



#9002

Space MasterTM COMPANION I

Advanced and Optional Rules for Space Master



SPACE MASTER COMPANION I™

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A Special Note: Apologies to all those contributors whose work will have to wait for SpMCo II.

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INTRODUCTION

Welcome to *Space Master Companion I (SpaMCo I)*. This is the first in a projected series of *SpaMCo*s which are intended to provide **Space Master** players and GMs with new collections of **optional** rules and game sub-systems. **Optional** is the key word here; a GM should carefully examine each section of material before using it in a campaign.

A cursory inspection of *SpaMCo I* is enough to show you that the bulk of the material deals with new character professions and skills. Most GMs will not use all of this material — there's just so much of it. It was designed to cover a wide diversity of playing styles, and it's likely that some of these won't be right for you.

A GM must decide which parts of this material will be used in his campaign; this is not a decision for the players to make. The GM should always be the final authority in any role playing session that involves his world. The manner in which a GM interprets, modifies, excludes or includes rules and guidelines is entirely up to him.

A GM should never feel that any collection of rules (whether core-based, or *SpaMCo* options), are an etched-in-stone, unbreakable, unbendable, absolutely fixed set. They are only provided as an aid to help GMs develop, manage and run their universes.

On the other hand, a GM has an obligation to make clear exactly what game mechanics are at work in his science-fiction world. He must strive to be consistent in his interpretations of the rules.

ABOUT THIS PRODUCT

SpaMCo I, like its sisters in the *Rolemaster Companion* series, is a compilation of material generated by *players* of the game — not in-house design staff. The effects of this are twofold.

First, the material within has been generated by genuine rules-tinkers. This is a great bonus for **Space Master** GMs and players. Why? Well, the guys who dreamed-up this stuff are just like you. They've read the core rules and have come up with alternate or more detailed ways of handling situations that have come up in play. Is their solution the one you would have come up with? Maybe, maybe not; but it will get you thinking of ways you and your group might handle things better, or just differently.

Secondly, compendiums like this help generate a feeling of "role playing community". Ours is a peculiar industry. It's still small enough so that the players involved in it can feel like they are part of the process of its evolution. With an ongoing series of *SpaMCo*s, contributors and readers alike get a better idea of where our game came from and where it is headed. Enjoy it.

REGARDING THE ORIGINAL SPACE MASTER COMPANION

Yes, ICE did put out a product some time ago called the *Space Master Companion*. Don't get it confused with this product: *Space Master Companion I*. There is, in fact, a significant difference between the two. The original *Space Master Companion* was a rules addendum for the first edition of **Space Master** (which contained the original *Tech Law* and *Future Law*), and is completely superseded by the second edition **Space Master: The Role Playing Game** (in the blue box). If you don't have the original *Space Master Companion*, don't try to acquire it — it's obsolete. If you have **Space Master: The Role Playing Game**, you don't need the original *Companion*.

NOTATION

The material in *Space Master Companion I* often uses the standard referencing notation for ICE products:

SM — *Space Master: The Role Playing Game*

RM — *Rolemaster*

SpaMCo I — *Space Master Companion I*

PB — *Player Book* (in *Space Master: The RPG*)

GMB — *GM's Book* (in *Space Master: The RPG*)

TB — *Tech Book* (in *Space Master: The RPG*)

ChL — *Character Law*

CaL — *Campaign Law*

RMCI — *Rolemaster Companion*

RMCI — *Rolemaster Companion II*

RMCI — *Rolemaster Companion III*

REFERENCING ROLEMASTER PRODUCTS

Though this book is about **Space Master**, we must not forget that the game evolved from ICE's fantasy role playing game, **Rolemaster**. As a result, the material in *SpaMCo I* draws heavily on the series of *Rolemaster Companions*, as well as the core **Rolemaster** rules. When a particular section of this product references you to an **RM** installment or an **RM** book, like *Spell Law* or *Arms Law*, what are you supposed to do; particularly when you don't own the product in question? Well, first of all, **don't panic!**

We've found that most **Space Master** players know a lot about **Rolemaster**, because they got into that system first. But if you are one of the few who play **Space Master** to the exclusion of **RM**, just ignore those sections that reference **RM** products. This is an optional rules compilation after all. Think of the **RM**-referenced rules as *more* optional than the others — you don't need them. If you think this is a cheap cop-out and that all relevant and previously published **RM** material should have been included in this product, imagine all of the other information we would have had to axe-out of this *SpaMCo*. It would have been quite a bit, and many consumers would have been upset about buying rehashed material.

So don't get mad thinking you are forced to go out and buy some other books just to get a few small references. Forget about them. Instead, focus on all the new material appearing in *SpaMCo I*.

Note: For readability purposes, these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/him, etc.

2.0

PROFESSIONS

This Section introduces several new professions for use with *Space Master: The Role Playing Game*. Only general descriptions are found here. Their development point costs for skills can be found in *Section 12.0, Compiled Tables*.

2.1

ANARCHIST

Prime Requisites: Pr/SD

A profession which one might be proud of, but which few look upon with any amount of respect or acceptance. The Anarchist is one who seeks to disrupt governments and resist their control. To do so, some Anarchists, (commonly referred to as Terrorists) use extreme forms of violence focused directly at governing figures, or citizens.



Anarchists are professionals at what they do, usually being hired by wealthy individuals with alternative motives, who can afford their high prices for services rendered. The more experienced the Anarchist, the higher the price. Their primary tool is the fear of the public which the Anarchists nurtures through his publicly announced acts of violence. Whether the job is a paid assassination, or perhaps a personal mission to achieve specific goals through demands, the Anarchist is not appreciated and can expect retaliation. He has few friends, if any, and must keep hidden from the authorities to avoid incarceration. Most of one's contacts are nothing more than mentors or working associates, (fellow soldiers of the cause, whatever it might be).

To summarize, the Anarchist is Anti-Government and against ruling parties. His primary goal in life is to undermine, embarrass, and deteriorate one or more governmental powers, usually to complete abolishment. The Anarchist may have personal ideas of proper government and may attempt to develop the "ideal form of government" once the targeted authority falls from power. Usually the Anarchist feels that total anarchy is the best ruling method and strives to bring that about.

The Anarchist is a master of politics, and skills of manipulation and appearance. He is usually a powerful figure capable of swaying the thinking of groups through protests displayed in speeches and acts of terrorism. Although he is very influential, most feel that the methods he uses are too harsh and irrational, not to mention totally unnecessary. His prime requisites are Presence and Self Discipline.

2.2

ARTIST

Prime Requisites: Em/SD

Definitely not a profession for combat situations. The Artist is just that; a creator of artistic works such as paintings, sculptures, light show art, etc. (A GM might even consider musicians artists to a certain degree.) Because there is such a wide array of art forms which might be available in a GM's universe, the player should discuss any ideas he might have with the GM. Some ideas are holographic art, light refraction art, etc.



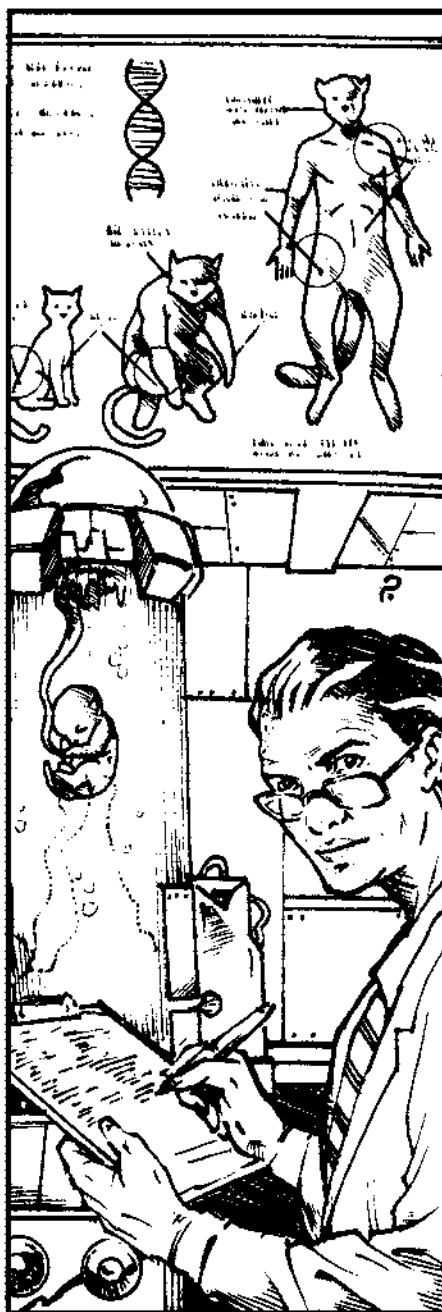
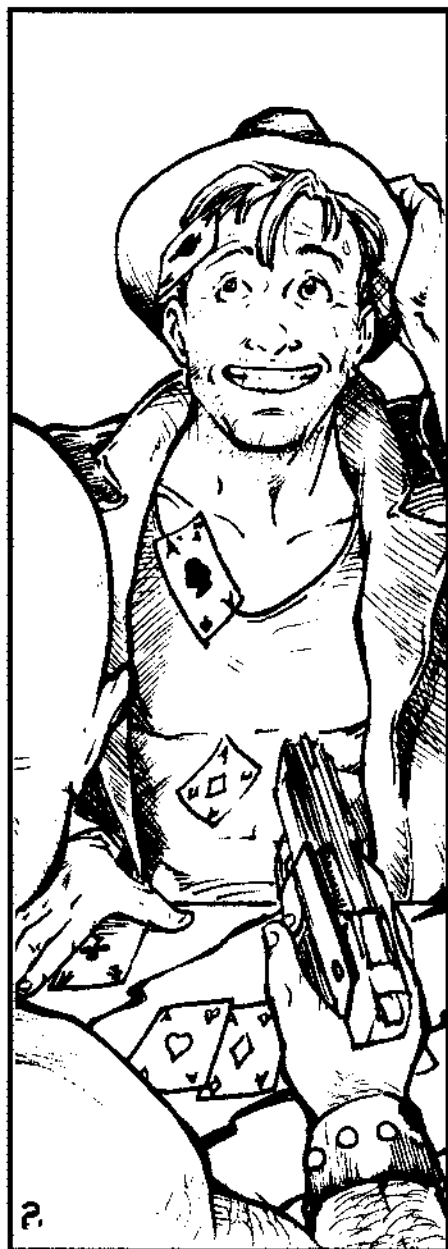
The Artist sees the universe through his own eyes and uses his art to display his emotions about it. Some might be ultimately simple in form, while others might be very complex. Typically, every artist has an audience that will appreciate his work. However, finding that audience is not always an easy chore. Sometimes it never happens. The Artist is not likely to be adventuring on remote worlds, at least not by his own will. Instead, he lives in urbanized areas trying to create art that the public appreciates or perhaps trying to gain fame and wealth or whatever else he may desire.

2.3 CON ARTIST

Prime Requisites: Pr/Ag

The slickest of the seedy sorts is the Con Artist. These "professionals" thrive off the gullibility and vulnerability of others. His most useful tools are a trustworthy appearance and excellent conversational skills. One would not realize that he is working on the dark side of the law on first meeting (although less talented con artists raise an air of suspicion). They are masters of deception and trickery, and use their talents to line their credit accounts at the expense of others.

Con Artists are likely to be found anywhere there are established populations, although wealthy populations tend to attract them like flies. The prime requisites for the Con Artist are Presence and Agility.



2.4 EVOLUTIONIST

Prime Requisites: In/Re

A research scientist who delves more in theory than practical experiments. The prime function of the Evolutionist is to develop evolutionary stages of development for life-forms on different planets. Such research usually involves months or even years of work for a complete evolutionary record.

Evolutionists and Theologians tend to be highly argumentative enemies. They make bad company when brought together because they will tend to argue their beliefs, sometimes beyond control. The best party planners might have one or the other present, but never both (it tends to ruin the mood).

The Evolutionist could technically be classified as a theologian, with evolutionary theory classified as a faith. However, anyone who points this out is trying to get on their bad side. The prime requisites for the Evolutionist are Intuition and Reasoning.

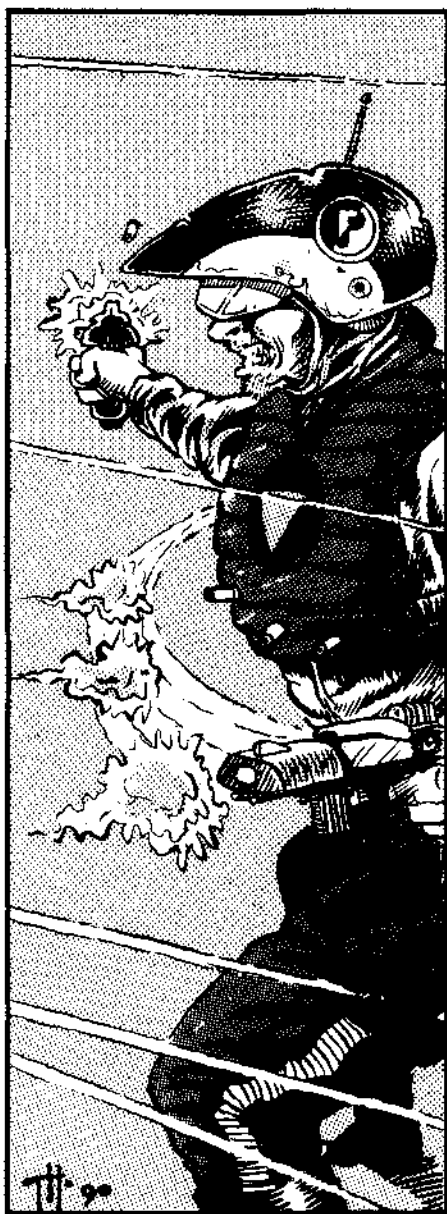
2.5 INVESTIGATOR

Prime Requisites: In/Re

A variety of professions which specialize in the areas of perception and investigative procedures fall under this heading. Some examples would be Private Investigator, Investigative Reporter, Criminal Detective, etc. Such a PC operating independently will charge for services. And, as usual, the more experienced the PC, the higher the rates.

The Investigator is a natural for urban settings or undercover adventuring. The prime requisites for being an Investigator are Intuition and Reasoning.





2.6 LAW ENFORCEMENT OFFICER

Prime Requisites: St/Ag

LEOs, as they are more commonly referred to, are a natural for off-world adventures dealing with industrial colonies, pirates, inner cities or any place where criminals are likely to be found. The LEO specializes in arresting and detaining criminals. The need for such a profession is great, especially in civilized areas where citizens are tempted to break the law. However, some cultures might be under complete military control, in which case LEOs should be considered military police and should be developed as such. Still, in other societies, the culture may be so advanced that there is no need or desire for its citizens to commit crime. In such a society, LEOs are virtually obsolete.

GMs should be aware of the fluctuation of the need for LEOs from one place to another and use the information to help the player develop the proper LEO for the culture which the character comes from. The LEOs skills are focused primarily around legal and criminal activities as well as combat skills. The prime statistics for being an LEO are Strength and Agility.

2.7 LAWYER

Prime Requisites: Pr/Re

"Where there is law, there are lawyers. Where there is corrupt law, there are corrupt lawyers."

— Mr. Henry Lexus:
Crime lord, Struin systems —

Lawyers make up some of the most powerful and influential figures of the judicial system. They are most often seen defending or prosecuting those unfortunates charged with criminal activity. However, anyone with a significant amount of experience with them knows that in many places there is a lot more wheeling and dealing between lawyers than there is attention paid to the true meaning of the law.

Typically, the lawyer will specialize in either defense or prosecution, although his knowledge includes both aspects of the law. The lawyer does have a difficult time travelling from one place to another because laws change dramatically from place to place, especially when you're talking planet to planet. This makes it very difficult to travel the known galaxy and continue making a living with the law. However, many cultures spring from the same previous ancestor and retain the same judicial structure for the culture. In one of these sister cultures, a professional would not have such a difficult time making a living.

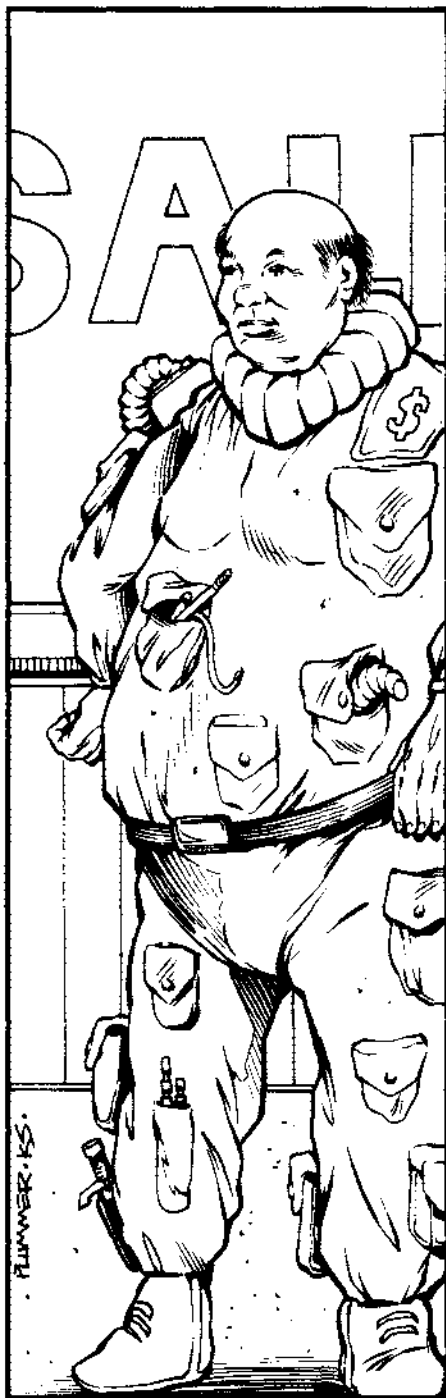
As expected, the Lawyer's skills focus around the Criminal/Law oriented skills, as well as the Linguistic and Academic categories. The prime statistics for this profession are Presence and Reasoning.



2.8 MERCHANT

Prime Requisites: Pr/Re

The Merchant is commonly found travelling about the known galaxy doing trade with whomever he comes across. The most successful will do almost anything for a profit (within the business). They tend to be good speakers, at least when trying to make a sale, and quick thinkers. They are most commonly thought of as wheeling and dealing to make a sale more attractive. Merchants are found almost anywhere one might go, but they are most common in those areas lacking proper trade and business facilities. The Merchants come to these areas with a secure knowledge that their services are required, and some of the most successful of these regions operate the Black Market.



Merchants' skills focus around Evaluation and Linguistic abilities. The prime requisites for the Merchant are Presence and Reasoning.

2.9 NO PROFESSION

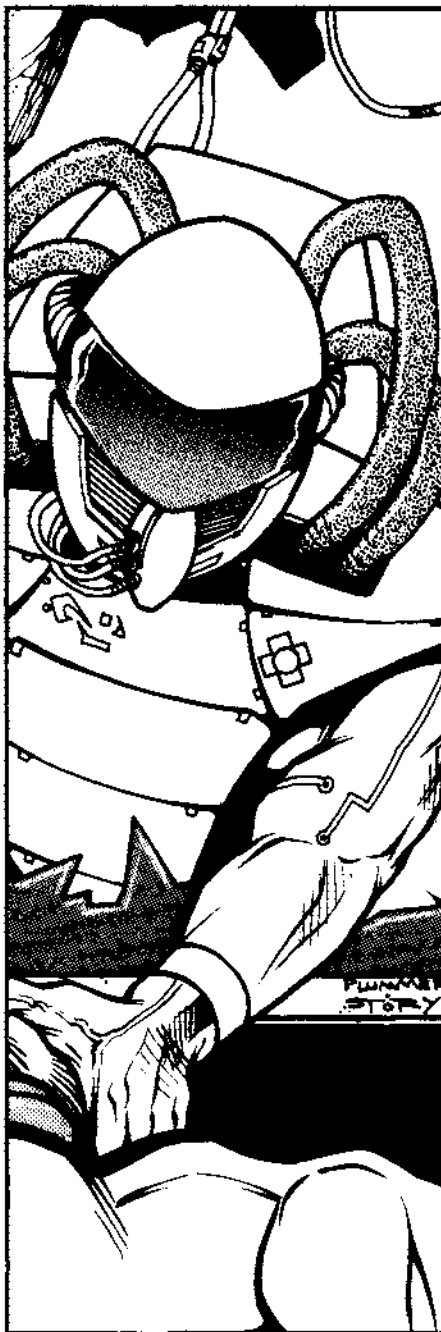
Prime Requisites: Choose Two

Space Master normally requires each character to have a profession, reflecting how his early training and life have molded his thought patterns. Some GMs may find this too artificial or restrictive. If this is the case, use the No Profession character.

2.10 RESCUE WORKER

Prime Requisites: Ag/SD

A true-to-life hero, who often goes without recognition, this PC specializes in safety and rescuing persons from dangerous situations. To accomplish this, a Rescue Tech's primary skills focus around Hazard Control (e.g., fire, chemical spills, radiation leaks, environmental breaches, floods, earthquakes, and any other type of disaster). They are also trained in areas of safety precautions and emergency medical treatment for survivors. Rescue Techs usually operate in teams with companion groups such as Med Techs and LEOs.



Their skills focus around Survival, for themselves and others. Their prime requisites are Agility and Self Discipline.

2.11 TEACHER

Prime Requisites: Em/Me

The teacher is a professional character who specializes in the education of others. Their academic skills and communication skills are of utmost importance.



Such a character usually teaches academics and basic sciences, while vocational and higher sciences are taught by professionals with background in education. The prime requisites for the Teacher are Empathy and Memory.

OPTIONAL SKILLS AND DESCRIPTIONS

This section is devoted to the descriptions of individual skills and the categories they fall into. The number of skills provided has increased dramatically from the *Player Book*. Included here are all of the skills available in *Rolemaster* as well as many more. Although the skills from *Rolemaster* may be considered too primitive for a science fiction campaign, this should not be the case. All science fiction cultures, no matter how advanced, have developed from a more primitive society. Certain aspects will always remain, and the skills revolving around them will always be learned by someone and passed on. (e.g., although guns are technologically advanced, many people still train in archery, sword combat, knife throwing, etc. whether it be out of sport or pleasure, in our own modern society.)

Technology levels fluctuate greatly from place to place, especially in a science fiction setting. Where one culture may be on the edge of time travel, another may be struggling to learn metal work, while yet another may be searching for the secret of fire. It is true that cultures which have sprung from a mutual ancestor are probably at a fairly equal technological level (although the greater time periods of isolation will allow greater divergence from one another). However, when across new or alien cultures, technology will definitely vary dramatically. This is the primary reason why the GM should allow access to the lesser technological skills. They are, after all, the foundation for the more advanced skills. Access to these skills will also allow a greater ability of cultural flavor from character to character.

3.1 ENGINEERING/TECHNICAL SKILLS

In the *Player Book*, the engineering and technical skills are vague and expansive. One skill covers everything falling under its heading (e.g., Power Systems Theory allow the character knowledge of all power systems from penlight batteries to matter/antimatter reactors. If the GM prefers to do it this way in favor of its simplistic workings, that is his prerogative. However, here is a new way of developing these skills which is more realistic and allows a character to specialize in different aspects of these skills.

Each skill is to be considered as nothing more than a heading. Under each skill is a list of different fields of knowledge relating to it. Each of these fields is developed as individual skills at the cost offered for the heading. (e.g., Power Systems Theory would be the heading. Under that heading would be skills such as Batteries/Powerpaks, Solar power systems, Nuclear reactors, Matter/antimatter reactors, etc., each developed as separate skills.) Refer to the skill descriptions for each individual Technical and Engineering skills for a partial listing of some suggested categories for individual development.

Using the Engineering and Technical skills in this fashion does make it more difficult to become very capable of working with a large variety of different types of systems. However, the universe is full of specialists, those people who select specific fields of research. Only very experienced characters will be proficient in a large number of areas. This style of skill development does provide a more realistic education for the character.

It also tends to sway the character toward specialization in a field, and dabble in others. Specialization makes a character a character more unique and personable and in some situations will force and in some situations will force players to be more careful in the development of the character and put more thought into doing so.

