few have enough strength to fight for long.

Zashara is a center of Dracan industry. Most of the small clans here have allied with larger clans, and assist their allies by helping to train, spy on the activities of other clans, and occasionally perform overt acts of sabotage. Again, there is no open conflict here, but intrigue is rife.

This is an important world, and if a single clan could ever control it, that clan may rival even Urkaa and Hakariss in influence. So far, however, the major clans and their smaller allies content themselves to playing games of espionage and covert violence, and are content to bide their time.

Ka-Ma-Kolak

Dracan "wargames" are definitely not games. In training for war, all conditions of real warfare are simulated to the point where it is impossible to distinguish between training and the real thing. Ka-Ma-Kolak was originally intended as a world where young warriors could practice, and older Draca could hone their skills. It has evolved into a deadly place where clan disputes can be settled with a minimum of disruption to the Holding as a whole.

Blasted over the centuries by every imaginable weapon, Ka-Ma-Kolak is a shattered world of surrealistic magnificence. Entire mountains have been smashed to rubble, rivers have been diverted, valleys buried in debris. The landscape has changed so much that no one living can remember what the planet originally looked like.

Although still used for training and "mock" (actually very real) combat, Ka-Ma-Kolak's major function is as a place where rival clans can fight it out. Rules for such engagements are worked out in advance — number of warriors, weapons available, duration of conflict, etc. There is always a conflict going on here, even if it is a pair of clan warriors settling a personal grudge.

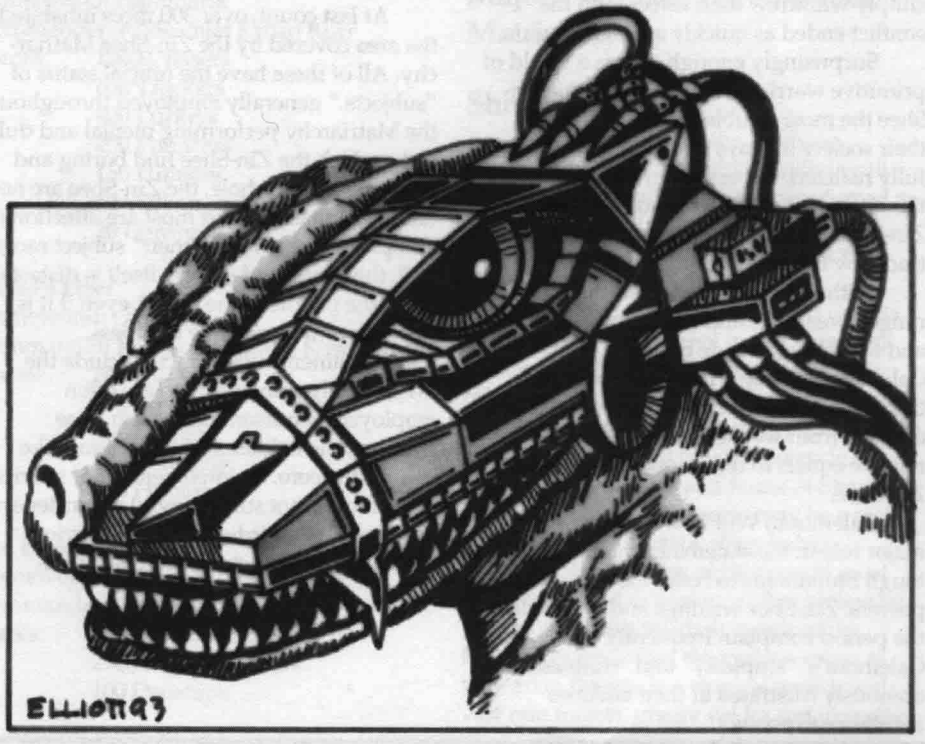
Haven (Sokra)

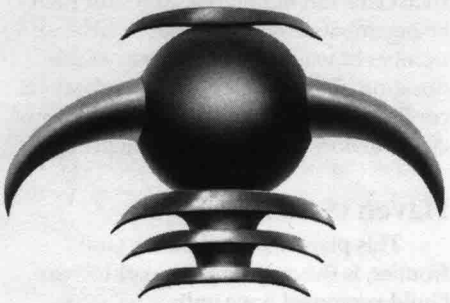
This planet, located on the Guild frontier, is the only Dracan world where Guild personnel have unlimited access. Elsewhere in the Holding, outsiders are forbidden unless specifically invited by a controlling clan.

Haven (the Guild's name for the planet which the Draca call Sokra) has become a center for cultural and commercial exchange, and a tiny portal through which a trickle of Guild technology and ideas can reach the Draca. Clans Nar and Rennik, which control the world, have both been heavily influenced by contact, and are considered the most "Guild-like" of the traditional Dracan clans.

The world is relatively pleasant, if somewhat arid, with several small inland seas and vast, scrubby forests. The Draca enjoy hunting and exploring the dusty plains, for several challenging game animals still inhabit the world in large numbers.

Haven's major settlement, Greenpoint (or, as the Draca call it, "Krukk-Ha-Tak") is a crossroads for many species. Here, major negotiations between the Draca and the Guild take place, and anything from either nation can be bought or sold. Starships of many races orbit the world, while Nar and Rennik's small fleets keep watch.





The Zin-Shee Matriarchy

Like the Draca, the catlike Zin-Shee were a race of conquerors, expanding out from their fertile home world and enslaving all those they came across. Unlike the Draca, the Zin-Shee found the thought of genocide horrifying, if only because it was a waste of good subject races.

The area of space which the Zin-Shee inhabited offered few challenges in their drive to conquer. Most races were primitive or of, at most, atomic age technology, and many submitted without a fight after seeing the awesome might of Zin-Shee weapons.

The only other major alien state encountered was that of the Draca, and over two centuries of conflict ranging from minor skirmishes to massive interstellar fleet engagements and ferocious planetary invasions, neither side managed to gain the upper hand. When at last the Draca decided the psi-cats were worthy of survival, they simply withdrew their forces, and the conflict ended as quickly as it had begun.

Surprisingly enough, it was a world of primitive warriors which caused the Zin-Shee the most trouble, and transformed their society in ways which have yet to be fully realized. Expecting an easy victory on the huge, high-grav world of Calemor, the Zin-Shee legions were stopped dead in their tracks by the powerful fighters.

Although they disdained the use of ranged weapons, and fought by an obscure and troublesome code of honor, the Calemora were able to use the power of their own minds to create armor and avoid damage from weapons, making them relative equals to the psionically-talented Zin-Shee.

Calemoran Will Power also played a major role in the stalemate, enabling the tough humanoids to resist the cats' mental powers. Zin-Shee writings and chronicles of the period complain frequently of the Calemora's' "stupidity" and "dullness," obviously frustrated at their enemies resistance to *psionics*.

The Blood Feud, as it came to be known, lasted a millennia, eventually becoming part of both races' culture. The Zin-Shee even relocated their capital world to Seril in order to be close to the fighting. The two races' first contact with the Guild was when their warships and armored marines arrived on the world, determined to put an end to the fighting.

At first the Zin-Shee were annoyed by the thought of outsiders showing up and spoiling their fun. Then, they realized that the Guild represented an even more exciting cast of playmates, and many frontier worlds joined the Guild, while at the same time maintaining their status within the Matriarchy. The Zin-Shee saw many advantages in association with the guild and, besides, they thought Anthropos were very attractive.

The history of association between Guild and Zin-Shee has so far been a positive one. The Zin-Shee spread throughout Guildspace and proved valuable, if fickle, allies and friends to the other races there. When the House of Dha was formed, the Zin-Shee were quickly granted the status of guardian.

Like the neighboring Draca, the Zin-Shee have been changed by their contact with the Guild. Those who have become Guild members, and those who adventure in Guildspace, have learned much about the galaxy and the ways of racial harmony. They have decided that the old ways are in need of modification, and urge their fellows in the Matriarchy to change them.

Inhabitants

At last count, over 300 races inhabited the area covered by the Zin-Shee Matriarchy. All of these have the official status of "subjects," generally employed throughout the Matriarchy performing menial and dull tasks which the Zin-Shee find boring and tedious. On the whole, the Zin-Shee are not harsh taskmasters, and most are affectionate and protective toward "their" subject races. Still, the concept of slavery itself is distasteful to the people of the Guild, even if it is carried out with relative kindness.

Prominent subject races include the lirrit, woolly primates who are often employed as nursemaids to Zin-Shee children; the neidasca, aquatic, squidlike beings; the eefo, an intelligent plant species often found (not surprisingly) as gardeners; and the sidera, bird-descended warrior-philosophers with great linguistic skill.

Government

The head of Zin-Shee government is the queen, the elder female of the ruling Shkarr'rus family. The queen has a substantial amount of power, and is highly respected, although like many Zin-Shee nobles, she is prone to eccentric behavior.

Ordinary government is in the hands of a council of elder females. These females are chosen in a variety of ways — some worlds disdain the whole process and don't bother choosing a representative at all. Most are chosen by a form of consensus, in which all candidates for the position declare their positions and fitness to serve, argue with each other, and submit themselves to the will of the mob which has gathered to watch.

The use of *psionics* in such debates is common, and often the winner is the female who is best able to impose her psionic will upon her opponents. Should a candidate attempt to take the position of council member without the approval of the mob, however, she is usually carried off and thrown in a pond, or something similar.

Often, these debates go on for weeks without the mob selecting a favorite, in which case the candidates will voluntarily



submit themselves to an informal vote using a device similar to an applause-meter. The winner is allowed to take a seat on the council.

Council decisions are accomplished in a similar fashion. Council members argue, often for days, sometimes even fighting openly, before all opposition is finally worn down and a consensus reached. Some Zin-Shee worlds find all this quite silly, and ignore the council's decisions, whatever they are.

The queen has the right to overturn any council decision, but she is generally considered above any worldly concerns, and only intervenes when she considers it a matter of the gravest importance.

Zin-Shee society is highly stratified socially. The queen is at the top of a complex social pyramid; beneath her is a privileged and, not surprisingly, eccentric noble class.

Zin-Shee nobles usually do not participate in government, although occasionally a noble matron will be found on the elder council. Most are content to live in their extensive estates, hunt, travel, explore and adventure, and engage in the latest faddish craze. Contacting the spirits of departed ancestors by reading fireplace ashes was one such fad, as was wearing outrageous outfits with long capes, velvet doublets and ruffs. Zin-Shee nobles are also almost-intolerable dandies with outrageous taste in clothing.

Zin-Shee nobles have a variety of titles, but Anthropos translate these into familiar terms such as count, baron, duke, knight, etc.

The complexities of Zin-Shee nobility have given rise to many ceremonies, traditions and rituals. The best-known of these are the well-known levels of politeness and formality within the Zin-Shee language. No less than five different modes of speech are used in the Matriarchy, depending upon who is speaking to whom (see racial notes).

Amazingly, the Zin-Shee Matriarchy functions even in this turbulent environment. This is mostly due to the Zin-Shee nature, which sees to the welfare of the species above all else.

The Military

Centuries of conflict have made the Zin-Shee military much more organized and efficient than the government. The Zin-Shee navy uses several recognizable ship classes, although their builders and crews modify each one to suit their senses of individuality. The following is a relatively accurate breakdown of Zin-Shee fleet deployments. All commanders are males unless otherwise noted. Many are nobles, but use their military rank instead of their title.

Plrrw's Fleet
Homeworld: Nenei
Commander: Pride-chieftess Plrrw Rr'rf (female)
Forces: 800 Chasers
550 Trackers
500 Lurkers
200 Pouncers
50 Hunters
20 Denships
20 Stalkers

Yllu's Fleet
Homeworld: Rakk'Shhr
Commander: Sub-chieftess Yllu R'wwl (female)
Forces: 400 Chasers
300 Trackers
250 Lurkers
100 Pouncers
50 Hunters
10 Stalker

Mistifl's Fleet
Homeworld: Uurr'aa
Commander: Pride-chief Mistifl S's
Forces: 1200 Chasers
800 Trackers
300 Lurkers
250 Pouncers
50 Stalkers
30 Denships

Krrup's Fleet
Homeworld: Hammarik
Commander: Pride-chief Krrup Kurr
Forces: 1000 Chasers
600 Trackers
400 Lurkers
200 Pouncers
150 Hunters
50 Stalkers
20 Denships

Brassl's Fleet
Homeworld: Okomot
Commander: Pride-chief Brassl K'mikk
Forces: 800 Chasers
600 Trackers
400 Lurkers
200 Pouncers
100 Hunters

The Herd
Homeworld: None
Commander: Unknown
Forces: 5000 Claw-Fighters
2500 Talon-Bombers
100 Denships

The Herd is an unusual fleet support group which moves apparently randomly throughout Zin-Shee space. Its 100 denships are a potent strike force, and the Herd will give assistance to any nearby fleet which needs it. Unfortunately, the Herd is not always where the conflict is, and may not arrive in time to assist if a fleet is in danger. Herd pilots and crewmembers consider themselves the elite of the fleet.

Army

Most Zin-Shee infantry are agile warriors with little body protection save their potent psionic abilities and speed, although armor is used on occasion. Force fields are also used extensively, despite their great expense and complexity.

Speed and mobility are central to all Zin-Shee strategies. Their armored vehicles tend to be fast, lightly armored affairs which nonetheless pack a punch. Force fields also provide a measure of protection for some vehicles, but the expense of equipping a tank with such a unit is considerable. Grav- and hover-vehicles are favored, and fire support comes, not from slow or static artillery, but from nimble atmospheric fighters, skimmers or helicopters.

Large military units are numbered and named for their world of origin, while units of regimental size or smaller are named for their commander.

The Zin-Shee army numbers approximately 7,500,000,000, but can be swelled to twice that if reserves are employed.

Major Worlds of the Zin-Shee Matriarchy

Sheapa

The homeworld of the Zin-Shee, Sheapa was the Matriarchy's capital until the Blood Feud with the Calemora forced its relocation to Seril. After the war, the Zin-Shee council moved the capital back to Sheapa.

One of the strangest inhabited worlds, Sheapa is the only planet in a system with three suns. The world moves in a chaotic orbit between the three suns, circling first one, then another, in a random pattern. This causes the day-night length and cycle to change, and the flora and fauna of Sheapa have adapted to it. This also may be a factor in the Zin-Shee's erratic sleep habits.

Here, the females of the council meet irregularly, and determine (often violently) how to deal with the daily needs of the Matriarchy and meet the various crises as they arise. Sheapa is a tropical world, with vast rain forests, grassy veldts and gravelly

deserts. The competitive ecosystems of the veldt and forest created the Zin-Shee and instilled them with their desire for expansion and conquest.

Sheapa has been preserved, almost as a park-world, with its population tightly controlled and its wilderness — considered the cradle of Zin-Shee civilization — scrupulously protected. Zin-Shee settlements dot the planet, but few are larger than 10,000 in population. Most Zin-Shee on Sheapa live in traditional villages (albeit with many modern conveniences) and consider themselves privileged to live on this near-sacred planet.

Anthropos visit Sheapa often, and are usually welcomed with open arms. Recent problems with Guild philosophy have soured the locals on Anthropos somewhat, but the changeable nature of Zin-Shee character makes any rejections short-lived. Most Zin-Shee like to associate with Anthropos in any event, and can't bring themselves to stay mad for long.

Sheapa's long, sandy beaches and warm, blue oceans attract many tourists of many species, all of whom the local psi-cats enjoy cavorting with in the surf and conversing with in the various small hotels and inns which line the coast. All of these facilities are carefully controlled by the Zin-Shee, however, lest their presence disturb the world's delicate ecological balance.

Dolos

Save for small settlements, usually overpopulated by tourists, most of this planet is covered in grassy plains, where the Zin-Shee hunt, fish and generally relax. Many Zin-Shee who visit Dolos prefer to hunt in the ancient style, with spear or bow and arrow, as a connection and tribute to their primitive ancestors. Other races are allowed to come here, but the Zin-Shee limit their numbers.

Hammarrik

The Zin-Shee military is considerably better organized and less chaotic than Zin-Shee society at large. This military training world, where Zin-Shee are taught the basics of tactics, logistics and strategy, is a marvel of organization and regimentation.

A network of broad tunnels and grav-rails stretches beneath the world's rocky surface. Bases and barracks resembling sunken domes dot the landscape. At any time, there will be dozens of Zin-Shee regiments training in Hammarrik's varied climes. Krupp Kurr's fleet is stationed at the orbital docks and bases which are found in abundance throughout the system.

Kimmiri Station

Not a world, but a large space station and port facility orbiting a planetless star. Located near several important wormhole routes through the Matriarchy, Kimmiri has become an important center for commerce, diplomatic meetings, starship maintenance, repair and recreation.

The powerful House Hassa, a Zin-Shee trade house with extensive holdings within the Guild, moved here from its homeworld of Che'rrh. Hassa's headquarters now consist of a small sub-station orbiting the main body of Kimmiri, fully equipped with luxurious Zin-Shee living and recreational facilities, a small ship dock, and other modern amenities.

Since Guild contact, more races have begun to appear at Kimmiri, but most visitors are still Zin-Shee. Facilities here are extensive, but the atmosphere is somewhat lawless and chaotic. Many businesses catering to Zin-Shee line the main dock area, and the remainder of the station is filled with inexpensive inns, Zin-Shee herb-bars, trivid parlors, gymnasia and so on. Security is generally lax, mostly due to the fact that Zin-Shee security forces are severely undermanned, and many of them end up participating in brawls and other antics they were sent to stop.

Kimmiri attracts some of the finest technicians in the Matriarchy, drawn here by the prospect of working at highly profitable jobs on a wide variety of different starships. Many starships will go out of their way to be repaired on Kimmiri, even though it is expensive.

Yawwlin

This large world nonetheless maintains a relatively light gravity due to its low mass. Its crust contains few heavy elements and no real mineral resources. Its main value to the Zin-Shee is as a vast cattle ranch.

Originally, Yawwlin was virtually sterile save for some local grasses. The Zin-Shee covered its vast surface with food plants and shipped in various non-sentient food animals. They are allowed to roam free, and are rounded up once a year and shipped throughout the Matriarchy. Several Zin-Shee "corporations" (their organization is far more unstable and varied than Anthropos companies, but the term is the closest possible), often under the control of prominent Zin-Shee nobles, manage the hundreds of ranches and grazing ranges which cover the world, and all make a tidy profit.

Occasionally, if a Zin-Shee world is experiencing shortages, the council will decree a "cattle-tax" in which a small percentage of each herd is culled and sent to the trouble spot. The ranchers usually do not complain, their natural instinct for racial welfare overriding their desire to make money.

Many different animals graze here, but the most prominent include H'rrss, a bipedal dinosaur whose flesh is considered quite tasty even by Anthropos; Kiva, fat, highly domesticated ungulates which resemble a cross between cows and antelope; and ornax, swift, ostrich-like flightless avians which are also valued as riding animals, and for their eggs.

Rak'shhr

This unique world is one of the most valuable in the Zin-Shee Matriarchy. Rak'shhr's surface is literally covered in seas of petroleum compounds — literal oceans of oil. Petrochemicals still represent an important fuel source throughout the Matriarchy, and it is estimated that this world contains enough resources to fuel the Matriarchy for another century. The atmosphere is virtually unbreathable, so processing facilities (on artificial islands in the sea) are sealed with processed and filtered atmospheres. Most of the cracking and refining plants are run by slaves (the Zin-Shee feel that work here is messy and unpleasant) with tight Zin-Shee control.

Several Zin-Shee battle stations orbit the world, and Yllu's fleet is based here. The orbiting stations can also fire weapons planetside, destroying any facility if the slaves revolt or refuse to work. Conditions in the refineries are kept clean and comfortable, and the slaves are well-treated to avoid such incidents.

Actileh

Another major recreation world, Actileh is known for its small chains of tropical islands, the only land on a world-wide ocean. Fishing, swimming and basking in the sun are the major pursuits here, especially swimming in the carbonated waters. Resembling nothing more than an ocean-sized seltzer, the waters are buoyant (it is said that no one has ever drowned on Actileh) and provide something of a natural whirlpool-bath, a sensation which the Zin-Shee enjoy intensely. So far, no aquatic species has proved dangerous to sentients.

Anthropos and other Guild races sometimes come here, as well, but so far Actileh is an "undiscovered paradise," which the Zin-Shee like to keep to themselves. As elsewhere, however, visiting Anthropos are well-treated, and fussed over by friendly Zin-Shee.

Other States

Numerous other states and regions exist in Guildspace and beyond. The boundaries of Guildspace are anything but firm, and within the Guild's sphere of influence, hundreds of planetary and stellar nations exist, ranging from single, primitive worlds with neolithic inhabitants, to alliance of dozens of worlds with enough resources to actually threaten the Guild. Although this list is by no means complete, a few of the best-known stellar nations are described below. Many, many others exist, all with unique features and potential dangers.

The Free Traders' Republic

Founded by merchants and free-trade enthusiasts who found the trade restrictions of other states too harsh, the FTR is a relatively powerful alliance of over 500 star systems which controls several major trade routes throughout the Guild, the Sphere and the Zin-Shee Matriarchy. The free traders are a rough-and-tumble lot, dedicated to their own independence and the near-sacred status of trade and free travel. They have a small military, which cannot hope to match the Guild or Sphere, but neither of these states has any interest in conquering the FTR, considering it a convenient place for those who don't fit in.

The independent nature of the free traders also prevents their central government from having much authority, and member worlds often go their own ways, ignoring rules and edicts from higher up. The FTR actually functions as something of a benevolent anarchy, with only enough laws and regulations to keep the whole affair from coming apart at the seams.

The Combine

This state comprises about 600 star systems and has long been a thorn in the side of the Guild. A largely violent and lawless place, the Combine is the source of many illegal drugs, smuggled weapons and terrorist activities. The Combine government, actually a group of warlords who saw the advantages of working together, tolerates and secretly encourages incursions into Guildspace, and acts as a haven for various species of criminals and rogues.

The Combine's difficult location, far from the nearest accessible wormhole, and the current potential for conflict with The Empire has kept the Guild from taking military action against the warlords, except for brief raids by the House of Dha to retrieve stolen property, kidnapping victims, or to intercept contraband shipments. Guild covert agents are often dispatched to The Combine worlds to seek out the source of contraband or to see what the warlords are up to; more often than not, these agents are never heard from again.

The Skarr Empire

The skarr are a species of ferret-like aliens who control an empire of 500-1000 systems well counter-spinward of the Guild. So far, contact has been minimal, but the skarr seem to be rather antagonistic toward the Guild. Skarr space is generally avoided, and the skarr themselves do not seem to have the military strength to pose a serious threat to the Guild.

The Dominate

Rumors exist of another alien state beyond the skarr, controlled by ruthless (and so far unknown) aliens whose advanced mental powers enable them to dominate and psychically enslave entire planetary populations. Whether the Dominate truly exists or not remains to be seen, but it may represent yet another threat to galactic freedom.

Halima's Realm

One of the most bizarre states in Known Space, this so-called "Empire" is the home of an eccentric Anthropos tycoon who now calls herself Empress Halima, Defender of the Emerald Crown. Originally a builder and exporter of cheap starships, Halima evidently decided that filthy commerce was beneath her, and bought a small, unoccupied world on the fringes of Guildspace lock, stock and barrel.

Within a few local years, Halima had built a palatial estate, and persuaded Anthropos, Zin-Shee and several other species to colonize the world, with the single requirement that they acknowledge her as their supreme and absolute ruler. Once they were settled, Halima declared independence from the Guild, christening her one-world state an "empire."

Halima's world remains closed to all but Halima's invited guests. A small mercenary navy guards the planet itself, while warriors of a dozen races serve as Halima's army. Not that she needs the protection — her subjects seem relatively happy with her benevolent rule (most planetary income is still drawn from Halima's vast fortune). The world has been transformed into a comic-opera fantasy, with vast stands of palm trees, artificial lakes, forests and rivers where there had once only been bare, sterile desert.

As for Halima herself, she spends most of her time in her palace, running her various businesses (many of which have died messy deaths over the years), issuing edicts and decrees, and cavorting with her "harem," rumored to number over a hundred males of various species.

The Guild itself has seen fit to ignore Halima, and let her go her own way. Most Guild citizens think of Halima as something of a lunatic (and in this they are entirely correct), but wealthy lunatics are generally excused as being simply "eccentric."

The Dark Alliance

Another dangerous state well beyond the reach of Guild justice, the Dark Alliance is a cluster of several hundred pirate worlds whose economies thrive on raiding, plunder and robbery. Alliance pirate frigates and sloops are fast and well armed, often equipped with sophisticated stealth gear. Alliance crews are the equal of the best the Guild has to offer.

The Dark Alliance is ruled by a council of captains, who are elected by all the ship captains throughout Alliance space. These captains do little other than set rules for the division of plunder, the selection of captains, and rates for ransom. Most Alliance captains are fully autonomous and may freely operate within Alliance space so long as they do not interfere with other pirates.

Alliance planets are mostly poor, rocky worlds with few natural resources. The capital world of Toranga, however, is a pleasant planet of leafy jungles and tropical seas. Here, the council of captains meet, and the various ships of the Alliance put in for liberty, rest and recreation.

Every world of the Alliance is heavily mined and fortified. A Guild attack upon Alliance space would be a difficult job indeed, and victory would be far from easy. Though numerically inferior, pirate captains are served by elite crews, and have ships and equipment plundered from a hundred worlds. Favoring speed, stealth and surprise, the pirates would whittle away at any invaders, catching them at strong points, raiding, and retreating before they could be caught. For this reason, Guild strategists have avoided any direct confrontations with the Alliance, contenting themselves to intercepting Alliance raiders as they enter Guildspace.

Despite its lack of resources, the Alliance is one of the Guild's deadliest enemies, and in combination with another hostile force, could well threaten the Guild's very existence. For this reason, security in regions bordering on Alliance territory is tight, and Guild forces are always on alert for suspicious activities on the part of Alliance forces.



Mirrok

Another recently-encountered alien species, the mirrok are tall, multi-armed reptilians who seem to be the component parts of a larger intelligence, called Mirrok for convenience. No one has even guessed exactly what Mirrok is, or what its internal nature could be, but it seems clear that individual mirrok operate with one mind, and are capable of instantly communicating with each other over vast distances. Mirrok Space, coreward of Guild territory, has been quarantined as Guild scientists study the situation and attempt to figure out a means of contacting and understanding Mirrok.

The Common Entente

Located entirely within Guildspace, the Entente is a relatively benevolent collection of diverse cultures and species controlling over 300 star systems. The leaders, a council of about a dozen different races, are reluctant to give up their freedom by joining the Guild.

The Entente maintains friendly relations with the Guild, and manages several trade routes. Their computers and environmental devices such as space suits are of the highest quality, and highly sought throughout the Guild. Many Entente members favor membership in the Guild, but it is still a matter of intense contention, and may not be settled for decades to come. The Guild, for its part, is content to wait.

The Kingdom

This relatively new state was founded, well coreward of The Empire, by kathan dissidents, who feel that the old imperial government has grown too corrupt and has betrayed its heroic past. Currently, The Kingdom controls about 500 star systems.

Based on an idealized conception of the old Empire, The Kingdom is under the absolute rule of a single monarch. Subordinate races are enslaved and used for menial labor, but are never allowed to replace the katha in important positions of power, or in the military. The status of "honored slaves," which The Kingdom's rulers feel destroyed the old Empire, has been eliminated. So far only a handful of alien races has been encountered by the new state, and none of them have proved satisfactory for anything but the simplest tasks, so the katha are responsible for most jobs within The Kingdom.

The Empire knows of The Kingdom's existence, but feels it is far enough away that it does not represent a threat. Also, most imperial katha feel that the new state will eventually collapse, and its members will come crawling back home, begging forgiveness. Time will tell whether this will happen or not — the Kingdom appears to be doing well, building a small navy and professional army, and expanding aggressively coreward, away from the old Empire.

Unknown States

Space is vast, and sizable states may exist and prosper even within Guild boundaries without the Guild knowing it. Beyond Guildspace, of course, the possibilities are endless. Human starships ranged far and wide during the Scattering, and it is entirely possible that other states, as large as or larger than the Guild may exist out in the void beyond explored space. Other alien states surely exist — known alien groups speak of others beyond their own borders, and of conflicts elsewhere in the galactic arm.

The major question to Guild leaders is whether these states will prove friendly, neutral or hostile when encountered. The risks of disastrous alien contact are too great for security to be lax, and the guild military continues to be on guard against the unknown.



NPC Life Forms

Thousands (perhaps millions) of species exist throughout Known Space. Some serve other states as slaves, others are subject races who pay tribute to their conquerors, while others are full-fledged members of their nation with all rights and privileges. Other alien species are unremittingly hostile, while still others are nonsentient members of their planetary ecosystems. While the possible number of alien species is virtually infinite, some of the better-known ones are described briefly below, utilizing the following format (in the interest of space and simplicity, statistics which are not appropriate to a given creature are not listed):

Name: The life form's name.

FORM: The life form's appearance.

HABITAT: The terrain in which the life form is most likely to be encountered.

LOCATION: Where in Known Space the life form is most likely to be found. An entry in parentheses indicates a world's name.

STATUS: The life form's most common status (citizen, independent, slave, etc.) in its home region.

RATING: This entry is in the form of three numbers, separated by slashes. The first number is the Finesse number, the second is the Physical number, and the third is the Mental number. Each number represents several attributes and/or skills as follows:

Table 1: Ratings

Finesse	Physical	Mental
Atk	Dmg	—
Def	AR	—
MR	Vit	—
Nish	Shock	Luck
Dex	Str	Int
Spe	FR	Awa
—	WP	Cha
Finesse Sk	Physical Sk	Mental Sk

Remembering what abilities each of the three NPC numbers stands for is easy with a little practice. Just remember that the Finesse number represents all speed and dexterous aspects of the NPC such as attack, defense, movement, initiative, and finesse based skills; the Physical number represents all strength and will related aspects such as damage, armor, vitality, shock, and physical based skills; and the Mental number represents all intelligence and personality related aspects such as luck, awareness, charisma, and mental based skills.

The rating listed for each NPC life form is only a recommended average. Some members of the race will have much higher ratings, and some much lower. Please feel free to adjust the listed ratings based upon your need and the situation at hand.

The player character races have been included in the life forms section so that the GM may easily run NPC members of these races. You will note that they also have a three number rating system even though they are fully detailed in the *Character Manual*. Don't let this disturb you. It is true that when a highly detailed race is reduced to three numbers that some of the detail is lost. However, remember that the ratings may be adjusted individually to meet any special needs. (Also from a gaming standpoint, it is simply impractical for the GM to run NPCs having a full complement of abilities.)

Now for some special rules and uses of the three NPC ratings:

- If the creature has an unarmored form, use the first number for its AR when unarmored.
- Occasionally, one of the statistics included within the above categories may be substantially higher or lower than listed. In this case, the appropriate statistic will be listed in parentheses after the three rating numbers: for example, 10/12/8 (Dmg 20, MR 8), indicating that the creature's damage is 20 (not 12), and its movement is 8 (not 10).
- Occasionally, Physical rating (the second number) will be of Ship (S) or Vehicle (V) type. In this case, the type applies **only** to AR, Vit, Dmg and Str. All other uses of the Physical ratings are of Personal type.

Atk/Dmg: These two statistics provide a listing of the life form's most common attack forms. If a life forms' attack or damage rating are different from the NPC's base ratings the information will be listed here. An entry which lists "weapons" simply represents that the life form can attack with weapons if desired; usually, a list of typical weapons will follow in parenthesis.

When NPCs use weapons, the weapon's attack and damage should be derived from the Finesse and Physical ratings (even though these numbers don't always match the kind of weapon being used). Remember, NPCs are unique just like PCs, any discrepancies can be explained away with "special weapon modifications," enhancements, special skills, etc. Don't let yourself or the players bog the game down with overly precise numerical concerns. (The same holds for NPC armor.)

Def/AR: These two statistics provide a list of special armor considerations (such as a soft underbelly). If a life form's defense or armor rating are different from the NPC's base ratings, the information will be listed here. An entry which lists "armor" simply represents that the life form can wear armor if desired; usually, a list of typical armor will follow in parenthesis.

Special: Any special attack — detailed in the life form's text description.

Sciences: These numbers represent the life form's ratings for BioT (B), Cyber (C), and Tech (T), and are used when determining whether the life form can use a given piece of equipment.

Size: The life form's average height and weight.

Lang: Languages typically spoken by individuals. A "+" sign indicates a number of additional languages, chosen by the GM.





Ahuk

FORM: Decaped (10 legs), reptilian
HABITAT: Desert, mountains
LOCATION: (Calemor)
STATUS: Domesticated Animal

RATING: 8/32/2

Atk/Dmg: beak, trample

Size: 20' long, 10 tons

The Calemora keep these ten-legged, heavy-bodied creatures as pets. Ahuk never stop growing, beginning life the size of a small dog and often growing to the size of an elephant. Large ahuk may be used as riding beasts. The Calemora often rode ahuk into battle during the Blood Feud, since the creature's natural armor is nearly the equal of a light armored vehicle.

Like all Calemoran life-forms, ahuk are incredibly tough and strong. Ahuks' heads are protected by heavy, bony plates, and can inflict considerable damage from trampling and biting with their heavy, beaked mouths.

Wild ahuk roam the surface of Calemor, and it is considered a highly honorable pursuit for a Calemoran warrior to stalk, capture and tame one. Young ahuk are, of course, more adaptable and easier to train. Herds of domesticated ahuk are also kept, but most Calemora prefer the free spirit of wild ahuk.

The Draca have also taken an interest in the ahuk, seeing them as potential war-beasts. The Calemora have thus far resisted this, feeling that ahuks' long history as companions and friends to the Calemoran species grants them special, almost sentient, status.



Anthropos

FORM: Humanoid
HABITAT: Any
LOCATION: Guild, Arthirian Sphere
STATUS: Guild members, Arthirian Citizens, Imperial honored slave race, Independent spacefaring race, etc.

RATING: 16/10/16

Atk/Dmg: punch, weapons (prefer ranged energy)
Def/AR: armor (prefer suit, especially powered)

Sci: B8/C12/T24
Size: 6', 200 lbs
Lang: Anthropian, Guildspeak, +1

The Anthropos are known as one of the most adaptable of galactic races. They inhabit thousands of worlds, and have a nearly infinite variety of governments, societies, technological levels and philosophies. The Anthropos are the dominant race of both the Guild and the Arthirian Sphere, but are found in large numbers elsewhere as well.

For more details on this race, see the Races section in this book.



Calemora

FORM: Humanoid
HABITAT: Desert/arid
LOCATION: Guild (Calemor)
STATUS: Guild Members

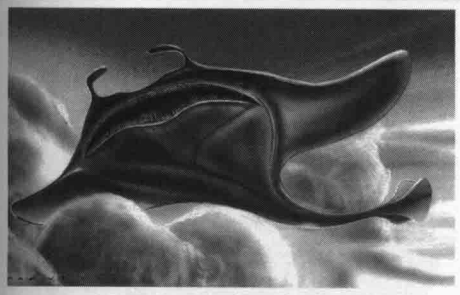
RATING: 12/30/6

Atk/Dmg: martial arts, weapons (prefer body and melee: kray, ra-oot, sword, etc.)
Def/AR: armor (prefer open style armor), *psychosomatics* (such as *rough skin*, *tough skin*, and *iron skin*)

Special: *Psychosomatics*
Sci: B10/C4/T6
Size: 5'6", 320 lbs
Lang: Calemoran, Catongi, +1

The Calemora are a primitive , non-technological race, masters of the powers of *Psychosomatics*.

For more information on this race, see the Races section in this book.



Cloud-Manta

FORM: Piscene
HABITAT: Atmosphere
LOCATION: Low-grav worlds
STATUS: Animal

RATING: 15/30/2

Atk/Dmg: bite, tailwhip

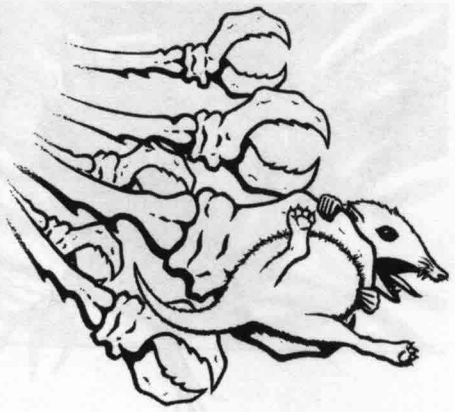
Special: Swallow (on Def roll of 1)
Size: 20-60' long, 2000-6000 lbs

This unusual species resembles its oceanic namesake in that it is a broad, roughly diamond-shaped creature with broad wings and a massive mouth. Cloud-manta do not swim in the sea, however, but instead swim through the atmosphere by means of lighter-than-air bladders located in their central body cavities. Long, rudder-like tails direct their movement, and cloud-mantas are extremely maneuverable and fast.

Cloud-manta are solitary creatures, and mate only rarely. Females carry eggs in spongy tissue on their backs. After the eggs hatch, females are surrounded by clouds of smaller manta which seek refuge under her wings if danger threatens. Young manta are highly vulnerable to airborne predators, including adults of their own species, who make few distinctions about the sources of their food.