3.2 MAGICAL SKILLS

Many people might wonder why the *Rolemaster* magical skills are included in this book. Well, the reasons are actually quite simple. The first reason is just simply to have a complete list of skills which allow an easy interaction of the two world schemes if the GM ever deems it necessary for such an event to occur. The second, and more important reason is to give the GM the ability to easily combine Fantasy and Science Fiction universes into one universe scheme, thereby enabling the use of *Spell Law*. There is no reason why some alien, or even some human cultures cannot learn the unusual manipulation of special non-psionic energies, those being magical in nature. Some of the magic skills have been provided with optional, strictly science fiction uses (e.g., Attunement).

Some of the Magic Lore can be used as a way of developing an active knowledge/interest of magical rituals and beliefs for cultures in which there is a strong belief in magic, even if magic is not an active ingredient in the GM's universe. For example: There is no reason why Magical Ritual could not be developed as a general knowledge of the beliefs of specific types of ritualistic

magic and the ability to duplicate the rituals involved. If the skill is used in such a fashion, each type of magical beliefs must be developed as separate skills. (e.g., Black Magic, White Magic, Voodoo, American Indian Magic, etc., each developed as separate skills.) What types of magical knowledge are available must be determined by the GM after he has developed the cultures involved in his campaign. If actual magic exists in the GM's universe, it is recommended that the skills be used strictly for magical purposes. The only way to learn would be to be capable of using magic. This is really to keep the game either strictly Sci-Fi or Fantasy/Sci-Fi mixture. Under a campaign with active magic, Religious doctrine could be developed as separate skills for the different magics, as a means of gaining general knowledge of practices.

3.3 XENO/GENERAL SKILLS

Among the skills are some skills which may be developed in a xeno fashion. These are skills which must be developed either in depth for a specific, or in general for an overall view (xeno). These skills are not to be confused with the Xeno Lore skills which deal with knowledge about extra-dimensional beings, places and subjects. The xeno skills represent a basic understanding of how the skill works, and how to apply it under all applicable conditions. However, this is impractical for the character doing involved experiments or serious research.

There are methods which may be used to compensate for this to prevent a xeno talented character from competing with a character who has opted to specialize. The *Player Book* suggests a modifier of -20 for all skills developed under a xeno heading. (If the GM feels this is too lenient, I would suggest going as high as -30 to bring the modifier for a routine skill use down to +0. However, going beyond this would be too strenuous.) Also, to prevent the xeno character from getting out of hand with his basic knowledge, a xeno based character should not be able to use the skill beyond a difficulty level of Hard. If the GM decides to allow the use of the skill in the higher difficulty levels, then he should double the penalty modifier. The reason for this is simply that such involved research and experimentation would require a very complete understanding of the material being studied. A general overview would not come near to this kind of in-depth coverage.

3.4 COMPREHENSIVE SKILL LISTING

Players familiar with *RM* will recognize the use of much of the following information. This section details all of the skills (both stock and new options) available to *Space Master* characters.

SKILL LIST WITH DESCRIPTIONS

ABNORMAL PSYCHOLOGY (In/Re) (Static Action) — This skill enables the character to recognize specific symptoms of mental illness, and to classify these symptoms to diagnose a patient's condition. This skill does not involve any forms of treatment for the defined conditions, only the identification. To attempt to identify the illness, the player must make an open-ended roll and add any modifiers to determine the total. A total of 101+ is successful identification of the problem. Some suggested modifiers are as follows based on the severity of the condition.

- Very Severe +20
- Severe +10
- Moderate +0
- Mild -10
- Very Mild -25

These are open to modification at the GM's discretion.

ACCOUNTING (Re/Me) (Static Action) — Accounting is the ability to keep accurate records of financial transactions. This skill would also be responsible for verifying financial records to discover mistakes, false entries, embezzlement, and so on. The success of the roll is determined by an open-ended roll with modifiers. A total of 101+ is success.

If the player is using accounting skill for embezzlement purposes, the total of his score over 101 (minus 101) is the penalty applied to anyone investigating the records in search of mistakes or falsified data.

Example: Brandon Clattor is an accountant for a large mining corporation in a rich asteroid field. Brandon, having a preference for the finer things in life, decides to alter the company's records and make a sizable profit in doing so. Brandon's accounting skill bonus is +57, and he rolls a 93. This brings his total to a startling 150, a well-done alteration in the files. This total, 150, minus the minimal success 101, is 49. This result is the penalty applied to anyone else investigating the records for alterations.

Example: William Duvane, another accountant, was asked to study the financial logs when some of the funds came up short. His bonus in accounting is +60. William rolls an 85, which gives him a total of 145. However, Brandon's over success (49) is a penalty for William's work. William fails to catch Brandon's creative accounting, but he does manage to nab a less skilled accountant whose total attempt had only been 115. A criminal is caught, but Brandon still moves to a luxury estate on a tropical island on his homeworld.

ACROBATICS (Ag/Qu) (Maneuver) — Bonus for in-air maneuvers or swinging on objects. (e.g., flying or levitating). This skill also helps to reduce the effects of falls.

ACTING (Pr/Em) (Static Action) — This is a bonus for stimulating the actions or reactions of others for the use of drama type performances. This is also used to devise and portray new, or different identities.

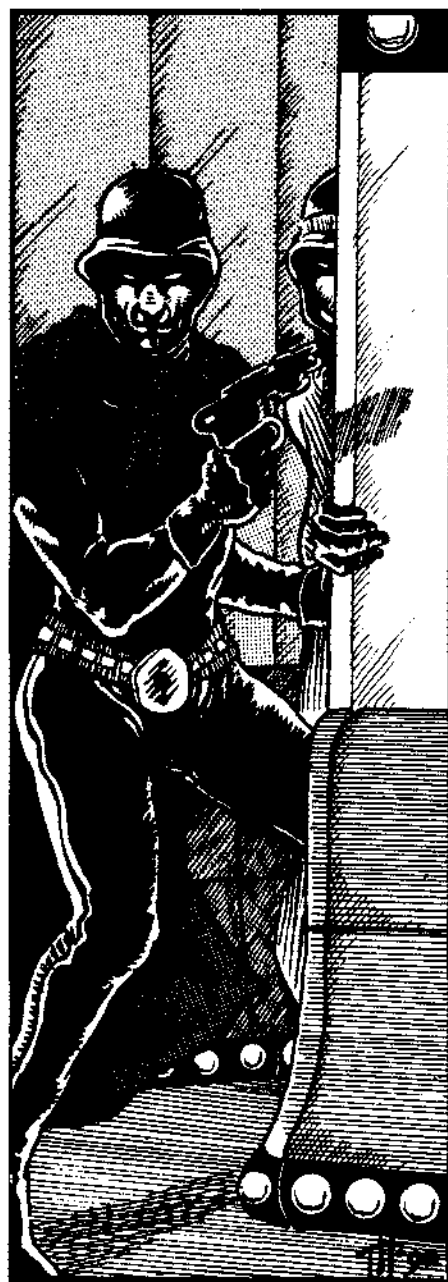
ADMINISTRATION (In/Em) (Static Action) — Bonus for functioning successfully within any entity where record keeping, personnel interaction, and bureaucracy is present. This skill can be useful in attempts to gain public offices and applying for governmental power.

ADRENAL DEFENSE (None) (Special/DB) — By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). The skill rank bonus of the defender is added to his defense bonus versus melee attacks. Against missile attacks the skill rank is halved before the bonus is calculated and added to the Defensive Bonus. To use Adrenal Defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or large object in his hands. (This may not be the case in regards to a martial artist's weapon usable as his weapon kata as in *RM*'s optional martial arts rules.)

ADRENAL MOVE (Pr) (varies) — These skills relate to the development of the art of superhuman effort. Using concentration and Self-Discipline, the character skilled in Adrenal moves must prepare the round before he will use one of these skills. This is accomplished by taking a 20% penalty on action in this preparation round. Adrenal Moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill ranks in each Adrenal Move must be developed separately. Each Adrenal Move counts as a separate area for development purposes.

Balance (Pr) (Maneuver) — This skill enhances the ability of the character to maintain his balance in one maneuver action (requiring balance). The skill rank bonus is added to any maneuver roll required for the action (even if it takes several rounds).

Landing (Pr) (Maneuver) — A character may automatically decrease the severity of a fall by his skill rank bonus times one foot. For example, if a character's skill rank bonus was 60, a 100' fall would be treated as a 40' fall. The severity of the fall can never be reduced below that of a 10' fall. For this adrenal move, the penalty of -20% for a preparation round is applied after the fall (assuming the character is alive and conscious). This is the recuperation round.



Leaping (Pr) (Maneuver) — This allows the character to automatically increase the distance he can successfully leap from either a standing position or from a running start. The personal maneuver table can be used, with the skill rank bonus being added. A 100% would indicate a normal leap and results above that a longer jump. If using the Alternate Maneuver Table, Adrenal Move Leaping moves the jump down one difficulty rank (e.g., an absurd maneuver would become merely a Sheer Folly maneuver).

Quick Draw (Pr) (Maneuver) — Bonus for drawing a weapon during combat rounds without taking -20. This is a form of Adrenal Move Speed, but only effects the drawing of the character's weapon. Success indicates that the character has the weapon ready and failure indicates the character has taken the -20 penalty. This skill does count against the one adrenal move every other round limit. For this adrenal move the penalty of -20% for a preparation round is applied the round after drawing the weapon (assuming the character is alive and conscious). This is the recuperation round. This skill must be developed separately for each type of weapon (1-handed energy, 1-handed projectile, 1-handed edged, etc.).

Speed (Pr) (Static Action) — This allows the character to move at twice normal speed (as if RM haste spell), and thus increase his activity for one round as described in *Arms Law*. Speed is prepared just as Strength Adrenal Move, and success is determined in the same way. If using the initiative system (Refer to 6.7 "An Initiative System" in *RMCI*, pg 69-70), his actions for the round in which the adrenal move speed is active are all at half cost.

Strength (Pr) (Static Action) — This skill gives the character a +10 bonus on his OB and doubles the number of concussion hits that he delivers. At the end of the preparation round, the character rolls 1-100, adds all applicable bonuses from the Static Action Table (*PB* pg 78), and then adds his skill rank bonus. A roll of 101+ indicates success, and the above bonuses apply for the next round. Failure means no bonuses are obtained the next round.

ADVANCED MATH (Me/Re) (Special Action) — Bonus is for using higher levels of mathematics (e.g., calculus, differential equations, basic relativity, etc.). The character must develop an equal or higher skill rank in Basic Mathematics.

ADVERTISING (In/Re) (Static Action) — Bonus for successfully marketing a product or service. Must be developed separately for each culture encountered; other bonus is halved for all but the specific culture researched.

AERODYNAMICS (Re/Me) (Special Action) — This skill enables the character to determine the effects of different mediums on objects/crafts passing through them. This includes the determination of maneuver penalties for piloting, and for what level of damage may be sustained from structural stress. This skill is applicable in both gaseous and liquid mediums. This skill may also be used to design or modify a craft's shape to reduce strain and improve maneuverability.

For the basic use of this skill, to determine hindrance and strain on a craft, an open-ended roll is made. The roll, plus the character's skill bonus, plus modifiers, must be equal to or greater than 101 for success. Rolls may be modified by several factors. Refer to the Extension of Static Action Table.

To use this skill to redesign or create a more aerodynamic form, the Research/Construction chart should be used. The difficulty ranking should be left to the GM's discretion. (Note: The more aerodynamic a craft is, the more difficult it is to modify. Refer to *TL* pg 61). The roll with modifiers is used to determine the percent of the project completed for the resulting time period.

Example: *Jon Quark streaks through space in the small, sporty Quasar IV which he decided to test fly before settling the deal with the New Spacecraft Salesman. While rocketing towards the third moon, he approaches a dense cloud of gases just above the atmosphere, a sort of nebulous extension. Opting to pass through it after a quick scan on the computer, he tries to figure out in his head the effects the new medium will have on his maneuvering. The computer showed the density of the cloud as twice that of standard breathable atmosphere (Earth type). Jon's skill bonus is +43, but he will be at -10 because the gas is twice the density of standard breathable atmosphere. (This is opposed to -25 for three or -45 for four times the standard.) Jon rolls a 76, yielding a total of 109. Jon quickly realizes that he will be at -5 for maneuvers though the gas but feels that it is plenty safe and will not strain the craft's structure.*

AGRICULTURE (Re/Em) (Static Action) — Bonus for growing crops in large quantities. Also to be used for determining possible hazards to the crops, amounts of nutrients, fertilizers, pest controlling agents, etc. for proper growth. This skill does not include the use of farming equipment.

AMBUSH (None) (Special Action) — This is the ability to make a very precise attack. To use his ambush skill, a character must approach his foe undetected and be able to strike before the foe can react.

If the ambush skill is successfully used, the character may modify his roll on the resulting normal critical table. (This would not include the Large or Super-Large tables in *Arms Law*.) The modification consists of being allowed to adjust the critical strike roll by any number up to the ambush skill rank (not bonus) of the attacker. This adjustment may either be up or down. This is the adjustment that is ever allowed on a Critical Result table. Note that to use this bonus, the attacker must first get a normal critical strike result on the attack table. If he does, however, this ability greatly increases the chance of a blow that will instantly kill.

Since position is relatively unpredictable in a general melee situation, Ambush skill rank is halved if the ambushed foe is in a melee situation.

Note: *The character must approach the foe undetected and strike before he can react.*

If a Large or Super-Large creature is ambushed, the ambush skill rank is added to the critical roll. If the resulting modified roll is above 95, a second roll is made and added to the modified critical as a normal open-ended roll.

ANIMAL HANDLING (Em/Pr) (Static Action) — Bonus for the care and feeding of animals, including bedding, hobbling, etc. This skill is developed separately for each type of animal (e.g., horses, hunting birds, Aalderon Jungle Stalkers, etc.). This skill is normally used in the handling of one animal at a time.

ANIMAL HEALING (Em/Re) (Static Action) — Bonus for administering medical aid to injured animals. Allows the character to stabilize or repair light wounds and illnesses. Successful Static Action can stop (or reduce) up to 5 hits/rnd of bleeding. In shorter terms, this is a first aid skill for animals and does not exceed beyond that range.

ANIMAL TRAINING (Em/Re) (Static Action) — Bonus for training a particular type of animal, such as birds of prey, dogs, bears, big cats, etc. Skill normally ends up taming the animal.

The following is a sample listing of animal skills:

Bird Trainer: Trainer of attack birds or birds that can perform services.

Dog Trainer: Trainer of attack dogs or dogs that perform services.

Horse Trainer: Raising and rearing of horses.

ANTHROPOLOGY (In/Em) (Special Action) — Linguistic trends, customs, habits, and cultural trends of any known races and cultures. Skill may be developed in-depth for a specific race or culture from the character's home world. Several different races or cultures may be developed simultaneously, assuming research materials are available.

APPRAISAL (In/Re) (Static Action) — Bonus for determining or estimating the value of an object or goods other than armor, metal, stones, or weapons. Similar skill rules apply to all but armor, metal, stones or weapons.

AQUATICS (Ag/SD) (Static Action) — Bonus for the use and maintenance of underwater survival gear (e.g., scuba tanks, propulsion units, decompression units, etc.). Note that this skill can be used for equipment involving other than water, liquid mediums. However, this would involve either a separate development for the additional medium, or similar skill rules will apply. The GM may also opt to use a 1/4 modifier for attempts to use environmental suits as aquatic gear.

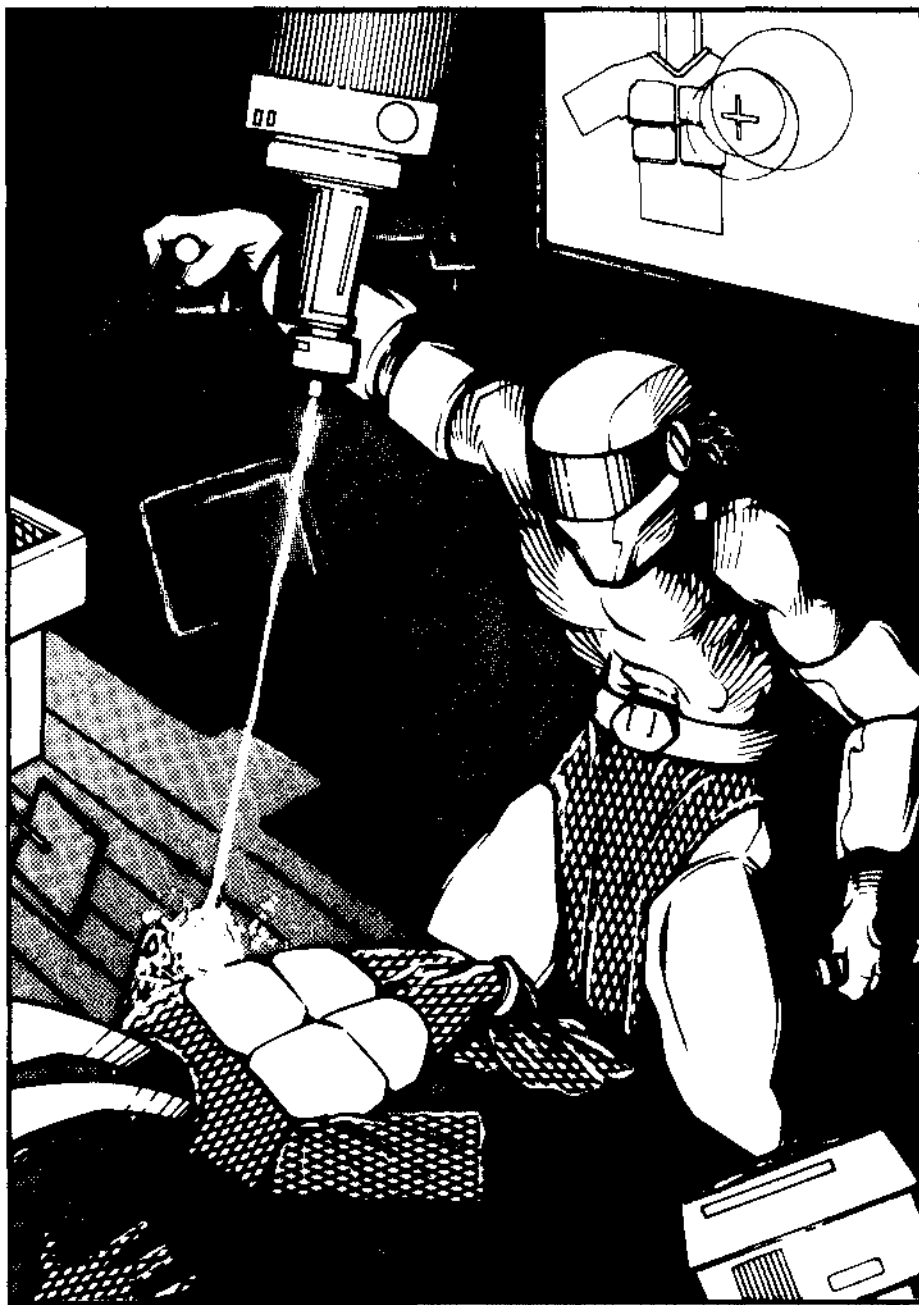
ARCHAEOLOGY (In/Re) (Special Action) — This bonus applies to obtaining information from and about historical remains, whether they be ruins, bones, odds and ends, etc. Normally, this skill applies to very complicated research which takes a lot of time and wide uses of intuition. This skill is used to determine how old objects are, or where sites might be, as well as the possible use of objects found in ruins, and eventually to obtain an understanding of the culture which the area.

This skill is used as any other research skill. A roll is made on the research/construction chart, and that character's skill bonus is added to the result. The result on the table will tell how long it takes to complete the marked percentage of the project. However, because the piecing together of a culture from odd remains is so difficult, the research should be limited to the Very Complex and Absurd columns, unless there are previous research materials available. (Refer to Research/Construction 7L pg 61.)

ARCHITECTURE (Re/Me) (Static Action) (Special Action) — This skill encompasses two areas which fall under architecture. The first being the recognition of architectural styles of construction and design. This is done with an open-ended roll with the character's skill bonus added to it. If the total is 101+, he is successful in the skill. However, this skill also entails the designing of buildings and other structures. This portion of the skill is determined by the use the Research/Construction chart. The GM must determine the difficulty of the design the character is undertaking. Once determined, the character makes a roll with his skill bonus added to it. The result will tell how much time is required to complete a portion of the project.

ARMOR EVALUATION (In/Re) (Static Action) — This is a bonus for determining the value and quality of armor. The GM may wish to have separate skills developed for each category of armor (cloth skin base, light body armor, pliable armored bodysuits, mesh armored body suits, armored exoskeletons) or any category that he feels are appropriate. In such a case, similar skill bonuses of 1/2 may be used when evaluating different armor categories than what is developed.

ARMOR REPAIR (Ag/SD) (Special Action) — Bonus for the recognition of damage to armored suiting, and for the repair of the found damage. Each category of armor must be developed separately (cloth skin base, light body armor, pliable armored body



suit, mesh armored body suits, armored exoskeleton). Note: Although power armor is armor, it falls more into the area of vehicular repair as opposed to armor. Similar skill bonuses may apply to different categories as shown in the similar skill section. To make a repair, the character must make a roll with his skill bonus added to the result. This is cross-referenced with the GM's difficulty rating for the repair on the the repair chart (Refer to the Malfunction/Repair chart TL pg 62).

ART COMMERCIAL (In/Ag) (Static Action) — Bonus for designing the appearance of products or displays in order to make them appeal to the general target group in the market. This skill does not involve the advertising campaign, but may be easily used in conjunction with the advertising skill.

ART HISTORY (Me/Re) (Static Action) — Bonus for recognizing famous works of art, their artist, and the date on which they were created. The skill can also be used to determine the skill which the artist used (e.g., Baroque, Gothic, Cubism, Psychedelic, Multiple Dimensionism, etc.). However, this skill must be developed separately for each culture researched. Similar skill rules may be used for similar cultures.

ASTRONOMY (Me/Re) (Special Action) — Bonus for stellar analysis and survey. Useful for obtaining detailed information on stars, planets, moons, etc. Other uses may be found for this skill also. For example, it could enhance the divination skill if the character used it for the development of Astrology, or perhaps something similar.

ASTROPHYSICS (Re/Me) (Special Action) — Bonus for understanding the physics of outer space. This skill encompasses the operations of space and particles in it on a theoretical and mechanical level. It can be used to determine the effects of objects in space and the possible results of their interaction. It may be used to determine gravitational fields and the effects they and similar forces may have on objects in space. This does not include black holes, quasars, etc.

ATHLETIC GAMES (St/Ag/Qu) (Moving Maneuver) — Bonus for playing one game primarily involving agility, coordination, and motor skills.

ATMOSPHERICS (In/Re) (Special Action) — Bonus for determining information about the weather on a large scale, (e.g., weather for an entire continent, country, planet, etc.). This skill also involves an understanding of the mechanics of weather and the atmosphere.



With the use of Atmospheric skill, as opposed to the Weather Watching skill, weather can be predicted for much longer time periods. However, the longer the time period predicted for is, the more difficult it is to succeed. Weather has a tendency to remain unpredictable, and a slight deviation from the prediction will, over time, drive the weather further and further from the predicted course. One week of prediction should be considered as a routine maneuver with no modifiers. Each additional week should increase difficulty by -10 to the roll. For example, to predict the weather for three weeks of time, the character is at -20 (-0 first week, -10 second week, -20 third week). If less than adequate equipment is available,

penalties will be greater. It is suggested that -30 be used for having access to some weather monitoring equipment, and -50 for no special equipment. The GM may modify this as he sees fit to his universe scheme. The use of the equipment is needed to acquire the atmospheric information is included in this skill, it is not just the ability to decipher the data the computers provide.

ATMOSPHERIC PILOT (Ag/Qu) (Vehicular Movement) — Like the riding skill, skill ranks in atmospheric pilot must be developed for each type of atmospheric craft. One skill rank allows basic understanding of the controls; subsequent ranks reflect an increase in one's knowledge and ability, to maneuver the vehicle. This skill can only be used with atmospheric craft and does not include hovercraft and antigrav vehicles. Similar craft may use a similar skill bonus of 1/2 for piloting if the GM deems it reasonable. The GM may also opt to allow the use of this skill in piloting craft that are primarily spacecraft while traveling through atmospheric conditions. For example, stellar shuttle craft are primarily used in space, but frequently may be used for traveling planetside and back. If any maneuvers other than standard Orbital procedures should come into play, they may actually fall into the area of Atmospheric pilot. These decisions will remain completely GM discretion.

ATTUNEMENT (Em/In) (Static Action) — This skill may be thought difficult to incorporate into a strictly Scientific oriented realm for gaming. However, it is feasible for certain types of items. The Science Fiction uses will be discussed first, and then the Fantasy concept will be detailed.

Note: Each of these two aspects (Fantasy and Science Fiction) must be developed as two separate skills at the same cost.

The skill deals with the development of a "oneness" with an item. This orientation of the skill will be very useful when dealing with devices or items that interact directly with the central nervous system (e.g., Empathic musical instruments, thought controlled devices, Dreamgame, direct computer/neural interactions, etc.). In order to use such devices, the character must make an attunement roll. This is done with an open-ended roll, adding the character's skill rank bonus and any modifiers, and then subtracting the Mk.# of the computer involved with the interaction. If the result is 101+, then the character is capable of using the device, or can proceed with the interaction (if he knows how). If the result is negative, treat it as a channeling burnout. (Refer to Channeling in this section.)

In the other aspect of this skill, it enables the character to make use of stored spells/psions in items, such as staves, wands, etc. These are meant to be items typically capable of casting spells/psions. In order to cast spells/psions from such an item, the character must make an attunement roll consisting of an open-ended roll with skill rank and modifiers added to it, with the spell/psion level subtracted from the result. If the result is 101+, the spell/psion may be used.

If the item has several spells/psions or groups of them that are widely separated in power type, the GM may require separate attunement rolls for each spell/psion, or group.

Learning to use an intelligent item may not necessarily give the character control over that item. An item may have an ego, which the character must roll over (on 1-100) in order to impose his will on the item.

Note: Some GMs might prefer to use the optional guidelines for items with intelligence and will (refer to section 5.1 Items with Intelligence and Will in *RMCI*, pg 52).

"Teaching" someone else an item is not permitted because using an item is a personal experience between the individual and the item. Although you may tell someone what the item does and thus remove any penalty for not knowing the power of the item, you cannot aid them. Certain spells on items do not normally require attunement rolls, subject to GM discretion. They include:

- 1) Spells that operate constantly: boots of silence, cloaks of invisibility
- 2) Bonuses built into items: bonuses on weapons, power point multipliers and adders, etc.
- 3) Spells in intelligent items: intelligent items can cast the spells that they contain when instructed by a wielder who can communicate with the item and whom the item will obey. (Unless specifically created otherwise, intelligent items will obey any wielder.) Refer to section 9.0 Optional Rules SL, pp. 14-21, also refer to section 5.1 Items with Intelligence and Will, *RMCI*, pg 52

AUDIOPHILE TECHNOLOGY (Me/Re) (Static Action) — Bonus for the creation of high quality recordings through the use of professional equipment. For example, this skill would be used for the studio recordings of a musical production which would be marketed on a large scale, such as any professional rock album. This skill includes the use of studio equipment, editing, dubbing, troubleshooting, etc. on audio equipment.

AUDIVISUALS (Me/Re) (Special Action) — Bonus for the use of holographic projections, audio players, film projectors, etc. for educational purposes. This skill includes troubleshooting, and presentation organization for best results. This skill may be used to enhance the Education skill in this section.

To use this skill, the character makes an open-ended roll with all modifiers added. To be successful, the total must be greater than 101. The amount over 101 is the percent of the character's teaching ability added to the education roll. (e.g., A PC with an Audivisuals total rank bonus of 45, rolls an 83 which yields a total of 128. The amount over 101 is 27. This means that the PC's Education skill will increase by 27% of the current total rank bonus by using the audivisuals. If the PC's Education rank bonus is +50, it will become +63 (27% of 50 = 13.5 which is rounded down to 13 and 13 + 50 = 63).

Note: Only rank bonuses are affected by this skill, any other modifiers which the GM feels applicable beyond the rank bonus will not be included to increase the percent yield.

AUTOPSY (In/Re) (Special Action) — Bonus for determining in-depth information concerning dead bodies. Such information may include determining the exact causes of death when numerous injuries are present on the body, or what type of weapon was used to cause a specific injury. Cause of death may be determined even when no injuries are present at all, whether it be by poison, stroke, heart attack, chemical abuse, the unusual removal of all vital minerals from the body, etc. All possibilities are covered under this skill, although the GM may feel that certain situations call for increased difficulty. For example, a difficult to detect poison which induces a heart attack which will appear natural, might be -30 to the character's autopsy roll. This skill is also used to determine information such as the time of death, in what order injuries may have been caused, and the age of each separate injury if received at significant time intervals, etc. To use this skill, the Research/Construction chart should be used to determine the approximate length of time required for investigation.

Note: Recognizing a cause of death does not provide all of the details. For example, recognizing the symptoms of a neurological poison, and finding a foreign chemical in the central nervous system does not provide any information on the substance itself. For complete details, specialists should be consulted whenever the situation calls for it.

BASIC MATHEMATICS (Re/Me) (Static Action) — Bonus for calculating distances, angles, and applying basic principles of physics to a given situation (e.g., determining the angle of reflected light, the rate of fall of a given grade, or the difficulty of a climb without approaching or touching the obstacle).

BEAST MASTERY (Em/Pr) (Static Action) — Bonus for simple communication and, if possible, the mastery of an animal. Each specific type of animal is developed separately. The animals that are controlled by the use of this skill do not have to be trained or tame. The animal will only do what is within its capabilities. If the skill roll fails, the animal will revert back to its basic tendencies. Refer to the Extension to Alternative Static Action Table. The Beast Mastery skill may also be used with the Alternative Static Action Table.

Example: Drew Tanner, a 5th level Planetologist, has five ranks in Beast Mastery for the deadly Tentacled Nebularian Leech Bat of Antares. While investigating a most unusual natural rock formation, he come across a rather small specimen, weighing approximately 45 kilograms. The leech bat, being like any other of its species, would like nothing more than to gnaw on Drew's bare bones for a few hapless hours of gourmet delight. Realizing this, Drew quickly decides to use his Beast Mastery skill to befriend the drooling predator. Drew's total skill is 65, -20 for the creature bring wild, -30 for the monster most definitely being a carnivore, gives Drew a +15 for his attempt. It does not look great. Drew rolls a 59 for a total of 74. If using the static maneuver table, Drew has failed his attempt. However, Drew was using the Alternate Static Maneuver table, and with a smirk on his face he looks up his 74, assured of partial success. However, he is quite wrong in his assumption. After his futile attempt, the creature leaps at him. Drew spends the round reaching for his laser and avoiding stinging tentacles. After a swift combat, the Nebularian Leech Bat drags off its dinner to suck the marrow from the lifeless bones, and belch in glee over its tasty feast. Perhaps desert will be dropping in as well!

BEGGING (Pr/Em) (Static Action) — Bonus for eliciting a sympathetic response from the person being begged to.

BICYCLING (Ag/SD) (Moving Maneuver) — This bonus is applied to all maneuvers for piloting vehicles operated by manual power (e.g., bicycle, pedal copters, etc.). Each vehicle type must be developed a separate skill. Maneuvers may include high speed turns, gaining and decreasing speed rapidly, jumping ramps, stunts, etc.). Something which is difficult to handle would be the maximum speed obtainable on bicycle or similar craft. Improvements in design and gears make faster and faster velocities possible.

Generally speaking, determine the PC's maximum pace. Use the PC's AG bonus as a percentage and determine an equal percent of the maximum pace. This percentage will be added to the maximum pace to determine the character's maximum speed on flat ground, with no wind, minimal skill, in feet per round. This value should be converted into miles per hour by multiplying by 360 (6 rounds per minute and 60 minutes per hour yields $6 \times 60 = 360$). The resulting value should be divided by .621 to determine the number of kilometers per hour. The PC's total skill rank is added directly to this as additional km per hour. Such speed can be maintained in the same fashion as running at 5 times normal pace before coasting must start.

Example: Janet's passion is bicycling. She has a multi-speed bike of average technological level. (i.e., nothing special). Her base movement is 60, which yields a maximum pace of 300. Her total Agility bonus is +20. This +20 AG bonus is used as a percentage of her Maximum pace to get a basic minimum speed of 360 feet per round. Multiply this by 6 for six rounds in a minute, and then multiply that result by 60 for 60 minutes in one hour. This will show how many feet traveled per hour. This should be divided by 5,280 to give the miles per hour.

$360 \times 6 \times 60 = 129,600$. 129,600 divided by 5,280 = 24.55 miles per hour. The miles per hour should be divided by .621 to determine the kilometers per hour. 24.55 divided by .621 = 39.53 km/hour

Janet's skill rank in bicycling is +60. This would mean that she would max out at 99 km per hour. She can really move! However, a crash at such speed would be very serious. Treat as vehicular impact. Determine the miles per hour by multiplying the velocity by .621. The result will be the bonus for the attack roll on the fall chart. There will be no adjustments for avoidance maneuvers as described in the Vehicular Impact section (8.6). However, skills such as Tumbling may be used to lessen the fall.

BILLIARDS (SD/Re) (Static Action) — Bonus for setting up and making billiard shots whether they are straight or trick shots. However, different forms of billiards, those swaying from each other completely, must be developed separately. (e.g., Standard Billiards, Three-dimensional billiards, Gravity Pool Billiards, etc.)

BIOCHEMISTRY (In/Re) (Special Action) — Understanding and analysis of basic biochemistry and genetics for the life-forms of a specific area. The definition of an "area" must be left up to the GM. Since creatures of the same home world, evolutionarily speaking, would develop similar biochemical operations, this is a very likely limitation for the term "area". However, the GM may feel that creatures in various regions of his worlds vary enough chemically to require separate skill development. It would be unlikely that creatures which have developed on different planets would have biochemical similarities so strong that the same knowledge would carry over without penalties. And the previous idea of variations requiring different skills for each specified region of a planet may be a bit more realistic. However, doing skills planet by planet is less complicated and still works very well.

BIOLOGY (In/Re) (Special Action) — Bonus for the application of the most basic concepts of the biological sciences. After all, biology covers a very large collection of different sciences. This skill enables the determination of the kingdom to which a creature belongs (e.g., animal, plant, fungus, bacteria, etc.). It also includes some knowledge of anatomy, and basic cellular structure. It is the foundation for all of the higher biological sciences, and should be developed by all characters dabbling in these fields. Although the more professional characters, Physicians, Med Techs, etc., with a biology background must know this, much of the same knowledge is covered more in depth in the more scientific skills. Therefore, an exceedingly large amount of this skill may not be necessary.

BODY DAMAGE STABILIZATION (SD/Em) (Static Action) — Bonus for keeping oneself alive after being injured. This skill allow the character to put his body in a near-death condition (coma) for 1 day/round before death. (Bonus before death is obtained from the description of the critical taken.) Due to this slowing down the body's metabolic rate, the character will appear to be dead to all but the closest scrutiny (-75 from other's perception).

If the player fails to make a successful skill roll, the character will immediately go into a coma, but will still die at the allotted time. The character may be awakened from this state by one or more of the following:

within one hour of the preset time or an Awaken spell/psion or vigorous physical disturbance lasting more than three minutes. If the character receives a critical hit that kills instantly, this skill will have no effect.

Example: Reggie and Purcival, systems technicians on an interstellar freighter, are performing the regular inspection of the coolant lines of the reactor waste systems. The alarm goes off, priority 1 emergency, and the two of them begin running for their emergency stations. Along the way, a massive blast shakes the ship, and the super-structure of the corridor caves in around the two figures. The girder collapse over them like a giant's hand clenching into a fist. Both of the techs are pinned beneath the debris. Reggie is crushed to death, killed instantly. He never got the chance to use his body damage stabilization. Purcival's rib cage is crushed beneath a massive girder, and he only has six rounds of life left before meeting his maker. He attempts his body damage stabilization skill, and is successful. He goes into a comatose condition which will last six days, unless he is brought out of it by other means.

Note: Certain types of damage may make this skill quite impossible to use. These include damage such as massive brain damage, decapitation, body dissolved in acid, body incinerated, heart being ripped out of chest, spinal cord completely destroyed (mainly the cranial nerves in their entirety), and so on.

BODY DEVELOPMENT (Co) (Special) — Skill rank in Body Development is one of the factors which determines how many hits (concussion hits) a character can take without passing out. The character is entitled to increase his base hit point total (BHPT) by his race's allotted die roll each time that he raises his Body Development skill rank by one. Refer to the Racial Statistics Chart, PB, pg 31.

Starting Base Hit Point Total: each character starts with a base hit point total equal to the temporary value of his Constitution stat divided by 10 (rounded off).

Maximum Base Hit Point Total: a character's base hit point total can not exceed the maximum allowed for his race. (See the Racial Statistics Chart, PB, pg 31.)

Total Hit Points: the hit point total used during play is the BHPT plus the BHPT multiplied by the Constitution stat and racial bonus divided by 100 (i.e., the Co stat and racial bonus is used as a percentage figure).

Summary for determining the Total Hit Points

- 1) Start with a base hit point total equal to the Constitution divided by 10 rounded up.
- 2) Each time the Body Development skill rank is increased by one, add the allotted racial die roll to the base hit point total (up to the racial maximum amount).
- 3) The total hit points = BHPT + (BHPT x Co bonus/100)

Death due to massive concussion hit damage: if a character takes more concussion hit damage than the sum of his total hit points and his Constitution, massive shock and internal bleeding occurs. His soul will depart (i.e., he will die) in the number of rounds indicated on the Race Statistics Chart (PB, pg 31).

BOOKING (In/Pr) (Static Action) — Bonus for arranging and maintaining of betting on a large scale and making a profit. This skill also includes the ability to set odds, and handle the incoming bets so as to have the money to cover all bets made.

BOTANY (Me/Re) (Special Action) — Research in the taxonomic variations of plant forms, and the ability to place new forms into a proper taxonomic category, down to the species level of identification. This skill includes the recognition, and the identification of the major plant forms from the researched area, region, and climate. May be developed either in-depth for a specific area or as general education in flora/botanical trends. Must be decided when the skill is picked. Several different regions/climates may be developed simultaneously, if proper research materials are available.

Note: This skill may be used for learning about specific species as well, providing great detail on the characteristics and habits of a particular type of plant.

BRAIN WASHING (SD/SD/Em) (SP) — This skill involves the ability to subvert the will of another being to obey and believe whatever the controller wishes him to believe. It is the conquering of one's individuality, by gradually wearing down the person's mental endurance. However, this a long process requiring days, sometimes weeks of constant exposure to "reprogram" for the desired results.

The key factors in brain washing an individual are the person's Self Discipline and Reasoning. The total bonus for these stats must be averaged for the final result of zero or greater. If the result is negative, increase it to zero. (Although the GM may use the negative score as a sign that the character is susceptible to such procedures.) The result is used in the same fashion as a DB when under the influence of Brain washing.

When attempting to "reprogram" a person, it should be done on the Research/Construction Chart (TB pg 61). However, this should always be at least a Hard maneuver. However, the difficulty is able to increase. Refer to the subject's SD/Re score; for every 10 points, increase the difficulty by one column.

Note: For the Very Complex column, multiply the number of days by 10, and change days to hours. For the Absurd column, change the word years to months, and for the number of days, divide by 100 and make and make it a number of weeks). e.g., on Very Complex, 64 days would be 640 hours. On the Absurd column, 1.5 years would be 1.5 months, and 250 days would be 2.5 weeks.

When making the roll, the influencing character makes an open-ended roll adding his skill rank total bonus. From this total, he subtracts the subject's SD/Re modifier. This total is cross-indexed on the determined difficulty column of the Research/Construction Chart. The results are specified there with the time period required to accomplish that much of the job. However, if the job is not completed the first time, a second, cumulative attempt is made. **Note:** The percent of the completion is removed from the subject's SD/Re modifier. The subject's mind becomes more susceptible over time. Also, the subject need not be completely (100%) succumbed to the influences. If the total percent of the "reprogramming" is greater than the character's Self Discipline, he will be reprogrammed. However, if the job is not 100% complete, the effects will be only temporary, and over time, the subject will straighten out his own mind, and recover his own beliefs. (That is, if left to his own accord.) This is determined by subtracting the Self Discipline temporary stat from the percent completion. (93%) - SD temporary 80 = 13, and the resulting number is the number of weeks (7) necessary for natural recovery. If the percent completion is 100, "reprogramming" must be repeated (against the new faiths implanted in the person) before full recovery can occur.

Example: Oscar Mandlebrite, while wandering around the starport one day was attacked and subdued by several shady figures of unknown intentions. When Oscar regained consciousness, he found himself restrained in a small room which he did not recognize. An unusual figure in violet robes enters and welcomes Oscar to the Brotherhood of the Eternal Molecule. Oscar is determined not to overstay his welcome. The average

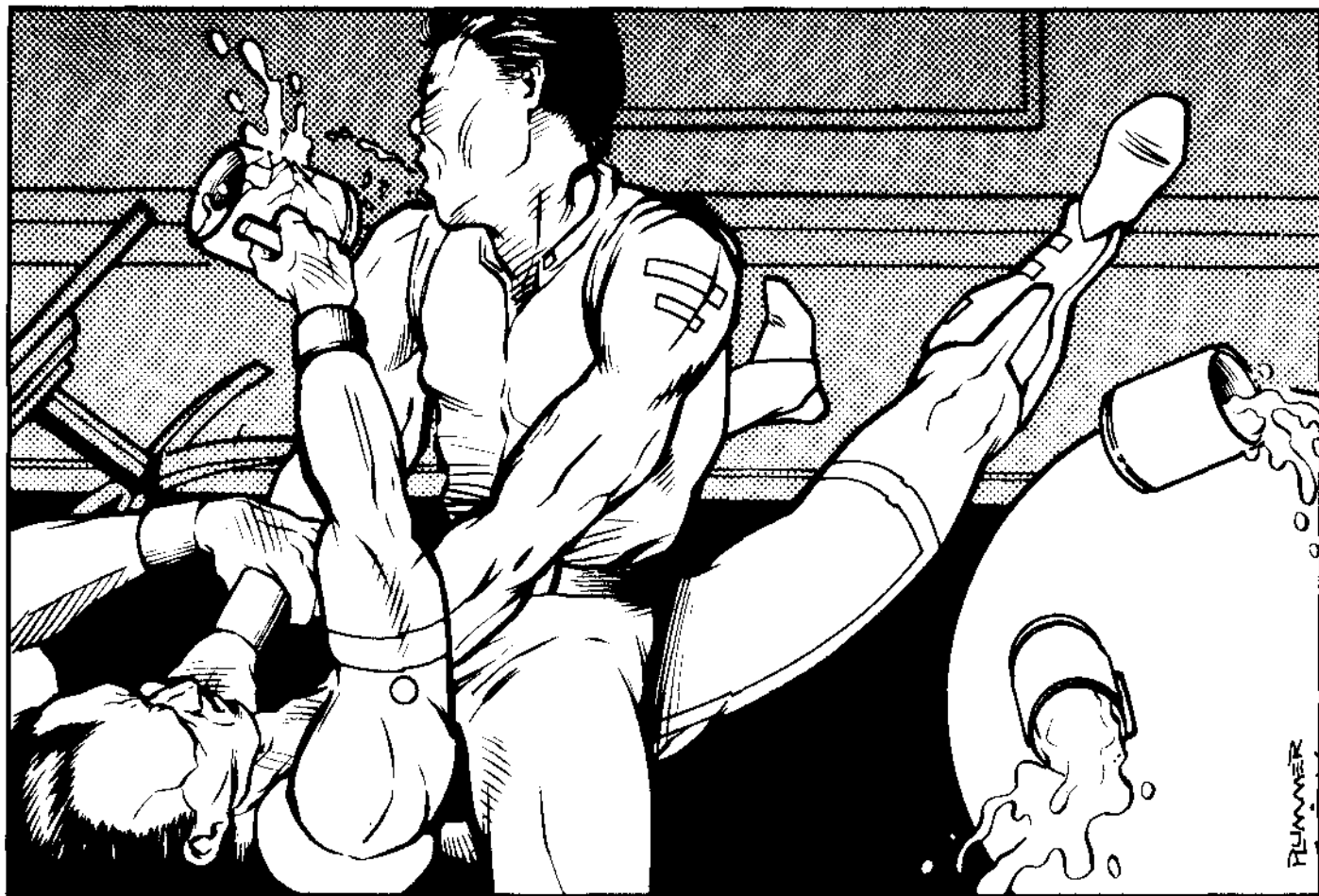
of his SD and RE bonuses is +12, which means that the so-called Brotherhood will be using the Complex difficulty column as opposed to the standard Hard column. The Brotherhood's representative has a skill rank bonus of 60. His roll is a 72, giving a total of 132. However, Oscar's +12 acts like a DB, reducing this score to 120. When indexed on the Research/Construction table, the result is 40% (200 hours). Because the % is greater than Oscar's bonus, he will have no defenses during the next session. (If the percent had been less than his bonus, he would subtract the percent from his "DB" to determine the new bonus. e.g., 5% would yield +7). For the continued session, the Brotherhood's representative rolls an 82, plus 60, with no SD/RE modifier. This result is a total of 142 yielding 50% after another 200 hours, for a total of 90% complete job. Oscar's SD is only 83 at the current time, i.e., he is brainwashed by this point in time under the temporary effects. If left on his own prerogative, he will regain his own mind after 7 weeks, although it doesn't hurt to be assisted in escaping. At this point in time he would desire to leave his new found home, at least not for several weeks.

Half of a character's skill rank bonus in Brain Washing, may be used as an additional amount for his SD/Re modifier. (e.g., If a character with +30 in brainwashing, with a SD/Re modifier of +8, his total modifier would be a "DB" of 23. [8 + 15]). This gives protection with knowledge of techniques.

BRAWLING (Re/In) (Maneuver) — Bonus for using non-weapon implements as a weapon (e.g., such as a stool for a bash attack, throwing sand into your opponent's eyes, etc.) This skill does not apply to normal weapons which are defined under various other skills (weapon skills, yado, martial arts, etc.). The attacks under brawling may never exceed small attacks, e.g., a stool would be a small bash, and a broken bottle would equal a small talon attack, etc.)

BRIBERY (Pr/Re) (Static Action) — Bonus for offering a bribe to an official in the proper and unobtrusive manner.

BUSINESS LAW (Me/Re) (Static Action) — Bonus for the application of laws to business oriented situations. These include such things as: What constitutes a valid and legally binding contract, breach of contract, negligence, liability for claims, general laws of trade, etc. The knowledge of possible penalties for breaking such laws is also covered in this skill. This skill must be developed by



each specific culture since legality is based more on moral beliefs of the population of each culture. Similar cultures might receive a half bonus for use of this skill. Different, but basically similar, should receive a 1/4 bonus. Very different might receive a 1/8 bonus, and completely alien cultures would be treated as if there was no bonus developed in the skill.

CAMOUFLAGE (Re/In) (Static Action) — Bonus in hiding or concealing an item or another person by using the natural attributes of the surrounding environment.

CANON (SD/Me) (Static Action) — Bonus for the performance of religious ceremonies and practices in the fashion deemed proper by one's faith. (e.g., saying mass, performing sacraments, etc.)

CAVING (SD/Re) (Maneuver) — Bonus for the determination of the natural course and the lay of a cave or cavern (passage or chamber). Bonus when attempting an unassisted maneuver in a cave. It may also be used when trying to find one's way through a cave with or without signs, and recognition of what may be considered hazardous conditions, and what to do in case of a cave-in.

CERAMICS INDUSTRIAL (Re/Ag) (Special Action) — Bonus for the synthesis and modification of ceramic materials. The identification of ceramic materials and knowledge of stressful conditions which they can endure is covered here. This skill is also used for the application of ceramic products in the industrial area. However, the design and fabrication of such products is not included.

CHANNELING (In) (Special Action) — This is the skill of transmitting and receiving power between two willing individuals over any distance, provided that contact can be made. The transmitter of the power must be able to see the receiver or know his exact location (distance and direction, or a specific place). The receiver must know exactly when the spell is coming. For example, if a Telepath was present at specified coordinates at a specified time, ready to receive a psion, then another telepathic person could use Channeling to send him a psion (if he knew the coordinates and the correct time to do so). In some cases it will occur when a psionic individual is on a vital mission, and another psion or telepath wishes to give him aid.

It is important to note that the spells/psions which one acquires through intrinsic power points are not subject to this rule. Similarly, the acquisition of Channeling skill will not allow others to gain a "Channeling" user's intrinsic psion ability. This skill applies only to extraordinary channeling.