Cloud-manta feed by funneling insects and small flying creatures into their massive maws. They also swoop down low over water regions and scoop up fish or avians near the surface. As cloud-mantas never seem to stop growing, some have been known to attain substantial size; under such conditions, mantas sometimes will consider the occupants of small airborne craft or boats as possible food. They have proved to be a nuisance on some worlds, and a major threat to life on others.

If the defender rolls a one for defense, the cloud-manta has swallowed its prey. Swallowed defenders lose 10L points per round until dead or freed. The manta must eat through all armor before ingesting the victim, however.



Ch'aak

FORM: Unknown
HABITAT: Unknown
LOCATION: Rimward Space
STATUS: Unknown

RATING: 20/20/8

Atk/Dmg: grab, crush
Def/AR: special

Special: Pocket Dimension
Size: Unknown

Another inhabitant of the unexplored worlds beyond the Guild's rimward border, ch'aak are one of the most dangerous and unpredictable predators in Known Space. No one knows exactly what form ch'aak take, for they move about in small, mobile bubbles of existence, several degrees out of phase with their surroundings. This renders ch'aak invisible and immune to normal weapons except for the brief moment when they attack (although the *Sorce-energy bold* affect them).

Even then, only a cluster of multi-jointed, insectile claws emerges from a ch'aak's bubble, seizing prey and pulling them out of normal space and into the ch'aak's lair. Anyone caught in this fashion is gone forever unless they can single handedly defeat the ch'aak.

Ch'aak are the ultimate ambush artists, remaining invisible until the moment of attack. Ch'aak remain visible for one round, then vanish whether they have succeeded in grabbing a victim or not. They will trail prey for days, striking unexpectedly.

When a ch'aak emerges from its "pocket dimension" for the first time, victims must make a Shock (20) roll or automatically loose initiative. If a victim is grabbed they must make a Strength roll vs 20 or be dragged into the ch'aak's interdimensional "lair" where the ultimate battle for survival begins.

If a PC successfully hits a ch'aak in the player's own dimension, the beast will let its prey go if wounding damage exceeds 10.



Da-han

FORM: Biped, Reptilian
HABITAT: Plains, forests
LOCATION: Empire (Skell)
STATUS: Imperial Honored Slave

RATING: 20/8/18

Atk/Dmg: bite, weapons (knives, disc weapons)
Def/AR: armor (flak)

Sci: B12/C10/T16
Size: 6'4", 175 lbs
Lang: Da-han, Impspeak, +3

These slender, long-necked dinosaur-like aliens are covered with a sheen of tiny white scales, sometimes striped in red or black. Their long, nimble arms end in slim-fingered hands, well adapted to the manipulation of fine objects, machinery and circuitry.

Da-han serve the katha as honored slaves, and have risen to vital positions in The Empire, acting as administrators, overseers, accountants, military officers, traders and technicians. It is likely that The Empire would collapse (or at least stumble badly) should the da-han ever choose to leave imperial service, but like the other honored slaves their devotion to The Empire is near-absolute. In return, da-han are well treated within imperial space.

The da-han are physically weak, but very quick, dexterous and intelligent. They dislike physical combat, preferring to flee or talk enemies out of fighting. They never serve in front-line combat units, preferring to lead from the rear, or to command starships.



Dhardoun

FORM: Unknown
HABITAT: Any
LOCATION: Throughout Known Space
STATUS: Independent Race

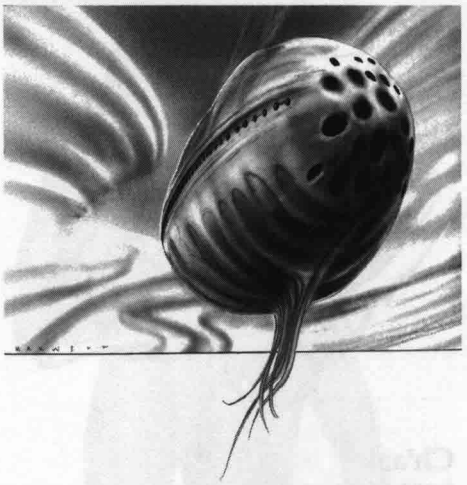
RATING: 15/15/15

Atk/Dmg: punch, weapons (any - can form melee weapons itself)

Special: Shapechange, immune to cutting or piercing physical weapons
Sci: B10/C10/T10
Size: ?
Lang: Dhardoun (?), Impspeak, +3

No one knows where this race of shape shifting aliens originated, or what their natural form is, for they can take the shape of virtually any being or object of similar mass. They are rare — most are found within The Empire or Arthirian space. It is difficult to tell exactly how many exist, as all dhardoun take the shape of another race.

Best known as agents and assassins of The Empire, dhardoun are a constant threat to Guild officials, as there are few practical ways of detecting their presence. So far, the best means of penetrating dhardoun disguise is through the psionic abilities of the Zin-Shee, but dhardoun agents are trained to resist mind-probes, so even this alternative is not always practical.



Dirigibles

FORM: Alien
HABITAT: Atmosphere
LOCATION: Gas giant planets
STATUS: Independent Race

RATING: 8/60/8

Atk/Dmg: ram

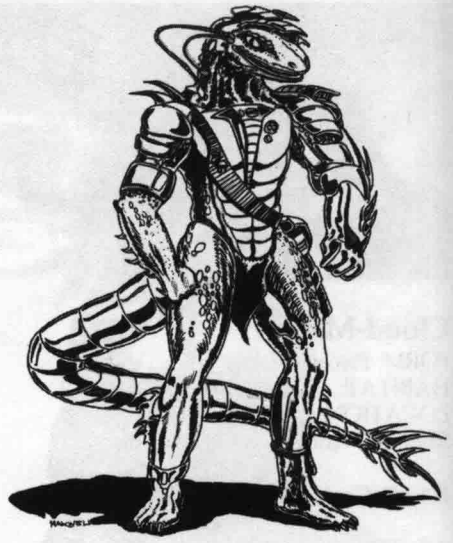
Sci: B4/C8/T8
Size: 100' long, 5 tons
Lang: Dirigible

These huge balloon-like entities dwell in the upper atmosphere of gas giant planets. They are widespread, indicating either a stunning example of parallel evolution or purposeful colonization. As the latter is the most likely explanation for the dirigibles' distribution, the question is who spread them throughout Known Space? The dirigibles themselves may be responsible, for they are clearly sentient, and their reproductive cycle may involve scattering spores into interplanetary space.

Dirigibles see light and color through a cluster of modified organs which girdle their bodies, giving them 360-degree vision. Manipulation is accomplished by means of a cluster of tentacles which hang below the main body.

Dirigibles are natural ramjets, sucking air into one end, heating it internally, and expelling it. This process works in both directions, giving neither a definable "front" nor "back." They feed on atmospheric algae and on smaller flying species.

As noted, dirigibles are sentient, often possessing material cultures in which objects are carried in panniers by individuals, or in the tentacles beneath the main body. All attempts at communication have failed, but this has not stopped Guild scientists from trying.



Draca

FORM: Biped, Reptilian
HABITAT: Desert, arid
LOCATION: Guild, Dracan Holding
STATUS: Guild Members, Dracan Holding, Independent Starfaring Race

RATING: 10/16/8

Atk/Dmg: bite, claw, tail (10/8+trip), weapons (cybernetics, melee, physical ranged)
Def/AR: armor (cybernetics, energy fields)

Special: Cybernetics
Sci: B8/C24/T16
Size: 6'6", 300 lbs
Lang: Dracan, Guildspeak, +1

The Draca are masters of one of the most powerful and violent states in Known Space. Reptilian warriors, Draca are naturally powerful and deadly hunters. They have increased their natural abilities, however, through the cult of Cybernetics, in which the "imperfect" body is modified with mechanical, electronic and technological devices. It is a rare Draca with no cybernetics, and the most accomplished members of the race are often so heavily modified as to be unrecognizable.

Draca are born with tails, but most have them removed soon after birth, as they are considered to be unwanted vestiges of the Draca's primitive ancestors. Some clans retain their tails, and cybernetically enhance them, as well.

Many Draca now live in the Guild, serving in the Guild military and, more recently in the House of Dha.

For more information on this race, see the Races section in this book.



Drassk

FORM: Biped, carnivore
HABITAT: Jungle
LOCATION: Sphere (Arassk)
STATUS: Arthirian Citizens

RATING: 16/16/10

Atk/Dmg: bite, claw, weapons (any)
Def/AR: armor (archaic, flak, powered suit)

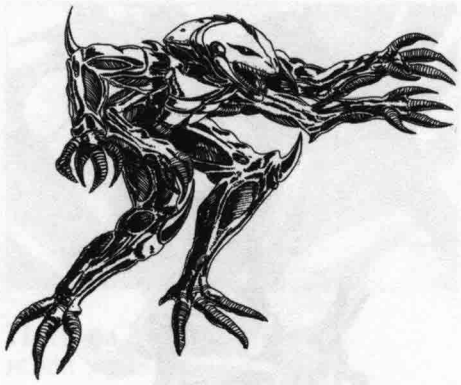
Sci: B6/C16/T16
Size: 6', 200 lbs.
Lang: Drasski, Arthirian, +1

The drassk are a race of deadly beauty. Physically, the drassk look like black-furred wolf-tiger hybrids, with muscular bodies and slender, delicately muzzled faces. Drassk eyes range from green to gold and have strange, barbell-shaped pupils.

A cunning and dangerous race, drassk serve extensively in the Arthirian military. Their commanders specialize in stealth, ambush and deception, and in battle the drassk have few equals. Their body weaponry is even more deadly than the Zin-Shee and they have few qualms about using high-tech weaponry or armor.

Drassk society centers around the creation and accumulation of fancifully-carved "honor-stones." A successful warrior is awarded one or more stones by his clan-mistress (a revered female ceremoniously "married" to all clan males), and the victor in single combat can claim one or more of his opponent's stones. Service with the Arthirians is seen as a great opportunity to gain more honor- stones, and the drassk have taken to it readily.

Some drassk tribes have left the Sphere altogether, and taken up lives as nomadic mercenaries, providing their services to the smaller warring states of Known Space.



Dreadar

FORM: Alien
HABITAT: Unknown
LOCATION: Rimward Space
STATUS: Unknown

RATING: 15/25/4

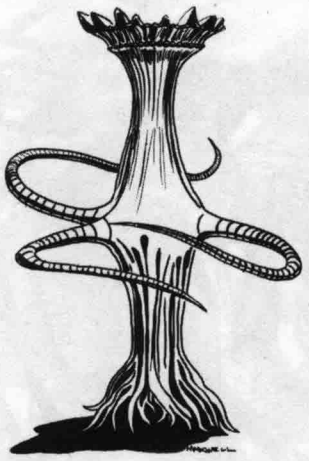
Atk/Dmg: claw, bite

Special: Immune to poison, acid, mind control, and the vacuum of space
Sci: B20/C0/T4
Size: 5', 220 lbs
Lang: Unknown (hive-mind?)

Small, fast, and strong, dreadar are often seen in company with horak, leading some to suggest that they are simply another one of the many sub-types of horak themselves. Dreadar are similarly aline, with multiple arms, but have different internal arrangements and capabilities than their larger counterparts. They also seem to be nonsentient, or only marginally intelligent, interested mostly in violence and bloodshed. Their lack of useful role in any planetary ecosystem has led some scientists to speculate that they are not natural creatures at all, but an artificially created species intended for use in war.

Despite this, dreadar also appear to be capable of limited communication with their fellow creatures — horak, mind spiders, and similar horrific life forms. The mode of communication seems to be some form of hive-mind telepathy, although they also produce a savage hissing sound on occasion. It is not known whether this hissing is involved in communication.

Dreadar are quite adaptable, capable of moving swiftly in a variety of environments. Their heavy claws are often used to shred doors, armor, vehicle treads and other important objects. horak seem to use the dreadar as their initial "assault troops," following later to mop up the survivors.



Eefo

FORM: Plant
HABITAT: Forests
LOCATION: Zin-Shee Matriarchy (Greenworld)
STATUS: Zin-Shee Subject Race

RATING: 8/24/8

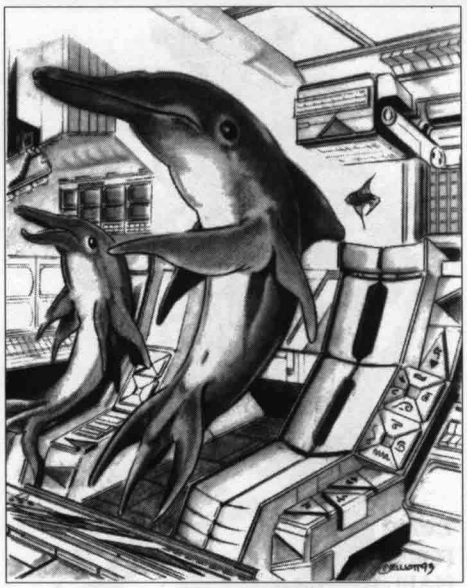
Atk/Dmg: tendril whip, grab, crush, weapons (clubs only)

Special: immune to mind control, double damage from fire or plasma
Sci: B20/C0/T4
Size: 7', 150 lbs.
Lang: Eefo, Zin-Shee

Intelligent plant species are uncommon, and the eefo are one of the best known. Encountered and easily conquered four centuries ago, the eefo were pressed into service as gardeners and agricultural experts. They continue to be favored by their Zin-Shee masters, and are relatively well treated (i.e., watered regularly).

Eefo were non-technological at contact, and today retain very little talent for standard technology. They do, however, practice a form of Biotechnology, by which they adapted other plant species to form living buildings, bridges, water storage facilities, and other useful items. The use of Biotechnology for weapons never occurred to the eefo, as warfare was unknown. The Zin-Shee have begun to observe the eefo's Biotechnology at work, and are attempting to duplicate it.

Eefo really do not understand fighting. If given a weapon and told to shoot (and if they can figure out how to operate it), eefo will follow directions, shooting in random directions, often hitting inanimate objects or friends. Occasionally, they will batter enemies with their limbs, or pick up clubs, but they do not seem to grasp the significance of such actions.



Hammu

FORM: Cetacean
HABITAT: Aquatic
LOCATION: Guild (hammu)
STATUS: Guild Members

RATING: 12/15/18

Atk/Dmg: bunt, weapons (modified spear gun and pulse laser weapons)
Def/AR: airsuit

Sci: B12/C8/T14
Size: 6' long, 320 lbs
Lang: Hammu, Guildspeak, +2

One of the more unusual Guild races, the hammu are warm-blooded aquatic creatures with slender, elliptical bodies and four long, manipulative fin-like appendages. Hammu also use their delicate, toothy mouths for holding and moving objects. Their aquatic culture was almost entirely non-material when the Guild encountered them 300 years ago, but today they ply the spaceways in water-filled starships and are known throughout Guildspace.

Normally immobile on land, hammu travel out of water in armored air-suits. Without artificial life support, a hammu can survive for only 6L hours out of water.

Hammu communicate with sonar, and are capable of pitching their natural sound producing organs to mimic Anthropos speech.

They have recently begun experimenting with Kryll-style Biotechnology, adapting several non-sentient species of their homeworld to serve as biological supplements, computers, weapons, etc.



Haochann

FORM: Biped, Amphibian
HABITAT: Swamp
LOCATION: Empire (Chreek)
STATUS: Imperial Honored Slave

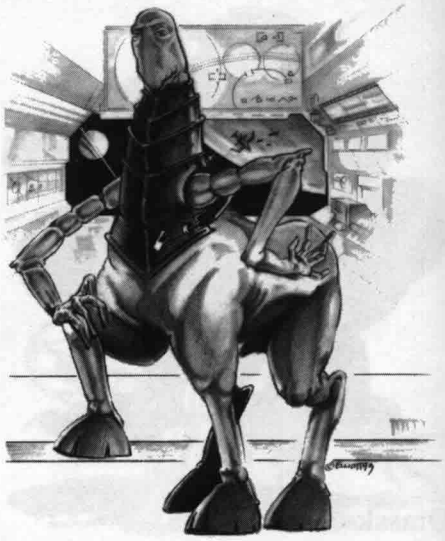
RATING: 8/6/28

Atk/Dmg: slap (poison), weapons (prefer pistols)
Def/AR: armor (light suit armor)

Special: Contact poison (paralysis 6)
Sci: B10/C4/T20
Size: 5'6", 150 lbs
Lang: Haochann, Impspeak, +2

This race looks somewhat comical to Anthropos. Haochann are best described as upright, bright green tropical frogs with bulging red eyes and webbed fingers. They are a highly developed race with the ability to make complex mathematical calculations without artificial assistance, making them excellent pilots, astrogators, mathematicians and accountants. They defend themselves with a mild skin toxin, which must be spread by direct contact and causes paralysis.

As one of the honored slaves of The Empire, the haochann are found throughout kathan space, often serving in prominent imperial positions. Haochann also command many Empire spacecraft, and even lead some larger imperial space formations.



Helav

FORM: Quadruped, alien
HABITAT: Plains
LOCATION: Guild (Ehlak)
STATUS: Guild Members

RATING: 12/24/12

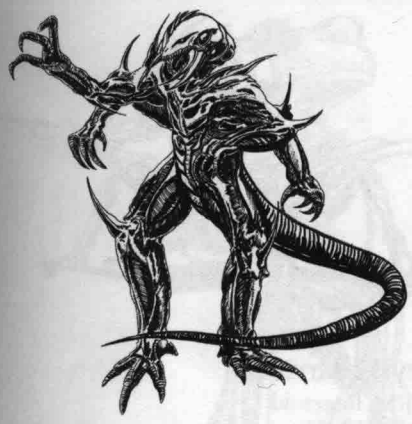
Atk/Dmg: stomp, weapons (spears, blasters)
Def/AR: armor (flak)

Sci: B4/C12/T20
Size: 6' tall, 8' long, 1500 lbs
Lang: Helav, Guildspeak, +1

The helav resemble mythical centaurs — a long, powerful quadrupedal body grafted to an upright, humanoid torso. The resemblance proves to be only passing, however, for helav's brains are located in the "chest" portion of their "horse" bodies. The upper torso and head are used primarily for sensory input and manipulation. A helav can survive with its head completely removed, although it would be blind and crippled as a result.

Helav culture is complicated, with numerous castes, linguistic levels, and subtle nuances in clothing and decoration denoting the various classes, guilds and castes. Several prominent xenologists are said to have had nervous breakdowns attempting to understand helav society.

Nonetheless, helav have become significant members of the Guild, serving as couriers, astrogators, interpreters, administrators and adventurers. Several have even joined the House of Dha, and served with distinction. For their part, the helav are somewhat arrogant, believing that they are the only truly civilized galactic race. That other races cannot understand their enlightened culture is simply considered proof that they are inferior.



Horak

FORM: Alien
HABITAT: Unknown
LOCATION: Rimward Space
STATUS: Unknown

RATING: 8/40/10 (Atk 15)

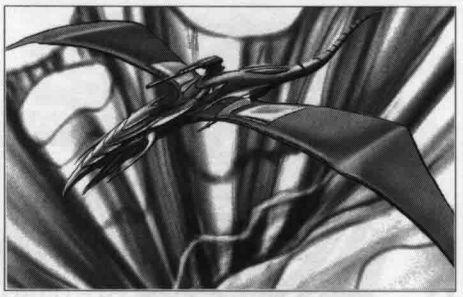
Atk/Dmg: claw, bite, knee spike, elbow spike, tail whip (15/10+trip), weapons (bio)

Special: Poison paralysis (Dif 20), immune to poison, acid, vacuum, and mind control
Sci: B30/C0/T8
Size: 9', 1200 lbs
Lang: Unknown (hive-mind?)

These deadly creatures appearance is highly alien in nature, their bodies protected by heavy, bony plates. Horak abilities vary by individual, with some simple predatory killing machines which use their claws and teeth to inflict horrific damage. Others have poison glands, and inject paralyzing neurotoxins into their victims' bodies. A few seem to have basic but powerful psionic abilities, and can compel their victims to march unwillingly into their very jaws. They also use biotechnically engineered weapons much like the Kryll.

Some members of the Guild have even gone so far as to suggest that the parallels between Kryll and horak do not stop there. Notwithstanding the major contributions which the Kryll have made to the Guild, some claim that the insect-warriors are actually the vanguard of an invasion force, sent here to gather intelligence and pretend to be friendly until the final attack. A few such critics even claim that the Kryll are themselves bioengineered servants of the horak, but there is little real evidence of this.

Horak are rare near Guildspace, found mostly in interstellar space and on uninhabited worlds. Some rumors claim that hordes of horak and draedar have taken over entire starships, but this has not been confirmed.



Horassa

FORM: Avian Dinosaur
HABITAT: Desert, plains
LOCATION: Dracan Holding
STATUS: Domesticated Animal

RATING: 12/35/2 (MR 24 (air)/6 (land))

Atk/Dmg: beak, tailwhip (12/15+trip), cyber mounted weapons
Def/AR: cyber armor

Size: 60' wingspan, 10' long, 1000 lbs

These powerful creatures resemble flying dinosaurs, but are much stronger and can carry much heavier loads. On their homeworld of Alaki, the horassa are flying predators, easily capable of hunting and snatching the large and dangerous fish-like life-forms of the world. When the Draca colonized Alaki, their scientists immediately began experiments upon the horassa, intending to cybernetically adapt the flying beasts to serve as dray- and war-beasts. In this, the Draca were wildly successful.

Horassa are found throughout the Dracan Holding, serving in reconnaissance, transportation, and combat roles. Their massive wing-loading capacity allows horassa to carry full-grown adult Dracan cyberlords, and to mount weapons as powerful as 8LV.

Although they make poor fighter aircraft — horassa's slow airspeed makes them vulnerable to faster and more maneuverable craft — their value as infantry support weapons and reconnaissance scout craft is unparalleled. Scout horassa are usually modified only minimally, and are virtually indistinguishable from the flocks of ordinary horassa which are found throughout the Holding and surrounding space.

Enemies fighting the Draca are faced with the choice of ignoring horassa (and possibly allowing reconnaissance horassa to observe them and transmit images back to the Draca), or wasting time shooting down every wild horassa which they encounter.



Jangiri

FORM: Biped, mammalian
HABITAT: Forest, plain
LOCATION: Empire (Jangir)
STATUS: Imperial Honored Slaves

RATING: 12/8/12 (Dex 16)

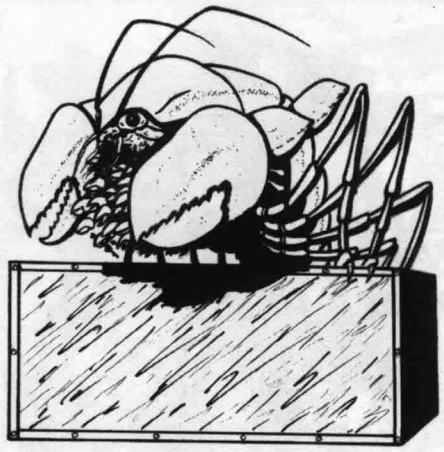
Atk/Dmg: bite, weapons (knives, pistols, slug throwers
Def/AR: armor (flak)

Sci: B4/C6/T10
Size: 4'5", 110 lbs
Lang: Jangiri, Impspeak, +2

Talented pilots, the diminutive (four to five feet in height) jangiri wear overcoat-like garments and shun body decoration. Jangiri personality is gruff and straightforward, but not at all unlikeable.

Although they retain the status of honored slaves, the jangiri retain a greater streak of independence than other slave races, and sometimes grumble at kathan domination. There is, at present, no real way out of imperial service, so most jangiri keep their grumbling quiet and do nothing to endanger their position in The Empire.

Jangiri originated on a forest world deep within imperial borders. They were relatively civilized at Empire contact, having advanced to steam technology and maintained a peaceful society with few open conflicts. Today, they retain a dislike of violence, although jangiri starpilots are among the finest in the imperial fleet.



K'lak

FORM: Crustacean
HABITAT: Semi-Aquatic
LOCATION: Sphere (Drahhmo)
STATUS: Arthirian Citizens

RATING: 18/12/12 (MR 8)

Atk/Dmg: battleclaw, biocharge (15/24 three times a day)

Special: Bioelectric discharge
Sci: B6/C8/T16
Size: 6' long, 200 lbs.
Lang: K'lak, Arthirian, +1

The k'lak are a semi-aquatic race of crustaceans which are found primarily in the Arthirian Sphere. They resemble enormous lobsters with dozens of small, manipulative arms and larger battleclaws which are used in combat. K'lak constantly shed their smaller arms, growing new ones as needed. They can defend themselves with charges from their bioelectric organs.

K'lak communicate by a combination of clicks, hisses and squeaks, and have great difficulty duplicating Anthropos language without artificial translators. Most k'lak in the Sphere have had a translator implanted in their carapace, and speak in the flat, metallic voice of a computerized interpreter.

Evolved from highly primitive crustaceans, the k'lak have a fairly complex society. Their homeworld is a place of continent-sized mudflats dotted with huge, mangrove-like trees which form islands in their extensive root networks. The world is divided among dozens of k'lak "dynasties" which, prior to Arthirian contact, fought endless wars for influence and dominance.

K'lak serve in the Arthirian military as astrogators and technicians. Their numerous small arms allow them to do many tasks quickly and almost simultaneously.



Katha

FORM: Humanoid
HABITAT: Any
LOCATION: Empire
STATUS: Imperial Master Race

RATING: 14/15/16

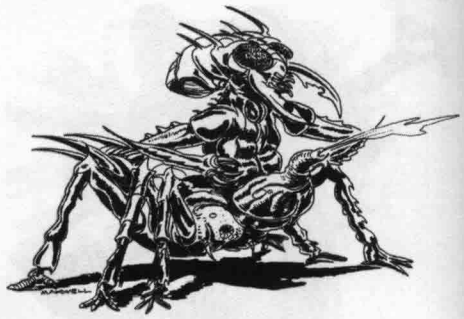
Atk/Dmg: punch, bite (12/8), weapons (any - prefer swords and disc guns)
Def/AR: armor (any)

Sci: B8/C12/T24
Size: 6'2", 225 lbs
Lang: Imperial Kathan, Impspeak, +1

The masters of The Empire are grey-skinned humanoids covered in bony protrusions and plates, which provide a significant amount of Natural Armor. The sole survivors of a genocidal war between the sentient races of their home world, the katha developed a paranoid and xenophobic philosophy which claimed that other races were to be trusted only as slaves. To treat a race in a fair and peaceful manner was to invite betrayal and extinction. To this end, the katha spread through the galactic arm, producing a mighty empire which was finally stopped only by the Guild.

Katha are extremely intelligent and technologically skilled. While their strength and basic attributes are slightly higher than Anthropos, their bony skin enables them to survive longer in combat.

In most katha today, the warrior spirit has declined considerably. Substantial numbers of katha still serve in the Empire military, but they are outnumbered by the subject races, who now have taken over much of the responsibility for running The Empire. Some katha have even split off from the Empire to form a new state, known as the Kingdom, which they feel is more faithful to the katha's heritage.



Kryll Warrior

FORM: Insectoid
HABITAT: Hiveworld
LOCATION: Guildspace (Kryll-Hive)
STATUS: Guild Members

RATING: 8/18/8

Atk/Dmg: mandible, claw, tailspike (8/10 + poison), weapons (bio)
Def/AR: armor (bio)

Special: Biotechnology, tailspike paralysis poison (Dif 6)
Sci: B24/C8/T4
Size: 6' long, 400 lbs
Lang: Kryll, Guildspeak, +1

The Kryll's first contact with the Guild nearly ended in tragedy. At first mistaking the Kryll for hostile aliens, the Guild realized its error before serious bloodshed occurred, and accepted the Kryll as Guild members. In an unprecedented move, the Guild also allowed the Kryll to join the House of Dha without a long and involved qualification procedure.

The Kryll are one of the most alien species in Known Space. An insectoid hive-mind culture, the Kryll communicate pheromonally and live in vast genetically engineered spacecraft.

Given their truly alien nature, many scientists have expressed surprise that the Kryll are capable of interacting with other species at all. The secret to the Kryll's success lies in their hive-queen and their translator-caste Kryll, both of which are capable of absorbing and duplicating alien languages and thought-patterns.

A recent development in Kryll society is the evolution of free-willed warrior-caste Kryll who are capable of individual thought, and able to take much more independent action.

Kryll are masters of the science of Biotechnology, through which other life forms are genetically adapted to use as tools, weapons, and transportation.

For more details on this race, see the Races section in this book.



Kurg

FORM: Bipedal Reptiallian
HABITAT: Unknown
LOCATION: Throughout Known Space
STATUS: Independent Race

RATING: 8/8/12

Atk/Dmg: claw, bite, tailwhip (8/8+trip), weapons (knives, pistols, carbines)
Def/AR: armor (archaic, flak)

Sci: B14/C16/T18
Size: 4', 85 lbs
Lang: Kurg, Skrak, +2

It is generally thought that the kurg are a subordinate race to the skrak, but the actual relationship appears to be more complex. Kurg are often found in positions of authority on skrak ships, and seem more like equal-status crewmen than slaves or servants.

The kurg are small, nervous-looking reptiles with gleaming white, pink and black scales looking more or less like upright geckos. Their bodies are constantly atwitch, and their long, flexible tongues frequently flick out to test the air or clean the surface of the kurgs' eyes. They do not have the same lust for battle as their skrak partners, but will fight if necessary. The kurg's talent seems to be more as technicians, repair people and navigators than as warriors.

The kurg's origins and homeworld (if any) are unknown. It is possible that they are an entirely space-faring race, with no planetary culture whatsoever.



Kurr'ssa

FORM: Quadruped, Feline
HABITAT: Desert, plains
LOCATION: Zin-Shee Matriarchy
STATUS: Domesticated Animal

RATING: 20/12/4

Atk/Dmg: claw, bite, eyebeam (20/16)

Special: Eyebeam
Size: 3' long, 20 lbs

The Zin-Shee keep these intelligent cats as pets. They seem to have descended from the same root-ancestor as the Zin-Shee, and share several anatomical features. Kurr'ssa have grasping paws, which enable them to hold small objects. The kurr'ssa share the glowing eyes of their Zin-Shee cousins, but have no psionic abilities.

The centers of the brain which evolved into the Zin-Shee's psionic control regions have, in the Kurr'ssa, become a sort of biological capacitor for storing bioelectrical energy. A Kurr'ssa's natural defense is a powerful pulse of light energy from its eyes, which can blind its target (roll Def vs. 20 or be blinded for 6L rounds) and inflicts 8M damage. Kurr'ssa can emit this charge only once per hour, but will use it to defend their owners if necessary.

Kurr'ssa are a familiar sight throughout the Matriarchy, and in Zin-Shee controlled facilities and planets within the Guild. They have retained a streak of cat-like independence, and non-Zin-Shee find them somewhat obnoxious and arrogant. Kurr'ssa tend to be loyal to their Zin-Shee owners, however, and are even employed as security sentries in sensitive areas, allowed to roam freely and trained to attack outsiders with their eye-beams.

Occasionally, a kurr'ssa will accept a non-Zin-Shee as a companion, but this is comparatively rare. They are demanding pets, expecting to be fed regularly, constantly coddled and paid attention to, and generally given complete control over their owners' lives. Owners who deny kurr'ssa the attention which the beasts seem to feel they deserve do so at their own peril, for unhappy kurr'ssa have been known to turn their claws and eyebeams on the furniture and personal possessions of unsatisfactory owners.



Lirrit

FORM: Biped, mammalian
HABITAT: Forest
LOCATION: Zin-Shee Matriarchy (Lirri)
STATUS: Zin-Shee Subject Race

RATING: 12/6/10

Atk/Dmg: bite, weapons (knives, pistols)

Sci: B0/C6/T8
Size: 5'2", 140 lbs
Lang: Lirr, Zin-Shee

These subjects of the Zin-Shee Matriarchy are woolly mammals with thick, prehensile tails, short, stubby fingers and round, staring eyes. They are often employed as nursemaids for Zin-Shee children.

Lirrit also serve as menial laborers with little complaint. The entire race seems rather tolerant — they are slow, methodical creatures who reach all decisions by consensus and have little in the way of formal government. Their forest-world home has been left more or less alone by the Zin-Shee, although psi-cat tourists sometimes visit there.



mBari

FORM: Biped, Humanoid
HABITAT: Tundra, Forest
LOCATION: Empire (OkUmBari)
STATUS: Imperial Honored Slave

RATING: 16/26/8

Atk/Dmg: punch, weapons (spear, knife, force gauntlet, disc weapons, etc.)
Def/AR: armor (flak, trooper)

Sci: B4/C8/T8
Size: 7'6" 300 lbs
Lang: mBari, Impspeak, +1

The Empire discovered the mBari 500 years ago, and quickly utilized their natural talents as warriors. The mBari were resistant at first, but in the face of imperial benevolence and the unbelievable riches brought home by those selected for Empire service, they soon adapted wholeheartedly, and soon became honored slaves.

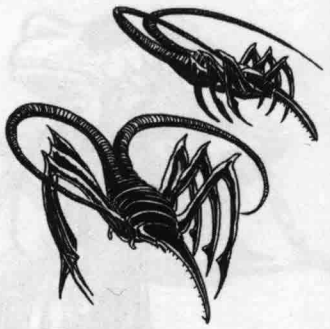
The mBari resemble Anthropos, but are taller and more wiry. Facial features are flatter; there is no external nose, just nasal openings which may be closed at will. Skin color ranges from pearly grey to jet black, and eye color is always pale yellow. Many mBari decorate themselves with ritualistic scars in the form of tribal magic runes.

The mBari are fast, agile and strong, and are capable of prodigious leaps, up to twice as far as Anthropos. They fight with a wide variety of bizarre metal, stone and bone weapons, and have adopted the high tech weapons and armor necessary for survival only reluctantly (and in the face of substantial casualties). Males and females fight, but males rule tribes (albeit with female advice and consent).

If an mBari wishes to serve outside the tribe (such as in The Empire), he or she must join the dagger-brethren, a sort of "tribe outside the tribe." Dagger-brethren act as a single tribe, and most now serve The Empire. Today, Dagger-brethren feel that the empire has grown soft and has abandoned the martial excellence of the past, and some even consider the possibility that the katha may need to be deposed at some point in the future.

Over the past few decades, mBari officers and soldiers have grown more numerous and important throughout The Empire as kathan influence wanes. Several all-mBari regiments exist in contravention of the normal imperial practice of mixing species in units to prevent mutinies and coordinated resistance. Several of these mBari regiments have recently been moved to the Guild frontier, where they are sure to be in the forefront of any new attack on Anthropos space.

The mBari's warrior culture looks upon any coming war as a massive tribal conflict, and popular belief among the mBari paints the Anthropos and their allies as the emissaries of evil spirits whose ultimate goal is to end all wars, and therefore all opportunity for glory and advancement for the tribe. Without the glory of battle and accomplishment, the mBari believe, they will surely waste away and vanish, a fate which they will resist with all their hearts. Faced with such a culture, it is unlikely that the Guild can convert the mBari to a more constructive society any time soon.



Mindspider

FORM: Insectoid
HABITAT: Space
LOCATION: Rimward Space
STATUS: Unknown

RATING: 15/10/3 (Str 15)

Atk/Dmg: grab (15/special)

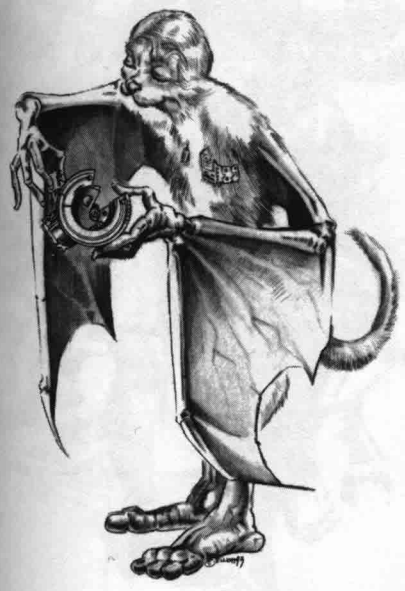
Special: Mind Control (Dif 5x rnds), immune to poison, acid, and vacuum
Size: 2' across, 8 lbs
Lang: Unknown (hive-mind?)

Called "spiders" simply due to their resemblance to the familiar arachnids, these creatures are actually quite different. They are often seen with dreadar and horak, and may be linked to a common hivemind.

Mindspiders are six-legged, parasitic creatures which scuttle along at high speeds, intent on attaching themselves to a larger victim. Should the spider succeed in attaching itself, it whips its positions itself on the back of the head, whips its split tail around either side of the victim's neck, grabs their head with its legs, and immediately injects its neural "stinger" into the victim's spinal cord.

Victims who make their Def roll vs. the spider's grab attack have avoided contact with the mindspider. If the mindspider hits, however, the target must then make a normal AR roll vs 10. If the roll fails, then the spider's stinger has penetrated the victim's armor, and the victim must resist the mind control (WP vs 5 times the number of rounds resisting).

Victims who fail are under the spider's complete control. The parasite now derives sustenance from its host's own body, and can manipulate the host as desired, utilizing the victim's skills, combat abilities, etc. The spider can only read a victim's surface thoughts, however, and cannot detect deeply hidden secrets, thoughts, etc. Likewise, a parasitized character can detect the surface thoughts of the spider's hivemind.