Transmitting Power Points: Normally Channeling consists of transferring power points from one character to another. The sender expends the power points by his Channeling skill rank bonus expressed as a percentage (e.g., a sender with a 60% Channeling skill rank bonus -skill rank 12- and expending 20 power points actually only sends $12 = 60\%$ of 20.) Treat channeling abilities of greater than 100 as 100, and round down the resulting power points. This is the number of points sent. The receiving character multiplies the number of points sent by his Channeling skill rank bonus (again, expressed as a percentage, the result is rounded down, and channeling abilities of more than 100 are treated as 100). This result is the number of points received. These points may be used by the receiving character to cast spells/psions as he wishes, although any unused points will be lost when he next sleeps.

Channeling between characters (including NPCs) may only take place if they are concentrating on the same realm of power. In other words, a mentally oriented telepath cannot channel to an elementally oriented telepath. In the case of a Non-psion, the character's orientation should be determined at first level. If gods are being used, they can obviously channel to whomever they please. Hybrids may channel to or be channeled to by the character's concentration on either of the Hybrid's realms.

Transmitting Psions: Psions may be channeled in rare cases. If the receiver is of the proper psion realm, the sender may cast psions through him. It is not necessary for the receiver to know how to cast the spell; he is not required to do any of the work. The psion is cast, and the power points expended by the sender. The power points are subject to the same modifications for Channeling skill rank bonuses as power points sent without a psion, and sufficient power points must be received to cast the psion. The psion may not be cast if it depends on the receiving character to provide any of the power points; nor may the psion be cast by one individual while the power points required to cast the psion are channeled by someone else.

Example: After an exchange of gunfire, Aaron, a 4th level telepath kneels beside a bleeding comrade. He immediately contacts his ship which is in orbit, to get medical assistance. The wounded figure, a med tech, while still conscious uses his med scanner to discover that his femoral artery was severely damaged, and he would soon bleed to death. After doing this, the injured character went unconscious due to bleeding damage. Aaron reports this news to the ship, realizing that no one will arrive to help. Jeremy, another telepath on board the ship, responds to an offer Aaron cannot refuse, if he wishes to save his friend's life. Jeremy is willing to channel a 9th level psion (Vessel repair) to Aaron in order to save the med tech's life. Jeremy examines the coordinates on the computer and informs Aaron that he will receive the channel in four rounds. Aaron's channeling skill rank is 30, while Jeremy's is 75. Jeremy channels the psion on time, putting 40 power points into it, which will nearly drain all of his power. Since his skill is 75, 30 power points are channeled to Aaron planetside. Aaron's skill is only 30, so he receives only 9 of the power points

(30% of 30 = 9). The nine power points are barely enough to power the psion, and the med tech's life is saved.

Burnout due to Channeling: Successful Channeling can be dangerous. Roll 1-100 and add the number of power points received (this is an open-ended roll). Subtract the skill rank in Channeling of the receiving character. (Note: The skill rank not the bonus is subtracted from the roll.) If the result is over 100, then a burnout has occurred.

Example: Aaron was successful in receiving the channel, but he must make a roll to determine if he suffers some form of burnout. He rolls a 96, an overload, and then rolls a 12 (total being 108). The number of power points received is added to this resulting in 117, and Aaron's skill rank is subtracted for a final result of 111 (skill rank is 6). Because the result is over 100, Aaron has suffered some form of burnout.

If burnout occurs, roll twice on the 15+ of the Stat Gain Table (refer to PB, pg 119). This result is the number of points that are lost from the Memory Stat (the temporary, not potential). This process is then repeated for Reasoning. If this process reduces either stat to 0 or below, all experience and skills are lost. On the brighter side, the character can switch professions as he has lost all memory of his adolescence and apprenticeship (though it will take him many years to function as an adult again.)

Option when using Spell Law: If Spell Law is available and a burnout occurs, a 1-100 roll is made and 5x the amount that the burnout roll was over 100 is added. This total is applied to the Non-attack Spell Failure Table. (Refer to 10.72 Non-Attack Section SL Table 10.7 Spell Failure Table). This result can be in addition to the loss of Memory and Reasoning or instead of it (at GM's discretion).

Should a burnout occur, the being channeling power to the victim must roll under his Presence on 1-100 or suffer the same result (Gods are unaffected). If the sender survives unharmed, he may (regardless of the status or will of the receiving individual) exercise absolute control over the victim's body and its remaining knowledge, skills, spells/psions, and power points. The sender must have some way of sending commands and instructions to the burnout victim. This control lasts 24 hours or until contact is broken. (Refer to Magic Skills, ChL & GaL, pg 41).

Example: Aaron has suffered a burnout, therefore he must make two rolls on the 15+ column of the Stat Gain Chart. He rolls a 21 and 45, resulting in a total of 12 which is subtracted from his Memory. He then must repeat the process and apply it to his Reasoning. He rolls a 65 and a 41, yielding a total reduction of 19 for his Reasoning. At the same time, Jeremy must roll less than his Presence, 75, on a 1-100 roll. Jeremy rolls a 54 and does not suffer the same fate as Aaron, as he breaks contact, ending the event.

CHEMICAL ENGINEER INDUSTRIAL (In/Re) (Special Action) — This skill enables the character to modify and produce new synthetic materials, e.g., plastics, nylons, etc. That is, as long as equipment and materials are available. The Research/Construction chart should be used for the utilization of this skill. Refer to TL, pg 61. The GM must assign a difficulty for the character's intention. This skill does not include the design of machine parts, only the design (on the molecular level) and the production of the synthetic materials from which to fabricate the item.

CHEMICAL ENGINEER MEDICAL (In/Re) (Special Action) — This skill is similar to the Industrial counterpart. However, the skill involves the design and development of pharmaceuticals and toxins. This skill may be used to develop them from raw materials or to refine and enhance a currently existing product. However, this skill may also be used to reduce the effects of medicinal materials. For example, to produce a derivative of a healing drug that will be twice as effective, or to produce a toxin derivative that will produce a similar, but weaker effect than its parent. This skill should be used on the Research/Construction Chart (TL, pg 61) to determine the results of the character's skill. The GM should determine the difficulty level of the character's intentions.

CHEMISTRY (In/Re) (Special Action) — Bonus for identifying and mixing various chemical substances with relatively predictable results. Acids, powders, toxins, etc. are just a few of the possible results. This skill also allows the character to know elemental composition, reactions, compounds, etc., or knowledge of some experimental procedures to derive the information. This skill is modified from -30 to -70 for lack of laboratory equipment, supplies, etc.

CIRCLE LORE (Me/Re) (Static Action) — Bonus on using circles in conjunction with Circles of Power and Circles of Protection spells. Also allows non-magical research in defining, identifying new "Circles" in which to add to one's repertoire of circle spells.

This skill may also be used as a general knowledge skill of magical circles and what they represent. In such a case, the skill must be developed by each different form of magic, whether they be real or not in the GM's universe. (e.g., Black Magic, Grey Magic, White Magic, Voodoo, etc.) If "Circles" are used in certain Psion areas, then the general knowledge may extend into that area as well.

CIVIL ENGINEERING (In/Re) (Special Action) — This bonus is applied to all maneuvers involving the design and modification of public utilities. This may include water works, power distribution, roadways, parks, etc. Such a skill is used for handling the needs of communities of any size. This skill uses the Research/Construction charts since such projects are typically on a very large scale.

CIVIL LAW (Me/Re) (Static Action) — Bonus for the application of those laws dealing with the rights of the individual (the private citizen). This skill may be used to settle dispute, or to determine what the citizen is entitled to when his rights are violated by another member of the state, or an established organization. This skill must be developed differently for each specific culture. Similar skill bonuses from the Cultural Variation Modifier Table will apply appropriately.

CLIMBING (Ag) (Moving Maneuver) — This could range from the ability to climb sheer faces (absurd), through mountain climbing (Very Hard), to climbing a ladder (Easy) through the use of handholds. The normal climbing rate for walls with adequate handholds is 10'/rnd as a "medium maneuver".

COMBAT PILOT (In/Ag) (Vehicular Maneuver) — This skill is used (as the name implies) only in combat situations. It allows the pilot to maneuver in combat and to increase his ship's attack OB, and/or the vehicle's DB.

Note: When actually used, the *Combat Pilot Skill cannot exceed the pilot's Atmospheric, Orbital, or N-Space Piloting, or AFV Driver (whichever is appropriate) skill rank.*

Also, each combat pilot skill must be developed separately for each specific craft, with similar skill bonuses applicable to similar crafts within each category. (GM discretion should be used for such similarity modifiers. e.g., bonuses should not be the same from atmospheric jets, to prop planes and then to helicopters.)

COMMUNICATIONS (In/Re) (Static Action) — This skill grants a bonus when using any construct communication devices. However, it must be developed as each of three similar skills: TBD (Tachyon Beam Dictor, used for interstellar communication), Microfrequency Modulation and Laser Rig (both used in system communication). This skill rank is usable at half value when attempting to use one of the other two types than it was specifically developed for.

COMPARATIVE RELIGION (Me/Re) (Static Action) — Bonus for the recognition and identification of similarities and differences of various religions within a category. (e.g., Christianity, Buddhism, primitive tribal beliefs, etc.) Each category must be developed separately, but includes a general scope of common religions falling into them.

COMPUTER CRIME (SD/Em) (Static Action) — Bonus for the illegal alteration of computer stored records for the benefit or disadvantage of a specified party. The skill involves the ability to perform such alterations by breaking codes, gaining illegal access, and altering records without detection or traces which may eventually lead to the capture of the culprit.



COMPUTER ENGINEERING (In/Re) (Special Action) — This is a deeply involved skill which includes the designing aspects of computer systems. This includes a concentration on program development, and facets of software engineering, as well as the creation of new computer languages. This skill also includes the designing and modification of new logic and memory systems. (e.g., new forms of computer chips, memory discs, modes of memory access, etc. are some possibilities). The Research/Construction Chart should be used to determine the necessary time for completion.

COMPUTER TAPPING (In/In/Re) (Static Action) — Bonus for accessing a currently active computer and monitoring all of the procedures which occur through the unit. This does not include any alterations of data within the computer being monitored. The activities being observed may be recorded though the computer which the character is using for monitoring purposes.

COMPUTER TECHNOLOGY (Re/Me) (Special Action) — Skill bonus related directly to computer programming and repairs. This skill is used to develop all programming languages and the ability to repair damaged or malfunctioning memory systems. In order to use this skill, use the Malfunction/Repair Chart (TL, pg 62) to determine results. In the original description of this skill in the *Player Book*, this single skill gives the character proficiency in all aspects of the skill. However, there are different ways which the GM may opt to use this skill which may be a little more realistic.

Option 1: The GM may opt to use this skill in the fashion which it was originally described. By doing it this way, the character is proficient in one computer language for each rank developed beyond the first skill rank. For example, a character with nine skill ranks would be proficient in eight computer languages.

Note: Each computer language must be specified at the time of each skill rank's development. The character must also have access to adequate learning materials for the language he wishes to learn. How else would he understand the language?

Option 2: The GM may wish to get a little more involved with computer languages and allow variability in the character's programming skill from one system to another. This can easily be done, although it makes it more difficult for a character to learn a lot of languages. All that needs to be done is to have the character develop each computer language as a separate skill, in same fashion as languages are developed under the Linguistics skill, only

using the development costs for Computer Technology. This forces the character to specialize in languages to become very good fast. Although this may take more time to develop several languages, the variability in skill does make it a little more realistic.

For repairs, if this option is used, the GM may select the skill rank with the greatest development. This bonus may be applied to any rolls made on the repair chart.

Option 3: This is identical to Option 2 above, with one exception. Under this option, the computer repair skill is developed separately just like each language. This allows the character to know programming, and zilch about the memory system itself.

Option 4: This is identical to Option 3 with another small alteration. Rather than keeping the separate development of the repair with the cost of Computer Technology, it may be assigned the cost of Electronic Technology (as a separate category within that skill). That is probably the best place for that aspect of Computer Technology.

CONTORTIONS (Ag/SD) (Static Action) — Bonus for manipulating one's body in order to move through small openings or to absorb sudden crushing impacts (other than falls). Helps to escape from bonds, etc.

CONTROL SHAPE CHANGE (SD) (Static Action) — Bonus for the control of one's form when under shape altering influences. These may include Lycanthropy, Psionic abilities to alter one's own form, or another's etc. However, this would not include teleporter accidents and such.

COOKERY (Re/Ag) (Static Action) — Bonus when detecting bad food, or preparing or neutralizing dangerous herbs and food ingredients. Includes poison preparation as well as normal cooking. The following is a partial listing of cookery skills.

- **Baking:** turning of flour into breads, cakes, pies, etc.
- **Brewing:** Making ale, beer, cider, malt, or mead beverages.
- **Curing:** Salting or preserving of food.
- **Distilling:** Making of alcohol.
- **Poisoner:** The preparation of poisons, not production.
- **Winery:** The making of wines.

CORPORATE MANAGEMENT (Re/Em) (Static Action) — Bonus for the management of a place of business. This includes knowledge of paperwork, payroll, pricing, profits, and the structure of the corporation and how it works. Ordering merchandise, keeping records of all transactions, and keeping inventory are some possible uses.

COSMETOLOGY (Pr/SD) (Special Action) — Bonus for the use of cosmetics to improve or worsen one's appearance. However, this skill would not be used for the purposes of disguise. Cosmetology would be used to increase a PC's Appearance, or to cover markings such as bruises and scars. To improve Appearance, an open-ended roll with modifiers is made. The total amount over 101 is the percent of the difference between the current Appearance and 100. (e.g., App = 60, roll total is 126 which yields a 25% of the difference [100 - 60 = 40] increase. Appearance becomes 70, which only lasts until the cosmetic aids are removed.)

COUNTERFEITING (Ag/Re) (Static Action) — This skill includes the ability to reproduce official currency, as well as falsify MERLOUGH Bank Records, Elmonit cards, and card data, etc. This skill may also include the complete production of false Elmonit cards.

CRAFTING (Re/Ag) (Static Action) — Bonus for the particular Crafting skill such as jeweler, copper etching, cloth work, etc. Different crafting skills must be developed separately. The following is a partial list of some other crafting skills.

- **Barbering:** Hair grooming and the shaving of beards. This also includes hair styling for women and hair care.
- **Billeting:** Innkeeping duties.
- **Bookmaker:** Binds paper into books.
- **Calligraphy:** Skill to write in artistic and attractive styles of writing with the use of specialized pens.
- **Candle Maker:** Use of wax and wicks and similar materials to produce candles.
- **Ceramics:** Glazing, staining of pottery, glass, etc. and firing it in a kiln to harden it.
- **Child Care:** Ability to oversee and take care of children of all ages, and insure safe conditions for them to play in.
- **Clerical:** Organizing and caring for an office and its records. This includes such skills as typing, word processing, filing, use of standard office equipment, etc.
- **Connoisseur:** Distinguishing the finer qualities of taste and preparation of food and drinks. However, different forms should be developed separately. For example: Greek, Mexican, Russian, French, Wines, etc.
- **Cooper:** making and repairing of barrels.
- **Counselor:** Listening to problems and analyzing them in order to provide possible solutions.
- **Critic:** Analysis and description of faults and merits of art works of all types. (Each art form must be developed separately, e.g., Literature, film, art, drama, etc.)

- **Current Events:** Keeping up with the most recent news of individual areas of activity covered by a particular news source. For example, individual countries would have to be developed separately due to the different news organizations. The only overlapping information would be that which involves both news organizations.
- **Dying:** The coloring of fabrics and cloths.
- **Embalmer:** Mummification of bodies after death.
- **Embroidering:** Decoration of fabric, cloth, and leather
- **Enameler:** Use of enamel to place a hard, long-lasting surface on objects.
- **Furrier:** Turning furs into clothing
- **Glass Blower:** The turning of sand into glass objects.
- **Guide:** Pointing the way and leading
- **Knitting:** Turning yarn and thread into cloth with the use of needles
- **Machine Shop:** Use of power tools of various makes for general purposes.
- **Masseur/Masseuse:** Manipulation of bones and muscles for the purpose of relieving tension, etc.
- **Messenger/Runner:** Bearer of messages, written or verbal.
- **Miller:** Grinder of grains into flour.
- **Mixology:** The ability to prepare mixed drinks of all types.
- **Net Maker:** Making and repairing nets of all types.
- **Paper Making:** Turning wood pulp into paper, reeds into papyrus, etc.
- **Potter:** Turning clay into objects.
- **Quilting:** Turning pieces of cloth into blankets, clothing, etc.
- **Roofer:** Putting roofs together and maintaining them.
- **Sail Maker:** Making and repairing of sails.
- **Sales Clerk:** Use of transaction registers, and ability to aid and deal with customers.
- **Scribe:** The copying of manuscripts and other documents. This may be by hand or typing and word processing.
- **Seneschal:** Running of a household, daily routines, etc.
- **Spinner:** Turning wool or flax into thread.
- **Stewardship:** Management of land and people in the absence of the overlord.
- **Tailoring:** Turning cloth into articles of clothing.
- **Taxidermist:** Preparing and stuffing the skins of animals.
- **Trapper:** Capturing of animals, either alive or dead.

- **Trivia:** Knowledge of small pieces of information which may normally be thought of as unimportant. However, this can be good for starting casual conversation among other uses.
- **Tube Hollower:** Hollows tubes out of stone, metal, wood, or plastic without the use of heavy machines or power tools.
- **Upholstery:** Covering of furniture with material for decoration or comfort.
- **Valet:** Assisting others in getting dressed and ready for various occasions.
- **Vehicle Body Repair:** The reshaping and repair of damaged parts of vehicles of all types. This includes the repainting of parts and entire vehicles to look as good as new.
- **Weaving:** Using looms to make fabric, rugs, tapestries, etc.
- **Wicker Work:** Use of wicker to make baskets, furniture, etc.

CREWMEMBER AFV (In/Ag) (Vehicle Maneuver) — This skill bonus is applied to maneuver rolls when driving/piloting Armored Fighting Vehicles. This skill must be developed separately for the different types of AFVs. Examples of different types of AFVs are: Tracked Tanks, Hovortanks, GEVs, MIRCAs, etc. The GM may opt to classify certain AFVs into similar categories for the purpose of this skill.

CRIME ENGINEERING (In/Re) (Special Action) — This skill involves the design and modification of those devices directly involved with various fields of crime and criminal apprehension. This skill must be developed by each specific area. For example:

Counterfeiting Tech: The design of devices that produce artificial monetary units or that falsify one's credit standing, etc. GMs may feel that this skill would be applicable for skills such as making the molds/printing plates for paper and metallic pieces of money, or he may feel that that portion of counterfeiting is more oriented in an artistry skill (such as Sculpting developed for etching or molding.)

Forgery Tech: The design of devices for the production of artificial replicas of original works such as paintings, signatures, sculptures, etc. The skill may also be used as the tech skill covering devices for purposes of Falsification.

Security Systems: The design of security systems, scanners, lock picking devices (electronic and manual), as well as the locks themselves, Incarceration fields, and some force fields, to name examples.

Surveillance Tech: Design of devices to be used for surveillance of various types (e.g., electronic bugs, communication tapping, photographic observation (the electronic aspect), premise probes, etc.)

Tracking Tech: Design of devices for purposes such as thermal tracers, motion detectors, audiotraders, homing beacons, and receivers, etc.

CRIME TECHNICS (Ag/In) (Special Action) — This is a bonus for the maintenance and repair of crime oriented devices. This skill may also be used for modifications not involving large amounts of redesigning, in which Criminal Engineering would be more appropriate. Although the GM may wish to use similar skill bonuses for the Technics and Engineering skills. This would be 1/2 for each of the categories developed. Each category must be developed separately. (Refer to Crime Engineering for suggested list of categories.)

Counterfeiting Tech: The repairing of devices that produce artificial monetary units, or that falsify one's credit standing, etc. GMs may feel this skill would be applicable for skill such as making the molds/printing plates for paper and metallic pieces of money, or he may feel that a portion of counterfeiting is more oriented in an artistry skill (e.g., sculpting developed for etching or molding). It is less confusing, and easier, to use all abilities together, and perhaps use a similar skill bonus of 1/4 for similar uses.

Forgery Tech: The design of devices for the production of artificial replicas of original works such as paintings, signatures, sculptures, etc. This skill may also be used for modification of such devices.

Security Systems: The repair and maintenance of security systems, scanners, lock picking devices (electronic and manual), as well as the locks themselves, incarceration fields, and some force fields, to name examples.

Surveillance Tech: Repair and maintenance of devices used for various types of surveillance (e.g., electronic bugs, communication tapping, photographic observation (electronic aspect), premise probes, etc.)

Tracking Tech: Repair and maintenance of devices used for tracking such as thermal tracers, motion detectors, homing beacons, etc.

CRIMINAL INVESTIGATION (In/Me) (Static Action) — Bonus for the use of investigative procedures to obtain information about a crime. These procedures include all methods used by law enforcement agencies, whether they are general or technical procedures. Some examples to consider might be fingerprinting, close observation, piecing together clues, comparison of criminal records, etc. This skill includes the ability to recognize evidence, if it is admissible in a court of law, if it has been obtained in a legal fashion, and so on. This skill is only good for the finding of evidence, what a character does with it is a different story.

CRIMINAL LAW (Me/Re/In) (Static Action) — Bonus for knowledge of those laws dealing with criminal defense and prosecution. Knowledge of legal punishments for crime and possible criminal negotiations are covered in this skill. However, this skill must be bought for each separate culture. Intra-cultural similarity may be used for this skill. This is probably one of the more common legal skills used for courtroom procedures.

CRIMINAL PSYCHOLOGY (Em/In) (Static Action) — That branch of psychology dealing with criminal behavior. With this skill a character may study a criminal's behavior individually to determine what his next move might be, or he may go by statistical standards. It is an understanding of how the criminal mind operates, and how to predict its next move.

CRIONICS (In/Re) (Special Action) — This is the bonus for preparing a deceased body for proper freezing procedures so that it may be revived at a later date, when the person's illness can be cured, or when bodies can be revived. This skill only covers the preparatory procedures and the operation of preservation equipment. The technical aspect would be under the appropriate tech skill.

CRUDE WEAPONS (In/Me) (Static Action) — Bonus for the design and building of simple or low technological weapons for use. This may range from a quarterstaff to a catapult.

CYROGENICS EMERGENCY RESUSCITATION (SD/Em) (Static Action) — Similar to First Aid skill, this skill provides emergency procedures for a body currently in, or coming out of, cryogenic conditions. Because the body is in a completely different psychological condition, this skill is separated from First Aid. (e.g., various drugs, or devices may have a damaging effect in the abnormal bodily conditions.)

CYROGENICS OPERATION (Ag/In) (Static Action) — Bonus for the set up and operation of cryogenic devices and the preparation of the person going into cryosleep.

CRYPTOLOGY (In/In/Re) (Special Action) — Bonus for deciphering codes of all kinds, whether they are substitution, pattern forming, or whatever ingenious method is used. The more complex the code, the more difficult it is to decipher. This skill may also be used to translate hieroglyphics, or alien languages. However, one should realize that the deciphering of a language is not an easy task. In fact, it is one of the most complex tasks that one might ever attempt. Completely unknown languages should be considered Absurd maneuvers, and that is probably getting off easy. Refer to the Construction Chart, 7L, pg 61.

This skill may also be used to develop codes of all types. If this skill is used in this way, the character's skill rank bonus is added to his die roll. A total of 101+ results in a working code, which would be "easy" to decipher. For every 20 points above 101, the difficulty level increases by one; e.g., 123 = Moderate, 145 = Hard, 181 = Very Complex, 200 = Absurd. Using the skill like this allows

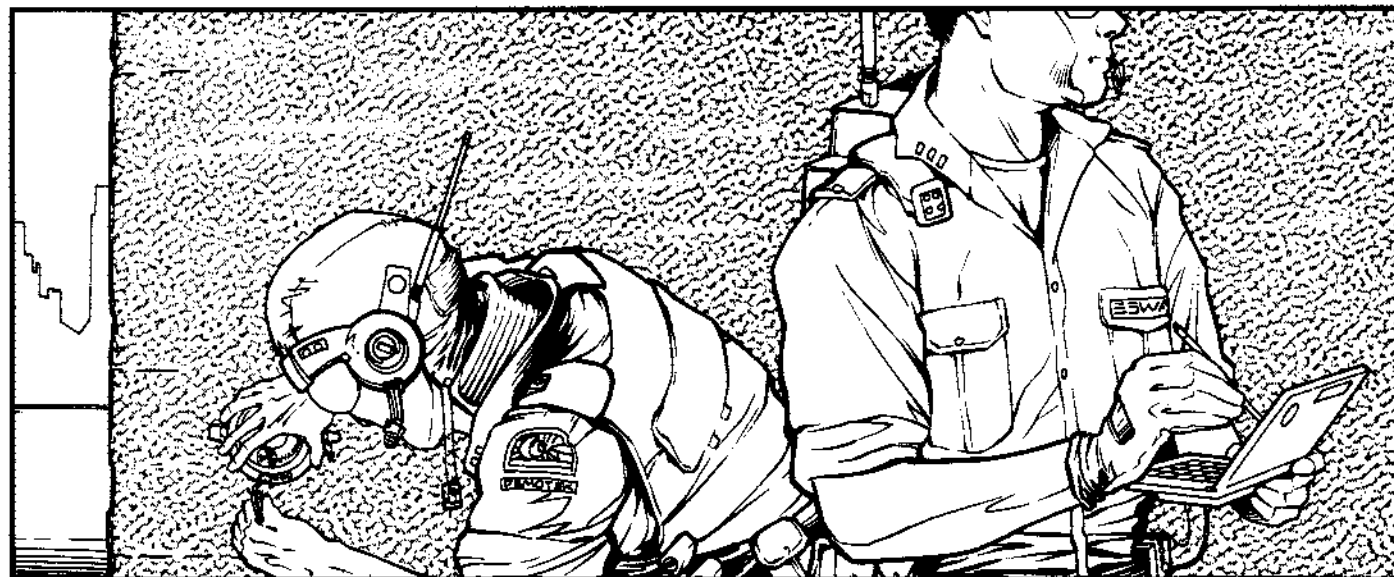
improved skills a much greater advantage over less capable abilities.

CYBERNETIC ENGINEERING (In/Re) (Special Action) — Bonus for the design and modification of robotic systems, robots, androids, bionic limbs, etc. and their components. This skill uses the Construction Research Chart (7L, pg 61). This skill may be modified due to lack of necessary equipment.

CYBERNETIC TECHNICS (Ag/Me) (Special Action) — Bonus for the maintenance, repairs, and construction (from blueprints or diagrams) of robots and androids as well as bionic body parts. This skill encompasses all aspects of robotics, androids, and bionic parts, including mechanical, power supply, electronic systems, and computers. However, this does not include such work as the installation of bionic parts on or into a patient. This skill will use the Construction/Research Chart (7L, pg 61). The difficulty level should be determined by the GM.

DANCE (Ag/In) (Moving Maneuver) — Bonus when attempting to recreate a dance one has witnessed. This skill may also be used to create new dances. If magic is being used in the GM's game world, or if magic rituals are used as a possible means of enhancing a Telepath's/Psionic's power, the Dance skill could be used as a factor in such rituals. (Refer to RMCIII, pg 26)

DATA PROCESSING (SD/Re) (Special Action) — Bonus for the organization and storage of information, and a knowledge of organizational methods commonly used. This skill is also used for the retrieval of specific information from records, libraries, and all methods of data storage. Use the Construction/Research Chart (7L, pg 61).





DEMOLITIONS (Ag/SD/SD) (Static Action)

— Bonus for preparation and setting of explosive charges. This skill is used when the character desires specific results from an explosive charge (e.g., to force the blast in one direction, or to cut down on shock waves, etc.) This skill covers all general knowledge of various explosives and their capabilities (e.g., to determine exactly how much of a specific explosive is required to blast down a specific structure).

DEMON/DEVIL LORE (Me/Re) (Static Action) — Bonus for recognizing and identifying the major powers and abilities of extra-dimensional beings, and things pertaining to demons/devils (lands, items, etc.).

DETECT TRAPS (In) (Static Action) — Bonus for detecting inanimate traps or ambushes.

DIPLOMACY (Pr/In) (Static Action) — Bonus for operating successfully in a complex, bureaucratic foreign environment, such as a foreign royal court or any other large foreign government structure. Tact, negotiation and deceit are all facets of diplomacy. Used for conducting the business between nations. Bonus for using the proper protocol in an unfamiliar situation and impressing a person in authority. This applies to situations ranging from an audience with the President to an involuntary meeting with the leader of an organized crime syndicate. For operating within one's own government system, refer to Administration.

DIRECTED SPELL/PSION (Ag) (Static Action) — *Spell Law* makes provisions for Spell Attack Rolls with certain "elemental" spells. (These spells are specifically listed there, and have separate attack tables.)

Note: *RMCI* contains some of these newer tables as well. Skill may be developed separately for each such spell. Developing skill in Directed Spells is treated just developing skill in weapons. Generally, skill may be

developed only for spells that are directed against single targets (e.g., fire bolts, shock bolts, not fire balls, firestorms, etc.).

A character wishing to develop skill with such a spell must be able to cast it at least once per day (either intrinsically or from an item or rune).

This rule is important for it allows certain Spell users or Telepaths to specialize in particular spells in the same way that fighters may specialize in their weapons.

Option 1: This option allows development of Directed Spell/Psion skill for the elemental "Ball" spells. Under this option, no +30 for "Center of Effect" is allowed, and the Directed Spell/Psion skill bonus is applicable to the "center of effect" target only.

Option 2: The GM may feel that the skills of Directed Spells/Psions are in fact quite similar to each other and so fall under the precedent of similar skill treatment. Be warned, however, that this will result in spell users and telepaths being better than normal in the casting of directed spells. At the very least, they will have more development points freed for the development of other skills. In order to show the difficulty of mastering the directed skill as a similar skill, the GM may decide that this Option should only be open to pure spell users and true telepaths, as well as perhaps semi-telepaths.

DIRECTION SENSE (In/Re) (Static Action)

— Bonus for determining which way is north, or any other specific direction, such as "home", without the aid of navigational instruments. Skill is useful when determining direction while underground, during the darkest night, without stars, moon, or other night lights.

DISARM FOE ARMED (Ag) (Moving Maneuver) — Bonus to remove a foe's weapon with your own. If successful, the opponent must make a successful RR vs the level (# of skill ranks) of the disarming skill used. There are 4 categories for the user to develop. The first is the primary skill and the others can be used as similar skills at 1/2 skill rank bonus. Each category reflects the type of weapon that the disarmer can go against. Categories: 1-handed, 2-handed, Polearm, and Two Weapon Combo.

DISARM FOE UNARMED (Ag) (Static Action) — Bonus to remove foe's weapon with your bare hands. If successful, the opponent must make a successful RR vs. the level (# of skill ranks) of disarming skill used. This is *not* a similar skill to Disarm Foe Armed. There are five categories for the user to develop. The first is the primary skill and the others can be used as similar skills at 1/2 skill rank bonus. Each category reflects the type of weapon that the disarmer may go against. Categories: 1-Handed Edged, 1-Handed Crushing, Two-Handed, Polearm, Two Weapon Combo.

DISARM TRAP (In/Ag) (Static Action) — Bonus in identifying and disarming, but not locating, an inanimate trap. Traps of more than a Moderate difficulty level may result in subtractions from the character's total (to be determined by the GM).

DISGUISE (Pr/SD) (Static Action) — Bonus to change one's appearance including shape, and size (to a reasonable degree) to appear as someone else (does not need to be anyone specific). This is achieved by the application of cosmetics and the use of props. This skill does not involve dramatic changes in appearance.

DISTANCE RUNNING (Co) (Moving Maneuver) — Bonus is added to the character's base exhaustion points to determine his total exhaustion points for movement purposes.

DIVINATION (In/Em) (Static Action) — Bonus for the foretelling of the future or perceiving unknown quantities/qualities, with the use of divinatory means and methods (e.g., crystal balls, tarot cards, sticks, tea leaves, palms, astrology, etc.) Each method must be developed separately. Skill can be also be used to scan the past and present.

Note: Divinations are general in nature and are left up to the interpretation of symbology rather than the cleaner, clear-cut means that the appropriate Divination spells/psions can provide you. Also, Divination methods take a minimum of one minute (and often considerably longer to perform. The Qabbals found in RMC1 could be used in conjunction with the skill if the GM wishes.

DIVING (SD/Ag) (Moving Maneuver) — Bonus for controlled falling maneuvers.

DOGMA (Me/Re) (Static Action) — This skill rank bonus governs how much the character knows about the beliefs of a specific religion. This skill does not make the character religious, it is only knowledge of the beliefs and how a specific religion may respond to certain subject matters. Each religion must be developed separately, although the GM may opt to allow similar skill bonuses between certain religions of his choosing.

DOWSING (Em) (Static Action) — Bonus for locating underground water sources through the ground, without the use of technologically advanced devices. The water will be found directly under the character's feet after successful completion of the skill.

DRAFTING (Re/Me) (Static Action) — Bonus for the creation of detailed technical drawings of an item or object (e.g., blueprints). This is not free-hand drawing; specialized equipment (such as squares, triangles, compasses, protractors, specialized computer programs, etc.) is used in making such precise and accurate drawings (normally to scale).

DRAGON LORE/CREATURE LORE (Me/Re) (Static Action) — Bonus for recognizing and identifying the major powers and abilities of dragons or other powerful unique creatures which might be encountered, and of things pertaining to them (e.g., lands, items, etc.)

DRIVING (Ag/Qu) (Vehicular Maneuver) — As in Riding, skill ranks in Driving must be developed separately for different types of vehicles. One skill rank allows basic understanding of the controls; subsequent ranks reflect increased ability, and quickness in maneuvers. This skill is useful only in regard to land vehicles which include ground effects vehicles (as well as animal-drawn crafts). Hovercraft and antigrav vehicles which cannot rise above a hover level.

DRUG THERAPY (Re/Me/In) (Static Action) — Bonus for the use of pharmaceuticals in the treatment of illness and/or injury. This skill includes the determination of the amount of a pharmaceutical needed, and over how long a time period it must be taken to clear up the affliction. Improper use of this skill could result in tragedy, including addiction, worse health conditions, side effects, and possibly death.

DRUG TOLERANCE (Co/SD) (Static Action) — Bonus for resisting the effects of any one type of intoxicant, poison, or other chemical substance. Bonus is applied directly to the RR. Skill must be developed separately for each type of drug (e.g., alcohol, sodium penothal, etc.) One need not be conscious to have the bonus.

DRUG TRAFFIC (Pr/In) (Static Action) — Bonus for the procuring of and safe transport of illegal pharmaceuticals in large quantities. This skill includes the knowledge of transport laws and standard methods of search used by authorities, and possible ways of remaining undetected.

DUPING (Pr) (Static Action) — Bonus for speaking quickly, convincingly, and confusingly in order to get a victim to do something they would not ordinarily do. This skill is normally used on one person at a time.

ECOLOGY (Re/Me) (Special Action) — Bonus for studying a specific environment and for the gathering of information. This data can then be used for the determination of current conditions and possible future conditions (e.g., species populations, nutrient quantities per meter cubed, erosion factors, species fluctuation, migration, etc.) The Construction/Research chart should be used for determining the time period required for such research.

EDUCATION (SD/Em) (Static Action) — Bonus for teaching another character a skill currently known by the educator. A character cannot teach a character who is more proficient with the taught skill himself. There is more than one way to use this skill, the GM may do it however he prefers. For example:

Option 1: The learning character, thanks to the added assistance of a teacher, may purchase his first rank in the skill at half of its cost for that given development period. (e.g., A character is being taught a skill normally costing him 2/6. Because he has a teacher, he may buy the skill ranks at 1/6 for the development period he is being taught for.)

Option 2: The learning character may be allowed to purchase an extra rank during a development period. A midrange cost (an average of the two existing costs, or an extra skill rank for lone costs equal to the rank plus one more development point) may be added to the existing costs. For example, a skill that costs 2/6 will become 2/4/6, while a cost of 4 will become 4/5.

To use this skill successfully, the instructing character must make an open-ended roll plus skill bonus for a total of 101+.

EFFICIENCY EXPERTISE (In/Em) (Special Action) — This skill is used to reduce the amount of time required to complete repairs, research or construction work. To use this skill, the character first makes the roll for the skill he is attempting to save time on (the Research skill, Construction skill, Repairs, etc.) This roll determines the time period generally required since the Construction/Research or Repair charts are used. The character then makes an open-ended roll, applying his Efficiency Expertise skill rank bonus to determine the total. If the result is greater than 101, the skill has been successfully used. The amount greater than 101 is determined. This amount is then divided by 2 for a final result which will equal the percent of time saved by using the skill. However, the GM may feel that a certain amount of time is required for specific research, repairs, etc., and no matter how good the roll, the character cannot do it faster.

Example: A character wishes to rebuild the power dampner of a fusion generator. His construction roll reveals that it will take him 30 hours to complete 50% of the job. The character does very well with an Efficiency Expertise roll showing that he saves 80% of the needed time. Therefore, he only needs 6 hours to complete 50% of the project. However, the GM feels that the job is a complicated one, and at the very best, the character would need 12 hours to complete half of the job. If the GM feels that it is reasonable to enforce a limit on the amount of time one can save on a job, he can. This allows the GM control over the difficulty of repairs while still allowing the character to save time.

If the character's total roll is less than zero, or if he rolls a fumble (01-05) and open-ended negative, he has made the matter worse. The total less than zero is divided by 2 to give a percent of additional time to complete the job. (If the result goes negative, there is no 101 subtracted as in the successful use of the skill.)

Example: An experienced Systems Tech is trying to rush repairs on the fusion reactor of a sub-lightcraft which has sustained extremely severe damage. His skill (fusion technology) is +80, and he rolls a 65 for a total of 145. This result is checked on the Malfunction/Repair chart (TL, pg 62) on the extremely severe column to determine the time required. This shows 60 hours to return to 50% effectiveness and 70 hours to completely repair.

However, our hero is trained in Efficiency Expertise. His skill rank bonus is +60, and he rolls a 96 (an overload), and then rolls a 72 for a total of 228. This total has 101 subtracted from it, resulting in a total of 127. Divided by 2, the result is 63, meaning that 63% of the time is saved. This means that it takes the miracle worker a mere 22.2 hours to return the reactor to 50% efficiency or 25.9 hours to completely repair the reactor's effectiveness. (Is he good or what?!)

On the other hand, suppose he had rolled an 04 as his initial efficiency roll, followed by a 96 and a 95. This would result in a total of -127. This negative result is divided by 2 for a total of -63. The negative represents that the time factor will go against the character, so there will be a 63% increase in time required. In this case, it will take the tech 97.8 hours to regain 50% effectiveness, and 114.1 hours to completely restore the reactor. That won't look good on his employment records.

ELECTRONIC COUNTER MEASURES (In/Re) (Static Action) — Similar to Electronic Warfare, this skill deals with the interference and jamming of local communication or remote transmissions. This skill includes knowledge of different forms of short range communication and what might cause interference with the different forms. (e.g., magnetic fields may disrupt one form of communication, but not another) and how strong the disrupting medium must be to give the desired results.

Note: this skill only involves local transmissions, and cannot take control of a signal, or substitute another signal. Such activity would fall into the area of Electronic Warfare.

ELECTRONIC DIAGNOSIS (In/Re) (Static Action) — Bonus for determining what is wrong with a defective piece of electronic equipment. This skill does not provide the character with knowledge to repair malfunctioning or damaged equipment.

The character can narrow the problem down to a main part or portion of the electronic system involved. For example, a character may realize that there may be a problem with a capacitor, but how to identify it or replace it is beyond him. In short, it is a basic understanding of what electronic parts do in a system, and what problems may arise when those parts become defective.

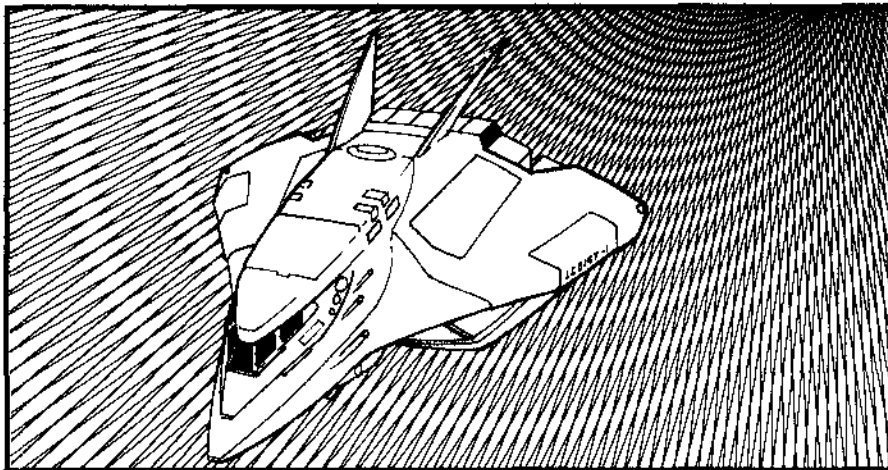
ELECTRONIC ENGINEERING (In/Re) (Special Action) — Bonus for the designing and modification of electronic systems. This skill must be developed for each area encompassed in the field. Some examples include different realms of communication devices, and general fields of study.

Note: Communication skills include transmitters, receivers, relay stations/satellites, etc.

ELECTRONIC SURVEILLANCE (SD/Re) (Static Action) — Bonus for the use and placement of electronic devices for monitoring and recording activity in an area beyond visual range. This skill also allows the detection and deactivation of such equipment, as well as methods for "fooling" them. This skill also includes such maneuvers as tapping into communication lines for monitoring communication activity (e.g., tapping a telephone, or a visicom, etc.)

ELECTRONIC TECHNICS (Re/Me) (Special Action) — Bonus for the repair and maintenance of electronic equipment. To use this skill, the Malfunction/Repair chart should be used after the GM has designated a difficulty level. This skill covers a wide range of electronic fields, but each must be developed separately by the character. Some examples are listed.

- *Electronic Warfare:* maintenance of equipment used for ship stealth and electronic warfare.
- *Fiber Optics/Laser Communication:* maintenance of communication systems using light as the carrier.
- *General Electronics:* maintenance of electronic devices such as scanners, sensors, panels, consoles, circuit boards, molec boards, etc., as long as



For example:

- *Electronic Warfare:* design of those devices used for ship stealth, and electronic warfare.
- *Fiber Optics/Laser Communication Technology:* design of those devices using light for communication purposes.
- *Liquid Crystal Technology:* design of LCD screens and display consoles. Note: many two-dimensional visual screens might be high tech LCD screens providing color and 3-D images while saving a lot of space.
- *Microelectronics:* design of miniature electronic devices and components.
- *Microfrequency Modulation:* design of such in-system communication systems.
- *Tachyon Particle Communications:* design of interstellar communication devices which tachyon particle beams as carriers.

they do not require another area of expertise (e.g., some scanner work may require microelectronics).

- *Microfrequency Communication:* maintenance of microfrequency equipment.
- *Tachyon Particle Beam Communications:* maintenance and repair of the equipment used for tachyon beam communications.

ELECTRONIC WARFARE (In/Re) (Static Action) — Bonus for the use of electronic warfare and ship stealth equipment. Refer to Stealth/Electronic Warfare (PB, pg 76).

EMERGENCY ENVIRONMENTAL SUIT REPAIRS (Ag/In) (Static Action) — This skill is a specialized training in what to do in case of a malfunction in one's environmental suit, or if it springs a leak. This skill can be used to repair damage from the inside at -20 on the roll.

ENVIRONMENTAL ENGINEERING (In/Re) (Special Action) — Bonus for the study of the stability of an environment and how to recreate its conditions in a controlled setting. This skill includes the use of environmental devices/machinery to sustain an artificial environment. With the use of this skill a researcher may also design a complete environment from scratch, and determine how to make it self-sustaining. However, such a feat would be very complex.

EVIDENCE DISPERSAL (SD/Me) (Static Action) — Bonus for retrieving and properly disposing of evidence at the scene of a crime. This is usually done after one has committed a crime, or if the character is attempting to cover for someone else, to conceal the evidence before the authorities can find it.

EVOLUTIONARY THEORY (In/Re/Me) (Special Action) — Bonus for knowing the evolution of man and for knowing how evolution progresses. This skill can be used to develop an evolutionary structure for alien worlds as studies in the evolutionary process. This skill may also be used to determine what the next evolutionary stage may be for a given species. This skill covers all knowledge pertaining to gene pools, specialization, mutation by variation, genetic drift, etc. Basically this is an in-depth research skill. Evolution could also be developed under the religious doctrine skills, but the character could not get into the technical details and computations.

FABRICATION (SD/Ag) (Static Action) — Bonus for using heavy equipment to shape specific forms out of various mediums. Each medium must be developed separately (e.g., wood, plastic, metal, ceramic). This skill does not include designing pieces, only the shaping into a pre-designed form. (This may be from blueprints, or from a damaged piece.) However, this does not cover shaping the medium without the use of power equipment. Doing this by hand would fall under other skills such as smithing, sculpting, woodcrafts, etc.

FALSIFICATION (SD/Re) (Static Action) — Bonus for the creation of false but believable documents and records from scratch. This may be anything from a false ID card to the lease on a piece of real estate. This skill could be used to change testimony records, and misrepresent facts as a couple of examples. (e.g., procedures, trademarks, copyrights, stocks, bonds, diplomas, etc.) the list goes on and on. Certain devices may be obtained to aid in the reproduction, such as computer programs.

FASHION (In/Em) (Static Action) — Bonus for designing fashionable clothes, as well as keeping up with the current trends in fashion. This skill could be used to start a new fashion style if the character really tried.

FINANCE (In/In/Re) (Static Action) — Bonus for making financial investments in the stock market and making profits from them. This skill also covers knowledge of banking, loans and money management. For investing money, the character should make a roll and cross index it on the Construction/Research chart (TB, pg 61). However, the attempt should not be considered easier than the Complex column. The standard should be the Very Complex column, with an on-going modifier of -50 due to the uncontrollable conditions of the stock market (e.g., a 65 becomes a 15).

FIRST AID (SD/Em) (Static Action) — Bonus for applications of emergency aid or treatment (limited to type of creature), such as attempts to halt or slow bleeding or damaging deterioration. It is suggested that, provided with the proper tools or bandages, a character using first aid could stop up to 5 hits/rnd of damage without resorting to a tourniquet. This skill also covers the use of emergency techniques such as cardio-pulmonary resuscitation and splinting broken bones. Skill in first aid may also be used when attempting to use basic medical equipment (at half normal bonus, maximum of 25). This skill is normally used in the field without the benefits of a proper medical facility, or elaborate equipment.

FLETCHING (Ag/SD) (Static Action) — Bonus for making an arrow out of available wood, metal, paper, and/or feathers. Note: with this skill, sophisticated types of special-purpose arrows may be crafted (such as hunting, armor piercing, message, howling, poison bearing, etc.)

FLYING/GLIDING (Ag) (Moving Maneuver) — Bonus for flying or gliding through the use of natural or artificial wings. Flying/Gliding has a natural -75 for all types of maneuvers performed while trying to fly/glide if this skill is not learned or developed. (feathered wings, parachute, hang glider, balloonist, grav belt, etc.) This skill does not include any powered aircraft of any type.

FOOD PROCESSING (Re/Ag) (Static Action) — Bonus for the preparation of large quantities of nutritional material for eating, or for preservation by any number of methods (freezing, vacuum packing, addition of preservatives, etc.) This skill also includes the production of synthetic nutritional substitutes.

FORAGING (In/Me) (Static Action) — Bonus chance of finding any local source of potable water or edible plants or animals. Includes basic food acquisition such as gathering or fishing.

The following is a partial list of foraging skills:

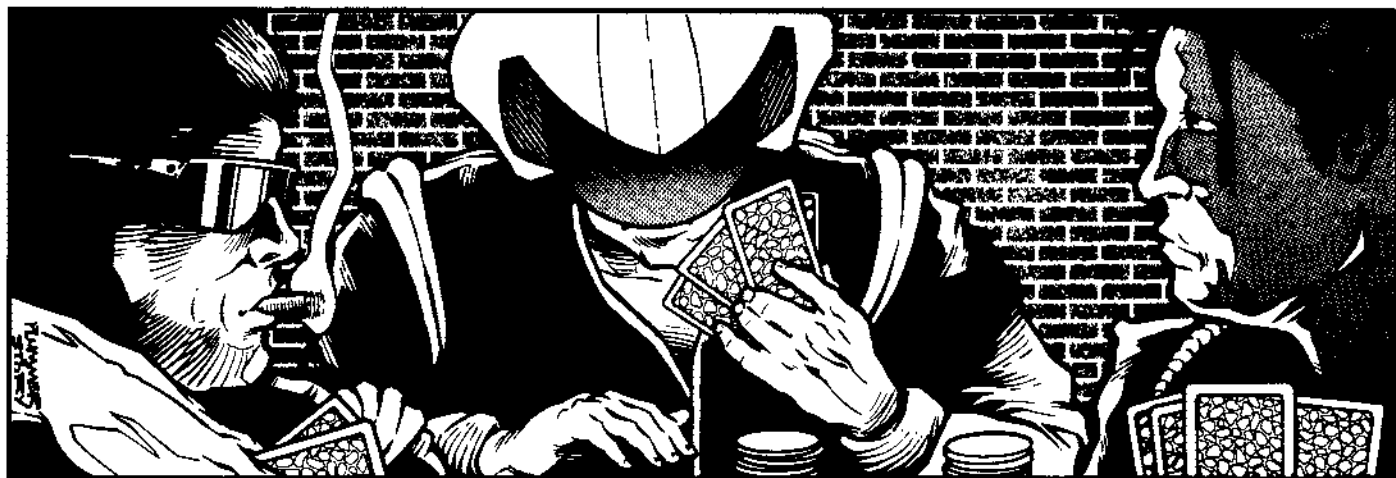
- **Clamming:** finding and digging up clams from beaches
- **Fishing:** capture of fish by means of hook and line, spear or net
- **Hunting:** finding and killing or capturing game animals for food or sport.