Moriam

FORM: Biped, Chiropteran
HABITAT: Forest
LOCATION: Sphere (Moros)
STATUS: Arthirian Citizens

RATING: 15/6/15 (MR 6 land)

Atk/Dmg: weapons (bows, small ranged weapons)

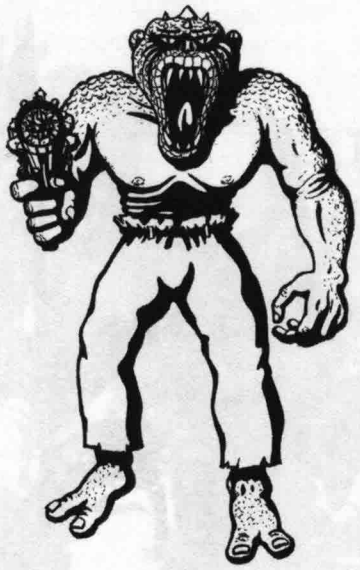
Special: Echolocation
Sci: B4/C6/T20
Size: 3', 75 lbs
Lang: Mori, Arthirian, +1

Winged humanoids who stand only a meter or so tall, the moriam are another significant race of the Arthirian Sphere. Evolved from flying insectivores, the moriam retain limited flight capability and have a fascination with mechanical devices, their function and repair.

Each Arthirian starship has at least one moriam engineer, and moriam tinkerers are in demand throughout the Sphere. They have recently been allowed to travel in the Zone and Guildspace, where they have had considerable success, sending huge amounts of income home to their families.

Moriam cities resemble forests, full of tall, cylindrical buildings with simple openings and perches at all levels. As moriam do most short-distance travel by air, the concept of streets is unfamiliar, making moriam cities extremely confusing for non-moriam visitors.

The moriam can avoid obstacles in total darkness through the use of echolocation, and can locate even small objects.



Murrk

FORM: Humanoid
HABITAT: Forests, Mountains
LOCATION: Empire (murrkworld)
STATUS: Imperial Honored Slave

RATING: 12/30/6

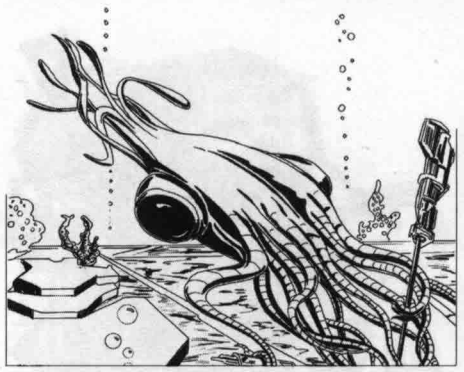
Atk/Dmg: punch, bite, weapons (melee and disk)
Def/AR: armor (archaic, flak)

Sci: B0/C8/T4
Size: 7'8", 375 lbs
Lang: Murrk, Impspeak

Towering, lantern-jawed humanoids with rough grey skin, the murrk are The Empire's primary shock troops, and serve the katha as guards and enforcers. Murrk are generally considered dull-witted, only capable of following orders from authority figures. They have completely embraced The Empire and seem to relish their role as its primary warrior-race and bully-boy.

Murrk warriors who go off-planet dedicate their very lives to The Empire, and are known as "The Slain," since to their tribes and fellow warriors, they are as good as dead. Slain are never expected (or allowed) to return home alive.

The murrk were a non-technological race easily conquered by the katha. Over the centuries, they have been trained as modern warriors, and are now masters of hand-to-hand combat, although most energy weapons are too complex for them. They enjoy combat, and can shrug off even the most massive damage due to their massive Strength and Fortitude.



Neidasca

FORM: Mollusk
HABITAT: Aquatic
LOCATION: Zin-Shee Matriarchy (Uukra'a)
STATUS: Zin-Shee Subject Race

RATING: 12/24/12

Atk/Dmg: tentacle crush, bite, weapons (spear guns, disk weapons)
Def/AR: armor (water suit)

Sci: B8/C14/T16
Size: 18' long, 800 lbs
Lang: Neidasca, +2

In the cold seas of Uukra'a the Zin-Shee encountered a race like none they had encountered before. The neidasca were a race of large, tentacled mollusks who maintained a level of steam-based technology deep beneath the surface. After an inconclusive conflict, the neidasca agreed to serve the Matriarchy. Today, they are typically dispatched to explore the seas of new worlds, and the planet continues to pay tribute to the Zin-Shee in the form of minerals and sea produce.

Neidasca's numerous tentacles are very flexible, enabling them to reach around corners and even into closed boxes and through cracks in doors. Highly intelligent, they have advanced their technology to near-spacefaring levels, and have traveled throughout Zin-Shee space.

Neidasca can survive several hours out of water, but they tend to collapse without artificial support. Neidasca diplomats and technicians in water suits are becoming a common sight in Zin-Shee territory.

Neidasca use their watery home and environment against enemies. They will "shadow" schools of fish to confound detection gear, lurk in deep water, and hide in caverns or other natural features before swimming rapidly out to envelop enemies in their tentacles. They also use projectile weapons adapted to underwater use.



Neodogs

FORM: Biped, canine
HABITAT: Any
LOCATION: Guildspace
STATUS: Independent Race

RATING: 12/12/6

Atk/Dmg: bite, weapons (melee weapons, rarely - small ranged weapons)

Science: B0/C0/T8
Size: 5' , 100 lbs
Lang: Anthropos

Neodogs are bipedal, genetically-engineered descendants of the faithful dog of old. Their Intelligence has been raised to near-Anthropos level, and their vocal apparatus modified so that they may communicate verbally. Neodogs retain their friendly, loyal personality, and are often used as companions by adventurers.

Nedogs have been bred to resemble virtually any larger canine breed (the most popular are shepherds, huskies and retrievers). Although their intelligence has been increased considerably, neodogs retain their pack instinct, and still see Anthropos as "masters," making them some of the most reliable friends in the galaxy. Several have served honorably as companions to members of the House of Dha, and one was recently honored with a posthumous decoration for saving its master in battle.



Ornax

FORM: Biped, Avian
HABITAT: Plains
LOCATION: Zin-Shee Matriarchy, Guild
STATUS: Domesticated Animal

RATING: 15/18/2

Atk/Dmg: beak, kick

Size: 8' tall, 600 lbs

Used as a food-animal by the Zin-Shee, ornax are also used as mounts both within the Zin-Shee Matriarchy and beyond. Ornax are massive, flightless avians with comparatively short necks and larger heads. Their heavy beaks can be dangerous, but ornax will generally not attack unless they are attacked first. Hardy and capable of surviving in many different climates, ornax are used on exploratory missions in areas where vehicles are impractical (thick forest, for example).



Oro

FORM: Humanoid (?)
HABITAT: Mountains, badlands
LOCATION: Gruz (Dracan Holding)
STATUS: Independent Race

RATING: 8/40/10

Atk/Dmg: grab-crush, punch

Sci: B0/C0/T10
Size: 8', 1000 lbs
Lang: Oro, +1

These massive, rock-skinned humanoids originated on a planet where temperature and climatic extremes made all life forms tough and hardy. One of few races to withstand the Dracan onslaught, the oro were allowed to remain unmolested on their homeworld (the fact that oro flesh proved inedible to the Draca might be another reason for the lizard-men's conduct). Now, they remain on their homeworld, although oro guards, laborers and servants can be found throughout the Dracan Holding.

The oro are fairly intelligent by Anthropos standards, but have little use for technology or machines. Their culture evolved as a contemplative, philosophical one, as oro were frequently forced into long meditative states by extended storms and disturbances. They are slow to anger and rarely use violence.

Once an oro's grab attack has succeeded, it inflicts crushing damage each round until the victim breaks the hold with a Str check or dies.



Per'kiff

FORM: Biped, mammalian
HABITAT: Jungle
LOCATION: Empire (Kiff'haka)
STATUS: Imperial Honored Slaves

RATING: 18/4/20

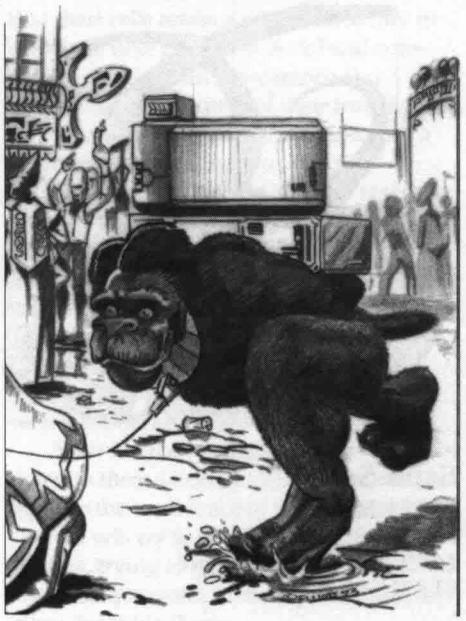
Atk/Dmg: none

Sci: B4/C16/T24
Size: 4'6", 75 lbs
Lang: Per'kiff, Impspeak, +1

A warm-blooded species with huge eyes, and feathery "fur," the per'kiff are a quiet, high-strung species. Their delicate fingers and high dexterity make them outstanding spacers and electricians.

One of the more recent honored slave race, the per'kiff have spread throughout The Empire, working in many different environments and worlds. They prefer quiet and do not work well under pressure, so owners and overseers have learned to allow them to work relatively unmolested.

Per'kiff will not fight under any circumstances. If threatened, a per'kiff will flee, roll up into a fetal ball, or, in rare cases, die of heart failure. They hate violence, weapons and loud noises, and their culture is based on universal friendship and understanding. Crimes such as murder are unknown to the per'kiff, and after imperial contact, the per'kiff had great difficulty comprehending the concept of warfare. Even today, they are somewhat confused by the foolishness of other races, and continue to avoid all conflict.



Porasha

FORM: Humanoid
HABITAT: Plains
LOCATION: Empire (Tummok IV)
STATUS: Imperial Slave Race

RATING: 15/15/9 (Int 4 off planet)

Atk/Dmg: punch, weapon (club, knife)

Sci: B0/C6/T8
Size: 5'2", 200 lbs
Lang: Porash, Impspeak

Within The Empire, a breed of (apparently) semi-intelligent, heavy-bodied mammals (similar in appearance and build to gorillas) are used as slaves, carrying heavy loads, doing simple tasks, and so on. Widely thought to be non-intelligent, the porasha situation is actually far more tragic. They are a group mind intelligence, and on their home world, quite bright. In fact, they concealed the true extent of their species' intelligence for fear of extermination, reluctantly giving up individuals to work in The Empire.

Porasha taken away from the home world, however, grow dull, listless and truly stupid, since they are out of touch with their group-mind. Should the Guild discover the porasha's true intelligence, it will be another crime that the katha have perpetrated on the sentients of the galaxy, and a massive rescue mission may ensue.

Porasha mental attributes decline to four when taken away from their home world. They increase by one for every ten porasha located within one mile.



Pouncer

FORM: Quadruped, feline
HABITAT: Plains
LOCATION: Calemor, Dracan Holding
STATUS: Animal

RATING: 18/24/2 (cyber 14/35/2)

Atk/Dmg: claw, bite, cyber
Def/AR: cyber-armor

Special: Camouflage (Dif 20)
Size: 10' long, 1000 lbs

These predators are native to the planet Calemor, but have been exported offworld for use in zoos and circuses. A few have escaped to become threats on other worlds.

Pouncers are giant (1000-pound, five-feet at the shoulder) predatory, catlike animals. The fur of their back and shoulders has been modified into heavy, overlapping plates which protect them from harsh conditions, as well as enemies.

This beast's major ability is camouflage — a pouncer can shift its pigmentation to match any terrain with almost undetectable accuracy. An Awa roll vs 20 is required to spot a pouncer before it attacks.

The Draca took an immediate liking to pouncers, capturing and importing them back to Dracan Holding, where they adapted them as cybernetically-enhanced riding beasts. Their massive carrying capacity also enables pouncers to mount weapons, force fields and massive supplemental armor. Pouncers have proven to be deadly allies for the Draca, and the sight of a gleaming metallic cyber-lord astride his enhanced, armed and armored pouncer-mount is enough to strike fear into the heart of the bravest warrior.



Rakka

FORM: Biped, lupine
HABITAT: Plains, forests
LOCATION: Guild (PackDen)
STATUS: Guild Members

RATING: 14/16/12

Atk/Dmg: bite, weapons (melee, pulse)
Def/AR: armor (archaic, flak, lesser powered)

Sci: B4/C10/T16
Size: 5'10", 175 lbs
Lang: Rakka, Guildspeak, +1

The rakka resemble upright, slightly stooped humanoid wolves. They retain the crooked, jackleg formation of their lupine ancestors, using their bushy tails for balance, and shunning footgear unless wearing armor.

The pack is supreme to the rakka. The entire race is divided into eight major packs, but they view the rakkan species as a pack in itself, and the Guild as yet another pack worthy of service and defense. The rakka relish combat, and enjoy fighting at close quarters.

The rakka and Zin-Shee fought several inconclusive battles over their history ("They fought like cats and dogs," as one prominent chronicler put it) and today the two species are still somewhat antagonistic.



Sand-Squid

FORM: Mollusk
HABITAT: Sandy deserts
LOCATION: Known Space
STATUS: Animal

RATING: 12/60/2 (MR 4)

Atk/Dmg: tentacle crush, beak (if pulled under)

Special: Tentacle attack
Size: 50' long, 8000 lbs

Harsh desert climates breed tough, deadly predators and the sand-squid is definitely one of these. Its massive body is usually buried deep beneath sand or gravel, and its large tentacles (up to a dozen) are kept hidden until prey approaches. When this happens, the tentacles whip out, seizing the victim and dragging it down to the toothy maw below. The squid's bloated body stores protein and moisture in preparation for long periods without nourishment, and its tentacles are tough, covered with a thick, calloused layer of flesh.

Sand squid will attack virtually anything which approaches them, regardless of hunger or need for prey. As they are sometimes found on the same worlds as horak and dreadar, it has been speculated that they are all part of the same hive-mind community. Scientific study of the squid has been limited due to its dangerous and aggressive nature.

Sand-squid have 10 tentacles. Each can grasp a different target. When the tentacles first erupt from the sand, victims must make a Shock roll vs. 18.

Once caught, a victim must make a Strength roll vs. 60 or be dragged under the sand (suffocation rules) to the squid's beak, which may then attack the hapless victim.



Shanask

FORM: Cloak
HABITAT: Unknown
LOCATION: Guild, Shanask Moon
STATUS: House of Dha Members

RATING: 12/8/24 (Vit 20)

Atk/Dmg: weapons (*Sorce* based, melee, small ranged)
Def/AR: armor (energy fields, physical shields)

Special: *Sorce*, radiate fear
Sci: B4/C0/T20
Size: 6'6", 250 lbs
Lang: Shanask, Guildspeak, +3

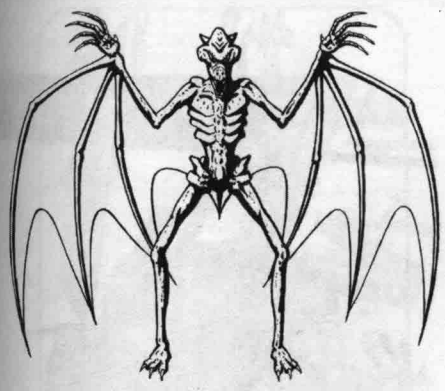
As the Kryll are one of the most alien of Guild races, the Shanask are unquestionably the most mysterious. Tall, cloaked beings which seem to exclusively inhabit the Shanask Guardian Moon orbiting Dha Prime, the Shanask are one of the weakest and most powerful species known.

Physically, the Shanask have little to recommend them. Although they are relatively tough, their strength and skill with normal weapons is minimal.

The Shanask's true power lies in the mastery of the strange energies known collectively as the *Sorce*. Plainly put, the *Sorce* is nothing less than true magic, a force capable of bending, breaking and rewriting the known rules of the universe and its physics.

Thus far, these cloaked aliens have used their *Sorce* powers for the good of the Guild, but many remain nervous and doubtful of their true intentions.

For more information on the Shanask, see the Races section in this book.



Shar-Ka

FORM: Biped, Reptilian
HABITAT: Any
LOCATION: Throughout Known Space
STATUS: Independent Race

RATING: 16/20/16

Atk/Dmg: grab, bite, claw, weapons (racially appropriate)
Def/AR: armor (racially appropriate)

Special: Bite and drain
Sci: B0/C4/T10
Size: 6'6", 200 lbs
Lang: Shar-ka (?), +3

Like the shape-changing dhardoun, humanoid shar-ka roam widely throughout Known Space. These creatures possess a similar ability to the dhardoun, in that through their feeding process they slowly begin to resemble the races they dwell among. It is this feeding process, however, which has caused many races to simply call the shar-ka "vampires," after ancient legend. Many different races possess legends of vampires, in fact, leading scholars to speculate that the shar-ka have plagued galactic civilization for millennia.

The Zin-Shee, for example, tell tales of their ancient empires, in which normally good rulers unaccountably grew greedy and evil, eventually being revealed as wicked alien beings disguised as Zin-Shee.

Even the Draca, normally fearless warriors, show discomfort and fear at the thought of these creatures. One of their legends tells of an entire world parasitized and converted by the shar-ka. So corrupt was the world, the tales state, that the Draca were forced to send warriors to cleanse the planet by killing every living thing on it. Even then, several of the evil ones escaped and continued to wreak havoc throughout the Holding.

Few shar-ka have fallen into the hands of Guild scientists, and of those, most were badly mutilated or decayed. The exact nature and process of their conversion ability is not known, although most suspect that their cells retain a virus-like ability to duplicate host genetic material and completely change their appearance and physiology. Regardless of their true biology, there is no question that the shar-ka are a frightening and dangerous species.

In their natural state, shar-ka resemble vaguely reptilian bat-like creatures, further enhancing the "vampire" legends. They feed by consuming the body fluids of their victims, rather than mere blood, however. Their long, flexible tongue is used to extract fluids from victims immobilized by the shar-ka's claws, leaving a withered husk which is easily disposed of.

Shar-ka like to attack from ambush when in their natural form. After transforming into the semblance of their victims' race, shar-ka will try to win the confidence of victims, trying to lure them into an isolated area with promises of money, romance, or other desirable things.

If a victim fails his or her Def roll vs the shar-ka's grab attack, then the shar-ka has successfully grappled, and automatically hits with a bite attack for each round that the grapple is maintained (victims are still allowed an AR roll, however). Victims may break the grapple with a successful Str vs Str roll.

With each feeding, the shar-ka grows to resemble its victim species more and more. Eventually (after 10-20 kills), the shar-ka is indistinguishable from its victims, and may pass as one of them (although its basic statistics remain unchanged, and it gains no racial abilities such as *psionics*), greatly improving its chances of finding easy prey. Transformed shar-ka are always extremely attractive members of their host race, and carefully change their natural habits to conform with social norms and conditions.

If more than three days pass without feeding, however, the shar-ka begins to transform back to its original form. After 10-20 days, the shar-ka is back to its native appearance, and must feed or die within another 10-20 days.

Shar-ka prefer to stick to a single species when feeding, so that their transformation is not unduly complicated, but sometimes they have no choice but to victimize another race. When this happens, the shar-ka gains some traits of its new victim, which may be eliminated by returning to its original prey. Desperate shar-ka often degenerate into hideous amalgams of a dozen species, and in this way are often detected and eliminated. Many horrific tales are told throughout Known Space of such freaks and the havoc which they cause; frighteningly enough, most of the stories are all too true.



Sheem

FORM: Humanoid
HABITAT: Forest/Urban
LOCATION: Sphere (sheem)
STATUS: Arthirian Citizens

RATING: 6/6/35

Atk/Dmg: weapons (small ranged - rarely)

Special: *Psionics* (telekinetics)
Sci: B8/C8/T32
Size: 4', 80 lbs.
Lang: Sheem, Arthirian, +3

Frail-bodied, thin-limbed humanoids, the sheem are allies of the Arthirian Sphere. The sheem live in tall, towered cities and elect leaders in a democratic process very similar to Anthropos. They are a gentle, relatively non-violent species, with highly developed telekinetic skills. While their range of psionic abilities is severely limited, their abilities with telekinesis (i.e., moving objects) exceeds even the Zin-Shee.

Sheem are common within the Sphere, and are excellent scientists. Their frail bodies make them poor warriors, but they feel that their culture has evolved well beyond the need for physical violence. Unfortunately for them, few other species in Known Space have attained this high degree of enlightenment and civilization.



Sidera

FORM: Biped, Avian
HABITAT: Plains, forests
LOCATION: Zin-Shee Matriarchy (Kree'kree)
STATUS: Zin-Shee Subject Race

RATING: 12/12/16

Atk/Dmg: claw, beak, weapons (blow, blasters, fang rifle)
Def/AR: armor (flak)

Sci: B4/C10/T12
Size: 6'6", 210 lbs
Lang: Sidera, Zin-Shee, +4

The sidera are descended from colorful predator-birds and still retain feathered, wing-like arms, as well as limited flight capabilities. They serve their Zin-Shee masters as soldiers, teachers, philosophers and linguists, as their versatile vocal apparatus can reproduce virtually any language (including the click and clack language of the Kryll).

Long ago, the sidera devastated their world in a series of titanic wars, which no one alive remembers the reason for. Peace was reestablished before the world was completely destroyed, and the sidera adopted a much less destructive philosophy, based on personal enlightenment.

Over the intervening centuries, the sideran homeworld was restored and transformed into a carefully-managed and -manicured paradise. Wars and squabbles still broke out, but the Oath of the Wise, as the philosophy was called, prevented any further holocausts.

When the Zin-Shee arrived, wise sidera realized that any struggle against the psi-cats was hopeless. They surrendered without a fight, asking only that their world be left in peace. The Zin-Shee complied, allowing sidera to serve their Matriarchy. Today, the sidera are still officially slaves, but their philosophy has modified traditional Zin-Shee society considerably. Although old-style Zin-Shee still favor warfare and conquest as the way to glory, the Oath of the Wise has gained great favor among Guild-sympathetic Zin-Shee.

The Guild race which most resembles the sidera, at least in terms of personal philosophies, is the Calemora. The sidera are different from the Calemora in that they seek to perfect the mind and soul, rather than the body, but in general the two species have a lot in common.

Individual sidera tend to be quiet, thoughtful individuals. Most sidera carry a copy of the Oath of the Wise, and a ceremonial weapon. This last is carried for personal defense only — the sidera believe that carrying a weapon shows the ability, but not the willingness, to use it. Ideally, weapons are only drawn if all other means of avoiding conflict have been exhausted.

A true sidera warrior is expected to spend idle hours meditating and studying the Oath of the Wise; many monasteries and colleges exist solely for this purpose.

The Oath of the Wise emphasizes peace and negotiation, but at the same time teaches that once combat has begun, it should be conducted in the most efficient and skillful manner possible. Sidera warriors are outstanding swordsmen, and are also highly skilled in the use of ranged weapons. Once combat has been initiated, sidera will never surrender, but will always grant a defeated enemy mercy if it is requested.



Skrak

FORM: Humanoid
HABITAT: Unknown
LOCATION: Throughout Known Space
STATUS: Independent Race

RATING: 10/10/8

Atk/Dmg: bite (10/6), punch, weapons (swords, ranged)
Def/AR: armor (flak, trooper)

Sci: B4/C8/T16
Size: 5', 175 lbs
Lang: Skrak, +1

Along with their companion race, the kurg, the skrak are the only race known to make its living entirely through piracy. Physically, skrak resemble muscular, hairy humanoids with large heads and oversized hands. They fight ferociously, utilizing massive slug-throwing guns or stolen energy weapons, and generally do not take prisoners.

Skrak ships are considered a hazard of space along with asteroids and wormholes. They are generally small vessels, of a wide variety of designs, or they are stolen from other races and extensively modified to skrak and kurg tastes. Little more is known about these creatures, although a handful have actually settled down in the Guild and make their living as traders, with a little smuggling on the side.



Skrikka

FORM: Biped, mammalian
HABITAT: Subterranean
LOCATION: Gozom (Dracan Holidng)
STATUS: Independent Race

RATING: 8/20/8

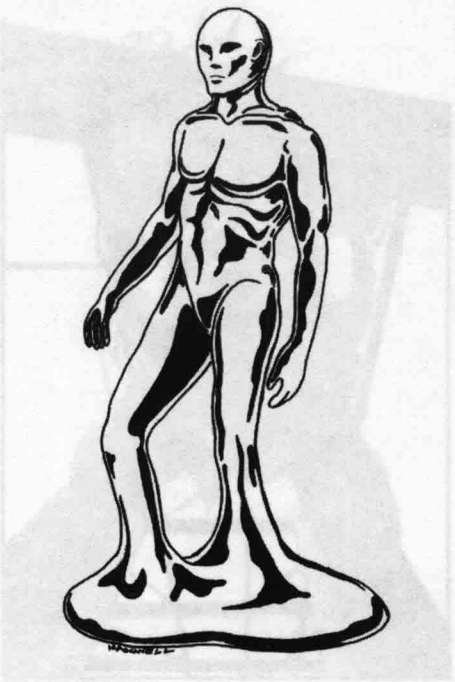
Atk/Dmg: claw, weapons (melee, rarely - blasters)

Special: Burrowing Attack
Sci: B4/C8/T8
Size: 5' long, 200 lbs
Lang: Skrikka, +1

A subterranean, heavily armored race of warm-blooded sentients, the skrikka managed to frustrate Dracan attempts at genocide by burrowing away, ambushing, and engineering massive cave-ins which killed many Draca. Finally exhausted by the pointless struggle, the Draca offered the skrikka mercy, claiming that they had shown themselves worthy of survival.

True to their word, the Draca allowed the skrikka to survive unmolested, but occasionally employ skrikka engineers for mining and excavation projects. Skrikka are amazingly strong and durable, but sensory apparatus is minimal. They can, however, detect vibrations in the ground very accurately, enabling them to easily determine what is going on above. Skrikka have begun to develop a machine-based technology with help from the Draca, and some actually have begun to train as astrogators.

Skrikka favor burrowing beneath enemies and dragging them under. Anyone attacked in this manner must make a Shock (18) roll, or the skrikka hits automatically. If threatened with defeat, skrikka can actually burrow deep enough to avoid any major weapon attack.



Stellarnites

FORM: Alien
HABITAT: Hot worlds
LOCATION: Guild (Zolik)
STATUS: Independent Race

RATING: 15/20/15

Atk/Dmg: punch, weapons (any body or melee, ranged - rarely)

Special: Shape change
Sci: B0/C0/T10
Size: 6' , 500 lbs
Lang: Stellari (?), +1

Beings of liquid metal, stellarnites can survive in extremely hot climates, and possess a well-developed, sophisticated culture. As they have limited shape-changing abilities, stellarnites don't really have what could be called a material culture, content to shape their bodies into whatever tools and objects they need.

Recently contacted by the Guild, the stellarnites have proven to be a race with great potential. Their liquid metal physiology enables them to change their bodies into virtually any shape, although (unlike the dhardoun), stellarnites cannot add or subtract mass, and must shape themselves into objects or beings of their same general size. They are also able to go completely liquid, flow under doors, enter cramped or totally inaccessible spaces, and so on. These abilities have, of course, not gone unnoticed by the Guild, and it is highly likely that the stellarnites will eventually become important Guild members.



Swampworm

FORM: Wormlike
HABITAT: Swamps
LOCATION: Water- and swampworlds
STATUS: Animal

RATING: 8/12/1

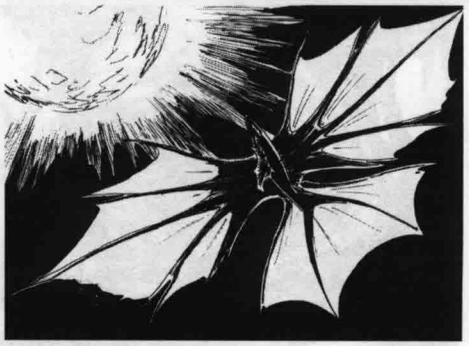
Atk/Dmg: bite

Special: Poison (Dif 10)
Size: 4' long, 120 lbs

The swampworm is another relatively widespread creature, with subspecies and genetic variants found on dozens of worlds. As these subspecies are all genetically related, Guild scientists have concluded that swampworms were artificially, and possibly deliberately, spread over a wide number of worlds. Where they exist, swampworms make travel dangerous, kill livestock, and damage economies. Their tough, prolific nature makes swampworms difficult or impossible to fully eradicate from the worlds they inhabit.

A predator inhabiting swamps and bogs, the swampworm kills with a deadly poison (victims must roll FR vs. 10 or die), then adheres to its victim, dragging it off to be swallowed (the worm expands like a snake to consume its meal). Swampworm poison degrades quickly in its victim, and so is virtually undetectable. Imperial assassins have been known to use swampworm venom on knives, crossbow bolts, darts and other devices of covert murder.

The Empire itself has been blamed for the spread of the swampworm through Guildspace, although many subspecies are known to have existed long before imperial contact. Recently, however, imperial agents may well be seeding swampworms onto vital worlds in the hope of disrupting economies and causing social upheaval. Where they appear, swampworms inevitable damage their environment, developing rapidly from a pest to a serious threat.



T'skaa

FORM: Alien
HABITAT: Space
LOCATION: Guild (space)
STATUS: Guild members

RATING: 12/800/14

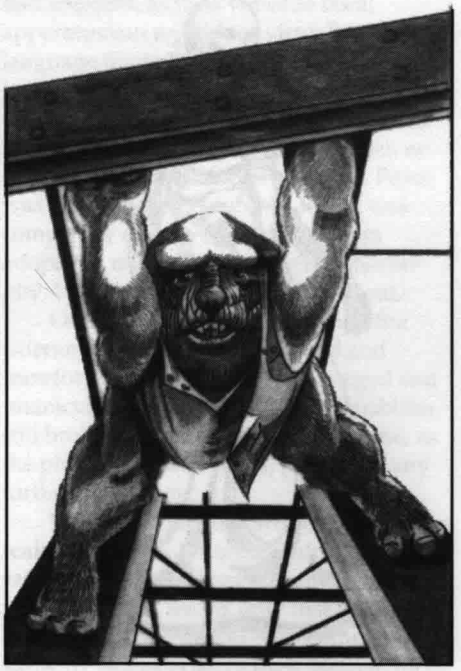
Atk/Dmg: ram, energy blast
Def/AR: natural force field

Special: instantaneous communication
Sci: B0/C8/T6
Size: 300' long, 10 tons
Lang: T'skaa (psionic), Guildspeak, +3

Space-dwelling entities are rare in the Guild, and those which are capable of communication are rarer still. The t'skaa, vast whale-like space-beings, are an example of this last type. Hundreds roam space in and around Guildspace. The entire species seems capable of instantaneous mental communication over vast distances, so they are often used to carry important messages around the Guild.

T'skaa are solitary creatures which "feed" by going into orbit around a star for a period ranging from a week to a year, storing radiant energy in special organs, and slowly consuming it as they travel through space. This energy can also be discharged if the t'skaa is threatened, inflicting massive damage on enemies. The imperial gunship *Benevolence* was destroyed by a t'skaa recently.

The proven hostility of The Empire (its scientists want to study t'skaa in an attempt to find a means of enslaving the entire species) has driven the t'skaa to more fully support both the Guild and the Sphere. T'skaa often travel through imperial space, gathering intelligence, and communicating their information back to fellows in Guildspace or the Arthirian Sphere. The Empire seems to be aware of the space whales' activities, but has thus far been unable to stop them.



Uruk

FORM: Biped, ursine
HABITAT: Forest
LOCATION: Guild (Uru)
STATUS: Guild Members

RATING: 10/32/10

Atk/Dmg: punch, grab-crush, bite, weapons (swords, blasters)
Def/AR: armor (archaic, flak)

Sci: B4/C8/T8
Size: 8'4" 500 lbs
Lang: Uruk, Guildspeak, +1

These hulking, furred omnivores come from a relatively primitive world, but have taken to Guild membership and technology with few problems. They are enormously strong, rivaling even the Calemora, and can withstand appalling amounts of damage without apparent handicap.

Uruk culture is warm and family-oriented, stressing violence only for self-defense. Most Anthropos find the uruk to be a pleasant, almost comforting race despite their great size and threatening appearance.

Although they are capable of being deadly warriors, uruk are not inclined to use violence unless they or their families are directly threatened. This means that uruk make relatively poor soldiers at first, but once links of friendship and camaraderie with fellow fighters are forged, they fight as well as any other race. In general, however, uruk are a relatively peaceful race, and have absolutely no interest in war or conquest.



Vulpe

FORM: Biped, vulpine
HABITAT: Forest, plains
LOCATION: Guild (LaRukiru)
STATUS: Guild members

RATING: 20/8/16

Atk/Dmg: bite, weapons (pulse, blasters)
Def/AR: armor (flak, trooper)

Sci: B3/C8/T18
Size: 5'2" 140 lbs
Lang: Vulpe, Guildspeak, +2

A handsome, foxlike race, the vulpe are quite widespread throughout the Guild, traveling as merchants, starship pilots and freelance adventurers. Their dexterity and Awareness are among the highest in the Guild, making them excellent covert agents, hunters and trackers. Many vulpe serve in the Guild military as scouts.

Vulpe value independence, and have nothing resembling a central government. The extended family appears to be the highest level of organization they have, but they will most commonly be encountered by themselves, or in the company of a single mate and up to four children.



Wurro

FORM: Biped, mammalian
HABITAT: Semi-aquatic
LOCATION: Guild (Kambur)
STATUS: Guild Members

RATING: 14/12/10 (MR 10 (land))

Atk/Dmg: claw, bite, weapons (knife, crossbow)
Def/AR: armor (flack)

Sci: B4/C8/T6
Size: 5'3" 150 lbs
Lang: Wurro, Guildspeak, +1

These playful creatures are full Guild members, and are often found in Guildspace. The wurro are bipedal, otter-descended bipeds with dexterous, webbed fingers and mischievous, somewhat comical expressions. The wurro are fast, high-strung nervous creatures with short attention spans and little patience for real work.

The wurro never attained a very high technological level for this reason, content to live in riverside dwellings, hunt and fish with the most basic bows, arrows and spears. After Guild contact, however, it was found that the wurro's natural skill at hunting, tracking, and swimming, made them perfect scouts and spies.

A few more sedate wurro were recruited into the Guild military, and are used for reconnaissance and covert missions on water worlds. For their part, the wurro took to their new role with enthusiasm, considering it one of the most fun things they had ever done.



Xaltir

FORM: Humanoid/Alien
HABITAT: Lightly inhabited planets
LOCATION: Known Space
STATUS: Unknown

RATING: 16/16/6

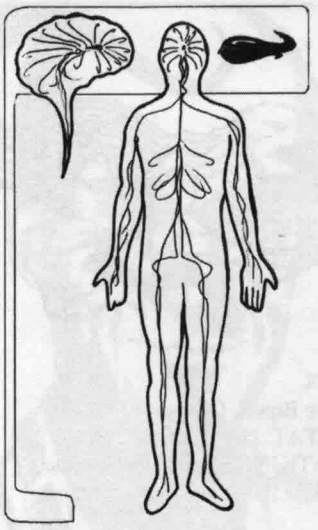
Atk/Dmg: claw, bite, canon-ball-dive, weapons (clubs)

Special: poisonous back spikes (Dif 15)
Sci: B8/C3/T4
Size: 5'8", 180 lbs
Lang: Xaltir (?)

No one knows where xaltir come from nor how, given their low tech level, they managed to locate themselves upon so many worlds throughout Known Space. They may be an ancient biological weapon gone berserk, or another of the Empire's evil schemes. One thing is certain — they are an extreme hazard wherever found.

Xaltir thrive on the pain, suffering, and fear of others. They prefer to locate several miles from small settlements. There, they stalk those who venture from the safety of their village. Xaltir prefer to toy with their victims, allowing them to become suspicious that they are being followed, then frightened, and finally terrified. Then the xaltir capture their victims, take them back to their lair and torture them over several days to several weeks before finally killing and eating them. Xaltir all seem to be naturally cruel and evil.

One of the xaltir's favorite attack forms is to run quickly, curl into a ball, and fling itself at the victim. Xaltir do this so that their back spikes, tipped with a natural paralysis poison, will render their victims helpless. Even if no damage is taken, this attack will knock over a victim who fails a Str (16) check.



Xlralli

FORM: Alien, piscene
HABITAT: Any
LOCATION: Throughout Known Space
STATUS: Independent Race

RATING: 12/4/24

Atk/Dmg: none

Special: Host being
Sci: B0/C0/T4
Size: 3" long, 6 oz.
Lang: Xlralli, +4

These small, tadpole-like beings are actually a mutualistic symbiote, whose presence in the body of host creatures greatly magnifies Intelligence, WP and Healing. They are not well known, and are rare throughout Guildspace. In addition, the xlralli like to keep their existence a secret, fearing a rush on their world by eager individuals seeking symbiosis.

Xlralli can live in harsh conditions for long periods of time, awaiting the arrival of a suitable host. When a suitable host approaches, the xlralli attaches itself to the flesh, secreting a natural anesthetic which prevents the host from feeling it. The xlralli then fuses with the host's flesh, moving into the host's body and spreading throughout its system.

Once the symbiosis is complete, the xlralli contacts its host telepathically, explaining what has happened. If the host refuses to allow the xlralli to stay, it will immediately vacate the body, but this rarely happens. Anyone with a xlralli symbiote experiences the following effects: +1d to Int, WP and Healing (to a maximum of 10H), and the *poison resistance* enhancement. The host may also communicate with the xlralli.



Yrrax

FORM: Biped, Dinosaur
HABITAT: Plains, swamps
LOCATION: (Huxxa) Guildspace
STATUS: Animal

RATING: 16/35/5

Atk/Dmg: bite, claw, grab, kick

Size: 8' tall, 20' long, 3000 lbs

This 20-foot long, eight-foot high predator is similar to the raptor-class of predatory dinosaurs, with muscular arms ending in foot-long claws, and powerful feet, each with a single, forward curving sickle-like claw nearly two feet in length. Yrrax fight by grabbing with their arms while slashing with their sickle-clawed feet, inflicting terrible damage, and killing most prey animals instantly.

Yrrax are found on several different worlds, especially in Zin-Shee and Draca space. The Draca have tried to adapt the yrrax as a cybernetically-enhanced war-beast, but have so far been unable to overcome its vicious, predator nature. Instead, many Draca prefer to hunt yrrax, tracking them down and killing them single-handedly as a test or demonstration of the prowess of cybernetic implants.

Zin-Shee and particularly daring Anthropos sportsmen also hunt yrrax, but these beasts represent a challenge for even the most skilled hunter.

Yrrax habits vary from world to world. On some planets, they are solitary, claiming and defending hunting territory from others of their species. On other worlds, yrrax are dangerous pack predators, hunting in groups of up to 20. Combining speed with a surprising intelligence, yrrax packs are a truly deadly hazard.

A few yrrax have been captured and placed in high security zoological gardens for study, but this proved to be hazardous when three yrrax recently escaped from a lab on Arth and did considerable damage before being recaptured.



Zin-Shee Male

FORM: Biped, Feline
HABITAT: Plains, Jungle
LOCATION: Guild, Zin-Shee Matriarchy (Sheapa)
STATUS: Guild members, Zin-Shee Matriarchy Citizens

RATING: 20/12/10

Atk/Dmg: claw, bite, weapons (melee, hurled, ranged - prefer pulse and fang)
Def/AR: armor (force field, archaic, flack)

Sci: B8/C10/T16
Size: 6', 200 lbs
Lang: Zin-Shee, Guildspeak, +1

The catlike Zin-Shee rule a powerful matriarchy located coreward of the Guild. Although females, with their superior psionic ability, rule the state, Zin-Shee males are outstanding warriors, and help defend the matriarchy against its enemies. While they are fickle, vain and often somewhat foppish in their casual dress, Zin-Shee males are deadly foes in battle, and can be excellent adventuring companions.



Zin-Shee Female

FORM: Biped, feline
HABITAT: Plains, jungle
LOCATION: Guild (Seril), Zin-Shee Matriarchy (Sheapa)
STATUS: Guild Members, Rulers of Zin-Shee Matriarchy

RATING: 16/8/16

Atk/Dmg: claw, bite, weapons (melee, hurled, ranged - prefer pulse and fang)
Def/AR: armor (force field, archaic, flak)

Special: *Psionics*
Sci: B6/C8/T16
Size: 5'6", 160 lbs
Lang: Zin-Shee, Guildspeak, +1

Although male Zin-Shee are great warriors, females' psionic abilities have kept them in power for centuries, and helped to defend the psi-cats against outside threats. Female psi-mistresses are as common in the Zin-Shee military as male warriors, and with their potent psionic abilities, just as deadly.

Female Zin-Shee share many of the males' traits, tending to be high-strung, changeable and somewhat chaotic in their social and personal habits. They, too, favor a wide variety of clothing styles and personal decoration, although in combat they tend to favor force fields and less encumbering items.

For more information on the Zin-Shee, male and female, see the Races section in this book.

NPC Personalities

Many individuals, not least of whom are the player characters themselves, influence the fate and future of the Guild and Known Space as a whole. The major movers and shakers of galactic civilization are a motley bunch, with many different abilities and goals. Several prominent NPC personalities are described in this section.



Borazza Irin, General

Anthropos Male

RATING: 12/15/35

Atk/Dmg: punch, blaster pistol
Def/AR: armor

Special: Cybernetically enhanced
Sci: B8/C24/T32
Size: 6'5", 250 lbs
Lang: Anthropos, Guildspeak

This Anthropos general is quite old (101), but retains a phenomenal intelligence and strategic sense. He leads the Guild's ground warfare arm. Badly wounded in a campaign against the rebel slavers of Armis X, Irin has had extensive cybernetic surgery, leading many Draca to nickname him "the Anthropos cyber-lord." His enhancements give him the strength and mobility of a man half his age.

Irin is still a handsome man, his hair silver, his face sharp and weathered-looking. He has four sons and six daughters, all of whom serve in the military houses.



Dakkon Hakariss, Egg-mistress

Draca Female

RATING: 18/40/20

Atk/Dmg: claw, bite, scythe-cannon, drac maul
Def/AR: cyber armor

Sci: B20/C40/T16
Size: 7'6", 400 lbs
Lang: Dracan, Guildspeak

The leader of the Draca has held his position for nearly five decades. She is a traditionalist who accepts relations with the Guild reluctantly. Dakkon's attention is currently absorbed in a campaign against unknown aliens spinward of the Dracan Holding, so she can spare little time for relations with the Guild.

Dakkon is heavily enhanced with many antique and near-sacred cybernetic devices dating back to the founding of Clan Hakariss. Her bodyguards, currently numbering 20 cyber-lords, are devoted to her and her clan, and have proven themselves highly capable and nearly undefeatable in challenge-combat.

Once Dakkon's attention returns to the Guild, she will find a host of new problems and questions which need immediate attention and answers. Is the Guild still worthy of survival? If not, should a war of extermination begin? And what of those Draca who have turned their backs on traditional Dracan society and joined with the Guild? Should their views be allowed to spread throughout the Holding, or should they be eliminated? These and many other questions are sure to confront Dakkon soon.



Dalos Smitz, Grand Admiral

Anthropos Male

RATING: 20/16/30

Atk/Dmg: blast carbine
Def/AR: flak

Sci: B8/C12/T32
Size: 6'1", 175 lbs
Lang: Anthropos, Guildspeak

This slender, somewhat scholarly-looking individual is actually a commander of great skill and an Anthropos of considerable hidden strength. Smitz commands the House of Defiance, and with it, one of the most elite naval forces in Known Space.

A witty, intellectual man, Smitz enjoys games of strategy and skill, is well read in the histories and philosophies of all major Guild races, and enjoys intellectual discussions. He is also fond of professional sports, and enjoys occasional participation himself. He enjoys entertaining at home, but can sometimes be persuaded to attend a state function or reception. He is devoted to his wife, but has no children.

On the bridge of the flagship, *Defiant*, however, Smitz is in his element. His instantaneous grasp of tactical subtleties helps him manage small fleets, while his intimate knowledge of the Guild and surrounding territory is invaluable in moving forces over long distances. He is also quite lucky, and on several occasions has managed to locate Dark Alliance and skrak fleets with little more than intuition to guide him. Rumor has it that the Dark Alliance has placed a 1,000,000 cr price on the admiral's head, but he accepts such speculation with good humor.



Daxx, General

Anthropos Male

RATING: 24/24/24

Atk/Dmg: punch, disk pistol, pulse rifle
Def/AR: flak, trooper

Sci: B10/C16/T24
Size: 6'4", 280 lbs
Lang: Anthropos, Arthirian, Guildspeak

The current leader of the Arthirian Sphere is a career military man. He is a harsh-looking, wire haired Anthropos who is never seen out of his dark green and red uniform. An acknowledged master of blade combat, he often chafes under the restrictions placed on him by his status, and longs to leave the confines of his palace on Arth. He is loyal to his nation, however, and will continue to serve as long as he is asked to.

Recent events have driven this fiercely independent man to consider closer ties with the Sphere's old enemy, the Guild. Sabotage of Arthirian shipyards on Icebox, as well as increasing (albeit unconfirmed) reports of Imperial intelligence activity within Arthirian space have led many of Daxx's advisors to openly suggest that The Empire is preparing for war against both the Sphere and the Guild.

These reports, coupled with stories of the new imperial super-soldiers have made Daxx consider ending the age-old feud between Guild and Sphere in favor of formal alliance. Of course, this may be just the excuse The Empire needs, so Daxx will have to play his cards carefully.



Duchess Murris'sha Qrr'sh, Psi-Mistress

Zin-Shee Female

RATING: 30/16/30

Atk/Dmg: claw, bite, screamer, blaster pistol

Special: *psionics*
Sci: B10/C6/T12
Size: 5'7", 165 lbs
Lang: Zin-Shee, Anthropos, Dracan, Guildspeak

The leader of House Dha's Zin-Shee is a strikingly attractive psi-cat. Her grey and white striped fur is distinctive, and her manner at once friendly and direct. A highly accomplished psionicist, she was chosen to lead Dha's Zin-Shee after long, and sometimes boisterous, meetings throughout Zin-Shee space. Once assigned to Dha Prime, she took charge of the Zin-Shee moon, turning it into a place of typically Zin-Shee luxuries, with comfortable furniture, few real work spaces, and numerous cozy spots for napping.

This is not to say that the Dha Zin-Shee are lazy or do not contribute their fair share to the house — simply that their ways are less formal than other races. To avoid boredom, jobs are traded frequently, so that most Dha Zin-Shee have a wide range of computer, clerical and administrative skills.

Murris'sha is a frequent guest at parties and entertainments in the city of Glory, and is liked for her wit and good humor. Like most of her race, Murris'sha is flirtatious, somewhat nervous, and tends to have a relatively short attention span, but none of these traits seems to affect her skills as a leader.



Gorak

Draca Female

RATING: 16/30/14

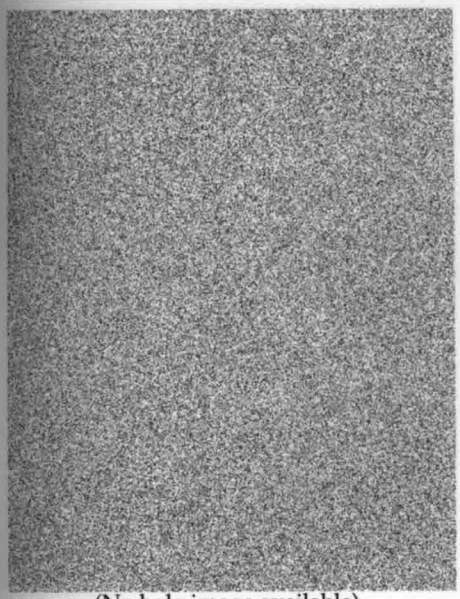
Atk/Dmg: claw, bite, pulse canon, cybersaw
Def/AR: cybernetics

Special: Cybernetically Enhanced
Sci: B16/C40/T20
Size: 6'6", 375 lbs
Lang: Draca, Guildspeak, Anthropos

The Dracan Dha leader is a renegade cyber-lord, who has openly broken with the Holding, and now claims loyalty only to the Guild. She is a truly fearsome-looking individual, heavily modified, with cybernetic eye implants, arms, leg enhancements, armor, built-in weapons, and many other metallic features.

Although her manner is typically Dracan — harsh, straightforward, and unforgiving — Gorak is a complex being, who feels the call of emotions and beliefs alien to her warrior race. Although she has been a merciless killer, she now understands that there is a time and place for healing.

These feelings are relatively new and unfamiliar to the mighty Draca, and she often has to forcibly overcome her natural inclination to solve problems with violence, and eliminate obstacles by eviscerating and devouring them. Those who have spoken to Gorak in moments of comparative repose have found her a surprisingly sensitive being, who is genuinely trying to change, and to understand the new and subtle philosophies which surround her.



(No holo image available)

Gretakk

The leader of the Kathan Emperor's Council of State is a mysterious being who always appears clad in a simple black robe, reminiscent of those worn by the Shanask. Gretakk is thinner and much taller than a Katha, and most believe that the being called Gretakk is actually an alien. Many even claim that it is a Shanask, whether a renegade, infiltrator, or normal Shanask playing its role in an unfathomable conspiracy, no one can say.

It is clear that the Emperor wields considerable power. Many of his capabilities are obviously *Sorce*-based. It may be that the Emperor's *Sorce* powers are gifts from Gretakk, or they may simply be the work of Gretakk itself, casting from concealment and allowing the Emperor to claim credit. The Emperor himself is no less mysterious than his most famous counselor — no one can claim to have looked upon him and survived.

No one has ever gotten close enough to Gretakk or the Emperor to confirm any of the numerous theories which have been advanced regarding this mysterious being, but one escaped palace slave claims to have seen Gretakk's true form — that of a withered, skeletal creature with dead, black eyes. While most dismiss this as the ravings of a superstitious primitive, others are not so sure. Whatever Gretakk is, its influence is considerable, and will probably continue to be for quite some time.



Honored Dha Queen

Kryll Female

RATING: 20/60/16 (MR 4)

Atk/Dmg: mandible, claw, psi-blast

Sci:	B0/C20/T12
Size:	20' long, 3,000 lbs
Lang:	Kryll, Anthropos, Draca, Calemoran, Zin-Shee, Guildspeak

Since her Kryll name is virtually unpronounceable, most Dha members prefer to call her by the rough translation, "Honored Dha Queen." She is the leader of the Kryll hive world.

This hive is combines Kryll from numerous casts, as well as substantial numbers of independent, self-aware Kryll into a single unit. Honored Dha Queen was biochemically modified her own physiology so that her pheromonal secretions insturct the hive to produce pure House Dha Kryll, whose first loyalty is to her and the Guild.

As a result of her contact with Shakna, Honored Queen is able to communicate with all major Guild races. Even when dealing with a race whose language she does not know, she can still communicate using translator-Kryll. Her personality (more of a pre-generated program than anything else, given the Kryll's lack of emotion) is polite and friendly, although she will change it as the situation and the race she is dealing with merits. Communication with the queen is always open, and any member of the House of Dha can easily reach her, providing she is not otherwise occupied.



Jodar

Shanask

This particular Shanask is one of the most mysterious of a mysterious race. He is seen only rarely, and almost never spoken of. Nevertheless, he (or she, or it) seems to play a vital role in Shanask society.

Although the Shanask will neither confirm or deny it, many have speculated that Jodar is the leader of the Shanask. Other, however, contend that he is a rebel and an outcast.

Certainly, Jodar is one of the most powerful Shanask known. Even the other Shanask speak his name rarely, and then with great reverence.

Jodar claims that the greatest threat of the millennium is coming. He claims that what he refers to as "The Ancient One" has returned. As to the identity of this "Ancient One," Jodar remains cagey, but he has gone so far as to suggest that one of the House of Dha's guardian races is actually a spy for the enemy (although, predictably, he will not divulge which one). All that the mysterious Shanask will say is that, "The Ancient One is back, and the dark races must be assembled," and refuses to elaborate. Needless to say, Guild officials are growing weary of Jodar's obscure pronouncements.

Rumor has it that Jodar is working on some master plan to assist Known Space against this threat, in a way which is supposed to span the cosmos and beyond. Supposedly, he is going to test his plan out on the House of Dha (making Dha officials quite nervous).

Whether Jodar's claims are the rantings of a Shanask gone mad, or a warning of galactic danger is a popular topic among bored Dha warriors, but one which seems to make everyone a little uncomfortable.



Jorrm, Vice-President

Anthropos Female

RATING: 20/10/38

Atk/Dmg: cyber darts (death poison 24)

Special: Cybernetically enhanced

Sci: B8/C20/T40
Size: 6'1", 180 lbs
Lang: Anthropos, Guildspeak

Company President Therrokhan's chief rival is this wizened (yet surprisingly strong), 90-year-old woman who has served the Company since birth. She has been a constant thorn in Therrokhan's side, but she is smart enough not to confront him directly, instead using younger allies on the Board to challenge the CEO's leadership and decisions, then stepping out of the picture if her allies are deposed or assassinated. Her skillful manipulation of other board members and stockholders has enabled Jorrm to survive in a position of power for decades longer than most of her fellows.

Jorrm is possessed of an incredible, if somewhat cruel and thoughtless, intelligence, and seems always to be one step ahead of her rivals. Many Company officials have attempted to unseat her without success, and her operatives may be found at all levels of the Company heirarchy, as well as outside of it, seeking commercial advantage for her in Guildspace and beyond.



Ketuvorra Morrax, Marshal

Vulpe Male

RATING: 32/16/24

Atk/Dmg: bite, disc rifle
Def/AR: flak

Sci: B6/C10/T20
Size: 5'4", 160 lbs
Lang: Vulpe, Guildspeak, Anthropos

This contemplative Vulpe is the commander of the Guides, the rangers and border scouts who patrol the fringes of Guildspace. He is relatively shy and retiring, but is capable of backing his orders up forcefully should he need to do so (he rarely does — the Guides as a whole both love and respect their leader). "Old Foxy," as his troops call him, returns their respect, often visiting the wounded in the infirmary, socializing with ordinary scouts, and even accompanying dangerous missions personally. This last tendency drives many of his officers crazy, for they dislike the thought of their commander placing himself in jeopardy, but Morrax continues the practice nonetheless. A recent operation against Dark Alliance bases just within Guildspace, for example, resulted in the marshall taking several wounds, but he continues to ignore requests that he play a less active role in running the Guides.

Morrax enjoys socializing in quiet settings, and loves wearing his black Guides dress uniform. He is known to be something of a dandy, and his office is kept spotless. Morrax is reluctant to talk about his past, but it is reliably rumored that he lost a wife and two children to a pirate raid several years ago, causing him to devote his life to keeping the Guild safe from such tragedies in the future.



Kronn Vorrosk, War-Master

Anthropos Male

RATING: 20/16/30 (Cha 40, MR 10)

Atk/Dmg: punch, combat knife, force gauntlet, pulse rifle, turbo plaz
Def/AR: flak, assault

Sci: B8/C30/T40
Size: 6'6", 300 lbs
Lang: Anthropos, Guildspeak, Draca, Skrak, Skull Cant

The current chief of the Council of Captains which rules the Dark Alliance, Vorrosk is a frightening-looking Anthropos with wild black hair and several cybernetic devices, which replace the eye, arm, leg, hand and ear which he has lost in combat over the years. His brutal life has hardened him into a singularly merciless individual with no regard for life or property.

Recent raids into Guild territory have brought Vorrosk into the limelight, and the reward currently offered to anyone who can bring him to justice has been increased to 100,000 credits.

While he is a virtual sociopath, Vorrosk is anything but stupid, and has an extremely well-developed sense of tactics. Any assault on the Dark Alliance would have to deal with Vorrosk's strategic expertise, a formidable opponent in itself.

In addition, Vorrosk's crew is a collection of some of the most dangerous and desperate fugitives in Known Space — renegade cyber-lords, outcast Calemora, Anthropos mercenaries, and even a Zin-Shee psi-mistress named Kurr'kaath whose specialty is the infliction of pain.



Korok
Calemora Male

RATING: 20/55/16

Atk/Dmg: MA, kray, ta-oon

Special: *psychosomatics*
Sci: B16/C6/T10
Size: 6'2", 450 lbs
Lang: Calemoran, Guildspeak, Dracan

The leader of the House Dha's Calemora is over two centuries old, and has fought for most of his life. He vividly remembers the end of the Blood Feud, almost 70 years ago, and in gratitude to the Guild, he has served them for all the intervening decades. He has gone on many missions for the Guild, and several continue to live on in legend and popular fiction.

Few Dha members can claim a level of devotion and loyalty to the Guild equal to Korok's. He has repeatedly stated his willingness to die, kray in hand, defending the Guild against its enemies, and he instills this heartfelt belief into the Calemoran members of House Dha.

Dha membership, Korok believes, is one of the ultimate expressions of the Code of the Dragon, and he makes certain that those Calemora admitted to the house are the finest warriors available. He is blunt, conservative, and a Calemoran of even fewer words than is normal for his race. Most Dha members consider Korok to be their house's finest fighter, and he is widely respected for it.



Morrsh, Slayer
Murrk Male

RATING: 16/60/10

Atk/Dmg: punch, bite, power axe, disc macro cannon
Def/AR: Flak

Sci: B4/C16/T10
Size: 8', 400 lbs
Lang: Murrk, Impspeak

The most infamous of The Empire's Murrk-warriors, Morrsh leads his own personal unit of the Slain into battle against The Empire's enemies. He is tough, ruthless and highly skilled with both traditional Murrk weapons and modern imperial arms. He loves noise, and explosions, preferably if they are involved in tearing enemies apart. He personally slew the Dracan cyber-lord Hakraa in single combat several decades ago, and since then his reputation has only grown. He relishes the thought of battle against the Guild in general, and the Calemora in particular.

Although Murrk are not well known for their intelligence and subtlety, Morrsh seems to have a sixth sense when it comes to tactics and command. Normally slow (and, in the eyes of many, downright stupid), Morrsh comes into his own on the battlefield, seeking out enemy weak points with uncanny accuracy, striking at exactly the right moment, and committing force in precisely the correct amount. Despite the fact that he is officially under Kathan command and control, Morrsh is usually his own man in combat, beholden to no one, given complete freedom by his Katha overlords, who trust his judgement implicitly.



Nelos, Admiral
Anthropos Female

RATING: 10/12/32 (WP 32)

Atk/Dmg: pulse pistol
Def/AR: Flak

Sci: B12/C16/T32
Size: 5'9", 145 lbs
Lang: Anthropos, Guildspeak, Calemoran, Draca, Zin-Shee, Impspeak, Kryll

The House of Dha's supreme leader is a middle-aged, tough-looking woman with greying hair and a stern, scarred face. She has fought along virtually every Guild frontier in her long career, engaging pirates, raiders, and various enemies from the small states in and beyond the Guild. Called out of retirement to command the Anthropos contingent of Dha, she at first refused, preferring to stay at her country estate on Guildhome, tending garden and raising bees. When informed of developments on the imperial front, however, she agreed to the Guild's request, and today runs a tight, professional organization from her office on the Anthropos moon.

Nelos is a strong, uncompromising commander, but is at the same time both fair and compassionate. She has seen the horrors of combat up close, and now strongly believes that the best way to deal with conflict is to head it off before it begins, by whatever means necessary. She has little in the way of a social life, having dedicated her life to the fleet and (now) to House Dha. At formal occasions and parties (which she attends only reluctantly), Nelos is stiff and uncomfortable, preferring to be back at her desk managing Dha affairs.



Pakk Shraa, Ground Marshal

Rakka Male

RATING: 20/30/20

Atk/Dmg: pulse rifle, plasma sword
Def/AR: flak

Sci: B10/C16/T20
Size: 6', 190 lbs
Lang: Rakka, Guildspeak

A grim-faced, somewhat cynical Rakka who rose through the ranks to the high command of the House of War, Shraa is responsible for the ground and orbital space defense of the Guild. He is from the famous pack alpha on his homeworld.

Shraa has risen through the ranks, from a celebrated officer to a talented strategic commander, and finally, to supreme leader of Guild planetary forces. He takes his job very seriously, and has all but vanished from the affairs of his pack. Distraught, his fellow Shraa Rakka have selected a temporary alpha, but still consider him their leader.

Shraa's dislike of imperials may amount to downright prejudice, for his philosophy seems to be that "the only good katha is a dead katha." While this attitude is regrettable in any servant of the Guild, it is downright obstructive when dealing with imperial diplomats and representatives, so the marshall is usually left out of high-level discussions with the Empire.

Shraa is still a skilled soldier, who still likes to take the latest armored vehicle through its paces. His subordinates, Rakka, Anthropos and other races, generally respect him, but his humorless and demanding qualities have made him few friends.

(No holo image available)

Petra Dredd, Captain

Anthropos Female

RATING: 20/24/20

Atk/Dmg: punch, power axe, pulse cannon
Def/AR: flak, marine

Sci: B10/C16/T32
Size: 6'2", 210 lbs
Lang: Anthropos, Guildspeak, Skull Cant

The best-known pirate in the Brotherhood of the Skull, Dredd is feared throughout Guildspace and beyond. Few can claim to have actually seen her, so stories of her appearance and personality abound. Some claim that she is stunningly beautiful, and kidnaps handsome male Anthropos as concubines. Others say that Dredd was hideously disfigured in a battle with Guild ships, and constantly wears a suit of powered armor, slaying males and females alike as vengeance for her injury.

Whatever her true appearance and habits, Dredd's reputation is nothing short of legendary, and few have survived her attacks to tell of them. Those rare reports of her capabilities and tactics paint a portrait of a ruthless commander with a flotilla of up to a dozen well-equipped, stealth- and cloak-equipped starships.

The Guild has posted a massive reward for her capture, but thus far no one has even come close to succeeding. A flotilla of House Star' vessels was recently annihilated by Dredd's flagship, the *Revenge*, and the infamous pirate queen remains at large, free to ravage the spaceways.



Shaenll'aa, Psi-Mistress

Zin-Shee Female

RATING: 30/8/32

Atk/Dmg: bite, claw, blaster pistol

Special: *psionics*
Sci B8/C12/T24
Size: 5'6", 200 lbs
Lang: Zin-Shee, Anthropos, Guildspeak

Acknowledged as the most powerful psionicist in Zin-Shee space, Shaenll'aa has forsaken the chaos of traditional psi-cat society, and retired to her private planetoid, on the edge of Zin-Shee space. She allows a small number of female would-be psionicists to study with her each year. Applicants are expected to arrive at the minimal landing facilities hundreds of miles from Shaenll'aa's home, and travel the intervening distance on foot, with only as much food and water as they can carry.

Those who manage to reach Shaenll'aa's home still have a task ahead of them. Applicants must then prove their power and worthiness in a series of tests and interviews. In the end, Shaenll'aa accepts no more than five students a year, who are given the best psionic training possible, and are known throughout Zin-Shee and Guildspace as the finest psionicists available.

Mistress Shaenll'aa herself is quiet, reserved, and contemplative, all rare traits for a Zin-Shee. No one knows how old she is, although her appearance is that of a young Zin-Shee female. It is also not known whether she takes consorts, but this is only one of many mysteries regarding the most celebrated psi-mistress in Zin-Shee space.



Shakna
Shanask

When the Shanask arrived in Guildspace, their strange black moon appearing in the skies above Dha Prime, this lone, powerful Shanask was the first to contact Guild personnel. Since then, Shakna has been acknowledged as the leader (or at least the primary representative) of the Shanask. Shakna does not talk about his past, or the history of his race, save to drop a few veiled hints that he and the Shanask are very old, and remember ancient conflicts and enemies now lost even to legend.

Shakna obviously commands vast powers but, in keeping with the rather conservative Shanask personality, rarely shows them off in overt ways. He has no real statistics, as he is capable of doing virtually anything he wants.

When asked about Jodar and his proficiencies, Shakna only grows silent for a moment, then says that Jodar's claims are "hopefully the rantings of an old fool," in a disturbingly sombre and introspective voice.

Like all Shanask, Shakna prefers to keep to himself and is rarely seen at Dha functions.

The rumors of Jodar, Shakna, and the Shanask are currently the hot topic among Dha personnel, but these rumors are only discussed behind closed doors and dim lighting with frequent interruptions to listen for strange sounds.

Shakna is intended to be a recurring NPC who is a source of information, advice, and occasional assistance when PCs get in over their heads. His use should be sparing, and he should always be described in highly mysterious terms.



Tiann Shea, Lt. Col.
Anthropos Female

RATING: 20/16/32

Atk/Dmg: pulse laser pistol, combat knife

Sci: B10/C20/T40
Size: 5'10", 155 lbs
Lang: Anthropos, Arthirian, Guildspeak

Colonel Shea is the highest-ranking fighter pilot in the Guild. Her fighter currently carries over 60 kill markers, with Dark Alliance, Combine, Skrak, and many other spacecraft to her credit. She is presently mulling over an offer to join the House of Dha as a fighter instructor, but is loathe to abandon her current active status and the excitement which it provides.

Several holovid series have chronicled Shea's career and adventures — thus far, all have portrayed Shea and her squadron as hard-drinking, devil-may-care outcasts. In the minds of popular entertainers, Shea's Black Cat squadron always pulls together just in time to save the Guild from yet another invasion from the Alliance or Combine, and manages to shoot down dozens of enemy craft without even having to look through gunsights.

Shea's real-life exploits are no less exciting than those portrayed in the popular media. Once shot down and presumed dead, she managed to land her crippled craft on a Dark Alliance forest world, make her way through hostile terrain to a pirate base and single-handedly steal a small starship, returning to the Guild with information on an upcoming Alliance raid. Returned to active duty, Shea helped to defeat the very raid she had warned of, scoring four more victories in the process.



Shurra Hassa, Baron
Zin-Shee Male

RATING: 35/18/24

Atk/Dmg: bite, claw, screamer, warrior claws
Def/AR: force field

Sci: B10/C12/T20
Size: 6'2", 200 lbs
Lang: Zin-Shee, Anthropos, Guildspeak

The Zin-Shee merchant house, Hassa, is one of the largest in Guildspace. Shurra, the male leader of the house, is a shrewd businessman with an innate ability to sense rich sources of profit.

Hassa is a typical Zin-Shee — fastidious, high-strung, changeable and fickle, but he manages to suspend his natural Zin-Shee disinclination toward hard work in regard to his extensive business holdings. Most of his subordinates and family members are less scrupulous, happy to spend the credits which Hassa earns, but he does not seem to mind.

The talent and business acumen of the Hassa family is famous throughout Known Space, and has not gone unnoticed by such powers as The Company, who thoroughly dislike the thought of a skilled competitor. Company assassins and operatives have acted against House Hassa on several occasions, with varying levels of success. Most of the time, however, damage to Hassa and its resources has been limited. The baron himself was once wounded by a Company attacker, but this has not deterred him in his drive to further profit and expand his business empire.



T11
Android

RATING: 16/60/24

Atk/Dmg: punch, pulse rifle, disruptor (special), missile (16/8MVx)

Sci: B0/C0/T40
Size: 7', 600 lbs
Lang: Anthropos, Guildspeak

This highly intelligent android is the first successful member of what may become the Guild's newest race. T11 is currently a member of the House of Dha. While he is not the first self-aware member of the T series of androids, he is the most advanced and independent.

T11 is similar to the other members of the T series — bipedal, two arms, a humanoid head sporting a complex sensor array, with mother-chip and central processing unit well protected in his armored midsection. He carries a variety of weapons, but is never without a curious weapon which he found in Aerolk space. Its main body is a single-shot rocket launcher, which shoots a missile that inflicts 8MVx damage.

Atop the weapon, however, is a small device which resembles a targeting scope. This weapon is some sort of molecular disruptor which causes its targets to burst into light.

Once a hit is obtained with the weapon, it inflicts 6H cumulative damage per turn. This is not actual damage, for should the beam be interrupted, it inflicts no harm, and all accumulated damage is lost. Once the damage has exceeded the combined total of the target's AR and Vit, the target immediately bursts into a million twinkles of light and is gone.



Therrokhan, President
Anthropos Male

RATING: 24/10/32

Atk/Dmg: blaster pistol

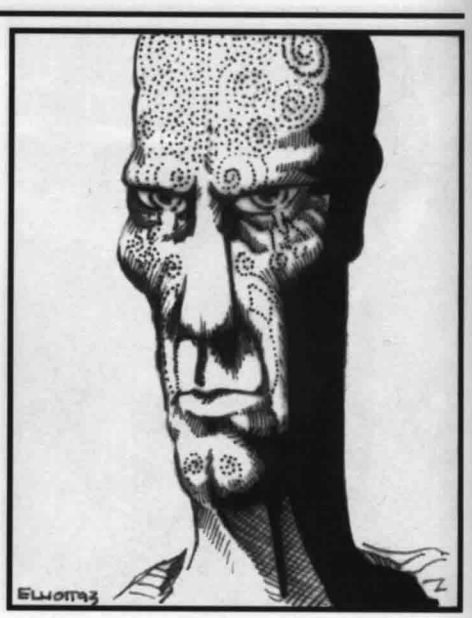
Sci: B10/C20/T40
Size: 5'8", 125 lbs
Lang: Anthropos, Arthirian, Guildspeak

CEO of the vast, interstellar business empire known only as The Company, Therrokhan has served as its leader for the past decade. Profit has improved substantially under Therrokhan's command, and the Board remains pleased with his leadership.

Approaching 50 years of age, Therrokhan is currently in the process of completing the computer matrix which will store his awareness and personality, enabling him to serve as president indefinitely.

Therrokhan's origins are shrouded in mystery. Many claim that he is an outsider who bought his way into the company in a quest for power. Others believe that he is a genetically engineered being, created specifically as a creature of the company, to embody fierce competitiveness and an utter lack of mercy or human compassion.

Whatever his origin, there is no doubt that President Therrokhan is a ruthless businessman who never lets consideration for suffering, violence, or deprivation of others stand in his way. His current rivalry with Vice President Jorrm may well split The Company, but time will tell what the actual outcome will be.



Tsewa, Honored Slave General
mBari Male

RATING: 30/45/16

Atk/Dmg: punch, spear, disk rifle
Def/AR: flak, scout

Sci: B6/C16/T16
Size: 7'9", 325 lbs
Lang: mBari, Impspeak

This mBari commander is one of the finest in The Empire. Favoring the extensive use of air support and cybernetic armor, he has advanced far from the primitive warfare of his ancestors. He is a very handsome member of his race, and has been granted the services of many "Honored Consorts" by the Emperor, but he does not let such indulgences cloud his judgement or skill.

Tsewa's most recent triumph was against well-armed and highly trained imperial gladiators on the planet Tenien. In a brilliant campaign, he cut the main force of rebels in two, defeating each in detail with a combination of prolonged air attacks and pinning assaults on their front with ground troops and cyber-tanks.

Currently, Tsewa is eager to try out his new tactics against what he considers a worthier foe — the Guild. He has prepared extensive contingency plans for dealing with all aspects of the Guild military, but has not considered the possible effects of the House of Dha (its secret remaining intact, for now). Should this potent fighting force be added to a conflict between Guild and Empire, the general's plans may well be thrown into chaos.



Turavana Syla, Chief

Anthropos Female

RATING: 24/14/32

Atk/Dmg: pulse (all), combat knife
Def/AR: flak

Sci: B8/C12/T32
Size: 6', 190 lbs
Lang: Anthropos, Guildspeak, Skrak

The House of the Star is a rough, dangerous posting, where the space police, often outmanned and outgunned, fight an unequal struggle against pirates, raiders, smugglers, slavers, and other similar lawbreakers. Star is a place for rugged individualists who love a challenge and don't mind looking death in the face on a daily basis.

Chief Syla is a perfect example of this. Relatively young for such a posting, Syla enjoys the excitement and danger of policework, and (like Morrax of the Guides) will often accompany patrols on dangerous missions personally. Most of Syla's officers feel she has a deathwish, but as this is not uncommon in the House of the Star, they don't make an issue of it.

Syla is a prime example of Anthropos development — strong, fast, extraordinarily lucky, and attractive enough to be the object of numerous fantasies on the part of younger officers (fantasies which, regrettably, never seem to be realized). She has no real interest in romance or relationships beyond those necessary to maintain her sanity. Syla's real love is policework, and nothing will distract her from it.



Val Markala, President

Anthropos Male

RATING: 16/12/40

Atk/Dmg: pulse pistol

Sci: B8/C12/T24
Size: 6', 165 lbs
Lang: Anthropos, Draca, Zin-Shee, Guildspeak

The elected leader of the Great House (and thus the Guild), Markala has spent a decade in the diplomatic and governmental corps, and is highly experienced in dealing with crises, both foreign and domestic.

A handsome man with little taste for combat, Markala can nonetheless turn into a veritable pouncer-cat when he feels the welfare of the Guild is threatened. In times of crisis, Markala is able to twist arms and persuade enough Great House members to see reason that his emergency measures are usually passed quickly. He is currently preparing for hostilities with The Empire, as well as for conflict with a sizeable faction of Great House members who favor concessions to the Katha in exchange for peace.

Markala is sometimes criticized by political rivals for his rather uncompromising style and strong-arm legislative tactics. But few deny that the president is a capable leader, and that his style gets things done. He has made many enemies over the years, however, and some are willing to go to any length to unseat him, and may even consider using violent means to do so. Markala's skills as a politician and diplomat may be stretched to the limit should The Empire or his enemies ever decide to act against him.