FORGERY (Ag/Re) (Static Action) — Bonus for the reproduction of paintings, manual writing (signatures), and legally binding markings such as trademarks, etc. To use this skill, one must use the Construction/Research chart (TB, p. 61) with appropriate modifiers determined by the GM.

FRENZY (Em/SD) (Static Action) — Bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to the OB, the ability to take twice the normal concussion damage, and the ability to deliver double the concussion hit damage. While in frenzy, you have no DB other than the armor bonus, no shield bonus, and you cannot parry. Preparation for frenzy takes one round. Once in a frenzied state, the berserker may make a static maneuver each round in order to resume one's normal state. Once frenzied, the berserker will continue to fight until there is no one left standing except himself, at which time he receives a +30 to end the frenzy. While frenzied, as long as there is anyone standing, the berserker may attempt (with a perception roll at -30) to distinguish friend from foe.

GAMBLING (Me/Pr/In) (Static Action) — Bonus when playing any game with a significant element of luck. Also includes cheating as a form of improving one's luck at any game. Each specific form of gambling must be developed (e.g., dice, cards, etc.).

GENERAL PERCEPTION (In/In/Re) (Static Action) — This skill affects how much information and how many clues a character gets through observation. It may be used to notice the right things, to find carelessly hidden objects, to see that pile of old clothes in the corner, to notice the imperfection in the wall that hides the hidden door, the trigger for the trap ahead, the ambush. These are the types of things that the GM cannot mention to the players because to do so would call them to special attention that the character's perception might not allow.



If a character states that he is watching or examining an area, situation, or place, the GM should make a static maneuver roll modifier with the perception skill bonus of the character to determine if the character notices or detects anything. The GM may keep this roll secret, revealing only what the character has observed. Of course, a healthy subtraction should be given (if a roll is allowed at all) in situations where the players don't know what their characters are looking for or don't specify that their characters are looking for something in particular (likewise, looking for ceiling traps does make it difficult to look for pit traps, etc.) The bonus may be used to modify an opponent's maneuvering roll attempt to Stalk or Hide. If a character states that he/she is looking for a specific thing, then he/she gains a +30 to perceive it, but a -30 to perceive anything else.

Option 1: If the GM feels that the General Perception roll is too all-encompassing and potent, a highly viable option is to break down the General Perception skill into seven sensing categories:

- **Balance:** Sense of physical equilibrium.
- **Body:** The sense of knowing where one portion of the body is in relation to the rest. Those who have been stopped by the local traffic authorities for driving under the influence have experienced a testing of it. DWI is a nasty rap.
- **Hearing:** self-explanatory
- **Sight:** self-explanatory
- **Smell:** self-explanatory
- **Taste:** self-explanatory
- **Touch:** self-explanatory

The character may develop the skill ranks of any two senses with one development cost. Each additional sense must be developed individually. This option can be extremely playable and plausible (standard perception skill is an awful lot of sense enhancement bought at bargain-basement prices.)

Option 2: As Option 1 above, except also allow a General Perception skill to be developed, with a basic -30 to perception rolls.

GENETICS (In/Re) (Special Action) — This skill is an advanced understanding of genetic principles, not simply genetic influences. This skill encompasses the ability to construct breeding patterns and match pairs of entities to achieve specific goals and to reinforce specified genetic trends. This skill and its relative fields of coverage may often be referred to as Eugenics.

GENETIC TECHNICS (In/Re) (Special Action) — This skill involves the actual alteration of existing gene patterns and abilities as opposed to the breeding science (Genetics). The skill covers all methods of inducing genetic manipulation (e.g., bombardment by a specific radiation to perform a specified desired mutation). This skill also covers the creation of replicants and clones through the use of genetic-controlling equipment.

GIMICKRY (In/Re) (Static Action) — Bonus for making plans for an uncommon or not yet invented item. The character does not receive materials or other essentials for the production of items (such as mathematics, steel, wood carving, etc.) The GM must approve the creation of an item for it to be included in his universe.

GRAPPLING HOOK (Ag) (Moving Maneuver) — Bonus when throwing a grappling hook and making it stick at the intended target area. The hook can be thrown up to 20 feet horizontally and 10 feet vertically per skill rank learned (strength modifiers apply).

GUERRILLA TACTICS (SD/Ag) (Static Action) — Bonus for the use of tactics involving quiet subversion by small units. Usually these groups fight intermittently, spending the rest of the time hiding out from the authorities. An example of this skill might be the assault on a prison camp to rescue comrades. Such an attempt would involve

the development of stages of assault, direction of attack, prime targets, timing action and synchronizing it with other's activity, etc.

GYMNASTIC EVENTS (Ag) (Moving Maneuver) — Bonus for performing gymnastic events for oneself, audiences, or for general maneuvers. This skill can be used for gymnastic maneuvers on gymnasium equipment, or on similar structures. (e.g., A character with skill in the uneven bars wishes to lower herself down through some staggered conduit beneath a catwalk. Not having much time, she opts to use her skill to maneuver herself down through the horizontal bars since their spacing is nearly accurate. Although she could have climbed down, her gymnastic skill allows her to maneuver through the bars much quicker). Each event must be developed separately, although the GM may feel some similar skill bonuses are applicable. (Some events are uneven bars, parallel bars, the rings, etc.)

HAZARD CONTROL (In/Re) (Static Action) — Bonus for avoiding the harmful effects of hazardous conditions, and for being capable of controlling the situation providing the materials to do so are available. Using unconventional methods for hazard control is feasible, provided the GM feels it is possible, only making the skill roll more difficult. Each different type of hazardous conditions must be developed separately. A suggested list of some hazards follows:

- **Chemical:** Bonus for the recognition of safe storage and handling procedures. Covers knowledge of what to do in case of chemical accidents, such as spills, how to prevent further damage and how to proceed with complete clean-up procedures.

- **Earthquake:** What to do for safety under various conditions, in case of an earthquake. This skill also allows use of detection equipment to predict their occurrence. If equipment exists for the prevention or ceasing of an earthquake, this skill should be used for the use of it. (Unless the GM feels that it is too uncommon for coverage under this heading.)
- **Environmental:** Covers emergency procedure involving environmental breaches (hull breach of a space craft), and environmental contamination (manipulation of existing air in an enclosed area through specific vents, filters, etc.). This area should also involve the ability to test for likely contaminants.
- **Fire Control:** Bonus for identifying fire hazardous conditions, proper handling of flammable materials, and maintenance of fire control systems and devices. This includes proper procedures for controlling a fire's spread, and the ability to extinguish fires once they are controlled.
- **Radiation:** Bonus for detection of and control (if possible) of radiation leaks or concentrations. Knowledge of safe types of shielding for different forms of radiation, and proper treatment, disposal and storage of radioactive materials/wastes.

HEALTH CARE (Me/Re) (Static Action) — Bonus for recognizing conditions that are good and bad for one's health and what the effects may be over time. This skill also covers the recognition of nutritional value of foods, and what amount of nutritional intake is required for proper health. This skill may also be used for the development of diet techniques for weight control, and so on.

HEAVY ENERGY PROJECTORS (In/Ag) (Offensive Bonus) — This skill bonus is applicable as a combat OB when using an energy cannon of Mk.6 or greater. However, each specific type of energy cannon must be developed, although similar skill bonuses may be used.

HEAVY MACHINE OPERATION (Ag/SD) (Static Action/Vehicular Maneuver) — Bonus for the use of heavy machinery such as factory equipment (multi-ton presses, fork lifts, loaders, cranes, bulldozers, etc.) In some cases, the use of this skill may be a static action, while in others it will be a vehicular maneuver. Such decisions are left to the GM. Each type of equipment should be developed separately, although similar skill bonuses may be applied. Very similar equipment should be used at 1/2 while those of greater variation should use 1/4 (e.g., fork lifts and loaders might be a 1/2 similarity, while loaders and bulldozers might be 1/4).

HERALDRY (Me/Re) (Static Action) — Bonus for designing or recognizing a particular heraldic crests (coats-of-arms). Separate cultures must be developed independently.

HERB LORE (Me/Re) (Static Action) — Bonus for recognizing, identifying, and using herbs with special properties (medicinal, toxic, euphoric, etc.) However, this skill, to be realistic, must be developed by region per plant. Such as skill could not carry over to other planets due to the drastic variations in evolutionary processes. What appears similar is very unlikely to have similar properties. However, similarities could carry over to similar regions on the same planet of the skills developed. Refer to the Region Similarity Chart.

HERDING (Em/Pr) (Static Action) — Bonus for gathering, befriending, or manipulating herd animals. This skill normally deals with one group of animals at a time.

HIDE ITEM (Re/In) (Static Action) — This is a bonus for hiding an item from other beings. However, this skill only prevents locating the item by way of the senses. This does not keep an item from being located by use of technological devices such as scanners.

HISTORY (Re/Me) (Special Action) — Bonus for recognizing and identifying major periods, events and people of a specified race or culture. Each different type of history must be learned as a separate skill. This skill may be developed as either an in-depth knowledge of a specific culture, or a general (xeno) knowledge of multi-cultural, socio-historic backgrounds may be developed. Several different general histories may be developed simultaneously, providing the research materials are available.

HORTICULTURE (Re/Em) (Static Action) — Bonus for growing flowers, fruits, fungi, and vegetables. Basically speaking this is a gardening skill, growing plants on a small scale, as opposed to Agriculture.

HOSTILE/ALIEN ENVIRONMENTS (Ag/SD) (Special Action) — The bonus for this skill is taken as a percentage of the character's offensive, defensive, or maneuver bonus under given conditions. Each condition must be developed separately. Each one must be learned as a separate skill. The following is a partial listing of hostile environments.

- **Arctic Regions:** North pole/South pole conditions, tundra, etc.
- **Extremely Powerful Gravity:** self explanatory
- **Fire Planes:** dimension that is based on fire
- **Underwater:** either fresh or salt water, etc.
- **Vacuum:** outer space, airless, etc.

HYPERSPACE ASTROGATION (Re/In/In) (Special Action) — This skill is applied to program for a correct hyperspace course from computer data available. However, a course correction cannot be made if the craft is currently in hyperspace. Refer to the Vehicular Maneuver Table 22.2, PB, pg 84.

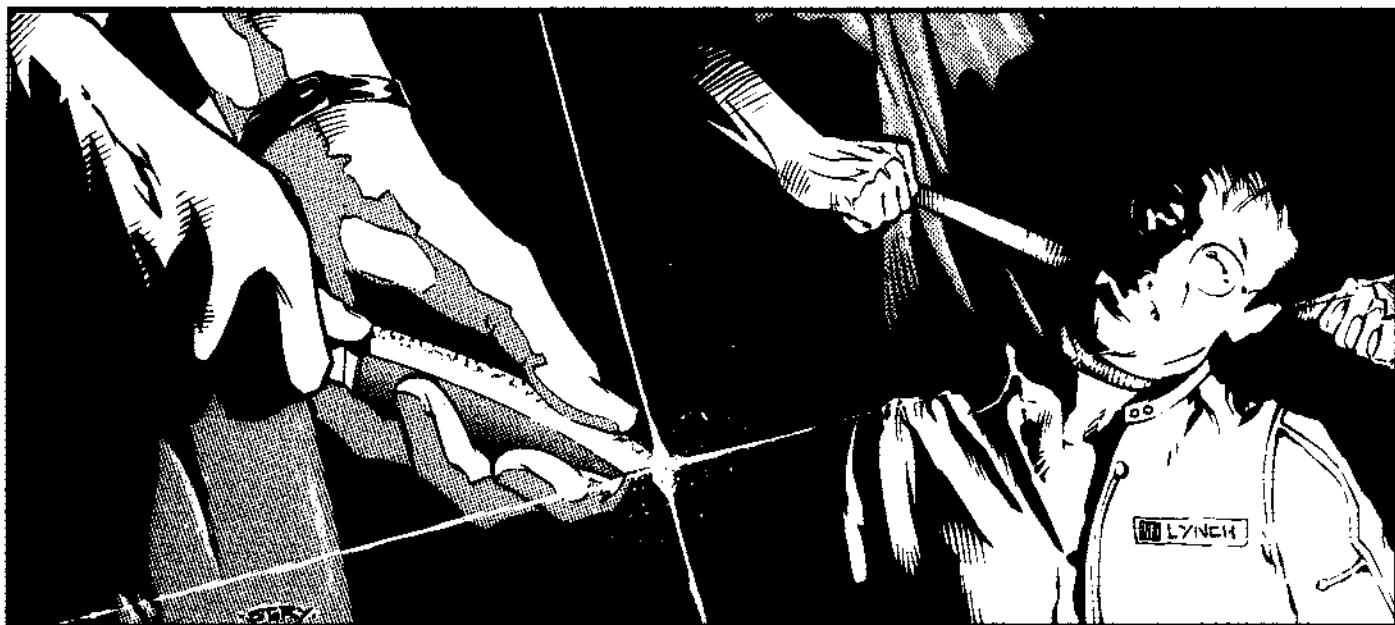
HYPERSPACE PILOT (In/Re) (Vehicular Movement) — Bonus applied for entering and exiting hyperspace, as well as maintaining shunt, even in conditions which may drop the ship out of warp. This skill may be used to make slight adjustments in the course while in shunt, but this would be very difficult to do. The allocation of energy from the Matter/Antimatter reactor, through the control console, for alternate purposes is also covered under this heading. For example, the number 3 shield is brought down on a patrol ship in asteroid. The pilot immediately attempts to reallocate energy from the engines into the damaged shield. Although his speed may suffer some, the shield could be brought back up.

HYPNOSIS (Pr/SD) (Static Action) — Bonus for placing a willing individual into a trance where they are responsive to suggestions. An unwilling individual's natural RR is doubled. Once under, the individual can be told to forget that they have been placed under hypnosis. The individual can also be primed to perform some type of task which is triggered by a word, a gesture, a person, etc.

INTERIOR DESIGN (In/Em) (Static Action) — Bonus for the design and rearrangement of living conditions for greater comfort. This skill includes choosing colors best suited for lighting conditions, mood setting, etc. Furniture selection and arrangement for emphasizing different periods and styles, and combining it with the house's design for best effects. This skill also includes remodeling knowledge (e.g., painting, wallpapering, moving walls, rearranging space, etc.).

INTERNAL MEDICINE (In/Em) (Special Action) — Bonus for the study and treatment of nonsurgical constitutional diseases. This would include the identification and practice of therapeutic methods for the diseases of internal organs without the use of surgery. (e.g., some gastrointestinal problems, muscular therapy, etc.).

INTERROGATION (Re/Ag) (Static Action) — Bonus for extracting information from an intelligent source. This may or may not include causing discomfort to the target, though a +25 bonus is received if the target is discomforted. However, if a target is discomforted and the interrogation roll is negative, the target may suffer a major injury or death.



In such a case, the target should roll a RR vs level 10, using SD/Co as a modifier to determine the extent of the injury. This skill not only applies to torture but also includes the ability to piece together scattered fragments of information received from the target.

JOURNALISM (Pr/Re) (Static Action) — Bonus for writing and presentation of information in a direct, accurate, and understandable format, consisting of facts and occurrences. This form of writing spends little time on analysis and interpretation. Journalism consists of the collecting, writing, editing, and publishing of materials for news and articles. Such writing may be on any topic provided the research materials are available for finding the necessary facts.

JUGGLING (Ag/In) (Moving Maneuver) — Bonus for tossing up objects and manipulating them in such a manner as to keep them up in the air.

JUMPING (St/Ag) (Moving Maneuver) — Bonus for jumping maneuvers either running or from a standing position.

LABOR RELATIONS (Pr/Re) (Static Action) — Bonus for interacting with members of a work force, and relating to working conditions. The bonus of this skill is also used for resolving conflicts between the workers and management. Getting each side to see the other's side of the argument, and developing a solution acceptable by both groups. Each culture must be developed as a separate skill.

LANCING (St/Ag) (Moving Maneuver) — Bonus for using complex lancing (mounted) maneuvers, such as tilting, skewering rings in a tourney, etc.

LAW ENFORCEMENT (SD/In/Pr) (Static Action) — Bonus applicable for making a proper and legally binding arrest which will hold up in a court of law. Use of this skill successfully will allow the character to avoid entrapment, or technicalities which may lead to the subject's release from custody. (e.g., failure to read the criminal his rights.) This skill rank bonus may also be applied to the use of arresting and restraining devices such as handcuffs, restraining fields, etc. However, this skill must be developed separately for each different culture in which it is used. Law and enforcement will change dramatically between different culture types. The GM may allow intra-cultural similarities to apply. Refer to the Cultural Similarity chart.

LEADERSHIP (Pr) (Static Action) — Bonus to inspire and command others to follow you, and to make others believe that you know what you are doing (even if that is not the case.) This includes the ability to raise the morale of those you command.

LEATHER WORKING (Ag/Re) (Static Action) — Bonus for working with hides and creating leather goods out of them (e.g., leather armor, bolos, boots, clothing, etc.)

A partial leather craft listing follows:

- *Cobbler*: making of shoes and boots.
- *General Crafts*: wallets, belts, etc.
- *Saddler*: making of saddles and other horse trappings.
- *Tanner*: turning of hides into leather.
- *Tooler*: decorating leather with imprinted designs and coloring it.

LIE PERCEPTION (In/Re) (Static Action) — Bonus for determining if one is being lied to. However, acting skill on the part of the liar is a negative modifier for the perception attempt.

LINGUISTICS (None) (Static Action) — In *Space Master* it is obvious that there will be a large variety of cultures and languages. There is no such thing as a common tongue or an alignment language, although there may be very widespread languages. However, a GM can allow common tongues if he so wishes. Each language must be developed separately in step from a rank at which the language cannot even be recognized to a rank of full understanding of the idiom and inference. Refer to the Language Skill Chart, PB, pg 33 for the communication ability given by each skill rank in a language. Skills in one language normally have little effect on others; however "brother languages", those deriving from an immediate common ancestor may be an exception.

Linguistic Addendum — There are numerous languages already available for a GM to choose from for his world scheme, and most are already in place in a well-designed world. Here is set forth the general types of languages for a GM's consideration. In a complex and multi-faceted world these do deserve some attention.

Racial Languages: These are the languages generally used and recognized by the individual races. For example, English, French, Russian, Swahili, Northern Martian, Anglo-Antarian, etc.

Cultural Languages (Dialects): These are the language variations in an area, usually related to some extent to the racial language(s). For example, Eastern and Western New Americas of Polux.

Social Languages: These are the language variations in a particular culture. For example, High Speech is spoken by one culture's nobility, while Common Speech is spoken by most others, while Street Talk is used by the lower classes. It is up to the individual GM to determine whether any such variants exist, and what their similarity is to one another. (e.g., knowing Earthling High Speech (English) allows 1/2 skill rank in Common Earthling English, and 1/4 Street Talk Earthling English.)

Professional Language: These languages are the special languages spoken by a particular profession, and need not be related to any spoken language. For example, Black Cant is spoken by the members of the Black Market of interstellar trade, and was specially developed to be used for recognition and secrecy by the higher traders and smugglers.

Religious Languages: These languages are the special languages spoken by the various religious orders, for reasons of tradition, ceremony, and recognition. They may or may not be related to any spoken language. For example, the Priest of Kanorak speak Kanorakki in High Ceremony and for recognition (a god-given language for the followers of the true faith), and old Narkin, an ancient form of the current language which can be spoken by lay members at 1/2 skill rank. Some languages may have been preserved for untold centuries, unchanged, now being too far removed to be related to any current languages.

Magical Languages: These languages are rarely spoken except in conjunction with spell/psion casting, where they aid the spell's potency. Added to the list of Magical Languages (*RMCI*, pg 8), is Elya, First Speech, the tongue of power which creates. This is the language of Power Words.

LIP READING (In/Re) (Static Action) — Bonus for reading lips and sign language. Lip reading is only possible with languages that the reader knows and then only to the known skill rank. For every 1 foot increment beyond 20 feet, subtract 2%. Special creatures might cause a penalty to be added to the character's bonus due to distinct lack of lips (e.g., intelligent insect life-forms). Line of sight must be maintained with the subject's mouth. Skill is halved for reading the lips of creatures not of the same general type (e.g., human, reptile, avian, non-human mammalian).

LOADING (Em/Re) (Static Action) — Bonus for packing loads and placing them on pack animals, or trying them to the outside of a vehicle, to insure safe passage of the loads

and to reduce the stress and strain on the pack animal. Loading must be learned as a separate skill for each type of animal that the individual uses as a pack animal.

LOCATE SECRET OPENING (In/Re) (Static Action) — Bonus for spotting hidden openings.

LOCKLORE (Me/Re) (Static Action) — Bonus for recognizing and identifying major forms of locks and similar devices. Bonuses for knowing the type of lock are provided on the Static Action chart (*PB*, pg 78).

Note: The GM may opt to have this category developed by each specific form of lock (e.g., standard physical lock using gears and gizmos, electronic locks, magnetic locks, etc.)

MAGICAL LANGUAGE (None) (Static Action) — Bonus for speaking and writing in magical languages. Refer to Language Skill chart (*PB*, pg 33 and *RMCI*, pg 7-8).

MAGIC/PSIONIC RITUAL (Re/Me) (Static Action) — Bonus for enhancing a spell or psion effect or duplicating an effect outside normal resolution parameters (e.g., no power point expenditure). GM's are warned that this skill can be easily abused. GM's should how magic and psions work in his universe before implementing this skill. Magic Rituals are not for hack-and-slash campaigns. Think of Celtic witches' incantations or Shamanistic dances and you have a good idea how this skill should work. (Other skills can complement this skill such as Herb Lore, Dancing, Demon/Devil Lore, Poetry, and Singing to make chants, etc.) Refer to Ritual Magic (*RMCI*, pg 26) for greater detail.

MANEUVERING IN ARMOR (Ag) (Moving Maneuver) — This is one of the skill areas that does not conform to the general skill bonus pattern. Each Armor Type has a maneuver penalty associated with it for untrained individuals (refer to the Armor Chart, *PB*, pg 62). This penalty modifies Moving Maneuver Rolls. The different armor types are divided into several groups: RM armors are 1-4=no armor, 5-8=soft leather, 9-12=rigid leather, 13-16=chain armor, 17-20=plate armor. SM armors are 1-4=cloth skin base, 5-8=light body armor, 9-12=pliable armored body suits, 13-16=mesh armored body suits, 17-20=armored exoskeletons. A character may develop maneuvering skill for each of these groups.

Each skill rank of maneuvering for a group of armor types reduces the penalty for maneuver by 5 even (even if the skill rank is over 10) until the minimum maneuver penalty is reached. This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent. These minimums may vary for certain superior armors.

Example: Aaron has a skill rank of 13 in maneuvering in armored exoskeletons. He may wear an AEX Half Exoskeleton (AT19) with a maneuver penalty of only 20=85-(13X5). If he wears just the breastplate (AT17), the penalty is 10, even though 55-(13X5)=10 (less than zero); since 10 is the minimum penalty for AT17.

Notes on the Advantages of Armor Types: Armor types are designed to reflect the protective capability of one's covering. Heavier coverings (e.g., ATs 15, 16, 19, 20, etc.) are usually much more cumbersome than light armor or mere clothing. It is easier to make contact with, but it resists penetration better than less cumbersome armor types. Therefore "critical strikes" achieved against the more cumbersome armor types will be less frequent and lower in severity. However, attacks resulting in just concussion hits will be more frequent (e.g., the hindrance due to these coverings makes the target easier to hit but harder to seriously damage).