Zha, Ancient Dragon

Calemora Male

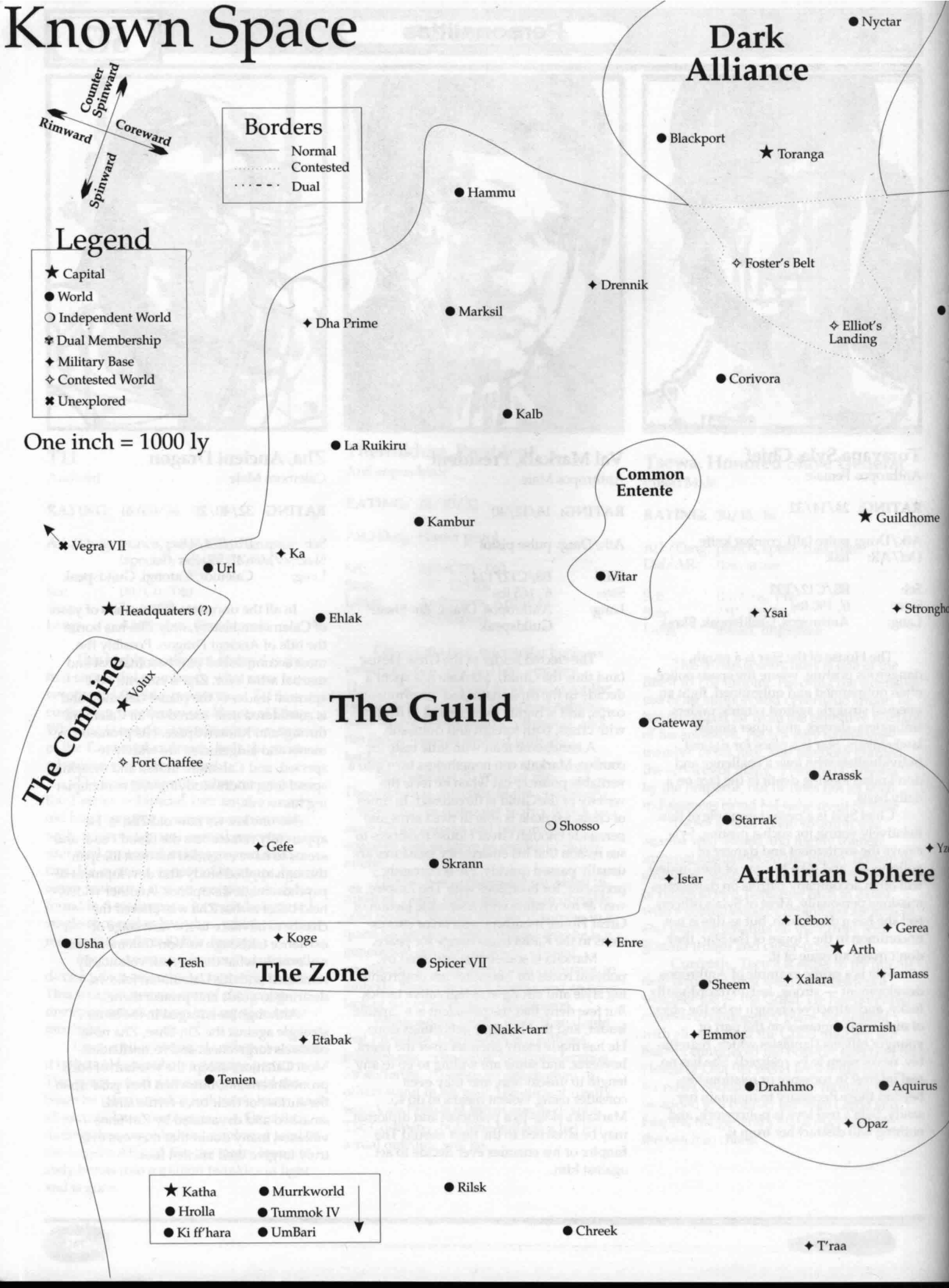
RATING: 32/40/20

Sci: B10/C4/T8
Size: 6'4", 550 lbs
Lang: Calemor, Catongi, Guildspeak

In all the uncounted thousands of years of Calemoran history, only Zha has borne the title of Ancient Dragon. Possibly the most accomplished psychosomaticist and martial artist ever, Zha is currently the spiritual leader of the planet Calemor, and is considered near-sacred by all Calemora throughout Known Space. His pronouncements and judgements are widely respected, and Calemora mutak and dragons spend long hours studying and contemplating his words.

No one knows how old Zha is. He apparently remembers the Blood Feud, and seems to have extended his own lifespan through applied study and development of psychosomatic disciplines. Another widely-held belief is that Zha was offered the chance to advance to the next stage of existence (although no non-Calemora can say exactly what that is), but voluntarily remained with his Calemoran fellows, desiring to guide and protect them.

Although he engaged in the bitter struggle against the Zin-Shee, Zha now counsels forgiveness and reconciliation. Most Calemora accept the wisdom of such pronouncements, but when they gaze upon the surface of their once-fertile land, smashed and devastated by Zin-Shee violence, many doubt that they can ever truly forgive their ancient foes.


Known Space
Counter Spinward
Rimward
Coreward
Spinward
Borders
Normal
Contested
Dual
Legend
Capital
World
Independent World
Dual Membership
Military Base
Contested World
Unexplored
One inch = 1000 ly
Dark Alliance
Nyctar
Blackport
Toranga
Hammu
Foster's Belt
Drennik
Marksil
Dha Prime
Elliot's Landing
Corivora
Kalb
La Ruikiru
Common Entente
Kambur
Guildhome
Vegra VII
Ka
Url
Vitar
Headquaters (?)
Ehlak
Ysai
The Combine
Volux
Fort Chaffee
The Guild
Gateway
Arassk
Starrak
Shosso
Gefe
Skrann
Istar
Arthirian Sphere
Icebox
Gerea
Arth
Usha
Koge
Enre
Tesh
Spicer VII
The Zone
Sheem
Xalara
Jamass
Nakk-tarr
Emmor
Garmish
Etabak
Tenien
Drahhmo
Aquirus
Opaz
Katha
Hrolla
Ki ff'hara
Murrkworld
Tummok IV
UmBari
Rilsk
Chreek
T'raa


Skarr Empire
Aerolk Space
The Dominate
Utopia (?)
Actileh
Uukr'aa
Hoffi
Kree'kree
Zin-Shee Matriarchy
Greenworld
Lirri
Fashim
Rak'shhr
Sheapa
Fravir
Calemor
Hammarik
Seril
Dolos
Uru
Kimmiri Station
Che'rrh
Canip
Yawwlin
Samis
Hukkra
Armis X
Nenel
Free Traders Republic
Mirrok
Torav
PackDen
Lair Drasshik
Halima's Realm
Dracan Holding
Gozom
Lair Akkmakk
Starway
Sahir
Zashara
Lair Hakariss
Alaki
Shalimma
Lair Thar
Ka-Ma-Kolak
Sharak
Connor's Rift
Haven
Egg-Home
Gruz
Lair Urkaa
The Zone
Lair Tlava
Donova
Emeh
Lyrri
Torianis
Lair Kimak
Vilos
Tularamu
Tnemmo
Phytous
Midrest
Jangir
Skell
The Empire
The Kingdom

NPC Life Forms

Ahuk 52
Anthropos 52
Calemora 52
Cloud-Manta 53
Ch'aak 53
Da-han 53
Dhardoun 54
Dirigibles 54
Draca 54
Drassk 55
Dreadar 55
Eefo 55
Hammu 56
Haochann 56
Helav 56
Horak 57
Horassa 57
Jangiri 57
K'lak 58
Katha 58
Kryll Warrior 58
Kurg 59
Kurr'ssa 59
Lirrit 59
mBari 60
Mindspider 60
Moriam 61
Murrk 61
Neidasca 61
Neodogs 62
Ornax 62
Oro 62
Per'kiff 63
Porasha 63
Pouncer 63
Rakka 64
Sand-Squid 64
Shanask 64
Shar-Ka 65
Sheem 65
Sidera 66
Skrak 66
Skrikka 67
Stellarnites 67
Swampworm 67
T'skaa 68
Uruk 68
Vulpe 68
Wurro 69
Xaltir 69
Xlralli 69
Yrrax 70
Zin-Shee Male 70
Zin-Shee Female 70

NPC Personalities

Borazza Irin, General 71
Dakkon Hakkaris, Egg-mistress .. 71
Dalos Smitz, Grand Admiral 71
Daxx, General 72
Duchess Murris'sha
Qrr'sh, Psi-Mistress 72
Gorak 72
Gretakk 73
Honored Dha Queen 73
Jodar 73
Jorrm, Vice-President 74
Ketuvorra Morrax, Marshal 74
Kronn Vorrosk, War-Master 74
Korok 75
Morrsh, Slayer 75
Nelos, Admiral 75
Pakk Shraa, Ground Marshal 76
Petra Dredd, Captain 76
Shaenll'aa, Psi-Mistress 76
Shakna 77
Tiann Shea, Lt. Col. 77
Shurra Hassa, Baron 77
T11 78
Therrokhan, President 78
Tsewa, Honored Slave General ... 78
Turavana Syla, Chief 79
Val Markala, President 79
Zha, Ancient Dragon 79

Table 1: Ratings

Finesse	Physical	Mental
Atk	Dmg	—
Def	AR	—
MR	Vit	—
Nish	Shock	Luck
Dex	Str	Int
Spe	FR	Awa
—	WP	Cha
Finesse Sk	Physical Sk	Mental Sk



The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders:

1-800-880-8880

TGL#10300
7 61769 10300 4
ISBN 1-56974-004-6

© 1993 Dream Quest Games, Ltd., All Rights Reserved

Adventure

For Rank 0 Characters

#11000

METASCAPE

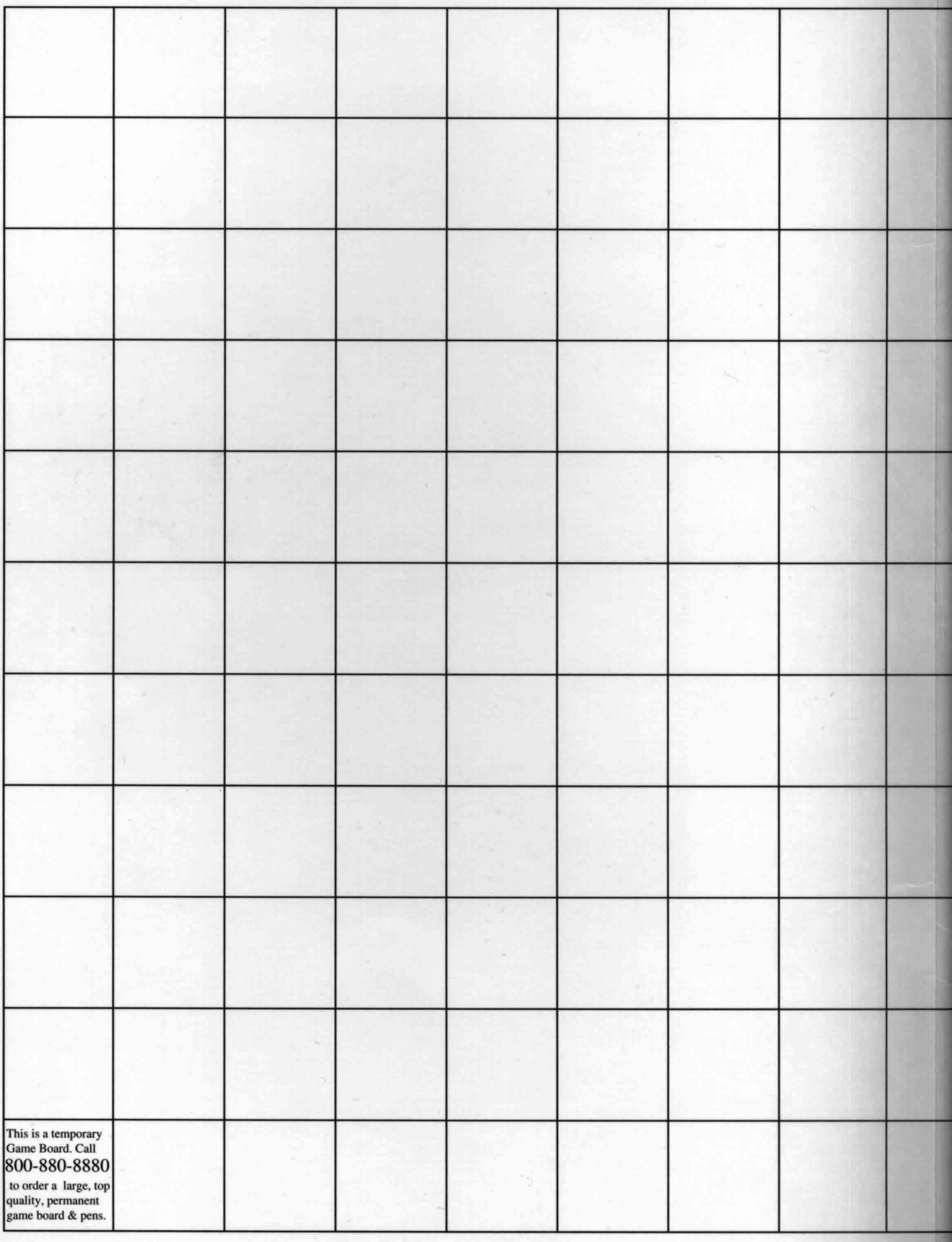
GUILD SPACE

Shakna-

Assault on the Hive



GAMELORDS


This is a temporary Game Board. Call
800-880-8880
to order a large, top quality, permanent game board & pens.

1st Adventure of the Darmoth Series

Credits

Concept: Blake Mobley
Design: Anthony Pryor
Development: Blake Mobley, Anthony Pryor, David Webb
Text Edit: Jeannie Davis, Anthony Pryor
Color Art: Mark Maxwell

B/W Art: Clint Collins, David Deitrick, Lori Deitrick, Darryl Elliot, Debbie Hughes, John Mayer, Mark Maxwell, Chris Shram, Timothy Wilson
Cartography: Karen Fonstad, freehand drawing by Blake Mobley
Layout: Blake Mobley, Renay Mobley, Dianna Mobley, Anthony Pryor, David Webb

"Mechanoids" and "The Mechanoid Invasion" are registered trademarks owned by Kevin Siembieda. Neither these trademarks nor "Mechnoids" may be used without express written permission of Kevin Siembieda

METASCAPE, GUILD SPACE, and GAME LORDS are all trademarks owned or licensed by Dream Quest Games, Ltd.

© 1993 Dream Quest Games, Ltd., All Rights Reserved. Printed in the U.S.A.

This work is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Dream Quest Games, Ltd.

ISBN 1-56974-005-4

Product #11000

The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders Call:

1-800-880-8880

Table of Contents

Introduction 2
- Welcome to Adventure 2
- The Plot 2
- NPC List 3
- GM Tips 3

1 — Defenders of Dha 4
- Players' Introduction 4
- Crisis 4
- The Shanask Moon 5
  - Into the Unknown 6
  - Crossing the Moon 7
  - Enter Shakna 7
- To Save the Guild 8
  - If There are Shanask or Kryll PCs 8

2 — Assault on the Hive 9
- Alien Space 9
- Battle in Space 9
- In the Hive 10
- Exploring the Hive 11
- Overview of the Hive 12
- Fighting the Kryll 12
- Special Rooms and Locations 15
- Life Forms and Traps 21

3 — Meeting the Queen 25
- Ending the Hunt 25
- The Final Confrontation 26
- Shakna Returns 26
- For Kryll and Country 27

4 — The Aftermath 29
- Meeting with the Admiral 29
- Rewards 30
- The Future 31

Sample Map 32

Introduction

Shakna was tired. Outsiders might have thought it strange that a being of Shakna's nature might grow tired, sleep, or even require sustenance. But he (or she, or it —such concepts were irrelevant to a Shanask) was tired — aching with weariness to the depths of his very soul.

The journey had been long and difficult. Moving an entire world was an undertaking which strained the resources even of the Shanask. Still, Shakna and the other Shanask who now inhabited the Sorce-moon knew that they had no choice. Terrible events were unfolding, and it was their task — no, their duty — to stop them.

Shakna watched as glowing blue lines of Sorce energy burned brightly, then faded, revealing the battered proto-planet below. The transference had succeeded, but Shakna still felt waves of instability wash over the Sorce-moon, and felt it waver and shift in its new location. More energy would be needed to stabilize it.

With a resigned sense of determination, Shakna prepared to channel what little Sorce-power he still possessed to the stabilization of the Sorce-moon.

Shakna paused. A disturbance had entered the Sorce-field which surrounded the moon. From the surface of the proto-planet a tiny vessel rose, making swiftly toward the glowing blue prominence of the Shanask moon.

Reaching out fine tendrils of Sorce energy, Shakna touched the spirits of those within the vessel. He felt a variety of sensations. He felt the uncertainty and calm courage of the primate-descended commander, the one which called itself an Anthropos; the unemotional acceptance of duty and stern body control of the massive being called a Calemora; the swift, rapidly changing thoughts and deep, pulsating psionic power of the feline creature known as a Zin-Shee; and finally, Shakna felt the primitive drives of the reptilian Draca, a being of merged flesh and machine, with potential for both great good and great evil.

These were the ones whom Shakna needed to warn. But it was too soon, too soon! The Sorce-moon still wavered and shifted in this reality, and Shakna's power was needed to keep it stable.

Yet now the others came. Dedicating what little power he could to maintaining the Sorce-moon's existence, Shakna moved, smoothly and silently, his tall, hooded form emerging from darkness and gliding across the polished floor of the chamber, toward the moon's surface, where the others now approached, their minds roiling with fear and uncertainty.

Shakna did not yet know what he would say to the outsiders. But the others must — must — be made to understand the terrible gravity of events.

The survival of this Scape depended on it.

Welcome to Adventure

Shakna — Assault on the Hive is the first adventure in the Guild Space™ Setting. It chronicles a very important incident in the history of the Guild — the introduction of two major races, the Kryll and the Shanask. It takes place before the history described in the *Setting Guide*. Allow your players to read the Overview/Quickstart section of that book, but not the history section, since it would reveal events in this adventure.

Make your players aware of all the different races available for play. If any wish to play Shanask or Kryll, let them, but make sure they know that these races will not enter into the adventure until later, and they will be playing NPC mechnoids until that time.

Read the entire adventure before running it — there are many suggestions for effective game mastering and role-playing, and it is important that you keep the overall plot in mind as the adventure progresses.

The Plot

The House of Dha is almost fully operational. Admiral Nelos has issued an unprecedented decree that all Dha teams who have completed their training be promoted to Rank 1, circumventing the typical requirement that a team complete an official mission before becoming "ranked." Although many teams have yet to finish training, the PCs are among those who have. As they prepare for the great event which is soon to take place — their promotion to the status of full-fledged Dha members — a dire crisis threatens the Guild. A gigantic alien starship has entered Guildspace, and fought an engagement with elements of the Guild fleet. The House of Dha has been summoned to intercept the aliens, and all ranked Dha personnel are to report for duty.

Unfortunately for the characters, they have yet to receive their promotion documents, and are left behind on Dha Prime while the Dha fleet sallies forth to confront the aliens. As the adventurers remain in their barracks, reflecting upon their cruel fate, another event of terrible significance occurs.

A mysterious black moon appears in the skies above Dha Prime, carrying with it a race of powerful, robed aliens who call themselves the Shanask, and command the secrets of a mystical power called the *Sorce*. The Shanask's representative, Shakna, tells the team that the invaders are a race of evil aliens called Kryll, and the only way to stop them is to directly confront their hive-queen in the depths of their vast bioship.

Assisted by Shakna's Sorce powers, the team is transported to the hive-ship, where they enter and fight their way through legions of Kryll and their biotechnological weapons. In the final confrontation with the hive queen, Shakna arrives to aid the characters, but discovers that he was mistaken. The Kryll are not hostile, and the coming battle is a result of a terrible misunderstanding.

The team now desperately races toward the two fleets, heading off the battle before any lives are lost. Hailed as heroes, the characters return to Dha Prime, while both the Shanask and Kryll are escorted to

Guildhome. The Kryll, it turns out, have brought warning of a terrible danger which may soon confront the Guild.

As noted above, Kryll and Shanask will be allowed as player characters, but must follow some minor restrictions, as detailed in the main body of the adventure.

NPC List

The following section lists those creatures likely to be encountered during play, along with maximum numbers. Those marked with an asterisk are unique to this adventure, and not listed in the *Setting Guide*. This list is provided so that you can look up information and prepare miniatures and chits for the upcoming encounters.

Ships and Mechnoids

1	Battledroid	
10	Kryll Bioships	
0-4	Scidroids	
1	Starship (The Concordance)	
1	T'skaa	

Kryll

6*	Cattlebugs	4/4/4 (Vit 20)
2*	Elite Guardians	20/30/10
2*	Elite Warriors	12/18/8
4*	Farmers	6/4/12
8*	Guardians	15/25/10
1*	Hearder	6/16/6
1	Hive-queen	20/60/6 (MR 4)
2*	Living Mortars	12/16/4 (16x Dmg)
1*	Living Tank	6/24/4
20*	Lymphatic Fish	6/6/4
10*	Maint. Creatures	Varies
6*	Nursemaids	6/610
6*	Porters	10/8/1 (MR 4, Str 24)
2*	Predators	20/16/6 (MR 12)
1*	Scavenger	6/20/3 (Vit 120)
1*	Sentry	6/4/10 (Vit 12, Dmg 30x)
2*	Shock Beasts	14/18/4
1*	Translator	16/4/16
10	Warriors	8/18/8
30*	Workers	6/8/4

Other

4	Kurg	8/8/12
1	mBari	16/26/8
1	Shar-Ka	16/20/16
3	Skrak	10/10/8
2	Xaltir	16/16/6
1	Yrrax	16/35/5

Dha

1	Admiral Nelos
1	Colonel Kalad
1	Shanask (Shakna)
?	Miscellaneous Dha Personnel

GM Tips

This adventure utilizes a unique design. The intent of the design is to introduce GMs to the art of adventure creation (i.e., making your own adventures) and to allow elements of this adventure to be played several times as described below.

This adventure will sequentialy lead the GM through the beginning of the plot line (described above). However, once the plot line reaches the Kryll hive, the adventure simply presents numerous encounters without a structured sequence. It is here that the GM may begin learning the art of adventure construction.

As the plot above indicates, the PCs will adventure through the Kryll Hive until they eventually reach the Queen's chamber. What you (as GM) need to do is draw out a map, placing selected encounters from the lists in this adventure. Choose encounters based upon your player's preferences. If your group prefers power gaming (i.e., lots of combat), then select lots of combat encounters. If your group prefers more intensive roleplaying and problem solving, then select these types of encounters.

We have supplied you with a wide variety of encounters (and lots of them) so that you can make the character's trek from the outer surface of the hive to the Queen's chamber last one game night or take several gaming sessions to complete. Again, the choice is up to you as GM.

Now, read the rest of this adventure, and then prepare a map of the trek through the hive. To show you how, a small sample map has been drawn out on the last page of this adventure. Notice the simplicity of this map. Don't spend a lot of time drawing your map, instead spend a lot of time considering your map's layout (and thus the plot line). Construct your map along a plot line which **your players** will enjoy.

Once you have completed this adventure, you can use it to play several other games — ones which you make up. We recommend that you have one of the larger Kryll bioships defect from the Hive (i.e., they slip away in this adventure's combat). The team's mission is to hunt the renegade bioship down before it can cause harm, and take control (likely requiring a Kryll PC). The Kryll Queen has denounced the ship's crew and proclaimed them "casualties of war." Now, lay out a plot, construct maps of the kryll bioship (using encounters from this adventure and ideas of your own), and then adventure on...!

1 — Defenders of Dha

If any players chose Shanask or Kryll PCs, allow them to play lightly armed battle droids (10L/6H/8L armed with a blaster weapon and a quad launcher). Take these player's aside and explain to them that the androids are only temporary and they should not worry about their statistical details.

Players' Introduction

Read or paraphrase the following introduction to your players.

Welcome to the realm known as Guildspace. The Guild is a large alliance of Anthropos, Calemora, Zin-Shee, Draca, and other races who share a belief in peaceful expansion, exploration and discovery. You are new warriors in the House of Dha, the newest, most powerful elite force in the Guild, created to counter the threats of the Empire, the Dark Alliance, and other enemies.

The House of Dha's very existence remains secret to all but the highest ranking Guild officials. In your hidden base, the protoplanet Dha Prime, deep within the misty reaches of the Acropolis Stellar Nursery, the legions of Dha are nearly assembled.

Dha Prime is a barren, airless ball of rock. Hundreds of small, hot stars fill the sky, glowing dimly through the veil of stellar matter which surrounds the planetoid. Dha Prime is orbited by four moons transported here through dimensional wormholes created by the vast Superdreadnaughts of the Guild. Each moon represents and serves as headquarters for one of the four Guardian Races, the major members of the House of Dha.

The only real settlement on Dha Prime is the city of Glory, a 50-mile wide urban area completely covered by a meteor-proof dome, protected by stealth shields and force barriers. Here, amidst over a hundred races, and architecture from dozens more, the warriors of Dha receive their training and equipment, and prepare for the unknown.

Four days ago your team was both shocked and astatic when Admiral Nelos, the supreme Dha commander, decreed that all fully trained teams were to be promoted to ranked Dha warriors (rank 1). *These orders were to be carried out immediately and teams would be considered promoted once they received their papers and emblems. Although many teams have not yet completed their training, you are among those who have (though just by a week).*

At this point, have the players introduce their characters, and say a few words about themselves. This will serve to give everyone some idea of the group's capabilities, and how given characters can be expected to react. Particularly good introductions may be rewarded with one AP.

If they have not already done so, the players should decide on a name for their team at this point, and possibly even design team arms and a banner.

If you wish to play up this segment, or add more realism, draw the PC's barracks (use an ad-lib layout) and have them place their miniatures on the board. If PCs wish to play cards, spar with practice weapons or otherwise interact, this will encourage such activities, and help them to establish their characters' personalities.

Crisis

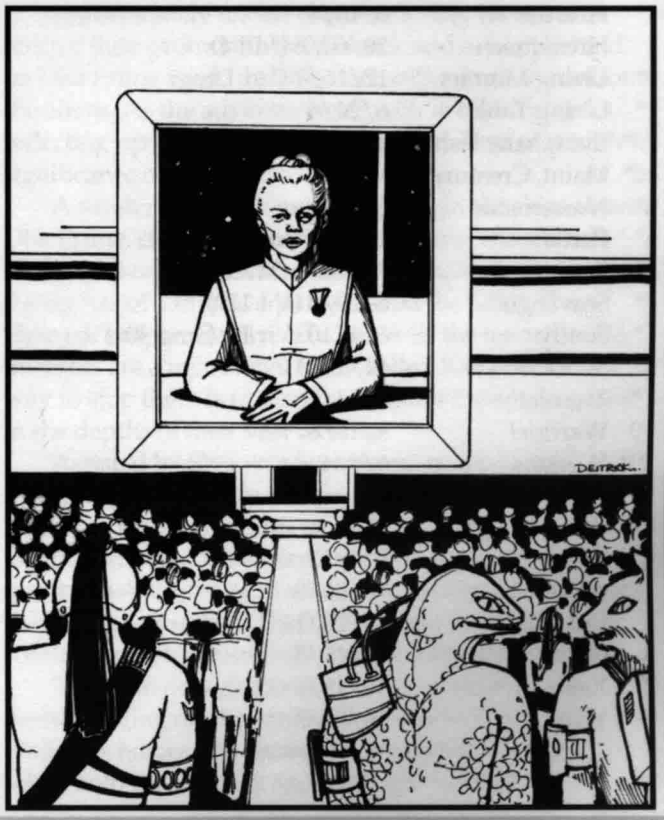
After the players have completed introductions, read the following out loud.

Although you are proud to have completed your training as Dha warriors, you are frustrated by a minor bureaucratic snag. Your paperwork has been lost, delaying your official promotion to fully-ranked warriors. You grit your teeth and endure the delays, knowing that the delay is only temporary, and that you will soon take your place in the ranks of Dha.

As you are passing your hours of free time after daily training, you hear the wailing of klaxons all across the city of Glory, and your communications terminals begin to flash, signaling a planet-wide alert.

After a few moments, a voice blares forth from all communication devices. "Attention! All Dha personnel report to the parade grounds in full combat gear, immediately!"

The message repeats several times.



Allow the players to react to this message. Play up the noise and chaos which erupts throughout Glory as thousands of Dha warriors hustle into the streets, load up on transports, and make their way toward the parade grounds near the center of the city. Shuttles are difficult to obtain, and the parade ground is 20 miles from the PCs barracks, so make them work to get a ride. Eventually, however, they load up on the bed of a hover transport and head for their destination. When they arrive, read the following.

The parade ground is packed with Dha warriors and personnel of every description. There are stocky Calemora, aloof Draca, nervous Zin-Shee, and dozens of others of every shape and size. Voices babble in a cacophony of language, but running through all conversations, regardless of tongue, is the single question — why are we here?

At one end of the parade ground is a gigantic holoscreen. As you watch, it flashes to life, revealing the image of Admiral Nelos, supreme commander of the House of Dha. Nelos is a tough-looking woman with steel-grey hair and riveting eyes who speaks in a commanding voice.

"Twelve standard hours ago," she begins, "scoutships of the House of the Guides made contact with a vessel of alien origin. The aliens immediately attacked without provocation, and the Guide ships were only barely able to escape. House of Defiance picket ships were sent to intercept the aliens, but met with heavy resistance, and have called for reinforcements.

Their are no charted wormholes near the aline ship and the nearest full Guild fleet is twenty standard days distant, but our own House of Dha fleet may reach the site of battle through hyperspace in half that time. Accordingly, I am issuing orders that all ranked Dha warriors embark upon their assigned starships for transport to the conflict area. These orders are effective immediately. We have trained for this moment for over two years, warriors of Dha. I know that all of you will do your duty. That is all."

The screen then goes blank, and the sound of half a million moving bodies rushes over you.

Let the players consider what they have just heard for a few moments. They may not realize that, being officially unranked, they are not included in the admiral's orders. Should they attempt to join the legions of Dha and start wondering where to board their transport, have a sergeant or junior officer inform them that they are unranked warriors, and their job is to stay behind, complete their training, and defend the House of Dha if necessary. If they protest and inform the officer that their training is complete, just have him look concerned for a moment, then inform the team to take the matter up with the promotions office.

The Shanask Moon

The next few days are uneventful. Read the following out loud.

Despite your bitter disappointment at being left behind, you return to your duties. Each night, you plot the fleet's progress on your computer terminal, and wonder what your fellow warriors will find when they at last drop out of hyperspace and encounter the aliens. Some brief holo images shot by the House of Guide scout ships before they retreated show bizarre, cigar shaped, organic-looking vessels which emit irregular blasts of energy. Trailing behind these is a giant alien moon.

The House of Dha is now officially under the command of Colonel Kalad, a rather officious-looking individual who appears to be better at shuffling papers than leading the elite warriors of the Guild. You go through the motions of your training, realizing that you are probably the only fully-trained Dha warriors left on Dha Prime. Your complaint to the promotions department was responded to in the familiar statement, "Well, we'll look into it as soon as we can."

Ten days after the fleet's departure, reports indicate that they are mere hours from dropping out of hyperspace to engage the invaders. As you return home from training, you again hear sirens and alarms going off all over the city, even though there are few Dha warriors left to respond.

The PCs will probably want to find out what is happening. If any turn on communications devices they will receive nothing but waves of static. Characters with *comtech* or *computer* skills may attempt to clear up reception. On a roll of 8 or greater, the characters will be able to see flickering images of a large, black, spherical object, apparently hovering near Dha Prime. On audio devices, they will hear snatches of frantic communications, such as, "...it's huge... just appeared... what is it?" etc.

If the PCs rush outside, they will see a vast planetoid hanging in the sky overhead, the same size as the other four Dha moons. Read the following description out loud.

It is gigantic — the size of a moon. Its black surface looks cracked, and through the cracks you see a pale blue glow. Overhead, a pair of Dha drone-interceptors streak skyward — these may well be the only defense which the protoplanet has left.

Over the communications network you hear a frantic message, periodically washed over by waves of static.

"All Dha personnel! All Dha personnel! Report to the Chapter House immediately with full equipment load!" The voice is that of Colonel Kalak, and panic edges his words.

The PCs can easily commandeer a ground shuttle for transport to the Chapter House. As they arrive, they notice that only a trickle of Dha personnel seems to be arriving, and most of these are green recruits, trainees, technical support staff, and other ineffective types. Once inside, a frightened-looking junior lieutenant ushers the PCs into a lecture hall, only partially filled with would-be Dha warriors. Read the following out loud.

Colonel Kalak stands uncertainly at a lectern. Behind him, a large video screen portrays the strange planetoid. He speaks in a quavering voice.

"This object just appeared in orbit over Dha Prime," he says. "It simply popped into existence, displacing the four guardian moons without apparent effect to either this world or the moons' occupants. So far, it has taken no hostile action, but our drone-interceptors were unable to scan the planetoid and I dared not have impersonal drones land on the surface. I know that none of you are ranked warriors, but it is imperative that we investigate this object to see if it represents a threat. Will anyone volunteer to investigate?"

Of course, the PCs are expected to volunteer. If they do not, no one will, but eventually one of the PC's acquaintances in the room will point out that the PC's team is fully trained and should have been promoted. Colonel Kalak will then converse with his subordinates, and address the PCs, asking if it is true that their unranked status was the result of a bureaucratic technicality. He will then appeal to them as the best warriors Dha has left.

If the players simply will not volunteer (an unlikely event), Kalak will panic and order them to investigate. Further refusal in this case is unlikely.

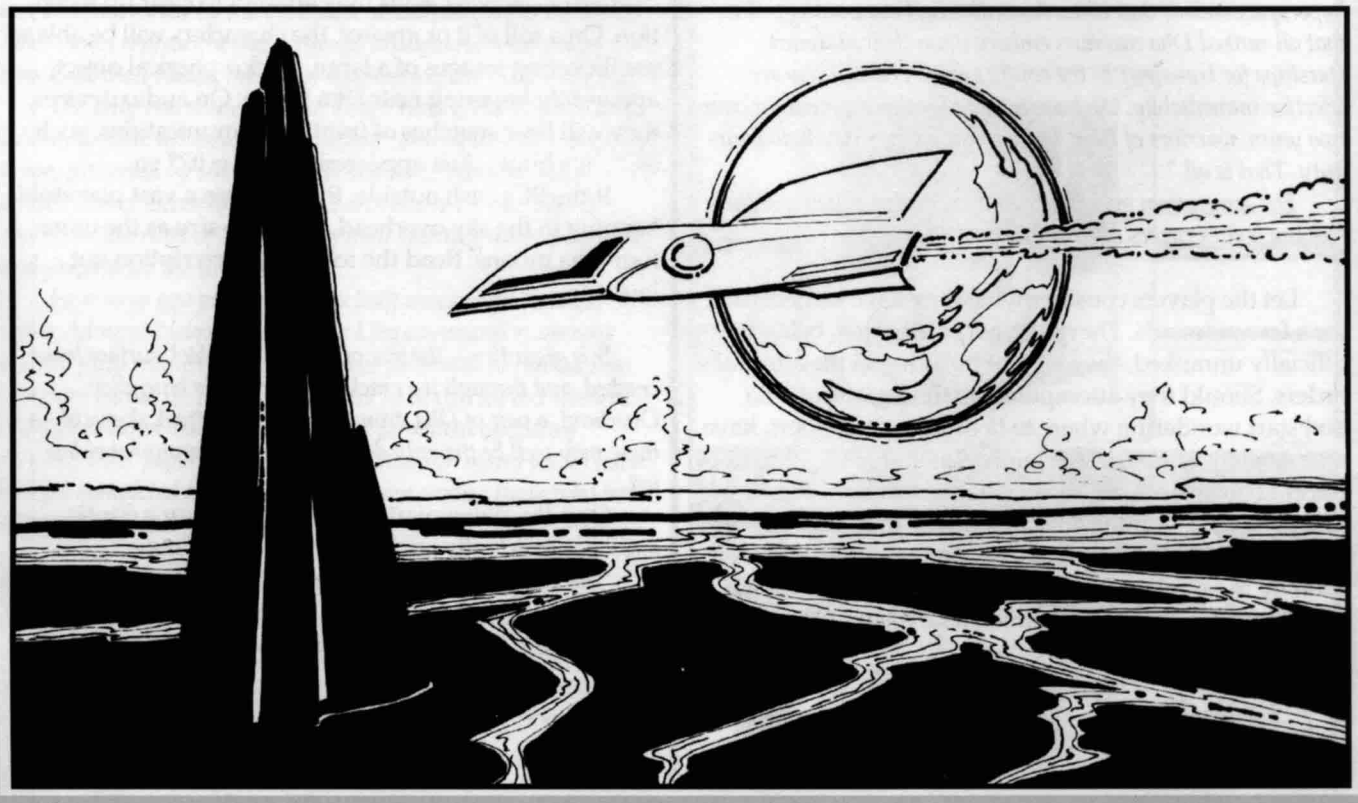
Into the Unknown

After they volunteer, the PCs are loaded aboard a shuttle and taken to the spaceport, accompanied by Colonel Kalak and an aid. Read the following.

The spaceport, a gleaming expanse of white pressteel, interrupted here and there by low buildings, hangars, warehouses and control tower complexes, seems strangely empty. Normally full of vast, powerful-looking Dha warships, the spaceport now berths only a handful of light transports and shuttles.

"We have no real warships available," says Kalak. "The best we have is a patrol corvette with only two small turret weapons. I'm sorry, but..." he gestures helplessly. "If you need technical support, however, we can help. Are there any ship positions which you need filled?"

GM, use the layout of the alliance-class corvette found in *EM, starships*. However, remove the two forward facing guns, keeping only the two 180 degree side turrets. The ship's rating is 10M*/8HV*/6M and the two side turrets are PulsCan2-s (i.e., dual pulse canons mounted on the side). All other stats match those of the



alliance in the *Equipment Manual*. Have a player write down the above stats at this time (for use during the upcoming confrontation with the Kryll bioships).