Less cumbersome armor types have the advantage of providing the wearer with mobility. Fewer swings will make contact because the agile defender will completely avoid the blows. However, when a swing does make contact, the result is usually more severe than it would be against the more cumbersome armor types: frequent and severe criticals along with more concussion hits are the rule.

Animals often attack the upper body. In addition, their penetrating power is usually limited. This is reflected in the *Claw Law* attack tables. Animals and monsters can be devastating against the lighter armor types where the wearer's high mobility is outweighed by the creature's superior maneuverability. However, against higher armor types, most beast attacks are relatively ineffective.

Spell attacks are also affected by armor. Metal armor is particularly effective when a character is resisting spells, but often lessens the wearer's mobility. Therefore, he may be easier to hit with the elemental spells but harder to severely damage. Lightning and other forms of electrical attacks, are more effective against metal-clad foes. Fire is more effective against flammable armor types; primarily the organic armor types (e.g., cloth, leather, hides, etc.).

MARTIAL ARTS (St or Ag) (Maneuver/OB) — Martial Arts (MA) skills in the Player Book consist of 8 different skills in MA unarmed combat. Each of these skills must be developed separately and is considered a separate area for development purposes.

- MA Striking Rank 1
- MA Striking Rank 2
- MA Striking Rank 3
- MA Striking Rank 4
- MA Sweeps and Throws Rank 1
- MA Sweeps and Throws Rank 2
- MA Sweeps and Throws Rank 3
- MA Sweeps and Throws Rank 4

These "Ranks" should not be confused with "skill ranks"; MA ranks represent the complexity and effectiveness of different MA attacks. Rank 1 is the simplest (and least effective), while Rank 4 is the most complex (and the deadliest). The skills are further classified according to the "type" as being "striking" (Karate-like MA, including boxing), or "Sweeps and Throws" (Judo-like MA, including wrestling).

Effect on MA Type and Rank: The skill rank bonus for a particular MA Rank is part of the Offensive Bonus used when a MA attack is made utilizing that MA rank. Normally, a character may choose which MA Rank he wishes to use in a given attack.

Effect on MA Type and Rank: Only one MA Rank and type may be used to attack in a given round. The MA Rank determines the maximum result that an attack may obtain, while the MA type (Strikes or Sweeps and Throws) determines which table is to be used. 11.72 Summary of Martial Arts Combat Capabilities Table, *Claw Law* is not used with characters developed using *Character Law*.

Limitations on MA Skill Development: Skill MA Rank cannot be developed to a skill rank higher than the existing skill ranks of the lower MA Ranks of the same type. (e.g., either Striking or Sweeps and Throws). In other words, MA Striking Rank 4 can never have a higher skill rank than MA Striking Rank 3, MA Striking Rank 3 can never have a higher skill rank than MA Striking Rank 2, and MA Striking Rank 2 can never have a higher skill rank than MA Striking Rank 1. Likewise for Sweeps and Throws.

MAPPING (Re/Me) (Static Action) — Bonus for using and making maps. This skill is also used for surveying and geography.

MARINE PILOT (Ag/Qu) (Vehicular Movement) — This skill applies to controlling all craft which operate on or below the water, including all boats, hydrofoils, and submarines. (Craft hovering over the water still fall under Driving for skill development purposes.) Like Driving, skill ranks in Marine Pilot must be developed separately for each different type of vehicle.

MECHANICAL ENGINEERING (Ag/Me) (Special Action) — This skill involves the design and modification of mechanical systems involving moving parts, excluding those things falling into other engineering skills. This skill must be developed by each separate field of mechanical origin. Some suggested mechanical fields are as follows:

- **Aircraft Engineering:** the design of the mechanical aspects of different types of aircraft, engines, flaps, landing gear, etc. This does include the reshaping of the craft for less atmospheric resistance; this would be Aerodynamics.
- **Combustion Engine Engineering:** This is the design and modification of engines using mechanical parts forced into motion by the controlled combustion of highly flammable substances. The most common example would be the common, or possibly ancient, automobile.
- **General Mechanical Engineering:** Involves the design of mechanical pieces and devices that are not directly vehicle oriented. This may be pumps, mechanical hatchways, lift, hinges, pulleys, rotors, gears, etc. This skill might be most effective if limited to parts and pieces that when put together correctly become a mechanical device.
- **Starship Engineering:** The design of effective starships by size, fuel requirements, maneuverability, power requirements, etc.
- **Submersible Engineering:** The design of submersible vehicles and those systems that allow submergence and the control of the interaction between the vehicle and the outside medium.
- **Surface Vehicle Engineering:** The design of surface vehicles such as cars, grav cars, hovercraft, AFVs, locomotives, etc.

Although there are different fields of development, there should be development of individual vehicles systems separately (e.g., jet, prop plane, car, boat, starship, shuttle, hovercraft, hydrofoil, etc.)

In order to use this skill, the character must make an open-ended roll on the Construction/Research chart found in the *Tech Book*, pg 61, to find how much time will be needed to complete the designing process. The level of difficulty is completely left up to the GM's idea of realistic for the job at hand.

MECHANICAL TECHNICS (Ag/Me) (Special Action) — The repair of machines involving moving parts, excluding those devices covered by other technical skills. This skill must be developed by each separate field of knowledge. A suggested list of some categories is as follows:

- **Aircraft Technology:** The repair of systems necessary for the proper function and flight of aircraft. (e.g., landing gear, hydraulic systems, flaps, hatches, etc.)
- **Combustion Engine Technology:** The repair and construction of mechanical engines which use flammable substances under controlled combustion to move its parts. (e.g., automobile engines, some power tools, etc.)
- **General Technology:** The repair of mechanical parts and systems that are not directly vehicle oriented. (e.g., pumps, elevators, gear systems (which could include antique watches as a specialized area), etc.)
- **Starship Technology:** The repair of starship systems not including those covered by other tech skills (electronics, power systems, etc.) for the proper functioning of the ship and all mechanical parts on board (landing gear, airlocks, hatchways, external latches on shuttles and escape pods, etc.)
- **Submersible Technology:** The repair of mechanical aspects of submarines and underwater vehicles.
- **Surface Vehicle Technology:** The repair of mechanical systems for surface vehicles for proper operation and maneuverability. (e.g. cars, hovercraft, boats, hydrofoils, etc.)

However, each individual vehicle type must be developed separately since hovercraft differ greatly from cars, as do jets and helicopters, and so on.

MACHINATION (Re/Ag) (Static Action) — Bonus for building and using a machine that already exists, and to which the character has been generally introduced. It will be necessary to have the appropriate skills to build the machine. Each type of machine must be learned as a separate skill.

MEDICAL DIAGNOSIS (In/Em) (Special or Static Action) — Bonus for understanding basic anatomy and overall physiology of sentient races as well as determining their medical condition. This skill does not include the use of equipment such as medscanners, but does include the use of diagnostic testing procedures which may include the use of information obtained from a medscanner or similar device. As with the Xeno skills, this skill must be developed in either a general capacity, or in depth for a specific race. However, similar skill bonuses may be used for races genetically similar to the race which is specialized in. A general diagnosis skill of 30 allows certification for simple medical practice on all races (use of field equipment and healing drugs). Diagnosis skill of 30+ for a specific race is required for surgical certification (and reasonable competence).

MEDICAL ENGINEERING (In/Re) (Special Action) — Bonus for the design and modification of medical tools and equipment. This skill covers various fields extending from surgical instruments to artificial limbs and life preservation units. Although this includes other technical skills such as electronics, computer, and mechanical, this skill focuses on the application of such knowledge for medical devices and systems. However, this skill has a number of fields, each of which should be developed separately to allow specialization. A partial list of some suggested areas of study are as follows:

- **Autodoc Engineering:** The design or modification of large scanner systems which feed into medical computers for automatic diagnostic and treatment suggestions. These systems compile and analyze data simultaneously (GMs may opt to include scanners).
- **Bionic Engineering:** Although bionics may primarily fall under cybernetics, this area should be used for the design and modification of fittings to the body, and intraneural plugs which allow hookup directly into the central nervous system.
- **Cryogenic Engineering:** Design and modification of life preservation units for extended suspended animation, or for temporary bodily stasis.
- **Diagnostic Scanner Engineering:** Design or modification of medical scanning equipment, and at the GM's discretion, multiscanners. This could be used with a similar skill bonus for general scanner engineering.
- **Surgical Equipment Engineering:** The design and modification of surgical instruments such as laser scalpels, tissue knitters, arterial clamps, sterile fields, probes, etc.

MEDICAL PRACTICE (Ag/Em) (Special Action) — Bonus when attempting to perform operative procedures, including the use of surgical equipment, and standard medical equipment. In the *Player Book*, this skill is described to include the fitting of cybernetic limbs and organs, as well as the operation of cryogenic equipment and similar devices. Although the GM may feel this is best suited to his universe, I suggest more of a specialization, or a similar skill bonus or perhaps an area of overlapping skills. There is an easier time of learning how to operate cryogenic equipment through the use of the Cryogenic Operation skill which is less expensive than Med Practice, and is probably a more widespread skill. Therefore, characters may obtain cryogenic operational capability through that skill without being medically oriented. The GM may allow medical characters not to

need the operations skill for cryogenic use; it may be covered under the medical practice, or perhaps have a similar skill bonus of 1/2. Cybernetic fitting may be done in the same way concerning limbs, with the category Bionics in the Medical Sciences skill. However, the fitting of bionic limbs is definitely a surgical procedure, and would therefore be considered in the skill Surgery.

The skill rank or bonus cannot exceed the character's skill rank or bonus in Medical Diagnostics. Unlike Diagnostics, this skill is "universal", meaning that it is not developed for each specific race. The development of this skill is good for all races. A skill rank of +30 bonus minimum is required to purchase and use field medical equipment and healing drugs.

Note: *These skill ranks for certification are recommendations; the GM may wish to raise or lower them, or perhaps abolish them all together as he sees fit for his particular universe of play.*

MEDICAL SCIENCES (In/Re) (Special Action) — This is a skill used to develop specialty areas of expertise and research ability within the medical fields. Each of the areas must be developed separately, and multiple categories may be developed simultaneously.

Example: *Alvin is hospitalized with a high fever, gray complexion, chills vomiting, and several other symptoms. Dr. Morose attempts to determine the cause of the problem with his Medical Diagnostics skill. To make things simple, he is successful and finds an alien bacterial infection. The next step is to determine its method of infection and how it is transmitted, in order to control the bacteria's spread. This, however, is not covered by Medical Diagnostics. Luckily, the doctor has skill in the Medical Sciences Category (Pathology), and will not have to send specimens and blood samples to a specialist. After doing some intense research, he is finally successful. He discovers that the bacteria enters the respiratory tract where it penetrates the capillaries and migrates to the cerebral cortex. After an incubation period where it feeds off the cerebral spinal fluid, it enters the blood stream and begins to colonize the major organs of the body. The later stages of infection lead to severe atrophy and eventual death. The next step is to develop a means of destroying the infective organism and save the patient.*

A suggested list of some recommended categories follows:

- **Anesthesiology:** This deals with the application of pharmaceuticals to induce a partial or complete reduction in pain. Some drugs may require specific conditions to be met for them to be used safely. If not, the GM may feel that this category is unnecessary.
- **Audiology:** This research deals with the studies of the inner ear, and its mode of operation. This research is used for curing deafness, or developing a possible technological alternative. This skill also includes research involving the ear's effect on one's balance.
- **Bacteriology:** The study and identification of individual bacterial strains. This also includes the recognition of different parts of the cells and what they are responsible for, as well as how to alter their functioning. This also includes colony growth, storage and control.
- **Community Medicine:** The ability to determine the medical needs of a community given the conditions in which it lives. This would be very important for preparing a colony for settling.
- **Dentistry:** Study of the mouth and teeth and how to correct problems.
- **Embryology:** The study of embryological development of creatures. This includes the identification of separate tissues, and how they are used in development. This should be developed separately for each type of creature, since each uses tissues differently.
- **Dermatology:** The study of the skin and its ailments, as well as how to treat them. This may be anything from pigmentation oddities, acne or mole removal, to skin cancer and other severe afflictions.
- **Histology:** The study of the identification of different tissues of the body or plants, as well as their structure or function.
- **Immunology:** The study of the immune system and its operation. This area includes the ability to stimulate the immune system for a stronger reaction, or to weaken the reaction. This skill would be used to develop immunizing agents, and might be necessary to prove a specific affliction by way of antibody reaction. Many diseases are not identified by their symptoms, but by a test for antibody reaction to the antigen (foreign body) which is run in a lab by a Med Tech somewhere else.
- **Molecular Biology:** Study of the DNA molecule's structure and alterations in it. This includes the study of induced mutation, chromosomal mapping, base sequencing, etc.

- **Obstetrics:** The branch of medicine dealing with the care of females during pregnancy, childbirth, and recuperative period following delivery.
- **Oncology:** The study of cancerous tissues and methods of controlling and if possible healing them. This should not include the surgical removal of the tumors, since that would be considered under the surgery skill. However, identification of different forms of tumors, and nonsurgical treatments would be considered.
- **Parasitology:** The study of parasitic organisms and their relationship with their host. This would not include bacteria and viruses.
- **Pathology:** The study of diseases, their mode of infection, stages of progress, level of virulence, contagion factor, and mode of transmission.
- **Psionic Study:** Study of the activities of the brain during psionic activity, and how to manipulate them. This skill could be used to enhance or weaken psionic ability through research.
- **Radiology:** The study of radiation and its effects on organisms, as well as possible therapeutic uses.
- **Space Medicine:** The study of illnesses which result from long periods of space travel. (e.g., nil gravity weakness and bone fragility, possible mineral precipitation due to faulty long-term cryogenic stasis, etc.)
- **Toxicology:** The study of different types of toxins and their effects on the body. This skill includes the analysis of toxins to develop an antidote. This does not include the restructuring of a substance at the molecular level.
- **Virology:** The study of viruses and their effect on living organisms. These studies include bacteriophages which infect and destroy bacterial organisms.
- **Xeno Medical Sciences:** A very general knowledge of the listed categories. To reflect the general nature, the xeno section is more difficult to use than the individual categories. An additional -40 must be applied to any attempt to use Medical Sciences under the Xeno heading. This is on top of any other modifiers which GM applies. Without this penalty, the skill becomes too easily abused.

MEDICAL TECHNICS (Em/Me) (Special Action) — Essentially "field medicine" and the use of equipment designed for emergency medical treatment and relatively minor field operations.

MEDITATION (Pr/SD) (Varies) — Bonus for entering, leaving, and exploiting meditative trances. Physical prodding allows one to

make a static maneuver to leave a trance, as well as does a painful strike (modify by +25). Transhumans IV, VI, IX receive an additional +25 due to their telepathic potential. The following are sub forms of this skill and each must be developed separately (they can be used as similar skills with a 1/2 bonus).

Cleansing (SD/Em) (Static Action) — Bonus for purification ritual to help rid outside influences that linger on an object, person, etc. The use of this skill enables the user to rid himself of the touch of curses and hexes. The GM may also opt to allow this skill to be used to slow the effects of poisons or infections of certain types. Skill must be used within 5 minutes/rank level of Cleansing in order to benefit the user at all. Otherwise, the only way to be cleansed is from a spell or a person with a higher skill rank in Cleansing. If this skill is used in conjunction with poisons, it is suggested that the skill must be used before 1/2 of the time for full reaction has passed, unless the poison is very fast (in such a case the character might need as much time as he can get).

Death (SD/Pr) (Static Action) — Bonus for causing oneself an instantaneous and painless death.

Healing (SD/Em) (Static Action) — Bonus for increasing healing rate. The individual using this skill goes into a coma. Healing rate is increased/decreased by the amount of the skill bonus roll over 100 as a percentage times the racial healing rate.

Ki (SD/Pr) (Static Action) — Bonus for achieving a special +25 bonus on any activity attempted using concentration and the focusing of internal reserves. If the user rolls 101+ (1-100 open-ended roll plus the skill bonus), +25 is added to any such activity the next round. However, the roll requires 75% of the user's activity in the round which it is attempted.

Sleep (SD/In) (Static Action) — Bonus for decreasing the amount of time one needs to fully recover. The sleep time is in-

creased/decreased by the amount of the skill bonus rolled over 100 as a percentage times the racial sleep requirement.

Trance (Pr/SD) (Static Action) — Bonus for an individual entering, leaving and exploiting a mental trance which the individual can use to help solve difficult problems, increase his chance to successfully cast a spell, aiding in attunement rolls, etc. (subject to GM stipulation).

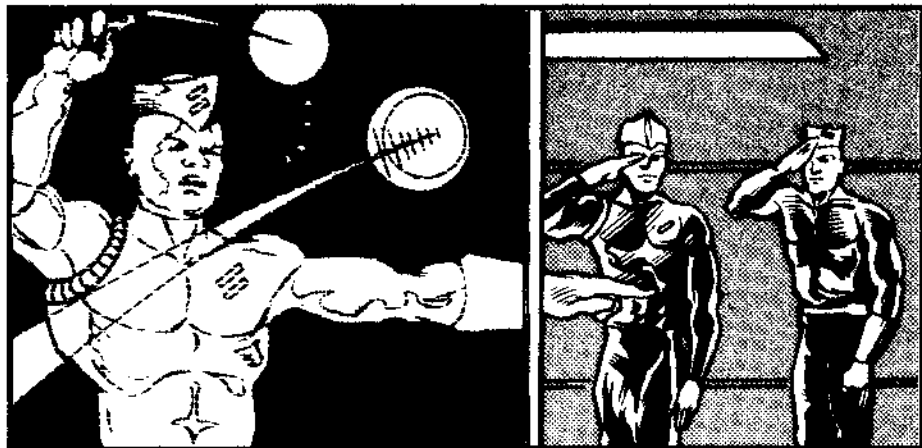
METAL EVALUATION (In/Re) (Static Action) — Bonus for determining the value and quality of metal objects in worked, refined or raw condition.

METALLURGY (In/Re) (Special Action) — This skill deals directly with the elemental structure and analysis of metals, including pure samples and alloys. This skill is used to design new alloys on a theoretical basis, as well as their manufacture. It is the knowledge of metals and their properties, provided by this skill, which allows an intimate understanding of their properties in bulk and at the atomic level. Such knowledge allows analysis through the use of some fairly basic chemical procedures. Some common examples of this skill would be extracting metals from their ores, purifying metals, and creating useful compounds.

METAL LORE (Me/Re) (Static Action) — Bonus for recognizing and identifying metals, alloys, metallic crystal structures, etc. Also will give information on famous "magical" artifacts historic, legendary, or cursed types of metals. Skill in metal lore is developed separately for each culture as applicable to the GM's universal scheme.

MIDWIFERY (Em/Me/In) (Static Action) — Bonus for delivering and caring for newborn infants without the aid of technologically advanced medical equipment.

MILITARY ORGANIZATION (Pr/Re) (Static Action) — Bonus for organization of military force, not actual deployment into battle which is tactics. Includes knowledge of how to billet and supply a unit, posting of watch, running of patrols, etc.



The following is a partial listing of types of military organization:

- **Aerial Forces:** Air Cav, aerial assault forces, etc.
- **Ground Forces:** Infantry, cavalry, or other similar types of units.
- **Marine Forces:** Marine, merchant marine, or other similar types of units.
- **Naval Forces:** Sea, ocean or other similar water type units.
- **Stellar Forces:** Planetary orbit, solar system patrols, or other similar types of units.

MIMICRY (In/SD) (Static Action) — Bonus for imitating various sounds including voices.

MIMERY (Ag/SD) (Static Action) — Bonus for imitating various types of actions.

MINING (Re/In) (Static Action) — Bonus for assessing the possibilities of mining in an area, and for supervising the creation and running of the mine. Each type of mining process must be developed separately as individual skills.

The following is a partial list of some mining processes:

- **Dredging:** scrapings of material off the bottom of a body of water.
- **Open Pit:** removal of top layers to extract materials
- **Quarry:** removal of materials in block form
- **Strip Mining:** an open mine whose outcrops run close to ground level and are exposed by removal of topsoil by any of several means (e.g., the application of high-pressure water).
- **Tunneling:** Making of underground passages to extract materials.

MISSILE (ARCHERY) (Ag/Ag/St) (Offensive Bonus) — Bonus for the use of bows and crossbows in a combat situation, or against a designated target. The roll with the skill rank bonus is added to it is cross-indexed on the attack table vs the opponent's AT and DB. Refer to Weapons Skill (Melee) in this section for more detail.

MISSILE ARTILLERY (In/Ag) (Maneuver/Offensive Bonus) — This skill bonus is part of the total combat OB when using Missile Artillery. This skill must be developed for each type of missile within two separate categories: propelled and self-propelled.

- **Propelled:** catapults, trebuchets, ballistae, magnetic cannons
- **Self-propelled:** rockets, nuclear missiles, antimatter missiles, torpedoes, disruptor rockets, etc.

Each weapon must be learned as a separate skill. A similar bonus of 1/3 may be used on all unlearned artillery types within the same category. Different categories should not have similar skill bonuses.

MNEMONICS (Me/SD) (Static Action) — Bonus for recalling information (photographic memory, sort of).

MOUNTED WEAPONS AMBUSH (In/SD) (Special Action) — Very similar in concept to normal Ambush and Sniping, this allows an energy projector, or projectile gunner to strike an opponent more precisely than normal, as reflected in manipulation of the critical roll. This is only possible when at least one of the following conditions applies:

- 1) The target construct is completely unaware that it is about to be attacked and so not employing evasive tactics.
- 2) The target construct's "screens" are inoperative, and it is immobile or drifting predictably.

MUSIC (Ag/Em) (Static Action) — Bonus for writing music language which other musicians can understand and use. (Note: This is a specialized written linguistic skill and all linguistic guidelines apply.)

MUSIC TECHNOLOGY (Ag/In) (Static Action) — Bonus for performing non-electronic repairs on musical instruments. This may be anything from replacing a string (Routine) to reassembling the body of an instrument (Very Complex), to repairing valves (Very Complex). Each different type of instrument must be developed separately, although similar skill bonuses may be used for similar instruments if the GM feels that it is reasonable.

N-SPACE ASTROGATION (Re/Re/In) (Special Action) — This bonus is used to ascertain a correct course for all N-Space journeys (usually interplanetary in nature). For this skill, the Vehicular Maneuver Table found in the PB, pg 84-85 is used.

N-SPACE PILOT (Ag/Me) (Vehicular Movement) — This skill is applied when carrying out N-Space astrogation plots, as well as any "seat-of-your-pants" maneuvering which a pilot might wish to engage in. The Vehicular Maneuvering Table is used (PB, pg 84-85).

NAVIGATION (Re/In) (Static Action) — Bonus for determining proper directions and distances when using a map in conjunction with various directional aids, such as a compass, landmark, the stars, etc. This includes the concept of orienting, and is applicable on land and water. This skill must be developed separately for each planet where it is to be used.

NUCLEAR PHYSICS (In/Re) (Special Action) — Bonus for research involving the study of those forces, reactions, and internal structure of atomic nuclei. This skill would also be used for manipulating atoms for desired results such as electrical power through the use of reactors, and to predict the results of an atomic reaction.

OCEANOGRAPHY (In/Re) (Special Action) — Bonus for the study of oceans and their phenomena. This would include the interaction of different forms of life, nutrient fluctuations, tidal cycles and forces, ocean water composition, etc. Since oceans on different planets are going to differ dramatically, this skill must be developed for each planet on which it is to be used.

ORBITAL PILOT (Ag/Qu) (Vehicular Maneuver) — This skill bonus is applied to all maneuvers requiring atmospheric and gravity-field proximity flying of space craft: touch-down, take-off, docking, atmospheric entry and exit, etc. The maneuvers are very limited since spacecraft are generally not designed for the stress of the atmosphere. More complicated maneuvers within an atmosphere may be determined by the GM to be more of an Atmospheric Pilot roll, although it would be difficult to perform such an attempt. Generally more complicated maneuvers in an atmosphere with a craft designed for deep space, results in severe structural damage.

ORGANIZED CRIME (Pr/SD) (Static Action) — Bonus applicable for organization of a criminal operation under the cover of a legitimate organization. This skill typically covers the workings of the crime underworld, how and why it works. This would include knowledge of its structure, and how to access the organization without appearing suspicious. This skill must be developed separately for each culture, although the GM may feel similar skill bonuses are applicable for similar cultures.