At this point, check the PCs' ship skills. In order to operate a starship, the following skills are useful: *astrogation, comtech, pilot starship, raise shields, scanners, sensors, ship gunner, turret gunner* and *ship power*. In addition, computer operators and medical personnel might be helpful. If the party lacks any of these skills, Kalak will allow them to take along scidroids (8L/6L/8M) to fill the missing positions. If none of your players choose Kryll or Shanask characters, then Kalak will also give them the option of taking along a single battledroid (10L, 6H, 8L) armed with a blaster weapon and a quad launcher.

At this time the PCs should board their ship.

Your ship, the Concordance, is a small ship of the corvette class which has obviously seen better days. She is battle-scarred and seems to have been in service for decades. You remember Kalak's assurance that it is the best currently available, but you wonder nonetheless.

Without further delay, your ship lifts off, rising into the fog of proto-stellar matter which surrounds Dha Prime.

Pilot ship rolls are necessary for takeoff, approach to the planetoid, and landing. Typical difficulties will be around 5. Unsuccessful rolls will result in damage to the ship equal to the amount of the failure — don't allow bad rolls to unduly delay landing. Try to emphasize the antiquated and battered nature of the *Concordance*, but don't kill off the party in a starship disaster before the adventure even begins.

The PCs may wish to scan the surface of the planetoid, to figure out if there are any structures, or whether the interference has a source. Have the appropriate character make a *sensor* (or *scanner* related) roll vs. 8. If the roll succeeds, the character will detect the presence of a single structure on the planetoid's surface. Highly successful rolls (20 or above) will reveal the object's exact location and shape — a four-sided obelisk resembling an elongated pyramid, 20 feet square and 100 feet tall.

Further investigation will reveal that the planetoid's surface is made of a smooth, gleaming black material like onyx or obsidian. These are divided into plates separated by cracks (like the surface of a cracked egg shell). The cracks emit a blue glow which is active across several wavelengths, and their depth cannot be measured.

Eventually, the team will select a landing site. It may be near the obelisk, in which case, proceed to **Enter Shakna** below. If they land far enough away to require travel, go on to **Crossing the Moon**, which follows.

As noted, a successful *pilot starship* roll is necessary for landing (Dif 5 - 10 depending upon how close they land to a crack). If the roll fails, the landing is bumpy, and the ship takes damage. If a natural "1" is rolled, the ship has crashed, and is disabled. Everyone is shaken up, but no one is seriously injured.

Crossing the Moon

If *Concordance* landed a fair distance from the obelisk, the team must go overland to reach their objective. Read the following, emphasizing the eerie and unknown nature of the surroundings.

The smooth surface of the alien planetoid is dimly lit by the young stars overhead. The nursery's stellar dust is already raining down and forming wispy tendrils which dance about your feet. Ahead, you see a deep fissure. A blue glow issues from its depths, lighting you and your surroundings with an eerie phosphorescence.

The team will need to cross at least one fissure to reach the obelisk. Characters might even want to use the fissures as cover in order to sneak up on their quarry. Reward innovative uses of the fissures with an AP.

Jumping across the fissure requires a standard Spe (10) roll at narrow points. The fissures are anywhere from ten to 20 feet across.

Falling or leaping into a fissure has no ill effects — the blue glow is the raw stuff of the *Sorce*, and it will automatically teleport living beings 50 feet in a random direction, possibly on the other side of the fissure. Due to the stellar rain, such individuals will be beyond sight. Calling out loud to locate the team will cause an uneasy feeling among the party.

Crawling along the fissures, clinging to the edge, using them as cover, etc., requires Dex (10) rolls. Falls result in the random teleportation listed above.

Enter Shakna

As the team approaches the obelisk, read the following.

The alien obelisk is ahead of you, a featureless spike of black stone, rising up from the smooth, polished ground. Light from the fissures illuminates your surroundings in shadowy blue and the stellar rain of dust seems less intense here. Although your warrior's training and instincts keep you alert and ready for anything, uncertainty still claws at your mind.

Allow the team to decide on a method of approach to the obelisk — one of the fissures passes within 30 feet of its base. Let them move closer, then spring the key encounter on the them.

Suddenly, a lone figure appears at the base of the obelisk. It does not exit a doorway, gradually phase into existence, or rise on an elevator — it simply glides through the stone surface as if it were a sheet of water.

Outwardly, the individual is humanoid, but is deeply cloaked in a long, black, hooded robe. You can see neither hands, feet, nor face. In fact, the figure seems to be hovering a few inches above the moon's surface. The figure makes no overtly hostile moves, but simply floats there, as if waiting for you to come closer.

In all likelihood, the characters will wait for the alien to make the first move. If any shoot at the figure, it simply raises an empty sleeve, and the bolt or projectile ricochets off into space. The figure will not retaliate in any way, but waits for the PCs to approach within four squares, at which point it "speaks."

A hollow, rasping whisper sounds in your ears. It is not coming in over your personal communicators, but simply echoes in your head as if the being is in your suit with you.

"I am Shakna," it whispers. "Shakna of the Shanask. I speak to you as a representative of my race. I bring you a warning, and an offer of assistance. A terrible danger threatens you, your alliance, and all the races of the galaxy. If you do not respond to it immediately, you and your people may be destroyed."

To Save the Guild

Needless to say, the PCs' interest will be piqued. They will probably be highly suspicious of Shakna, and will question him intensely. If they approach him within one square, he will consciously suppress his fear aura to avoid alarming the team. His story is as follows, which you should reveal gradually as the PCs question him.

Shakna is, as he said, a representative of the cloaked race which calls itself the Shanask. They are masters of a mystical power known as the *Sorce*. Uncounted ages ago, Shakna's people fought a terrible war with a race of deadly aliens. Now, it seems that the aliens have returned.

Although they had long since vanished from memory, the Shanask decided to return in order to warn the civilized races of the galaxy, and to offer assistance.

Shakna will know many things about Dha and the characters. He will know of the existence of Dha and the importance of Dha Prime. He will also know all the characters' names and something about them. If asked how he knows all this, he will say that he just knows.

Shakna does not, however, know everything. He seems almost surprised at the small size of his welcoming committee, and asks where the Dha fleet and personnel are. If the characters are reluctant to tell him, Shakna will eventually guess the truth.

Once this has been revealed, Shakna will immediately grow more insistent, telling the PCs that they themselves must journey to the alien hiveship and help him destroy the insectoids' brood-queen.

The characters will probably be reluctant, and distrust Shakna. If they ask Shakna to come back to Dha Prime with them, he will insist that time is short and that they must leave immediately.

Eventually, the characters will either agree, or say that they cannot leave without authorization. If they do the latter, they may communicate with Colonel Kalak, who will dither and consult with his aides, and eventually tell them to "use their discretion" in the matter. Good roleplaying during this entire exchange may be worth an AP.

Once the team has agreed to help, Shakna will give them coordinates to the hive ship and will tell them, to hurry to its location. The *Concordance*, however, is far too small and underpowered to generate a wormhole, and hyperspace travel would take a dozen days. This fact will surprise Shakna, but he tells them to go anyway.

"Now go," Shakna says. "I must stay here — our planetoid is not yet fully existent in this place, and my powers are required to stabilize it. I will give you whatever assistance I can, but until you reach the queen's egg-chamber, you will be on your own. Now, I give you this."

He raises an empty sleeve. Extending from it, as if held by an invisible hand deep inside the robe, is a black crystal shard.

"When you reach the egg-chamber," he whispers, "hold this crystal in your hand, and call forth my name, "Shakna," and I will come to confront the queen.

If There are Shanask or Kryll PCs

If players generated Kryll characters, Shakna will tell them to touch the crystal to the first alien they encounter (up to the total number of Kryll PCs). This will break the Queen's control over them and force them to aid the team — thus becoming Kryll PCs.

If any players generated Shanask characters, Shakna will add, "Although I may not assist you further, I will send *(proper number)* of my lesser minions with you." Have the proper number of Shanask (one for each PC Shanask) appear at the base of the obelisk.

These player's battledroids will continue with the party as NPC support.

That done, Shakna urges the team to hurry and board their ship. If the vessel crashed, the PCs are amazed to see the damage is mysteriously repaired. Now, the PCs head off into space, and the fun begins.

2 — Assault on the Hive

Alien Space

Many encounters from this point on will include a map, which you may draw on the game board for use with miniatures. Opponents and NPCs will use the three number rating system described in *SG, NPCs.*

The characters will now head for Shakna's coordinates aboard their antiquated corvette. They will eventually make the jump to hyperspace and plan on a 12 day ride. But, after 30 minutes the hyperengines will suddenly emit a burst of energy, basking the entire ship (inside and out) in blue light. The ship will go into a spin and drop out of hyperspace. Regaining control of the vessel requires a *pilot starship* roll of 12 (allow several rolls until success occurs).

Once control is established, the team will be amazed to find themselves at the coordinates specified by Shakna. (This entire event was caused by the Shanask to speed the PCs on their way).

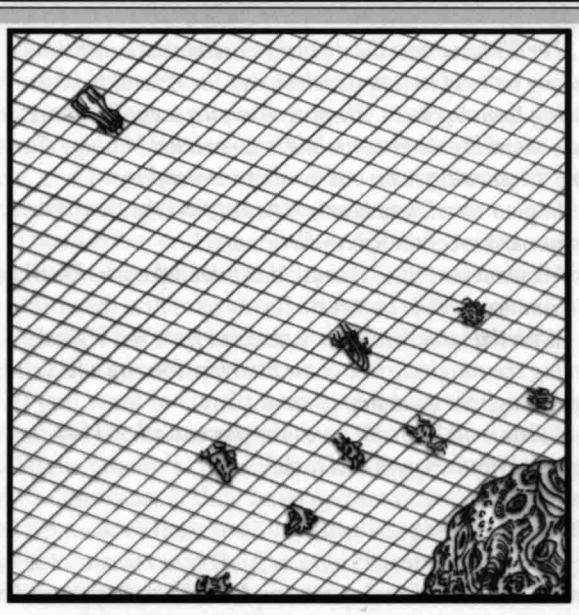
Once control is regained, read the following.

All around you is the intense black of interstellar space. Your comline is now open, alive with interference and snatches of military traffic. Thousands of miles away, you see the bright flashes of starship weaponry, and you realize that the initial scoutships of the Dha fleet are now engaging the alien vanguard.

Nearby, however, is a gigantic object which rivets your attention. It is another moon-sized body, but this one is even stranger than the Shanask moon. Outwardly, it resembles an enormous sponge, covered in vine-like growths, crusty plates, irregular mouth-like orifices and glowing globe-like organs. The entire body looks alive to you, and several of its surfaces heave and pulsate as if breathing or beating. It moves, slowly but steadily, along a straight trajectory, as if consciously pushed. This, you realize, is a truly alien object.

The strange energy blast has transported you to the far side of the moon, well away from the battle — you may even have achieved complete surprise, catching the aliens while their fleet battles Dha!





Battle in Space

12 Bioships: 15*/16V/8

Let the team's ship approach for a few moments, then read the following and call for initiative.

Suddenly, the alien moon almost seems to notice your presence. Several organic orifices open like mouths or eyes, emitting a group of bizarre ships. They look like bloated cigars with frontal orifices, tentacles and what appear to be organic propulsion devices. There are about a dozen, and they are heading straight at you with what appears to be unfriendly intent.

The Kryll hive has emitted a horde of small bioships, and the outnumbered *Concordance* must fight through them before reaching the hiveship. Use the map layout above to run the combat.

The team is not meant to be killed or gravely injured in this encounter, but allowing the *Concordance* to get somewhat beaten up is quite acceptable. Simply have the bioships keep coming until the players start to worry. At this point, read the following entry.

The strange, organic ships keep swarming out of the aline hive. Just as you are beginning to wonder if you will survive, an area of space nearby begins to flicker and shimmer. As you watch, an amazing thing takes place.

A vast, long-bodied entity appears out of the shimmering area of space. With a start, you realize that it is one of the T'skaa, or space-whales, huge, void-dwelling entities which serve in the Guild.

The T'skaa immediately moves to the attack, emitting a blinding beam of energy which strikes the nearest bioships, blowing them to pieces. Then, it slips purposefully through space, smashing its massive bulk into another bioship. Then it opens its yawning maw and swallows several more.

In your mind, you hear a distant voice, the telepathic communication of the space-whale.

"Shakna sent me," it says. "I cannot defeat the hiveship, but I can open a hole in its side."

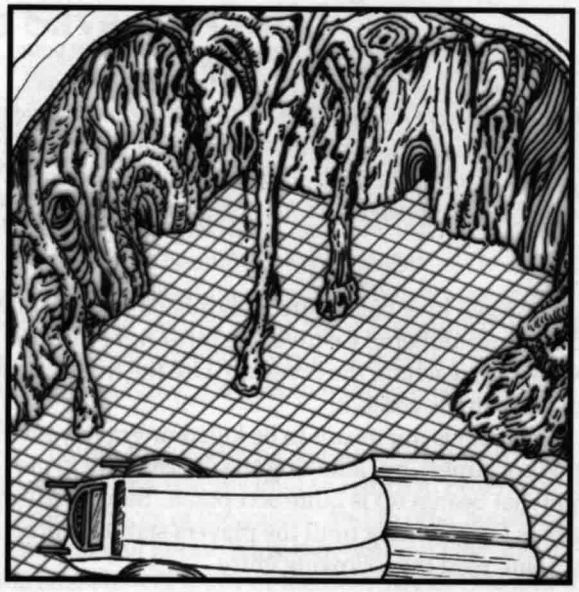
With that, another beam lances out from the T'skaa, piercing the rough surface of the hiveship, leaving a breach large enough for your ship to enter.

"That is all I can do," says the space-whale. "I have exhausted my energy. Good luck."

1 T'skaa: 12/8S/14

The T'skaa then departs, and the PCs may enter the hive through the hole it created.

If the team manages to finish off the bioships, or reaches the hiveship before you can use the T'skaa, simply allow them to create their own breach using their weapons, or by ramming through the surface of the Kryll ship.



In the Hive

One way or the other, *Concordance* is now inside the Kryll hive. Behind the team, the ship seals its damaged hull and restores the atmosphere (removing any need for pressure suits or life support while in the hive).

Due to the hive's unusual floor, all PCs receive a -1d penalty to all Defense rolls. At the beginning of each encounter (after the first) players may make a Dex (20) roll to overcome this penalty. Also all Dex checks made for balance suffer a similar penalty.

The PCs may now exit the ship. Use the map above to determine layout and miniature placement. Read the following out loud.

Your ship rests in a large, roughly spherical chamber inside the hive moon. You feel for all the world as if you are within the body of an enormous alien organism. Looking behind you witness a strange sight as the damaged outer skin heals itself, sealing you within. The air is breathable, but almost unbearably warm and humid. The walls are covered with pulsating organ-like objects, veins, nodes and tubules in a riot of bizarre colors. The ceiling is hung with long, ropy strands of unknown organic material and dripping fluids. Large, globular objects emit a dim, reddish light. The floor is a tough, muscular substance, and everywhere is moisture, condensation and slimy exudations.

Several circular portals are spaced around the outside of the room. Some are open, resembling esophageal passages, others are closed with an iris-like muscular membrane. As you take in your surroundings, several creatures suddenly emerge from one of the open portals.

They are completely alien. Their form is insect-like, with six segmented walking-legs and a pair of spiny manipulative claws near the front. Their entire bodies exudes a slimy substance which gleams in the dim light. Their heads are large, sprouting armored, hornlike antennae and bulging, multifaceted eyes which reflect neither emotion nor intelligence. A pair of huge mandibles clicks and clacks at you, and each carries a long, organic-looking sword-like weapon. With a vicious clack, they charge you!

Shock (12) rolls might be appropriate since these are the first Kryll the team encounters. Those who fail are paralyzed with fear and lose initiative. A natural "1" roll results in fear paralyzing the charter until next round (i.e., they lose Nish for an entire round).

5* Kryll Warriors: 8/18/8

* If any players generated Kryll characters, now is the time to use Shakna's crystal. The number of Kryll which appear should be 5 plus the number of Kryll characters generated. When touched with the crystal (requiring a punch attack roll), the Kryll will stop fighting and stand still for a few rounds, then begin to move and communicate in a rather stiff and clacky version of Guildspeak.

The Kryll PCs were originally mindless warriors, and now do not retain much memory of the hive. Their entire system has been scrambled by the *Sorce* conversion, so their pheromonal communication with other Kryll will be inefficient and not terribly useful, although they will be able to sense the presence of other Kryll and guess their intent.

The new Kryll PCs will not be encyclopedic reference sources for the team.

Exploring the Hive

The remainder of the adventure involves the team's attempts to reach the brood-queen's chamber. They will be probing deeper and deeper into the hiveship, searching for their objective. Try to make it seem as if the sequence of events is building to a climax.

This is the section of the module which you (the GM) need to layout for the players (see GM tips above). Each of the following sections describes an encounter, gives stats and numbers for any opponents, and provides a situation for the characters to overcome.

Select a suitable series of encounters in advance. Gear them to the party, or to the overall flow of the adventure. If your players are all combat-happy, give them a larger number of combat encounters, with a few puzzles or other encounters thrown in to keep them on their toes. If they are more geared to problem-solving, include more puzzles, and so on. Select a suitable mix of encounters before play begins.

Select a corridor type, perhaps containing one or more weird hive creatures or one of the transportation systems listed below. Then select a room type, or make up one of your own (not all rooms need to have anything special — they may simply be wide spaces in the corridor with one or more door openings). Select creatures to occupy the rooms, or present problems for the team to solve. Continue on in this way, giving a good selection of encounter types and challenges, until you have enough to keep the players occupied for as many gaming sessions as you want the adventure to run.

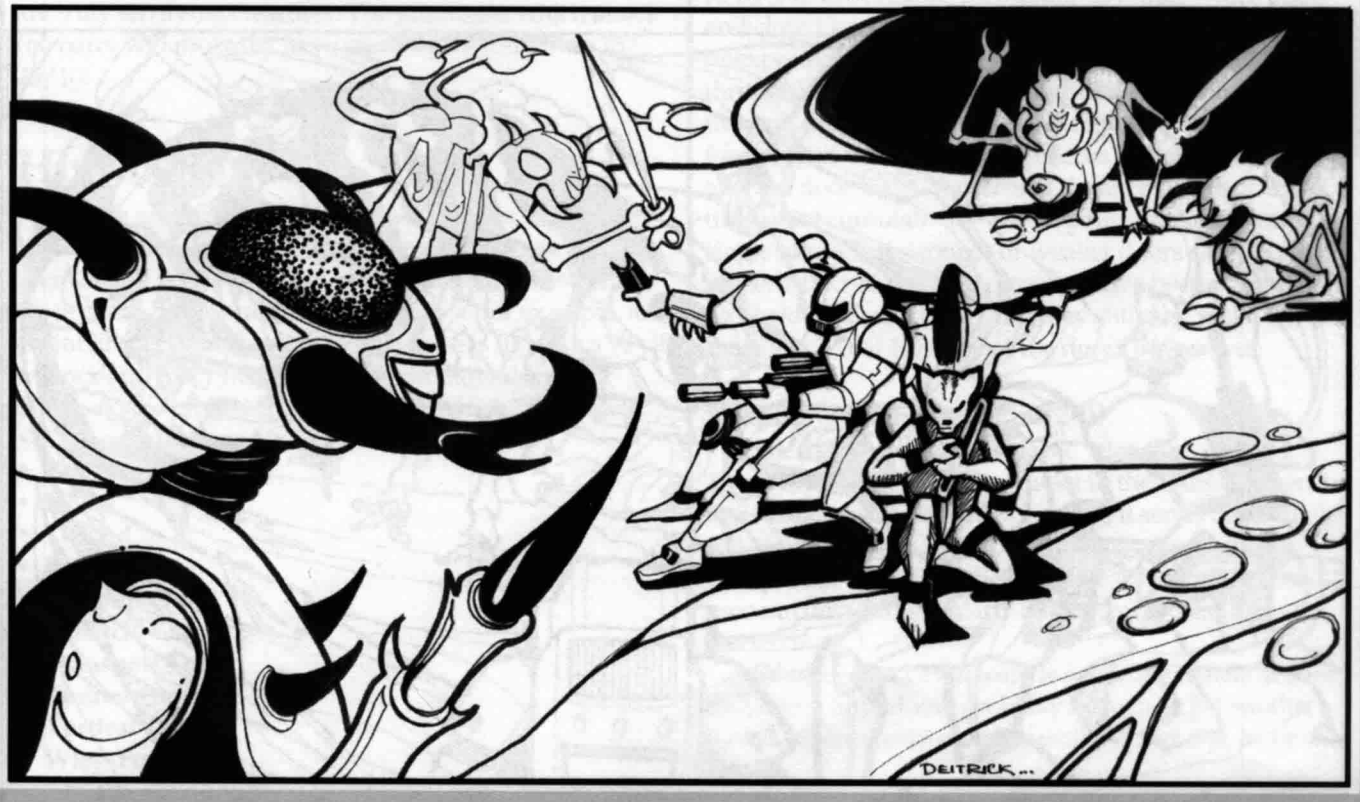
If the team tears through your encounters too fast, add a few on the fly — use the suggestions below, or come up with your own. During the final gaming session, keep an eye on the time and the overall condition of the party, and be prepared to move the adventure to its climax (**Meeting the Queen**) when conditions warrant.

The number and exact order of encounters are up to you. Remember that the conclusion of the adventure and the aftermath will take about an hour, so be sure to leave enough time for the conclusion on your final gaming night of this adventure.

If you want to conclude at a particular time, simply change the encounter sequence so that the next encounter will be the Queen's chambers. Also, keep tabs on the party's condition. If they have had several close calls or used up most of their healing supplies, perhaps it would be best to move on to the Queen's chambers.

Exactly when should you move to the final confrontation with the Queen? This is largely up to you. As noted, realize that it will take an hour to an hour and a half to conclude the adventure. Also, if your entire party has used up all its genesis capsules and other healing devices or powers, and is down to one or two Vitality each, you may have let it go on too far, so go easy on them in the final battle. Keep a close watch on things, and use your best judgment as to when to end the adventure.

In any event, try to keep the game moving and interesting. A long string of combat encounters will eventually become boring, as will a problem which the PCs cannot solve. Use your discretion and try not to let the game drag.



Overview of the Hive

The hive is actually a huge ball, resembling a gigantic sponge, with passages, openings and rooms throughout, often set at weird angles due to the Krylls' natural climbing ability. Some corridors will be incredibly steep, requiring Dex rolls to prevent slipping. Some will dead-end, with doors or corridor openings 20 feet overhead. Such unusual architecture makes for fun problem solving in itself, so be sure to include these elements in your map. The Kryll have no problem with their architecture — they move entirely in three dimensions, scuttling up walls as easily as if they were walking down ordinary corridors.

The corridors are entirely organic, living things. Puffy organs, veins, conduits, tentacles, iris-like portals, pulsating membranes, etc. sprout from every part of the ship. Everything exudes slime and fluid, and the air is extremely warm and humid. If characters examine such elements, you will need to ad-lib their effects — cutting veins may cause sweet liquid to squirt all over the PCs, touching tentacles may cause them to grab the nearest item, iris-like portals serve as doorways from one room or corridor to another, etc.

The hive is full of small maintenance creatures which crawl over most surfaces, cleaning, eating, extruding strange substances, and engaging in numerous other incomprehensible activities. Most simply go about their business and ignore the team-members, but others will react to them in a variety of ways. Ad-lib these effects, in fact, it is recommended that you turn the first run-in with these creatures into an encounter. Most are not dangerous, but they certainly can be annoying (sucking on character's toes, spitting out smelly fluid, emitting alarmingly loud noises, etc.).

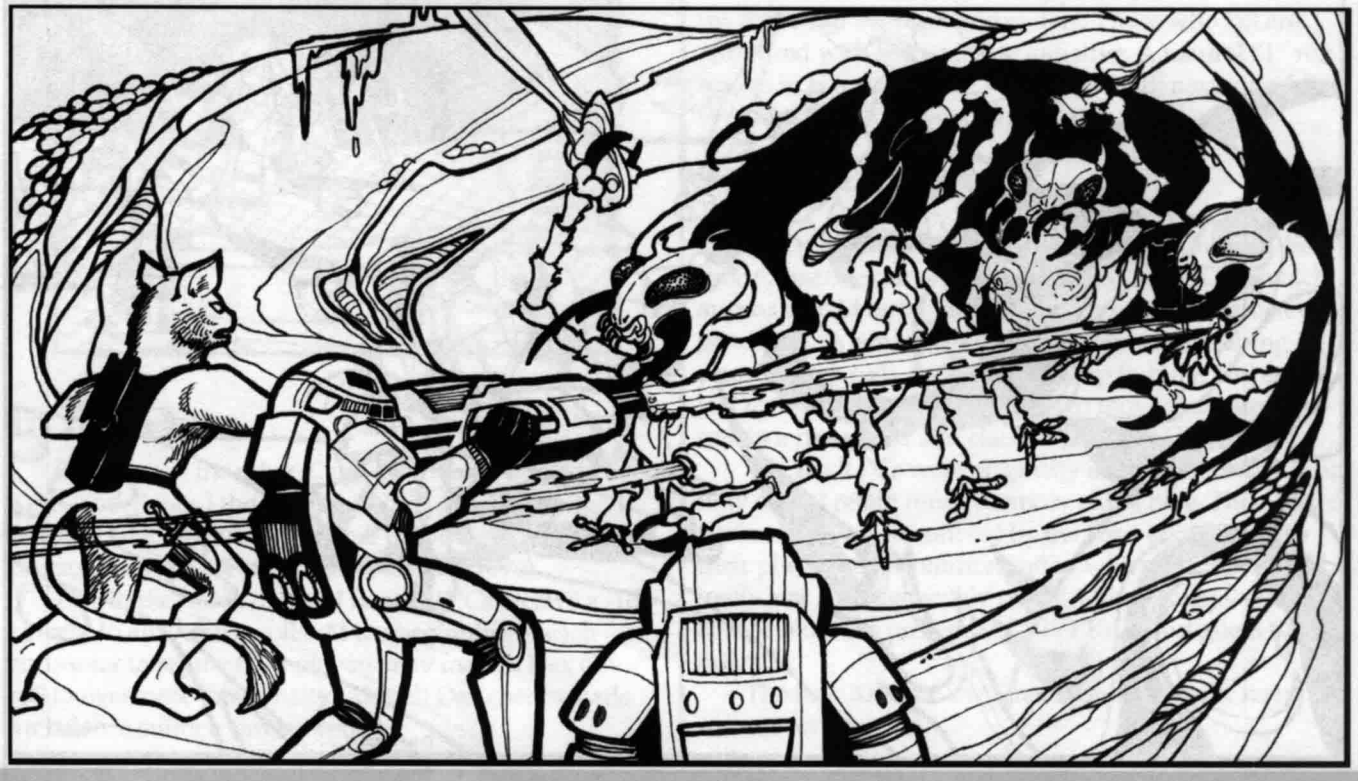
Fighting the Kryll

As soon as the PCs arrive, the Queen will know that her ship is under assault. She will start redirecting warriors to attack the team as it advances. It will take a few minutes for the pheromonal communications to spread throughout the hive, so the characters will be able to penetrate some distance past the first room before they are again attacked. Mix combat with the Kryll in with the standard corridor, room and life form encounters which follow.

Numbers and Equipment

Try to gear the number of opponents to the strength of the party, and don't gang up on characters with low combat ratings. Give such characters a single opponent, or make the Kryll's combat ratings low if they're fighting a weak PC. Likewise, adjust stats higher if the party is walking all over the kryll.

Combat-oriented characters — Cyber-Lords, Marines, Warriors, Destrons — will want challenging combats, so give them multiple opponents, and have them fight Kryll with unusual weapons such as spiners, bellyguns, etc (refer to *EM, biotechnology* for a full arsenal of unusual bio-weapons, bio-armor, and bio-equipment).



Some (20% or so) combats should be ambushes, and the PCs will need to make Shock rolls (Dif 10 or so) until they get used to being attacked by the Kryll. Most Kryll in the initial assaults will either be unarmed (and fight with their own natural weaponry) or be equipped with melee weapons such as bioblades or scorpion tails. As the team penetrates deeper into the hive, the Kryll will begin to break out the heavy artillery, and throw more Kryll with ranged weapons at them.

Tactics

At first, the Kryll warriors are not terribly imaginative — after all, there are plenty more where they came from, and the hive mind is concentrating on the space combat with Dha. Most will attack in a direct, straightforward manner, selecting the PCs which represent the greatest threat to the hive. They will attack hand-to-hand, with few ranged weapons.

As the team penetrates deeper into the hive, Kryll tactics will grow more sophisticated. They will engage in ambushes (team members must make shock rolls at Dif 10 -18), fire ranged weapons from concealed or protected positions (i.e., openings high up on the wall), etc. Attacks will come faster as the PCs get closer to their objective.

Remember the Kryll's incredible climbing ability, and the bizarre architecture of the hive. They will climb walls, drop from ceilings, crawl underneath ledges, and attack from virtually any angle.

As the PCs approach the egg-chamber, the Queen may start to throw some of her guardian Kryll into the fray. Use these sparingly, as the fully grown guardians are truly terrifying creatures. The guardians which attack the party will probably have ratings no higher than 15/25/10.

Hive Layout

There are a number of common features within the Kryll hive. The following entries present an overview of them, along with suggested game mechanics. Several of these could be encountered in combat — for example, an errant lift-pod could grab a PC while he is fighting a Kryll warrior and carry him off, or a horizontal tube might open under a character and drop them to the next level.

- **Communications Node**
- **Corridors**
- **Doors**
- **Liftpod**
- **Porters**
- **Teleport Node**
- **Tentacle Corridor**
- **Transport Tube**
- **Tunnelworm**
- **Vertical Tube**
- **Wing-Fungi**

Communications Node

These are found throughout the hiveship. Outwardly, they resembles a greenish flower bud, with its petals furled. If touched, however, it opens up, revealing a pulsating node at the center. These are used for communication in the hive, with the user emitting certain pheromones, which are transmitted electrochemically to another node, inducing it to emit the same pheromones. Communications can be spread quickly across the entire hiveship in this manner.

Characters with especially good *Biotech* rolls (20 or above) will be able to figure the nodes out. Should the PCs discover the nodes' true function, they should realize that destroying the nodes will cripple communication in that area of the hiveship, buying the team more time (i.e., several room's worth of safe passage). Award an AP for such actions.

Corridors

Most corridors within the hive resemble long, tubular hallways, full of clusters of organs, glands and other organic items. All are full of maintenance creatures. You can spice up movement through an ordinary corridor with an attack by Kryll warriors, an encounter with one or more of the life forms listed below, or you can add some transport device such as liftpods or tentacle corridors in order to keep the party on their toes.

Doors

Doors appear throughout the hive. Doors on the Kryll ship are organic, membranous things which open and close like a camera shutter. If open, they may close unexpectedly (such as when the team is only half way through). If closed, they can normally be opened only through the use of pheromonal triggers. They can be forced open with Str (15 - 20) checks or damage. The average door takes 20 points of damage before opening (this is not cumulative — the 20 points must be from a single blow), but stronger or weaker doors can be created if needed. Kryll PCs' pheromones have been scrambled by Shakna's *Sorce* crystal, but they still may make a Biotech roll (Dif 12) to open the doors themselves.

Liftpod (18/4/1 (Def 4, Str 20))

These are stationary, organic "elevator" devices. They resemble inverted bowls set in the ceiling. When an individual passes beneath a Liftpod, it sends out a single coiled tentacle-like appendage, wraps around the target, then pulls it up to the ceiling, where, presumably, the user can detach the tentacle and enter the next higher level.

Of course, since the team is expecting hostile actions, the benign liftpod will probably be seen as yet another threat. When a team member walks under one, he or she

must roll Def(18) to avoid the tentacle. Upon failure, the character is hauled up toward the ceiling, where it will become clear that there is a ledge, tunnel entrance, or other access to the next higher level.

If the other characters shoot at the pod and hit, it will immediately release the "victim" who will fall to the floor, taking falling damage (see *RB, hazards*). Eventually, the PCs may figure out that the Liftpods are not dangerous, and use them to their advantage.

Porters (10/8/2 (MR 4, Str 24))

The Kryll use these floating, jellyfish-like creatures for extended transportation, or to carry large loads. Their flat, disk-shaped main bodies bear a cluster of a dozen or so thick tentacles. They normally drift benignly down the corridors, carried along on the random drafts of air which whistle through the hive. Porters will not grasp loads unless the tentacles are touched or prodded, in which case they will wrap around whatever they encounter. Once they have grabbed their cargo, Porters may be directed by tugging on tentacles to move them in the correct direction (struggling characters will cause the porter to move in random directions). The cargo may be dislodged with a sharp tug (thus a struggling character may be suddenly dropped on their head).

Porters move slowly (about four squares per turn), but steadily, and long distances may be traversed in this manner without fatigue as they can float up to ceiling passages, cause all doors to open for them, etc.



Teleport Node

The fastest method of transportation in the hive is a small, circular chamber (it will hold up to three player characters) which, when it is entered and its iris-door closes, will instantly teleport its occupants to another part of the hiveship. Use this to split up the party — as a puzzle — (in which case, do not teleport the victims too far), to rapidly move the party though the hive, or to transport the characters into the Queen's chamber for the final confrontation.

If the party is split up, allow them to find each other after only one or two encounters (you will find that GMing a split party is very challenging). Also, if no party member remembers to use their communicator, you may allow an Int check.

Tentacle Corridor (20/20/2 - transport) (4/0/2 (Vit 30) - combat)

Outwardly, this resembles a long, tubular corridor with hundreds of pale, yellowish tentacles hanging from the ceiling. The tentacles slowly move and twitch on their own, but seem to have no real function.

Characters who enter the tentacle corridor are immediately grabbed (Def 20 to avoid due to the number of tentacles), then passed down the tube from tentacle bunch to tentacle bunch, and rapidly transported (MR 20) to the other side. A Str (20) roll is required to break free. Once free, a charter must cause 30 points of cumulative damage (or any one explosive charge) to clear out enough tentacles to avoid being grabbed again (tentacles only have a Def of 4). Physical weapons hitting for less than 30 Dmg will be grabbed with Str (20) and then passed on down the corridor.

Transport Tube

Lateral transport within the hive is carried out by these long, intestine-like tubes. If the team encounters any such tubes, they may be in the walls (and suddenly eject a horde of Kryll warriors), or they may be at the end of a corridor, in which case the team must enter or turn back.

If the team enters a transport tube, they will find that the tube is soft and yielding, and coated with a slick slime intended to reduce friction (Dex(20) to stand). As soon as a character gets into the tube, a muscular peristaltic contraction will immediately propel them down the length of the tube (a disturbing experience to say the least). At the end of the tube, the PC will either be deposited in another corridor, or the powerful peristaltic action will literally "spit" the character out, to fly through the air and land in a bed of soft, gently moving cilia. There should be no damage or other ill effects from the revolting experience.

Tunnelworm

Many of the hive tunnels are living things. As the team walks through a tunnelworm, each end can suddenly closes off and the worm can undulate and writhe along for several minutes (knocking characters to the floor — Dex(15). Eventually the worm will settle in a new area. At this point, the PCs may come under attack, have to deal with a completely new set of circumstances, etc. Also, having a tunnelworm behind the team close off and remove itself is a good way to prevent them from going back the way they came, and forcing them to deal with a dangerous or challenging location ahead of them.

Vertical Tube

Up and down movement is carried out in a number of ways in the hive, but vertical tubes are the most common. These tubes open when pressure is applied to their outside ring, thus they can be triggered by accidental foot fall. Inside, they resemble long, fleshy tunnels lined with soft spines. Characters are unlikely to enter such a portal willingly, so intorduce one by having it open up beneath a PC as they walk over it.

The spikes are rubbery, with jointed bases, and act to slow the descent of a body moving down. Individuals going up in a tube will be pulled along by the soft spines. Most tubes are too small to admit more than one passenger at a time.

Wing-Fungi

Often, large chasms appear within the hiveship as the organic architecture of the interior changes. Kryll warriors can easily scuttle along walls and ceilings, so this presents little problem to them. In some cases, however, the chasm is too wide to be easily crossed, or access is required by less capable castes such as farmers, translators, etc. In such cases, flying life forms known as wing-fungi are used to quickly span even the widest opening.

Characters who encounter such a chasm may be hard-pressed to make their way across, especially if they are under attack. If the team is in such a position, make Awa (10) rolls. Tell those players who succeed that their characters see a number of fleshy, wing-shaped objects attached to the wall nearby. If the players do not figure out the wings' function, make Int (12) rolls to see if the characters think of grabbing the wings and using them like gliders.

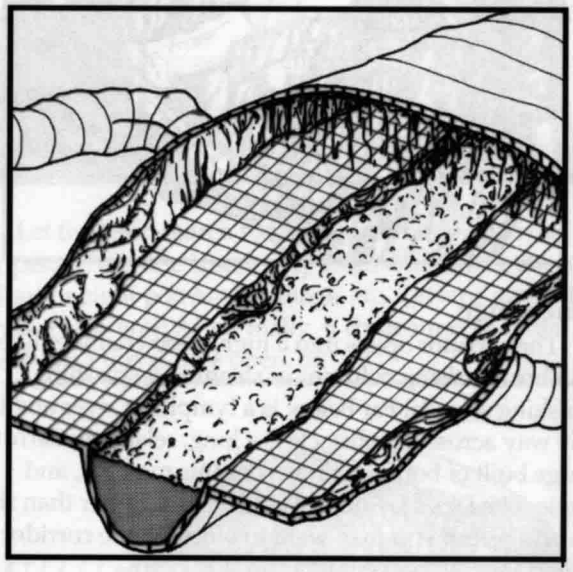
Flying the fungi across the chasm is Dex (Dif 1 for every square flown) if the character jumps off of a high spot (high spots exist on both sides) otherwise the Dif is 5 times the number of squares. Chasms are typically 3-8 squares across. Failure indicates loss of control, stalls, crashes, or other disasters. Critical failure results in a fall to the bottom of the chasm (see *RB, Hazards*).

Special Rooms and Locations

The hive is more than endless fleshy corridors. It is also full of various, specialized rooms and special areas, each of which serves some important function. Some are harmless, others dangerous, and still others downright alien and incomprehensible.

A variety of rooms is described below, but add your own if you like. Maps and statistics for encounters in each room are provided.

- **Acid Room**
- **Bonebridge**
- **Digestive Room**
- **Encysted Creature**
- **Farm**
- **Hatchery**
- **Lymphatic "River"**
- **Nursery**
- **Storage Cysts**



Acid Room

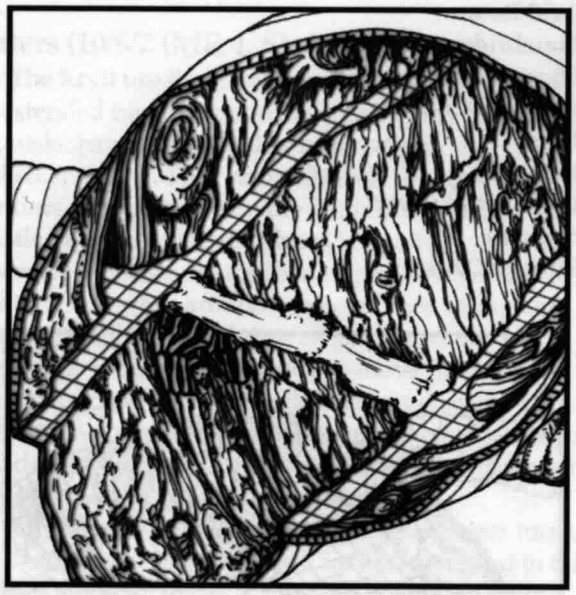
This is a "puzzle" room, which the team must solve in order to continue the mission. When they enter, the door behind closes, and a tunnel worm removes the passage, sealing the portal permanently.

In front of the party is a deep trench, full of digestive acid. Any small objects thrown into the trench will be broken down almost instantly. A character diving or falling into the trench will take 20 points of damage per round. Only sealed full armor and natural armor rolls are allowed, but the first time armor fails, it is corroded away and destroyed.

A number of long, pinkish tentacles hang from the ceiling. Although the team will probably worry about them grabbing characters and tossing them into the acid, they actually will not. This does not mean to let the

players off the hook, however. Instead, allow them to worry, and have the tentacles make various suspicious twitches and movements.

There are several ways that team members can get across the pit — *displace* or other Sorce powers, turbo- or jump-packs, swimming across (very hazardous), or by swinging across on the tentacles (Str 10 to hold on and Dex (10) to maneuver across. Jumping across is the most difficult action, with a Speed Dif of 25.



Bonebridge

The corridor opens into a high, deep chamber filled with hot air, rising columns of steam and splashing, squishing sounds. Far below is a lymphatic river and the only way across the obstacle is a long, relatively narrow bridge built of bone, chitinous organic material, and gristle. The PCs may decide to turn back rather than risk the bridge, but you may want to block off the corridor behind them to prevent this.

Negotiating the bridge will require Dex rolls equal to 5 times the number of squares the character tries to move in a round. Failure indicates that the team member slips and may make a Dex (same Dif) roll to grab hold of the bridges side and dangle from the edge, requiring rescue or a Str (6) to pull oneself up. Critical failure negates the chance to grab hold of the edge.

The real challenge is not walking the bridge, but dealing with the Kryll who appear at either end as the team is maneuvering across.

6 Kryll Warriors: 8/18/8
2 Kryll Guardians: 15/25/10

A kryll guardian appears at both sides of the bridge simultaneously, and slowly moves to attack. The normal Kryll will make an ambush attack from above and below.

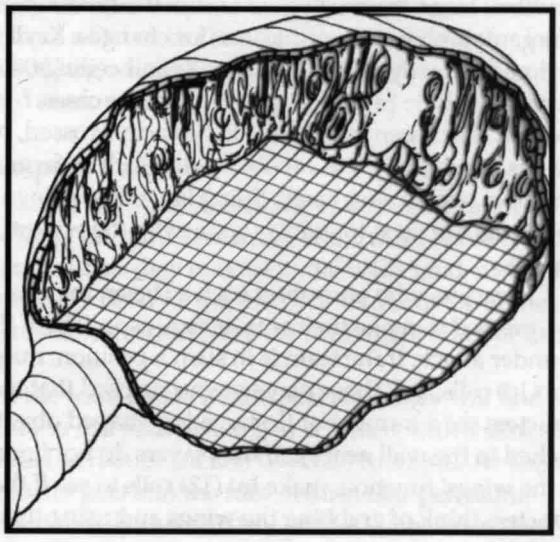
Hand to hand fighting on the bridge is somewhat difficult for non-kryll. If a character fails to hit, he or she should roll Dex (6) to stay on the bridge. Otherwise, the character falls (as above).

A character who falls will only suffer 15 points of falling damage due to the river below. However, they must then attend to the hazards of the lymphatic river as described below. For added flavor, place a small island in the river not far from where a character falls in. Climbing the walls of the chasm is a *climbing* or Dex related Dif 10.

Players will want to know how to push Kryll off the bridge. Roll a grab attack (see *EM, natural weapons*). If successful a Str check must be made versus the Krylls Str to push the Kryll off. Depending upon the amount of success of the Str check, the Kryll will cling to the bridge (and crawl back on) or fall into the river below (and slowly crawl out and up the walls).

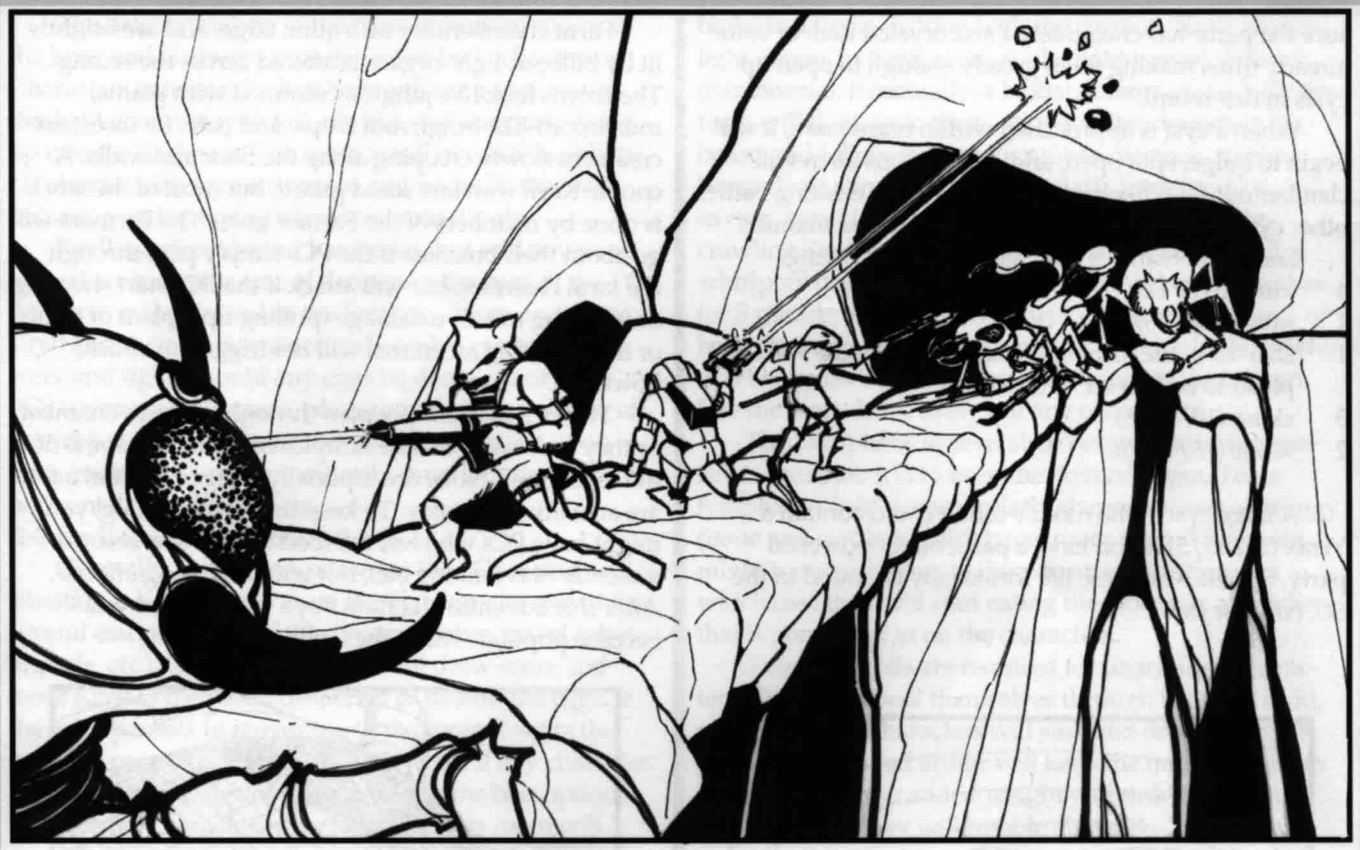
The Kryll have a number of tactics they can use in this fight. They can use their clinging abilities to crawl beneath the bridge while their fellows keep the PCs occupied, and attack from a flank with surprise (Shock rolls required, Dif 12-14). They may stand off and shoot, use lift pods to hover in the air while they fire bellyguns, throw vinespears, or they may simply charge in, attempting to spill the PCs off the bridge.

Characters might also be able to find wing-fungi and do some aerial combat themselves. The bone-bridge is intended to be a major battle, so don't be afraid to improvise or throw some unusual challenges at the team.



Digestive Room

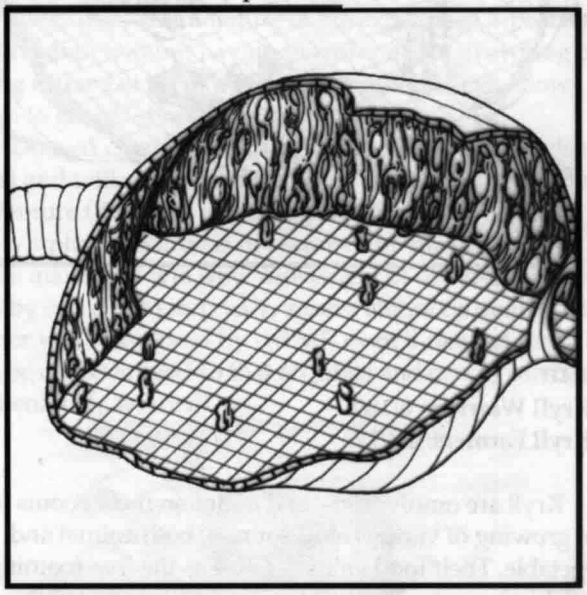
This is a hazardous room, so be certain to provide the team with some routes of escape. Food, detritus, dead bodies and organic debris are tossed here by workers and maintenance creatures, to be saturated with digestive fluids and digested by the hiveship.



If the team enters this room, the door squeezes shut behind them, and a rain of mild acid begins to fall from the porous ceiling. The door is heavily armored against the acidic secretions, and must take 100 points of damage from a single attack in order to open. As the characters search for a way out, the acid slowly grows stronger and stronger. For the first four rounds, the acid causes itching, discoloration of metal, and damages fabric, but does not inflict any permanent damage to flesh. The next four rounds, the acid causes six points of damage (only full and natural armor rolls are allowed). The next four rounds damage rises to 12 points (rolls for non-sealed full armor are reduced by -1d). Each round that armor checks fail, the armor's AR is reduced by -1d. Armor reduced to 0 AR is, of course, destroyed and useless.

The floor of this room is white with numerous red circles (randomly color in squares on the game board). After 12 rounds, round digestive irises in the floor open up (the red circles), allowing acid and digested material to slide into them. Characters in the same square as an iris must make Spe (15) rolls to jump off of the square, characters within one square must roll Dex (12) or slip into the iris. Characters who fall into the iris take 20 points of damage each round. As above, partial armor is useless, while full armor loses -1d each time it fails. The irises are Str (Dif 18) to climb out of. Characters who wish to help others who have fallen into the irises may combine (cat) their Str with the victim's.

Let the team search for an escape route while this happens. If anyone is seriously wounded, lower the acid to four or eight points of damage, etc. Reward innovative escape plans with APs. Finally, if the team is at a total loss, have a travel tube open, etc.



Encysted Creature

The Kryll have "collected" several life-forms from throughout their travels. Several dangerous creatures have been stored in this room, in tough, fleshy cysts. Be

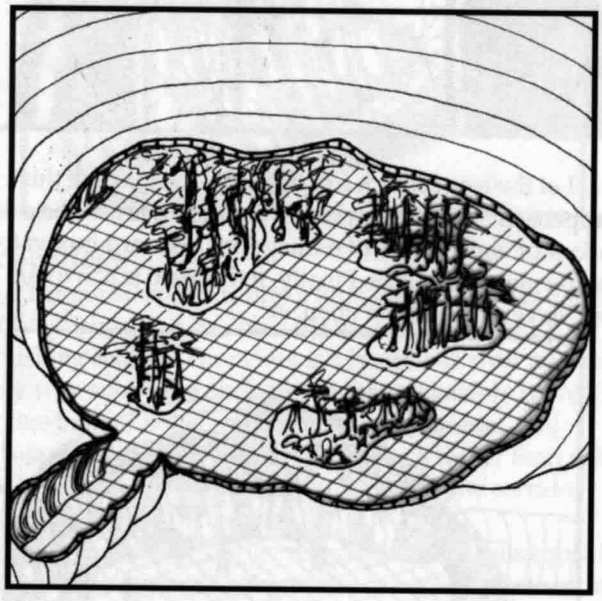
sure the party has encountered an encysted item of value already (thus making them greedy enough to open up cysts in this room).

When a cyst is approached within one square, it will begin to bulge, split open, and a dangerous alien will clamber out (and likely attack). During the ensuing battle, other cysts will likely be activated in a similar manner.

Encysted creatures may include the following:

4 kurg (8/8/12)
1 mBari (16/26/8)
1 shar-ka in the form of an anthropos female who will plead to be "saved" (16/20/16)
3 skrak (10/10/8)
2 Xaltir (16/16/6).

A large cyst at the room's center could contain a Yrrax (16/35/5) if you have a particularly powerful party. Specifics on these life forms may be found in the *SG, NPC life forms*.



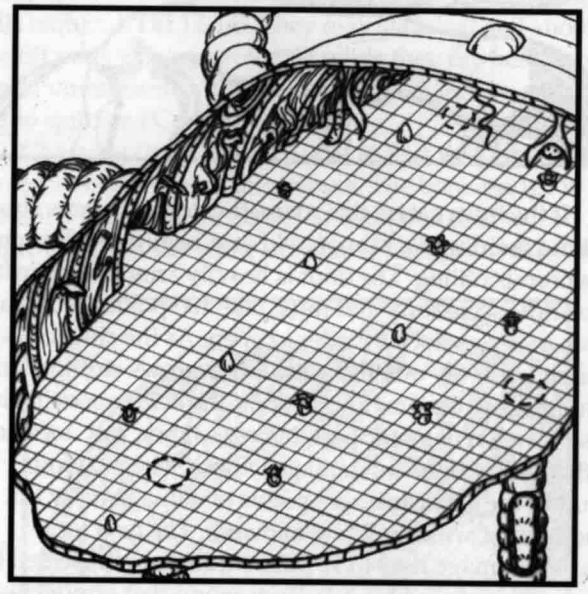
Farm

2 Kryll Warriors: 8/18/8
4 Kryll Farmers: 6/4/12

Kryll are omnivorous, and maintain these rooms for the growing of various food sources, both animal and vegetable. Their food animals (such as the free-roaming cattlebug) are stupid, and slow- or non-moving with huge body mass. Food-plants include fungi, fast-growing molds, legumes and tuber-like plants.

Farm chambers are also quite large, and are brightly lit by bulbous light-organs scattered across the ceiling. The rooms look like jungles, crammed with plants, mushroom-like fungi, root crops, and pale, fat insectoid creatures slowly creeping along the floor and walls. A couple Kryll warriors stand guard, but most of the work is done by members of the Farmer caste. The Farmers will go about their business if the PCs simply pass through the farm chamber, but will attack if the PCs start shooting or inflicting massive damage (pulling up a plant or two, or investigating an animal will not trigger an attack, however).

The PCs may simply pass through the farm chamber, or they may want to take samples or even taste some of the food items. None are especially dangerous, and a few are actually quite tasty. To keep things interesting, you might have PCs who test the food roll FR 8 or become violently ill (vomiting etc), but with no lasting effects. After this adventure, certain Kryll food species will become popular within the Guild.



Hatchery

5 Kryll Warriors: 8/18/8
10 Workers: 6/8/4

The brood queen is the only fertile female in the hive, and she produces hundreds of eggs each day. Once she has laid her eggs, they remain in her egg chamber for a few hours while the outside skin hardens, and then they are transported by workers to a room such as this, where temperature and humidity are carefully monitored, and small Kryll grubs eventually hatch out. At this point, the grubs are transported to a nursery (see below) where they are cared for by nursemaid-caste Kryll and defended by warriors.

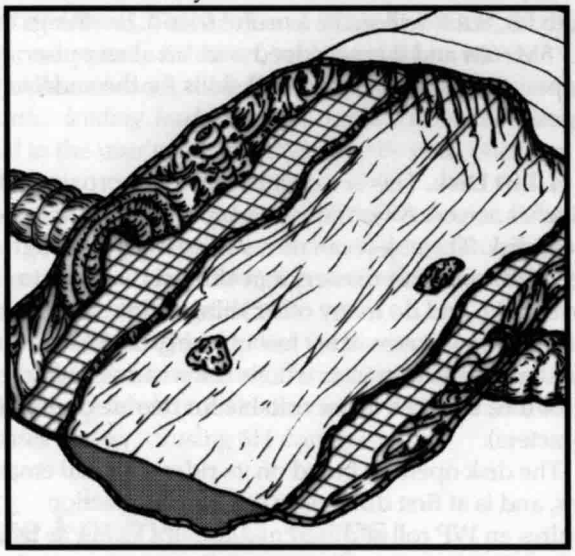
The hatchery is one of the most important rooms in the hive, and is always well defended by kryll warriors. Characters entering the hatchery will see a vast, warm, dimly lit chamber with tall, rib-like wall supports rising up into the darkness. The room is full of whitish, spherical objects, with various organs and nodes in the walls, pulsating and spraying a fine mist into the air.

Kryll warriors defend hatcheries, but will never use ranged weapons for fear of damaging the eggs. If the PCs decide to make a stand in the hatchery, more and more Kryll and their maintenance and combat creatures will enter and fight. Should any eggs be damaged or if the PCs use ranged weapons, pheromonal alarms will go off (a sticky sweet smell), and 1-3 guardians (based upon party's strength) will immediately drop into the room via horizontal tube, liftpod, etc.

1-3 Kryll Guardians: 15/25/10

Generally, the best response for the PCs in such a situation is to withdraw from the Hatchery by one of the several exit portals available (vertical tubes, travel tubes, liftpods, etc.). Continued combat will draw more and more Kryll to the room, desperate to defend the eggs. If the team persists in remaining in the room despite the growing opposition, make Int rolls to see if any character gets the idea and decides that retreat is the best option. Dog headed characters who remain in this room will eventually be overwhelmed and slain.

If the party isn't too beaten up, a fun follow-up to this room is the ensuing chase as the party tries to get away from the horde of Kryll.



Lymphatic "River"

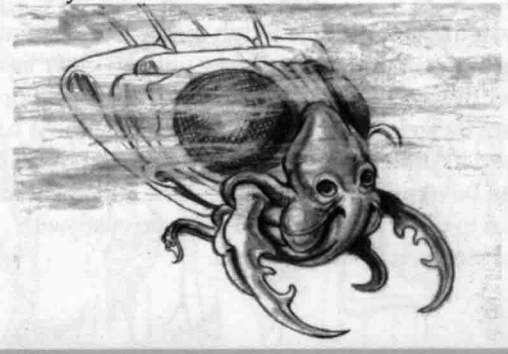
The hive is filled with rivers of lymphatic fluid, which can be traversed by means of living "biobarges" (bloated blobs of cartilage and gristle). Should the PCs encounter such a river, describe it as a wide, yellow, sluggishly moving body, with various sized masses of biological tissue drifting with the current. There are few light organs in these areas, so the light is even dimmer than normal. Eventually, a biobarge large enough for the team will float up to them, allowing the characters to board and follow its flow for quite a distance. As the barge floats slowly through the dark, intestine-like cavern, consider throwing in an ambush by ceiling-crawling Kryll, have the barge approach a dead end whirlpool (those sucked under must hold their breathes for 5 rounds until the barge surfaces in another river), or have the barge go over a lymphatic water fall (those who don't hang on Str(15) must be recovered at the bottom. Use the map above to lay out any encounters.

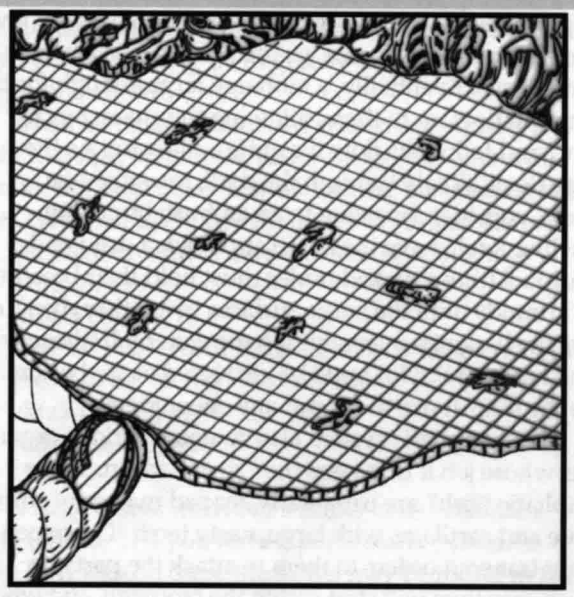
The Lymphatic system also contains various organisms whose job it is to keep the "rivers" clean. These lymphatic "fish" are irregularly shaped masses of stringy tissue and cartilage, with large, nasty teeth. The queen might transmit orders to them to attack the party, in which case they will start eating the biobarge, and when that is gone, start in on the characters.

Swimming rolls are required for unarmored characters (Dif 8) to propel themselves through the thick fluid, while armored characters will sink and drown without life support. Sealed armor will keep the individual from drowning, but the added weight will sink them to the bottom where they will tumble along like a stone on a river's bed (a good puzzle to overcome — how to get out). Such individuals will be blind under the fluid, and may have to fight the "fish." The fish are not especially dangerous (6/6/4), but in large numbers they can make life difficult.

Give the team a break if they go into the drink, for the rather unpleasant nature of the experience is probably bad enough without having to worry about drowning or being eaten. Let them work at it for awhile, then allow them to get to "shore."

Doused characters will be covered with a yellowish crust and will smell unpleasant for the remainder of the adventure (Zin-Shee will be especially upset by this). If the lymphatic residue is not scraped or washed off in some manner, it will slow movement of doused characters by one due to its crusty, almost chitinous quality. Full armor will be reduced by -1d MR even if cleaned (until it can be disassembled so that all joints and cervos can be meticulously washed).





Nursery

5 Kryll Warriors: 8/18/8
6 Kryll Nursemaids: 6/6/10

After grubs have hatched, they are taken by nursemaid Kryll to nurseries, where they are fed and cared for until they are old enough to begin their jobs in the hive. Nurseries are much like Hatcheries — hot and humid with organs keeping the air moist. These rooms are dimly lit, and are protected by numerous Kryll warrior guards.

The room is filled, however, with white, wriggling wormlike creatures, tended by Kryll nursemaids. Nursemaids will not fight, but entering a Nursery will trigger the same response as in the Hatchery.

Storage Cysts

The Kryll store various items found in their travels in cyst-like bubbles, hoping to eventually figure them out and duplicate them using biotechnology. Cysts are only occasionally found, but may be anywhere (in rooms, along corridors, handing from ceilings, in the side of chasms, etc.

As this hiveship has done a lot of traveling, a goodly number of interesting items are stored in such cysts, along with various mundane and incomprehensibly alien objects.

Cysts are covered in a tough membrane of semi-opaque material and tend to glow with an inner light. To discover the contents, the membrane must be slit open releasing the gelatinous slime within (the slime is harmless, used to protect the item from aging, but the experience can be repulsive). Below are some suitable items for the team to find. You should also create cysts with mundane objects in them as well.

1. Aerolk Mindblock. Shaped like a circlet the size of an Anthropos' head, this device grants its wearer 10H defense against psionic attacks.

2. Ancient Armor. There is a suit of full-tech armor in this cyst. It does not look familiar to any characters (although Shanask will refuse to discuss it), but is capable of holding a single Anthropos-sized character. The armor is, indeed, very old, and is semi-autonomous.

The armor communicates empathically with its owner, helping to warn of danger (+2d to Awa while the suit is worn), automatically stops Vit drain if the owner's Vitality goes below zero, and, if equipped with slap packs (up to 3), can automatically inject them if the owner loses consciousness.

Besides these the armor comes with the following enhancements: compensators, two internal hard points, internal environment, sealed, targeting computer, biometer kit, communicator kit, macrovisor kit, and palmstore kit.

The armor's stats are as follows:

Tech	Cr	AP	IC	Base	Enc
6M	artf	16	8	NDef-3d	120/0

3. Android. A bipedal android of alien design is encysted here. If freed, it will imprint upon the first being it sees, instantly absorbing its language. The android is self-willed, but its programming makes it loyal to the first individual it encounters.

The android says it has no name, or memory of who created it, but it will make a useful friend. Its ratings are 10L/8M/6M and it is equipped with an alien pulse weapon. Select up to four useful skills for the android to possess.

4. Lift Disk. This is a circular device approximately 30 inches across. A normal-sized biped can easily stand on the disk. The object can move its passenger at high speed (20) and with mastery can allow a character to move, fight, and do many other things while standing on it. It flies a maximum of six feet off the ground, and can carry any single character who is not wearing bulky armor (i.e., this disk is not suitable for marine or destron characters).

The disk operates based on its rider's mental emanations, and is at first difficult to control. Each action requires an WP roll at different difficulty levels, as listed on the following chart. Once the WP roll has succeeded, however, the owner can make that action freely in the future.

Action	Dif
Rise	6
Move MR 6	10
Move MR 12	20
Move MR 20	40
Turn left	8
Turn right	8
Stop	5
Shoot while moving	Dex 15
Melee combat while moving	Dex 20

5. Artifact. An artifact as listed on the tech equipment table *EM, tech equipment*.

6. Plasma Cannon. This heavy weapon leaves the more traditional Arthirian Turbo-Plaz in the dust. Also of ancient manufacture, the Plasma Cannon is designed for a being somewhat larger than an Anthropos, but it can still be handled by those with Str 6M or greater. It uses the following statistics.

Tech	Cr	AP	IC	Base	Dmg	Enc	Range
10M	Artf	45	25	Ranged -5d	10H*	90	15

* The Plasma Cannon can be set to fire off one of the following charges, after which the cannon must rebuild its charge and is useless for the next five rounds.

Explosion (6LVx)
Autofire (8MV)

7. Psi-Band. This armband-shaped object is, on the surface, a psionic enhancer, which grants its wearer (regardless of race), the following psionic skills: *minor telepathy, landing, hurl*. All these operate at a skill rating equal to the user's Int, and each may be used once per hour.

Outwardly, this item is a useful little device. It has more sinister applications which will come into play if you run *Into the Horde Wall*, the next adventure module from The Game Lords™, Ltd.

8. Tech Axe. This appears to be a very old device, of possibly alien manufacture. It functions as a normal axe (8M damage, etc.), but if connected to a power source it radiates energy, causing 6H damage.

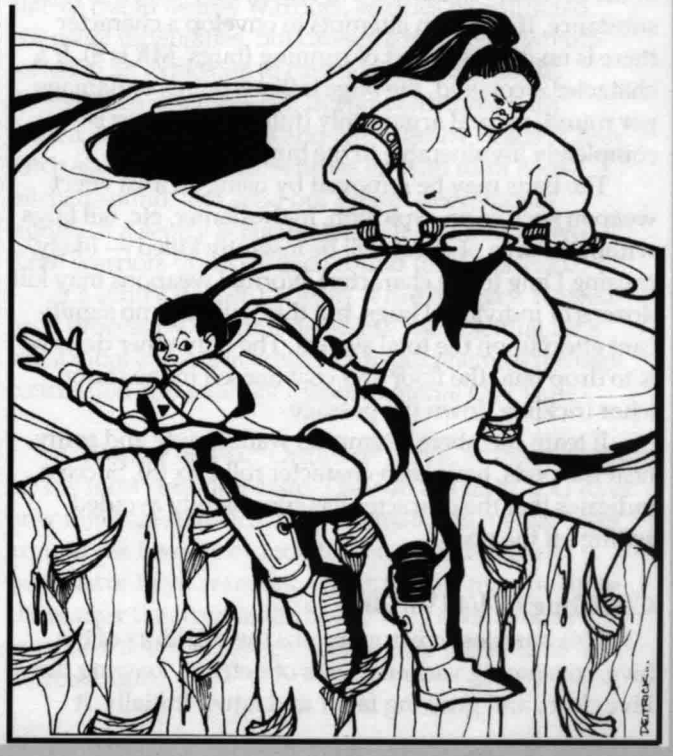
Life Forms and Traps

The Queen's warriors are not the only means of defense for the hive. The slimy, pulsating corridors of the hiveship are full of potentially dangerous traps, some set deliberately to foil attackers, others existing as a natural part of the hive. As the life forms of the hive, and its various traps and defenses are virtually indistinguishable, both are listed together. Those life forms which require statistics are listed normally.

Feel free to come up with more varied and horrific traps to spring on the players, using these as guides. If you are feeling generous, allow the lead character or two an Awa roll (Dif 10-20) to spot the trap before the team blunders into it.

Also feel free to have the team encounter more than one of the following beasts at a time. This will avoid the danger of players growing bored from fighting the same creature with the same statistics, and enables you to provide a greater challenge to stronger characters.

- **Acid Spray**
- **Auto Defense Organism**
- **Bugs**
- **Cattlebug**
- **Cleaner**
- **Crusher**
- **Entangler**
- **Living Tank**
- **Living Weapons**
- **Other Kryll**
- **Pit Creature**
- **Predator**
- **Puffball**
- **Scavenger**
- **Shocker**
- **Slimeworm**
- **Sprayer**
- **Techmites**



Acid Spray

Organic acid is spewed into the corridor in a fine mist as the team walks by. The first two team members must make Spe (18) rolls to leap out of the way, while the remainder of the group makes Spe (12) rolls. Those who succeed take 8 points of damage. Those who fail take 18 points of damage from the burning spray. Any rolls of natural "1" indicate damage to a PC's armor (-1d AR).

Auto Defense Organism (12/18/4)

A tentacled creature is hidden in a bulging cyst or iris-portal in the wall or ceiling of the corridor. Anyone who walks past it must make a Shock (12) roll or suffer a -1c penalty on the first defense roll vs. the tentacles. The creature attacks at 12. If it hits, the tentacles have struck the victim. The creature then attempts to drag the victim back into its lair (Str 18). If the victim is dragged in, the hole closes (sealing victim and creature in the lair), and the creature attacks with claws and beak.

A character's team members may attempt to force open or cut through the hole's covering requiring a Str (30) check or a single blow of 40 points of damage.

Bugs

The corridor is full of pulpy, white pods. If the team walks near them, the pods will split open and emit swarms of tiny, viciously-biting bugs. If characters shoot the pods before passing them, the remaining pods will open and the bugs will attack. A swarm of bugs will attempt to envelop each character.

The bugs are part of the cleaning and defense system of the hiveship. In addition to biting, they emit a caustic substance. If a swarm attempts to envelop a character there is no defense short of running (bugs' MR is 8). If a character is covered, the bugs inflict 8 points of damage per round, natural armor only (full sealed armor is completely invulnerable to the bugs).

The bugs may be removed by using an area effect weapon such as an explosion, hydroflamer, etc. (all bugs within the area of effect will be instantly killed — likely causing Dmg to the character). Normal weapons may kill dozens of individual bugs, but this will have no significant effect upon the total swarm. The only other defense is to drop onto the floor and coat oneself in the slimy ichor trickling down the passage.

If team members attempt to walk slowly and softly near the pods, have each character roll Dex (8). Success indicates that the character has successfully avoided setting off the pods.

Cattlebug (4/4/4 (Vit 20))

This harmless creature roams the corridors of the hive, consuming various pieces of detritus, keeping the hive clean, and growing fatter and fatter. Initially, it appears to be a soft-bodied grub with long, segmented legs and a rather bovine face. After a time, it grows into a huge, white, puffy creature which can barely inch along. At this point, it is killed and consumed by hive creatures.

The cattlebug will take no offensive action, but will crawl along and make gentle bleating sounds. It may actually decide it likes the PCs and start following them around.

Cleaner (8/8/2 (AR 24))

Cleaners are large beetles with tough carapaces and rasping mouthparts resembling a belt sander.

This beast normally scuttles along walls and floors cleaning up organic waste and keeping things operating efficiently. As the PCs are foreign objects, however, cleaners will recognize them as detritus in need of scrubbing. Unfortunately for the PCs, a cleaner's scrubbing can inflict serious damage.

Crusher

The muscular corridor section here may contract, crushing anything it catches. PCs must make Spe (15) rolls in order to jump away from the crushing action. Characters who fail must make Str (15) checks each round. Failure results in damage equal to the amount of the failure. Success indicates how many feet (5 feet per square) the character may move (until free).

An especially nasty trick would be to have the Kryll attack while the PCs are trying to free themselves.



Entangler (16/20/1 (Def 0, Dmg 0)) (wire (4/20/0))

This creature acts as a sort of living trip-wire. It normally appears to be just another beehive-shaped cyst sticking up out of the floor, but as soon as an intruder walks past it, the entangler shoots out a long, wire-like appendage, which wraps around the character's leg and trips them. The victim must roll Def (16) to avoid being hit, and a Dex (18) roll to avoid falling. The entangler can then reel in its victim with a Str of 20.

Normally, this creature would not be terribly dangerous, but entanglers are often located in strategic areas. Sometimes, there will be a pit or chasm between the entangler and its victim, and the creature will attempt to "reel" in its entangler wire, dragging the victim to their doom. Entangled PCs may make a Str (20) roll to break free each round.

Sometimes, two entanglers will attack a victim simultaneously, and try to tear their prey in half. In this case, the victim must make a Str (20) check each round to break free. Failure results in damage equal to the amount of the failure.

Living Tank (6/24/4 (Atk 12))

The Kryll, of course, use living organisms as vehicles as well as for other purposes. This creature looks like a large boulder with a number of upright spikes along its back. It attacks by firing javelin-like spikes.

Living Weapons

As resistance grows, the Kryll may bring up several of their more exotic weapons. These include living mortars (spherical bodies on four spindly legs which shoot slimy acid-shells 12/16/4 (16x Dmg)), shock beasts (emit a bolt of natural electricity 14/18/4), and living tanks (see above).

Other Kryll

The Kryll are the masters of the hive, but even they have their own hierarchy. Warriors and guardians are only two of the many different types of Kryll. Each Kryll caste serves a distinct function within the hive, and some examples of non-warrior Kryll encounters are listed below.

1. Herder (6/16/6). Larger, armored like a warrior, but relatively non-aggressive, herders take care of the cattlebugs, maintenance creatures, and other free-roaming biotech items throughout the hive. Herders make sure that their creatures are well fed, performing their jobs adequately and in good health. They also kill any organisms which are not functional, or are overpopulated. They will not fight PCs unless they threaten their herd, in which case the herder may prove a dangerous opponent, using its slaughter-claws as weapons.

When encountered, a herder will be seeing to a small group of two or three cattlebugs, or herding along a swarm of smaller maintenance creatures. It will immediately see the PCs as more herd animals and try to herd them in a random direction.

2. Translator (16/4/16). This caste is one of the most important. They resemble workers with very large heads, and are relatively intelligent. Their job is to receive telepathic messages from the Queen, and transmit her orders pheromonally when there is a great distance between a group of Kryll and their hive. Translators always accompany groups of Kryll which leave the hive. The Queen's telepathic range is considerable (several hundred miles), but can cause problems, such as now, when a Kryll fleet is sent out with orders to attack, and goes beyond communication range. After the Kryll join the Guild, translators will become very useful, for they will be able to mimic Guildspeak and other Guild languages.

When PCs encounter a translator, it will take no offensive action, but will stare at them curiously, making random noises which might be interpreted as language. They may play with this for a while, but they will not be able to do more than persuade the translator to repeat a few fragmented phrases.

3. Sentry (6/4/10 (Vit 12)). Intended primarily to watch corridors and send pheromonal and hypersonic alarms out to nearby warriors, sentries have limited offensive capabilities, but can selflessly destroy themselves in an explosion of caustic tissue and fluids.

Sentries resemble tall, upright creatures with brown, stalk-like bodies and large, fleshy heads. If they catch sight of invaders, sentries emit an ultra high-pitched sound, and send out urgent pheromonal signals. If a sentry is encountered, it will attract two Kryll warriors (8/18/8) each round until it is killed.

If a sentry is close to death, it can trigger a biofeedback process by which it detonates itself, setting off a substantial explosion which damages enemies through concussion and a rain of caustic material (30x Dmg).

4. Worker (6/8/4). "Ordinary" Kryll, workers are by far the most common caste. They do not fight, and have only minimal statistics. They normally do menial tasks around the hive. They look like large, soft-bodied versions of Kryll warriors, with multiple manipulative claws near the front of the body. They cannot carry weapons, and use biotech only to help them fulfill their normal duties.

If the team encounters one or more workers, the creatures will not attack, but will approach, analyze the PCs and try to figure out what is "wrong" with them. The workers will then try to take pieces of equipment, armor, etc., off to be encysted for future study. Workers may even try to "fix" player characters, trying to reprogram them with pheromonal messages. This will be relatively incomprehensible to the characters but numerous strange smells will result.

Pit Creature

The hive is full of toothy, organic pits used for disposal of waste. The PC must make a Sped (12) roll in order to avoid falling into one of these horrors. Each turn after falling in, the pit-mouth inflicts 15 points of damage (armor save is allowed) Str (20) to get out. The pit may be "killed" (automatic hit, AR 12, Vit 50) by the victim's fellows or deactivated by activating a small red node found on the nearby wall (biotech (8)). Small items — guns, techwands, hand computers, etc. — dropped into the pit (or dislodged during the struggle) are eaten and considered permanently lost.

Predator (20/16/6 (MR 12))

These creatures are normally created by the Queen when numbers of maintenance creatures are getting too high and need to be culled. They can, however, be used to defend the hive, in which case their mindless kill-and-eat instinct is a deadly asset. As a predator grows, its metabolism gets steadily faster and faster, and it must eat more and more often. Eventually (within a week or so), the predator is unable to eat enough and literally starves to death. Predators are also biochemically programmed not to feed on Kryll castes, attacking only non-Kryll maintenance species and invaders (thus, kryll PCs will be avoided).



Predators are large bipedal hunch backed creatures with two heavy arms ending in wicked spikes. They are amazingly fast and agile for all their bulk.

Puffball

These are small, round, porous growths which emit various clouds of spores. Puffballs may emit spores if touched, if disturbed by the vibration of walking (Dex 12 to avoid), or simply if something approaches them. Roll a d6 to determine the nature of the spores.

1. Acid Spores. A cloud of acidic spores explodes from the puffball. Team members must make Def (12) rolls to avoid the spores. Those who fail take 12 points of damage. Armor rolls are allowed for natural and full armor only.

2. Allergenic Spores. Spores cause intense allergic reaction. Team members must make FR(15) rolls every ten or fifteen minutes for the next hour or so. Failure results in a loud burst of sneezes which will invariably bring 1-2 kryll warriors (8/18/8) to attack within the next several rounds.

3. Exploding Puffball. The puffball explodes, inflicting 20x points of damage. See *Rule Book* for details on jumping out of the way of an explosion. These puffballs occur in patches of up to 20 individuals, and the explosion of one often sets off the others. (This is more for color and excitement than anything else; don't allow an explosive puffball patch to wipe out the party!) Afterwards, several warriors (8/18/8) and a guardian (15/25/10) are likely to investigate.

4. Living Spores. The spores cover clothing, armor, equipment, etc. and immediately germinate, sprouting more puffballs. The effect is not immediately dangerous (other than having puffballs all over one's armor, etc.), but the young puffballs are shaggy and green, making germinated characters look as if they are covered with green alfalfa sprouts. A side effect of this is that Cattlebugs *love* the young puffballs, and will follow the PCs around in large numbers, bleating, and trying to take a bite.

As might be gathered, this encounter can be played up for laughs, a useful method for breaking tension or lightening the overall mood.

5. Normal Spores. Sticky powder billows from the puffball. It covers clothes and armor, obscures vision, adheres to visors and gets into the workings of weapons, devices, etc. It will take at least 15 minutes to clean the spores from everything, or else items will not work properly (-1d penalties, random malfunctions, etc.).

6. Quills. Large, nasty-looking spikes shoot out of the puffball. Attack and damage are 15 to the closest PC, 12 to the next closest, and 8 to the next.

Scavenger (6/20/3 (Vit 120))

Slow moving but powerful, scavengers consume large dead maintenance animals, and even Kryll. They are very efficient, and store most of the consumed tissue, before they, themselves are killed and recycled into the hiveworld's digestive system. Scavengers will attack the party rather ponderously, but their attacks can be devastating.

Scavengers start out life looking like millipedes, but rapidly gain bulk, eventually appearing as masses of pale, fleshy tissue crawling along on hundreds of tiny, seemingly ineffective legs.

Shocker

A massive discharge of organically-generated electricity from a storage gland strikes the party. Each party member must make a Def (16) roll. Those who succeed have flung themselves out of the way and take only 6 points of damage (armor rolls are allowed). Those who fail are hit for 12 points of electrical damage, plus one for every point their roll failed by. Powered armor makes armor rolls at a -2d penalty.

Slimeworm

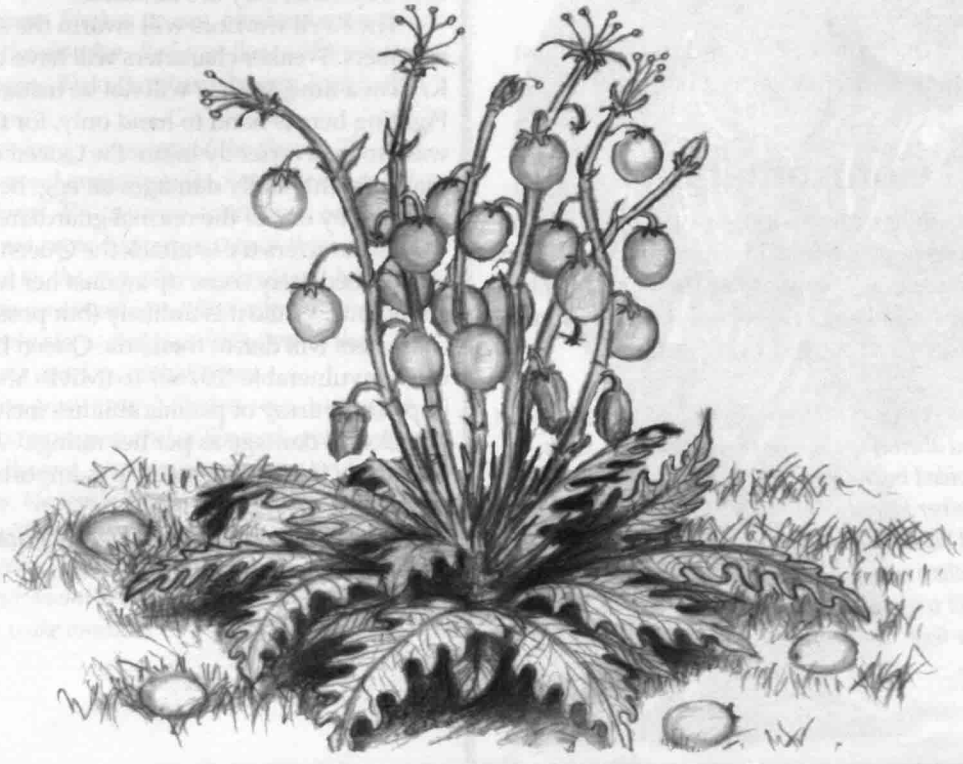
A segmented wormlike creature in the ceiling extends down, opens its soft mouth and vomits a mass of foul-smelling goo onto the character (Def 15). This goo is incredibly sticky and can suffocate a character, make suffocation rolls (see *RB, hazards*). Removing the goo requires quick sudden jerks (like tearing off toffee) Spe (20). Otherwise, it is almost impossible to get off.

Sprayer (8/15/2)

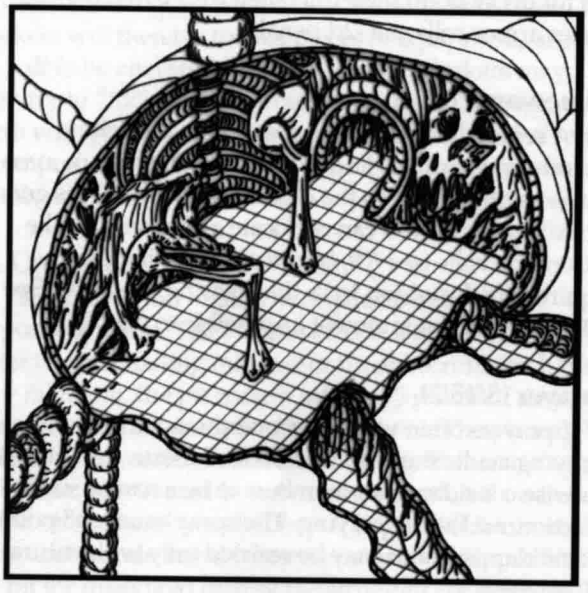
Sprayers often work in cooperation with cleaners, spraying acidic fluids to loosen dead tissue. Sprayers will likewise consider team-members to be a sort of super-infection, and start spraying. The spray causes 15 points of acid damage, and may be resisted only with natural or full armor.

Techmites

Kryll use these tiny creatures to destroy technological items. A swarm of them attacks a randomly determined item carried by a PC. The PC must make an Awa (20) in order to detect the mites and scrape them off before they damage the item. Otherwise, when the character attempts to use the item, he or she discovers it is infested with tiny mites and is useless. The item is permanently destroyed.



3 — Meeting the Queen



Ending the Hunt

Eventually, you will want to let your players discover the Queen's chamber. This can come about in the course of normal play — the team is walking along a corridor, they come to a room and — presto! — they encounter the queen and her warriors. Other possibilities present themselves. A teleport nodule could land the party members in the chamber. A tunnel worm could inadvertently carry them there. A vertical tube could end up in or near the chamber, etc.

Regardless of the route, be sure and reserve at least an hour for the final confrontation and wrap-up.

The Final Confrontation

Your Dha team has come a long way. Left behind on Dha's first real mission, contacted by an ancient race, sent to battle insectoid aliens... Now, at last they have reached their objective, the Kryll egg chamber and the awesome Kryll brood-queen. Read the following out loud.

The air here is even more oppressive and heavy, laden with strange scents and alien sounds. The chamber is dim, with reddish light provided by bulbous organs in the walls and ceilings. The chamber is hung with fibrous growths — dark green, yellow and black. It is lined with Kryll warriors and workers — more than you can count. At the opposite end sits an enormous Kryll with a large head, heavy armor plates, and long, scimitar-like legs. Beside the huge Kryll stand two giant guardian Kryll.

Behind the huge Kryll is a vast, bulky white mass which pulsates and quivers as you watch, emitting large white capsules from one end. Smaller Kryll take the capsules and carry them from the chamber.

12 Elite Kryll Warriors: 12/18/8
30 Kryll Workers: 6/8/4
2 Elite Guardians: 20/30/10
6 Normal Guardians: 15/25/10

Unlike ordinary hive insects, the Kryll Queen need not be attached to her egg-laying organ. In this case, the egg-mass is separate, and the Queen simply injects genetic material into it to govern what kind of eggs it produces. While she is the only Kryll capable of doing this, the egg-mass can live on if she is killed. If it goes for more than three days without receiving an injection from the Queen, it will immediately produce a large egg which will hatch into a new queen.

By this time, of course, the characters will have figured out that they've reached their objective. As they decide what to do, the Queen raises a long, slender claw and points at them, clacking madly. The warriors in the room immediately move to attack wile the workers scramble to clear eggs from the fray with the normal guardians forming a line to protect the eggs.

If the team holds up Shakna's crystal and calls out his name, nothing will happen immediately. Shakna will get there eventually, but he is currently still having trouble stabilizing the Shanask moon. Let them sweat it out for a few rounds, (maybe even deciding that Shakna lied to them, and that they are doomed).

The Kryll warriors will swarm the strongest team members. Weaker characters will have to fight only one Kryll at a time, so they will not be instantly slaughtered. Fighting here is hand to hand only, for the Kryll do not want to inadvertently injure the Queen or her eggs. If a player intentionally damages an egg, he or she will be attacked by one of the normal guardians.

If characters try to attack the Queen directly, they will immediately come up against her two powerful attendants. While it is unlikely (but possible) that the characters will defeat them, the Queen herself is even more invulnerable (20/60/16 (MR4). She also has an impressive array of psionic abilities including a psi-blast (attack and damage as per her ratings). Although the party may injure the Queen, it is important that she not be killed.

Award bonus APs for especially daring or innovative attacks during this battle.

Shakna Returns

Let the melee proceed for a while, perhaps even knocking a character or two down. Then have Shakna appear. If a team member takes a particularly dramatic action with the crystal — such as using it as a weapon, throwing it at the Queen, etc. — have Shakna arrive in similarly dramatic fashion. For example, the crystal can shatter with a blinding light, knocking out all the Kryll and PCs, and when they regain consciousness, Shakna is there, confronting the Queen. At this point, all Kryll will cease fighting.

Shakna stands before the brood-queen, and you can virtually feel the awesome energies flashing unseen between the two of them. Here is a battle — Sorce and Psi — upon which your very existence hangs, but which you cannot even see.

After some time, their is a pause in the fray as both entities summon their power for the final onslaught.

"Now," Shakna's dry whisper sounds in your ears, "you will be destroyed — this fate awaits all who follow your evil path ..."

A clattering cry erupts from the queen. You do not understand the sound, but words echo in your mind — Shakna must be translating the Kryll language for you.

"Wait! We attacked only in self defense. Shanask, we no longer serve the Dark One..." To your surprise, her voice is soft and intelligent. You perceive a tone of what might almost be called sadness in her words. Is it possible, you wonder, that such an alien race can feel the same things that you feel?. "Even now we flee our homeland to avoid his minions. We meant no harm. Please, let us explain..."

To your amazement, Shakna pauses. His hood swivels back and forth, scanning the chamber. Red eyes flare as his penetrating gaze passes over you. Then the Shanask turns back to the Queen.

Now, you can no longer understand the Queen. The two aliens converse for several minutes in the Kryll's language of clicks, buzzes and chirps. The warriors around you take no action — if you did not know better, you would think that they, too, were mesmerized by the drama being played out before you.

The conversation continues for several minutes, then Shakna raises an empty sleeve and the violet glow of the Shanask's Sorce power envelops both of them.

"There has been a grave error," Shakna says, turning to you. "I am among the most powerful of Shanask, yet it seems that even I can play the fool. I have misjudged the Kryll — they are not your enemies. Her eminence wishes to speak with you."

Again, enhanced by Shakna's Sorce energy, the Queen's words echo in your ears.

"We are not your enemies. Like Shakna, we have made a mistake. We wish to make amends."

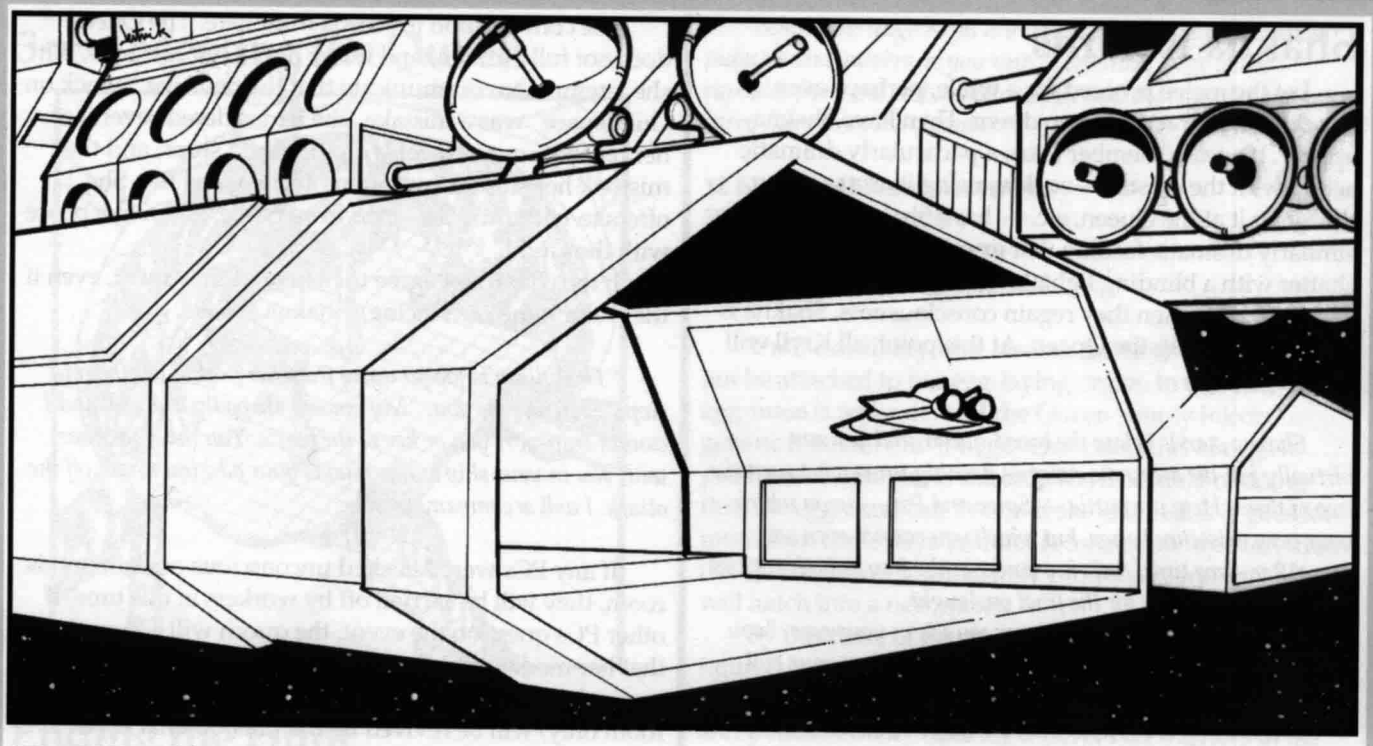
The conversation proceeds from here. The Queen does not fully understand many non-Kryll concepts, but she attempts to communicate that the perceive "attack on Guildspace" was a mistake. She had ordered several of her bioships out to meet with the Guild ships, and they mistook her ships for weapons and opened fire. She offers to withdraw her ships from battle, and make peace with the Guild.

If the characters agree to help (and they must, even if they take some convincing), Shakna speaks.

"The Queen is too far away from her fleet to tell them to stop," Shakna tells you. "My powers are badly drained, and I cannot transport you or her to the battle. You must take her with you in your ship and persuade your admiral to call off the attack. I will accompany you."

If any PCs were knocked unconscious or slain in this room, they will be carried off by workers at this time. If other PCs question the event, the queen will assure them that her medics are capable and will attend to their comrades. Even character's slain in this room (but this room only) will be revived by the phenomenal kryll medics. These characters will meet up with the rest of the party at their ship (see below). Those who were not knocked unconscious or slain, should receive a bonus AP.





For Kryll and Country

The team had better hop to it and move at this point, for the major assault by Dha is about to begin in earnest. The Queen will move ponderously out of the chamber, along with her two elite guardians (or replacements if they were slain). She will guide the team through a series of teleport pods and corridors back to where the *Concordance* lies amid organic debris and damaged tissues. If the ship was damaged, team members will note that it has been repaired with strange, greenish, organic substances.

Shakna, the Queen and her escort will be a tight fit, but the ship will eventually make it out of the hive.

Have players make miscellaneous *astrogation*, and *pilot starship* rolls on the way to the battle just to keep things moving along, but don't let the transit go on too long.

Eventually, *Concordance* will make it close enough to signal the fleet. Through bands of interference, the snowy image of Admiral Nelos will appear, demanding to know what is going on.

It's up to the players to communicate the situation to the admiral. If they ramble on too long, she will demand that they get to the point. Of course, at first she will be skeptical of the aliens' story and suspect a trick. If necessary, Shakna and the Queen herself will talk to the admiral, but it will be a rough job convincing the admiral.

By this time, however, the queen will also be close enough to psionically contact her sentries and tell them to relay orders to her ships to fall back. She will do so, and a steady stream of huge, organic Kryll ships of various designs will begin to pass by *Concordance's* viewports.

On the screen, Nelos begins to receive reports of the Kryll cease-fire, and will look up with a puzzled but hopeful expression.

"My commanders inform me that the alien fleet is, indeed, withdrawing from battle. Several officers suspect a trap, but I have decided to allow you to dock with my flagship, and I will speak to your two representatives."

Your helm receives coordinates for the Dha flagship, Invincible. *As you approach, the great superdreadnaught grows in your viewports, a massive engine of destruction bristling with weapons, sheathed in armor. The ship has sustained minor damage in the battle — patches of slime cover parts of its hull, and several areas look for all the world as if they have been chewed on by some massive creature. Navigation lights flash along the docking port, as you slowly approach.*

The players are probably sighing with relief by this time. Docking with *Invincible* requires a *pilot starship* check (Dif 4). Failure results in minor damage equal to the failure and the pilot will likely receive some major ribbing from the crew of the *Invincible*. As soon as they have docked, hatches open and armed Dha guards enter. The Queen is so huge she must enter and exit the ship through the cargo doors, but she leaves gracefully enough.

A Dha captain tells the team members that they are off-duty and may rest in quarters prepared for them, use recreational facilities, etc. until the admiral calls.

4 — The Aftermath

The team has completed its first mission — hopefully with smashing success. Now aboard the Dha superdreadnaught *Invincible*, the characters will be more or less observers as events unfold. The following summarizes the events of the next several days, and will give the players a good idea of the significance of their characters' actions.

You are officially off-duty until the admiral sends for you. Many crew members come to you, demanding the story of your adventures, asking who and what these new aliens are, and what they are capable of. The admiration in their voices is unmistakable, and you realize that to have impressed other Dha members (higher ranked ones at that) is a truly remarkable accomplishment.

Allow the players to bask in glory for a while, but have them summoned before the admiral after a decent period.

Meeting with the Admiral

Read the players the following.

Eventually, after several hours, a Rakka in Dha uniform appears on your commscreen, requesting your presence in Admiral Nelos' conference room.

Nelos is there with several high-ranking officers, as well as Shakna and the hive-queen (her vast size has required the rearrangement of several pieces of furniture). The admiral returns your salute and speaks without preamble.

"Your team has done a great service to both Dha and the Guild. We are grateful for your assistance, despite your somewhat — " here, she pauses, scanning you up and down with a steely, critical gaze — "shall we say, unorthodox methods."

Before you can respond, she raises a hand and continues. "I have spent the last few hours in conversation with your Hive Queen, and the creature which calls itself Shakna. They have convinced me of the good intentions of both the Shanask and the Kryll. We will be transporting both of these representatives to Guildhome to meet with the council of the Great House. Regardless of the outcome, the fact remains that a senseless tragedy has been avoided, and your team is at least partially responsible."

She pauses a moment as the significance of your actions sinks in. Then the admiral's face grows solemn.

"Attention!" she snaps. "Captain Skraa!"

A towering Draca Cyberlord stalks forward, bearing a sheaf of papers and a small case. Nelos salutes in the traditional Draca manner, fist extended. Skraa returns the salute, and hands over the items.

"I have heard of your team's difficulties," Nelos says in a more conversational voice. "In light of your service to Dha and the Guild I have seen fit to personally certify your team and confirm you as fully-ranked Dha warriors. Team Commander!"





At this point, the chosen commander of the team should respond and salute. If not, Nelos looks at the team icily until someone does.

She hands over the papers. They bear the seals of Dha and the admiral's personal signature. You are surprised at this — most official functions such as this are handled purely electronically. You know that you will treasure these papers for years to come.

Now, Nelos opens the case and withdraws a medal.

"The Order of the Lion," she says. "For meritorious and selfless service to Dha. Take this on behalf of your team."

Your commander accepts the medal.

Now, Nelos pins another medal on each of you, attaching it to uniforms or warrior-sashes.

"The Cobalt Star for Bravery," she says. "In recognition of your devotion and skill."

Nelos now steps back and salutes. You return the gesture, feeling pride deep in your heart.

"Well done, Dha Warriors," she says, and the name rings like a trumpet — in its own way, it is even greater and more honorable than the other decorations. "Dismissed."

You may play out the return to Dha Prime in any way you wish. If it is late and you want to wrap up quickly, simply inform the players that the team returns to Dha Prime and receives commendations and congratulations, etc. If you have time and want to increase roleplaying opportunities, come up with suitable encounters, meetings, festivities, ceremonies, etc. before proceeding to the final stage of the adventure.

Rewards

Award the players the standard one AP per hour of play. If you feel that they accomplished their mission in an efficient and professional manner in keeping with the traditions of Dha, etc., grant additional bonus APs.

Players who remained in character — especially those who faithfully roleplayed even though they knew that the Kryll and Shanask were going to eventually become good guys — receive another one to three APs.

Team members will all receive standard mission allowance. If you feel that the mission went well and they used good sense, they will receive full allowance, otherwise, some percent thereof. They may be allowed to keep some of the equipment they gained in the hive (according to the Dha salvage program — see *RB, guild currency*), but only after registering it with Dha scientists.

Any character who returns these items to the Hive Queen, however (since these things belonged to her in the first place), receives three APs. Characters who jump on the bandwagon after the first character does so might get one AP each if you're feeling generous. A PC who returns such times might also gain the Queen's gratitude.

As a result of their success, individual characters may make friends, or meet officers who can act as patrons and allies on future adventures. And, for the moment at least, the characters will be the heroes of Dha.

The Future

For the time being, the characters can relax. But their adventures have set in motion a chain of events which will change Guildspace forever.

After the initial meeting with the Guild Council, both the Shanask and the Kryll are accepted into the House of Dha and awarded guardian status. This is virtually unheard of, for even acceptance as an ordinary Dha race takes six months or more.

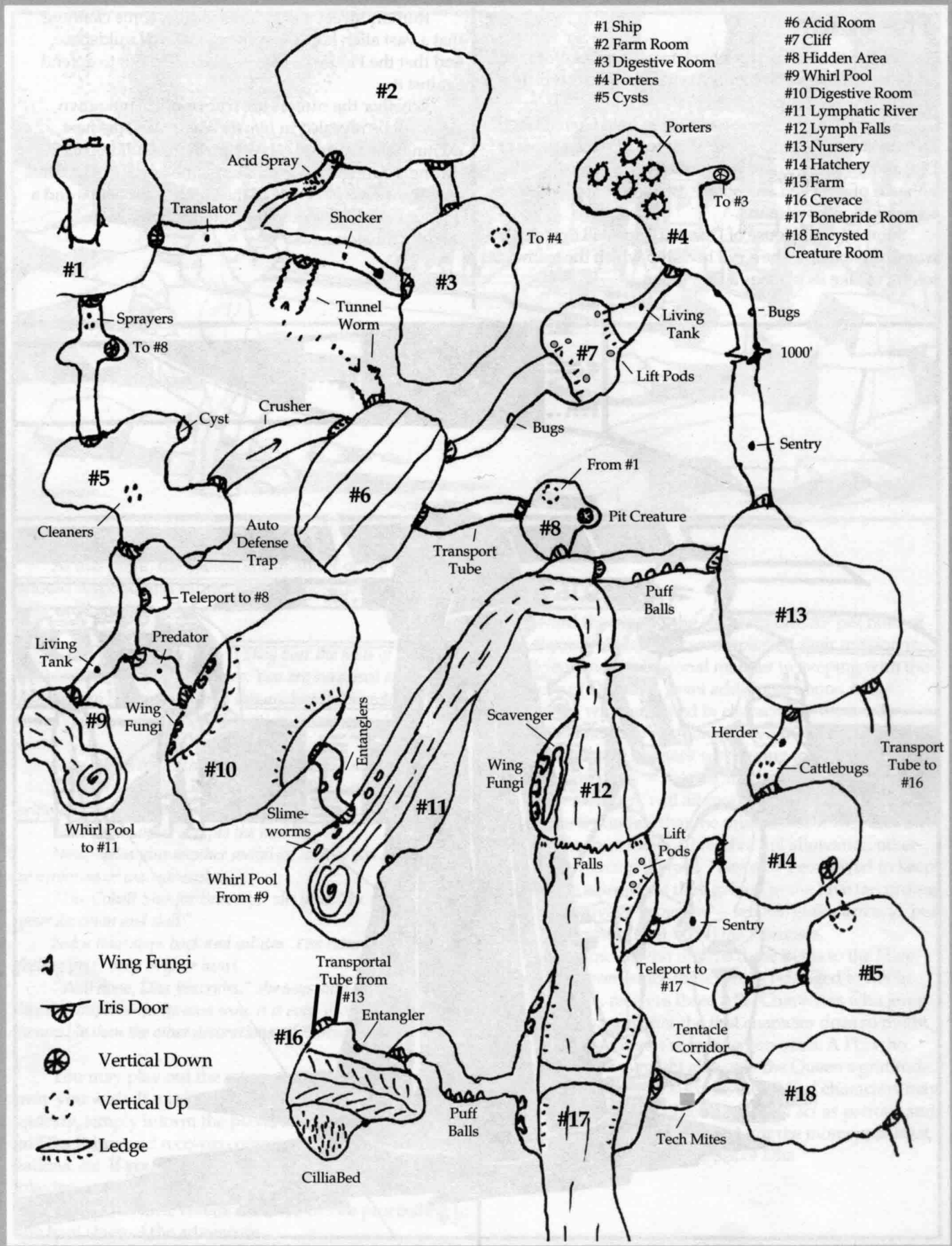
Soon, several House of Dha starships will open up a wormhole to allow the Kryll hiveship which the team fought to take its place as a Dha moon.

Rumors sweep Glory like wildfire, some claiming that a vast alien horde is moving toward Guildspace, and that the House of Dha will be called out to defend against it.

Whether the rumors are true or not is unknown (and will be revealed in *Into the Horde Wall*, the next exciting MetaScape™ Adventure in the Guild Space™ Setting, coming soon from The Game Lords,™ Ltd.). In any event several House of the Guide patrolships and a science vessel are sent to the outer rim on a high security mission...



Sample Map


#1 Ship
#2 Farm Room
#3 Digestive Room
#4 Porters
#5 Cysts
#6 Acid Room
#7 Cliff
#8 Hidden Area
#9 Whirl Pool
#10 Digestive Room
#11 Lymphatic River
#12 Lymph Falls
#13 Nursery
#14 Hatchery
#15 Farm
#16 Crevace
#17 Bonebride Room
#18 Encysted Creature Room
#1
#2
#3
#4
#5
#6
#7
#8
#9
#10
#11
#12
#13
#14
#15
#16
#17
#18
Acid Spray
Translator
Shocker
To #4
Porters
To #3
Tunnel Worm
Sprayers
To #8
Cyst
Crusher
Bugs
Living Tank
Lift Pods
Bugs
1000'
Sentry
From #1
Pit Creature
Cleaners
Auto Defense Trap
Transport Tube
Puff Balls
Teleport to #8
Predator
Living Tank
Wing Fungi
Entanglers
Scavenger
Herder
Cattlebugs
Transport Tube to #16
Wing Fungi
Slime-worms
Whirl Pool to #11
Whirl Pool From #9
Falls
Lift Pods
Sentry
Teleport to #17
Transportal Tube from #13
Entangler
Tentacle Corridor
Puff Balls
Tech Mites
CilliaBed
Wing Fungi
Iris Door
Vertical Down
Vertical Up
Ledge



Shakna was tired!

Outsiders might have thought it strange that a being of Shakna's nature might grow tired, sleep, or even require sustenance. But he (or she, or it — such concepts were irrelevant to a Shanask) was tired — aching with weariness to the depths of his very soul.

The journey had been long and difficult. Moving an entire world was an undertaking which strained the resources even of Shakna's kind. Still, Shakna and the other Shanask who now inhabited the Sorce-moon knew that they had no choice. Terrible events were unfolding, and it was their task — no, their duty — to stop them.

Shakna watched as glowing blue lines of Sorce energy burned brightly, then faded, revealing the battered proto-planet below. Soon, the inhabitants would be arriving and there was much to discuss...

In this adventure, a team of young Dha trainees (portrayed by the players) become mixed up in one of the most significant events in Guild History!

This is the first adventure in the Darmoth series. Look for the next adventure *Into The Horde Wall* latter this summer.

Playing this adventure requires the use of the MetaScape™ Roleplaying Game System.

The Game Lords, Ltd.
P.O. Box PP
Meeker, CO 81641-0948

Fax: 303-878-4042
Q/A: 303-878-4048
Orders:

1-800-880-8880

TGL#11000
7 61769 11000 2
ISBN 1-56974-005-4

© 1993 Dream Quest Games, Ltd., All Rights Reserved

#14121

Character Record Sheet

Character's Name:
Race: Age: Sex:

Rank | Title:
Team:

Player's Name

20 | Luck

	x1	x2	x4	x8	x16
1	1	2	4	8	16
2	2	4	8	16	32
3	3	6	12	24	48
4	4	8	16	32	64
5	5	10	20	40	80
6	6	12	24	48	96
7	7	14	28	56	112
8	8	16	32	64	128
9	9	18	36	72	144
10	10	20	40	80	160

	x1	x2	x4	x8	x16
1	2	4	8	16	32
2	4	8	16	32	64
3	6	12	24	48	96
4	8	16	32	64	128
5	10	20	40	80	160
6	12	24	48	96	192
7	14	28	56	112	224
8	16	32	64	128	256
9	18	36	72	144	288
10	20	40	80	160	320

H4	x1	x2	x4	x8	x16
1	4	8	16	32	64
2	8	16	32	64	128
3	12	24	48	96	192
4	16	32	64	128	256
5	20	40	80	160	320
6	24	48	96	192	384
7	28	56	112	224	448
8	32	64	128	256	512
9	36	72	144	288	576
10	40	80	160	320	640

Types

Bantan	=	x 1/10
Personal	=	x1
Vehicle	=	x10
Ship	=	x100
World	=	x1000

Physical

20		Dex
20		FR
20		Spd
20		Str

Mental

Vision

20		Awa
20		Cha
20		Int
20		WP

Sciences

25		BioT
25		Cyber
25		Tech

Enhancements

Name	Base	Notes

Skills

IC	Rtg	Name

Notes

Combat Statistics

9		Nish
9		Shock

Move

Vitality		Heal	
11		11	

Maximum

Wounds

Weapon Class

IC	Rtg	Dmg adj	Class
25			Body
25			Melee
25			Hurled
25			Ranged
25		0d	Artillery

IC	Def	Armor	AR	Enc
13	O	Natural		X
	O			
	O			
	O			
	O			
	O			

IC	Atk	Weapons	Dmg	Rng	Notes/Ammo	Enc

© 1992 Dream Quest Games, Ltd. All Rights Reserved. Personal Photocopies May be Made. For Orders Call: 1-800-880-8880

Back Sheet

Character's Name:

Rank

Player's Name

Description

Race

Age _____ yrs

Sex

Hgt _____

Wgt _____

Eyes _____

Hair _____

Sketch

Notes

Advancement

AP

Total

Unused AP

Dossier:

Organization: _____

House: _____

Chapter: _____

Title: _____

Team: _____

Hack Ability

Credit Card

Security Level

Item	Lease (cr)	Payments
		000000 000000
		000000 000000
		000000 000000
		000000 000000
		000000 000000
		000000 000000
		000000 000000
		000000 000000
		Total

Allowence

Formula

Notes

EQUIPMENT

#	CENTER	Enc	Notes

#	LEFT	Enc	Notes

#	RIGHT	Enc	Notes

MR

-0d	-1d	-2d	-3d	-4d	1	ENC This side
O	O	O	O	O	O	Other side
X1	X2	X4	X8	X16	X32	Total Enc

Carry

© 1992 Dream Quest Games, Ltd. All Rights Reserved. Personal Photocopies May be Made. For Orders Call: 1-800-880-8880

Skills Sheet

Character's Name:

Ship Position

Player's Name

Skills

IC	Rtg	Name

Enhancements

Name	Base	Notes

Skills

IC	Rtg	Name

Notes

© 1992 Dream Quest Games, Ltd. All Rights Reserved. Personal Photocopies May be Made. For Orders Call: 1-800-880-8880

#14122

Power Sheet

Character's Name:	Power Name	Player's Name

Skill

Lvl	Val

Power

PowerPoints

Current Power

Regain Rate

Notes

Cst	Group:	Act	Dur	Rng	Notes

Cst	Group:	Act	Dur	Rng	Notes

Cst	Group:	Act	Dur	Rng	Notes

Cst	Group:	Act	Dur	Rng	Notes

Cst	Group:	Act	Dur	Rng	Notes

© 1992 Dream Quest Games, Ltd. All Rights Reserved. Personal Photocopies May be Made. For Orders Call: 1-800-880-8880