OPTICS (In/Re) (Special Action) — Bonus for constructing or repairing lens systems. This skill may be used for repairing the lens systems in cameras, binoculars, microscopes, telescopes, and anything else which uses lenses and prisms. This skill includes the grinding of lenses of prisms for such uses (including glasses and contacts for correcting visual problems) as long as the proper equipment is available. This may also be used to realign lens systems to achieve specific desired results. The appropriate table (Construction/Research chart or Malfunction/Repair chart) should be used for which type of attempt the skill is being used for.

PHILOSOPHY/RELIGIOUS DOCTRINE (Me/Re) (Static Action) — Bonus for recognizing and identifying major aspects of philosophy or religious doctrines. Each philosophy/religious doctrine may be concentrated in and learned separately for in-depth knowledge and understanding. This skill would not allow the character to accurately predict the reaction of a philosophical or religious group to specific conditions or activities.

This skill deals more with the understanding of a point of view presented by the sect, and presenting points of argument based on that view while being able to support it.

PHOTOGRAPHY (Em/In) (Static Action) — Bonus for taking pictures with non-sophisticated equipment, or under unusual and difficult circumstances (poor lighting, high-speed objects, objects currently out of phase, photographic representations of energy fields, etc.) However, some of these attempts will undoubtedly require special equipment. This skill also covers the ability to develop pictures from film of different types. This skill must be developed separately for still photography and video forms of photography as well as three-dimensional (holographic) photography, and any other specific categories which might be available.

PHYSICS (In/Re) (Special Action) — Bonus for understanding force, energy, etc. With the use of this skill, a character may determine the results of force and energy on one another and on objects (e.g., gravity, maximum velocity, impact and drag on course alteration).

PAINTING (In/Ag) (Static Action) — Bonus for painting an object or picture. This skill may also be used for artistic skills involving drawing, ink rendering, etc. The GM may opt to have each developed separately, or use intra-skill similarity bonuses.

PHARMACEUTICALS (In/Re) (Static Action) — Bonus for the recognition, identification, and knowledge of the effects produced by pharmaceuticals. This does not include knowledge of the proper use and safety measures required for drugs (e.g., Medicinal, Narcotic/Recreational, Psionic Altering, etc.).

PICKING LOCKS (In/Re/Ag) (Static Action) — Bonuses for locking and unlocking locks and similar devices without the aid of a key. This skill should be developed separately for physically designed locks (padlocks, dead bolts, etc.) and electronic locks which use ID cards, finger/eye Pattern scans, etc. Special equipment should be required to pick a lock whether it is a set of lock picks, or a hair pin, really does not matter, but picking a lock with bare fingers is ludicrous under normal conditions.

PICKING POCKETS (Ag/In) (Static Action) — Bonus for picking someone's pocket or removing items from a person's immediate possession without his knowledge (e.g., removing the chronometer from the victim's wrist). If successful, the contents are lifted and the skill bonus is applied against the victim's perception. Refer to Trickery in this section.

PLANETOLOGY (In/Re) (Special Action) — A general science embracing the fields of geology, meteorological and geographic analysis in a planet-wide context, concentrating on sweeping environmental systems. Some possible examples of research would be planet formation, various stages of development, shifting of continental plates, determination of age, etc.

PLAY INSTRUMENTS (Ag/Me) (Static Action) — Bonus for playing an instrument. There are three major divisions of instruments: Strings, Winds, and Percussions. When this skill is selected for development, the major division must be assigned at that time. (e.g., Strings as #1 selection, Percussions as #2 selection, and Winds as #3 selection). Each instrument within each division must be learned as a separate skill. Similar type instruments may warrant "similar" skill consideration. There is no similar skill rule between the three major divisions of instruments.

If technology permits, there may be musical instruments of a radically different nature. These are EMPATHIC instruments (Electronic Mental Probing Access THought Interface Console) which reads the user's mental state and provides either audio representations, or modifies currently existing or provided audio with its readings. This type of instrument is best treated under the skill of Attunement where the user must make himself "one" with the device. (Refer to Attunement in this section.)

POETIC IMPROVISATION (In/Re) (Static Action) — Bonus for composing a poem. Must have 4 skill ranks in the language in which the poem is being written with a +10 bonus if the composer has 7 or more ranks.

POISON LORE (Me/Re) (Static Action) — Bonus for recognizing and identifying poisons, as well as knowledge of proper usage techniques. (These may require an Agility roll to actually carry through.) Refer to Use/Remove Poison in this section.

POISON PERCEPTION (In/Re) (Static Action) — Bonus for perceiving the presence of poison in or on an item or object.

POLE VAULTING (St/Ag) (Moving Maneuver) — Bonus for handling a pole to surmount or cross over an obstacle.

POLITICAL SCIENCE (Pr/Re) (Static Action) — Bonus for the ability to influence, guide, or even take over the control of a government. This skill also includes all of the knowledge of the structure of a government, where the levels of power within the government rest, methods of getting into office, etc. This skill must be developed separately for each type of government (e.g., Capitalism, Socialism, Communism, Feudalism, etc.) and each separate culture.

POWER PERCEPTION (Em) (Static Action) — Bonus for seeing active Essence (blue), Channeling (red), and Mentalism (green) magics. If the GM allows players to develop the skill of Power Perception, he should stipulate that Detect Magic/Psion will detect spells and psions active and inactive, (e.g., waiting spells, stored psionic energy, etc.).

POWER POINT DEVELOPMENT (EM or IN or Pr) (Special) — This optional skill requires the character to spend development points to get power points. If it's available, players should refer to 3.1 Power Point Development in *RMCH* pg.12.

Option 1: In the standard *SM* rules, an individual has an inherited number of power points that increases through normal level progression and does not require the expenditure of development points. The individual's power points are determined by the individual's chosen spell realm and the stat associated with that realm.

- Empathy for Essence
- Intuition for Channelling
- Presence for Mentalism
- Whichever for Psionics

Hybrid spell users average the stats pertaining to their two realms and derive their spell points from the average.

Cross indexing the individual's temporary spell realm stat on the Stat Bonus Chart *PB* pg 45 will give the character his power points per level.

Example: A temporary Empathy stat of 94 gives you a +1 power point/level.

Anytime the individual's temporary "spell using stat" changes and the individual advances a level, recheck the bonus table for a new level of power points, resulting in a new total number.

Option 2: With the expenditure of development points, the individual gets the number of power points as indicated on the Stat Bonus Chart, for his intrinsic realm of power. (e.g., Donner, a true Telepath, has an Intuition of 99 for Visions. On the Stat Bonus Table, this yields 2 power points per level. This means that for each rank Donner has fully developed, he will receive 2 power points.

Option 3: Magical/Psionic power is obviously something that is developed over time (as evidenced by an increase in power as spell and telepathic characters increase in levels), the GM may decide that a spell user should be required to expend development points for such development. With this system everyone does have power to some degree, either greater or lesser. However, there is a difference between base power points and developed power points.

Base Power Points: Intrinsic power is what everyone has, and it is quite usable, but at an exorbitant price to the physical body. Intrinsic, or base power points, are computed by taking the character's temporary stat(s) used for power points and dividing it by 10, rounding off. These power points are usable for casting psions and spells, but each base power point used consumes 20 exhaustion points. These exhaustion points may not be recovered until the power points are recovered, usually with a good night's sleep.

Developed Power Points: For development purposes, all true telepaths have a power point development point cost less than semi telepaths, which have costs less than other professions, representing the less difficulty involved in acquiring power points (Refer to the Master Development Table).

Only under special GM-determined circumstances may more than one skill rank of power point development be learned in each level of experience (suggested 2/8 for True Telepaths, and 3/9 for Semi Telepaths, while Non-Telepaths should never be allowed more than one rank per level).

Note: The skill Education does not allow an additional rank to be developed for this skill. It may, if the GM feels it is reasonable, reduce the cost of development by 1 development point.

Total power points are calculated by multiplying the PP skill ranks by the stat PP number. For example, 9 skill ranks and a 100 stat (3PP) would result in a PP total of 27.

$$\text{Total PP} = \text{Base PP} + (\text{PP skill ranks} \times \text{stat PP\#})$$

Note 1: Non-Telepaths do not conform to these rules.

Note 2: In Fantasy and Science Fiction it is common to come across certain races with greater reputations for producing telepaths and sorcerers than others, so it can be assumed that psionic power has a greater potential in some races than in others. Some races also have greater resistance to psionics than others, showing greater sensitivity from race to race. This observation suggests the use of individual racial potential to affect developed PP.

Based upon this system, the GM should assign each race a power point "die" to roll to determine the number of power points gained for each skill rank. A suggested norm is a 1-5 roll (1-10 divided by 2 and rounded off for an average result of 3 PP per skill rank).

Upper limits may be placed on the number of PP each race may learn (similar to Body Development). This results with Telepaths and Spell Users being less powerful at higher levels than the old system provides.

When computing the total power points of a character, add the base PP to the developed PP and multiply the result by one plus the appropriate stat modifier divided by 100.

$$\text{Total PP} = (\text{Base PP} + \text{Learned PP}) \times (1.0 + (\text{stat Mod}/100))$$

This system is quite different from the original system and the GM should only use it after careful consideration of how it will affect his universe. Psion characters will possess more power points at lower levels, but will have to use that power with more care. It wouldn't do to frivolously costume PP on trivial things and then suddenly find oneself in a major battle at -25 or -50 on all actions due to exhaustion (Refer to Power Point Exhaustion). It is strongly suggested that PP multipliers be much harder to obtain and some suitable consideration be made for them on the Background Option Table.

POWER PROJECTION (varies) (Moving Maneuver) — The power projection skill has a variety of uses. First, it can be used to recharge special power-storing magic items, and to withdraw power from such a device. It can also be used for what is known as matching power. In matching power, two telepaths or spell users face one another at a distance of about 10 feet (3 meters). Each makes a Power Projection roll, and if successful, begins projecting raw magical energy towards one another. When the two streams meet, the circuit is complete, and the circuit begins to glow (at the point of collision) and the casters begin to feel the resistance. Each one can "up the ante" by raising the level of power. Each round a Power Projection roll must be made to ensure that the caster is successful. At any point the power levels on matching can be lowered back down. If a caster in a contest of matching power cannot meet the "ante", his side collapses and all projected power points feed back through him, giving him one point of damage per power point of feedback. This cannot be used in an offensive manner because it requires two opposing spell users to complete the circuit.

POWER SYSTEM TECHNOLOGY (Ag/Me) (Special Action) — Bonus for the maintenance and repairs of damage and malfunctions in power drive systems. The damage must be assigned a difficulty level by the GM. After this is done, the character makes an open-ended roll with his skill rank bonus added to it. This result is cross indexed on

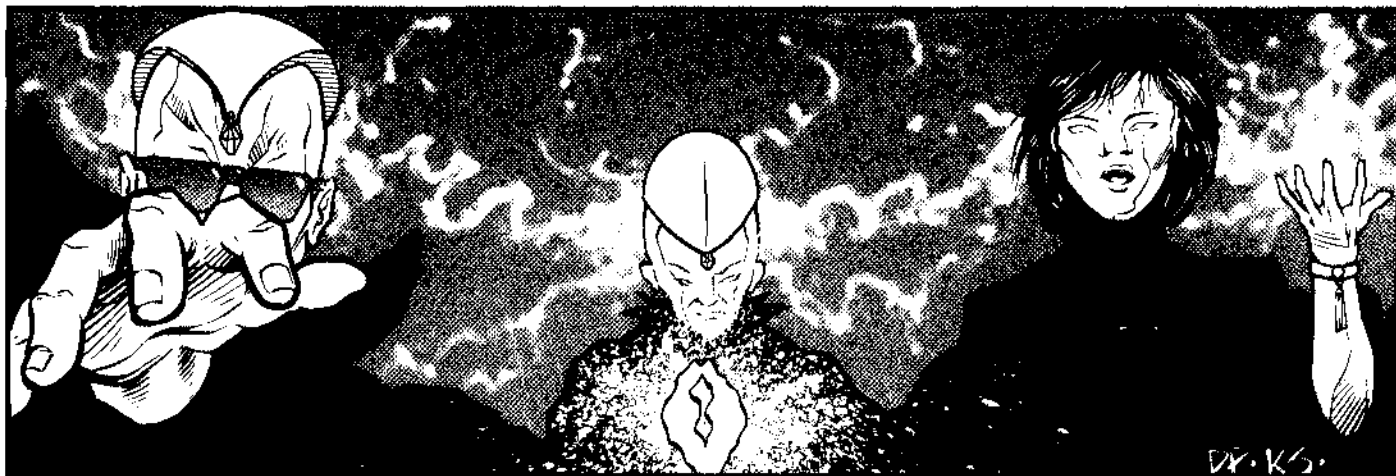
the Malfunction and Repair chart (TB, pg 62). This skill must be developed separately for each category of power systems which he is likely to use this skill on.

A partial list of some categories is as follows:

- **Batteries/Power Cells:** includes repair, construction, recharging, etc.
- **Fission Technology:** nuclear reactors and drive systems.
- **Fusion Technology:** fusion reactors and sublight drives.
- **Hydroelectric Technology:** water-powered generators for producing large quantities of energy, usually for large populations.
- **Magnetic Power Technology:** power systems using generators which produce electrical power through the use magnetic fields.
- **Matter/Antimatter Technology:** Matter/Antimatter reactors and hyperspace drives.
- **Solar Energy Technology:** the production of large quantities of energy through the harnessing of the sun's energy, usually for large populations or for emergency power on board space craft.

POWER SYSTEMS THEORY (In/Re) (Special Action) — This is the design and development of power systems for producing large and small quantities of energy, as well as propulsion systems for various types of craft. To use this skill, the character must make an open-ended roll with his skill rank bonus added to it. This is cross indexed with the difficulty rating assigned by the GM on the Construction/Research chart. This will show the time necessary to complete a given portion of the project. This skill must be developed for each separate category of power systems. A partial listing of some power systems is as follows:

- **Batteries/Power Cells:** Design and modification of batteries and power cells for all purposes.
- **Fission Systems:** the design and modification of nuclear reactors.
- **Fusion Systems:** the design and modification of fusion reactors and sublight drives for space craft.
- **Gravity-Powered Systems:** the design of power systems and propulsion systems which use gravitational forces to power the generators.
- **Hydroelectric Systems:** the design and modification of power systems operated by large quantities of water forcing the generators into to motion to produce energy.



- **Magnetic Systems:** the design and modification of power systems which use magnetic fields to develop energy.
- **Solar Energy Systems:** the design and modification of power systems which harness and store the sun's energy for energy and for emergency power (such as on space craft).

Some things that might be considered for designing power systems are:

- 1) How much energy is required for the needs at hand?
- 2) How large of a power system is required to generate enough energy?
- 3) How large of a reaction is needed for the desired effects, and what sort of structure is needed to sustain the reaction?
- 4) What sort of emergency backup systems are needed to insure safe operation?

These are only some of the possible problems that would have to be overcome in some Power System Design operations. Some imagination can develop some very interesting solutions to such problems if the GM feels that such responsibility is for the player and his character to accomplish.

PROJECTILE GUNNERY (In/Ag) (Offensive Bonus) — This skill bonus is the combat OB applied when using non-explosive projectiles such as autocannons, ground-based artillery, anti-aircraft guns, etc. This skill must be developed for each specific weapon, although similar skill bonuses may be used at 1/2.

PROPAGANDA (In/Em) (Static Action) — Influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors, as well as designing large campaigns.

PROSELYTISM (Em/Pr) (Special Action) — Bonus for the ability to influence another person's beliefs or ideals through preaching to them. It is the skill of converting religious beliefs and moral standards. A roll of 101+ means that the target(s) of the preaching will at least spend a lot of time contemplating

some well-made points of discussion. If the total roll is greater than 101 + the target's Reasoning, then the target is convinced that the character is correct in his faiths, and the target will strive to learn more and become a faithful believer in the faiths to which he has been introduced.

PSIONIC FOCUS (SD/Em) (Special Action)

— This skill allows a psionic character to enhance a cast psion in a number of ways. The skill deals with the ability of the character to focus his remaining concentration to have greater control over the psion he is casting. This skill is used during the casting of a psion, with a roll made every round or only on the round of the casting (GM's choice). A failure roll during the prep is immediate psion failure and a roll is to be made on the Psion Failure Chart (PB, pg 94). However, the roll for success may be more difficult or easier, depending on the round preparation which the spell is cast.

- Rounds to cast:
- Snap Cast: -50
 - 2 rounds less: -30
 - 1 round less: -15
 - Normal Round: 0
 - 1 extra Round: +10
 - 2 extra Rounds: +20

Note: These modifiers are toward the success of the Focus skill only, not toward successful casting of the psion; that is resolved separately (refer to PB, pg 93-95).

A successful use of the Focus skill may allow a number of modifications in the psion. These possibilities are listed here, the GM may opt to use any combination of these from only one modifier to all modifiers reacting simultaneously.

- 1) With the Snap Cast as an exception, the psionic focus may allow the character to cast 1 round sooner without the greater penalty for it. However, no additional modifiers in the caster's favor may be used.

- 2) The PP requirement for such a psion is only 75% of the normal (round fractions up). For example, the successful use of the Focus skill while casting a fourth level psion will only cost the character three power points rather than four, a seventh level costs 6 PP, a twentieth level costs 15 PP, etc. However, psions of the third level or less are not affected by this adjustment.
- 3) The PAR for a psion with successful use of Focus may be modified by an additional +5.
- 4) The duration of the psion may be increased by 50%.
- 5) Any experience points directly acquired from the casting of the psion may be increased by 50%.
- 6) If a Control, Summoning, Repel, Influence, or similar type of psion is spoken in a supernatural language of a being, or psionic enhancers such as drugs or electronic amplifiers are used, then the target's RR is modified by -10.
- 7) Psion failure rolls may be modified by -20, this only if the Focus skill roll is successful and then the PAR fails. If the Focus roll is failed, a roll for psion should also be rolled. If the psion also fails, then modify the Psionic failure roll by +20 (that's 20 against the character).

PSIONIC PERCEPTION (Me/In) (Static Action) — Bonus for perceiving the use of psionics. Individuals who use this skill must possess psionic skills and abilities.

PSIONIC SHIELD (SD/Pr) (Special Action)

— This skill is used to increase the character's chance of not being affected by a psion used against him. First of all, the character must "see the psion coming", if not, but he suspects psion activity, the skill may still be used but at -20. Otherwise, the skill may not be used at all. The character makes an open-ended roll and adds all modifiers. If the total is 101+, then he receives an additional +20 to RR. If his total result is less than or equal to zero, then he receives a -30 to his RR. The greater penalty for such a failure represents the fact that the character has opened himself up completely to a psionic attack.

PSIONIC TRAINING (SD/SD/Em) (Special Action) — This skill is required for development from only non-telepathic characters. This skill develops a percentage of innate Power Points available to a character. The total skill rank bonus is used as a percent of power points for a non-telepathic character to use for psionic activity. For example, a character with a 95 for his telepathic requisite stat would normally have 2 PP per level. If this character has +50 in the training skill, he would be able to develop 1 PP per level (50% of 2 = 1). Note the use of the word develop in the previous sentence. Use of this skill does not provide power points for a character, only a potential of intrinsic PP which may be achieved. The character must spend 1 development for each PP which may be developed. Also, the potential of intrinsic PP is determined from the level at which the skill's first rank is originally developed. However, once development points are spent on PP, they are permanent.

Example: Remus, an Investigator, has been developing Psionic Training since his first level. His requisite stat for his area of psionics is a 95 (a potential of 2 PP per level normally). His skill rank is +25 at third level, allowing 25% of the normal PP per level as his potential. The total PP for his level for a Telepath would be 6, therefore Remus can develop 1 PP (25% of 6 is 1.5, but the result is rounded down). Remus need only spend the one development point in his next development phase to have a PP for psion casting.

PSYCHIATRY (Em/In/Re) (Special Action)

— Bonus for the recognition and identification of major insanities through the use of testing methods (e.g., psychoanalysis, ink blots, graphs of neural activity, etc.) and attempting to heal or correct them. Correction may be through the use of drugs, therapy, surgery, etc., provided that the skills needed are possessed by the character. Otherwise, the character must refer the patient to someone who can perform the procedure.

Although this skill does provide the knowledge of what procedure might be required, or which drug to be used, how to perform the specific procedure, or how much of a specific drug is needed is not included here. Therapy for such severe conditions is included under this heading, but surgical procedures would be Surgery (neural), and Drug Treatment would be under Drug Therapy. This skill must be developed for each race due to the variance in neural make-up and activity physiologically. However, several races may be developed simultaneously, provided the proper research material is accessible.

PSYCHOLOGY (In/Em) (Special Action) — Unlike the more medically-oriented skill, Psychiatry, this skill deals more with the theory of psychology and the analysis of psychological make-ups. This skill is used for more of a counseling approach to solving problems. The characters sit down and talk about the problem. The character using the skill is more of a source of encouragement and suggestions. This skill is not designed to be used for the treatment of mental illnesses which would be considered as anything more than mild.

PUBLIC SPEAKING (Em/Pr) (Static Action)

— This skill provides a bonus for impressing, entertaining, or even manipulating groups of people directly.

QUICK DRAW/IAI (Qu/Ag) (Moving Maneuver) — Bonus for performing an attack draw. The skill of IAI is a quick-draw technique to get a weapon from scabbard/holster into battle very quickly. IAI is normally used for bladed weapons, but this skill may be used for any weapon. However, each specific weapon must be developed individually. Similar skill bonuses may be used for similar weapons. If the user rolls 101+ (1-100 open-ended roll plus the skill rank bonus), the weapon is out and in hand. Moreover, the character must make an attack and/or move the same round without the normal -20 penalty for drawing one's weapon. The user will make a separate roll for his attack. However, if the roll is negative, he has dropped his weapon. Otherwise, if the Quickdraw is unsuccessful, he takes the normal -20 for drawing a weapon.

If a situation ever arises where the two characters are facing each other off in a draw, and both characters use this skill, the successful character should get the initiative. However, if both characters are successful, the character with the highest total result should get the benefit of the doubt and gain the initiative. However, the GM may opt to make the involved character each make an initiative roll, or however he determines first strike.

RAPPELLING (Ag) (Moving Maneuver) — Bonus to rapidly descend from a height. If the rappelling roll is unsuccessful, the individual has a chance of falling. Rappelling rate is equal to the individual's normal movement rate: walk +0, fast walk/jog -10, run -20, fast run/sprint -30, fast spring -40, dash -50. Negative modifiers due to speed apply.

READ TRACKS (In/Re) (Static Action) — Bonus to identify a given set of tracks. Detailed information about the tracks can be obtained such as type of creature, age of tracks, weight of creature, speed at which the creature was moving, backtracking, etc. This skill is used for identifying the tracks, and the skill Tracking is used for following tracks.

REGION LORE (Re/Me) (Static Action) — Bonus for knowing the ins and outs of an area or region. Each different type of region must be developed as a separate skill (e.g., mountain, jungle, large city, etc.).

RELIGIOUS HISTORY (Re/Me) (Static Action) — Bonus for knowing the history of specific religion. This includes the origin of the faith, major characters (saints, popes, heroes, kings, etc.), major events, how the faith spread (if it did), etc. This skill must be developed for each separate religion. However, several different religious histories may be developed simultaneously, provided appropriate research materials are available.

REVERSE STROKE (Ag/Re) (Moving Maneuver) — Bonus for applying one's melee OB against an opponent to one's flank or rear without turning or changing position. In such a situation, the applicable OB is the normal OB times this skill bonus as a percentage (e.g., a normal OB of +70 and a skill bonus of 60 would result in a +42 Reverse Stroke OB). The resulting OB can never exceed the normal OB.

RIDING (Em) (Moving Maneuver) — A single skill rank is necessary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the chance of retaining control of the animal, when it is startled or hostile, or gaining control of an unfamiliar animal (of the type in which the character has skill developed). Also, see the optional rules for Mounted Combat in 13.13 Mounted Combat *ChL & CaL* pg 60, and 3.5 Mounted Combat in *RMCI* pg 18. Like weapons skill, this skill must be developed separately for different animals.

ROPE MASTERY (Me/Ag) (Static Action) — Bonus proficiency in knot recognition, knot-tying, braiding, and splicing, or when making a maneuver while suspended from a rope or analogous flexible line, or when throwing a line. Allows one half skill ranks in grappling hook.

ROWING (St/SD) (Moving Maneuver) — Bonus for self-powered boat maneuvers, including rowing, poling, etc.

RUNES (Em/In) (Static Action) — Rune skill enables a character to decipher and use Runes (spells inscribed in suitable media). To decipher a rune, a character makes an open-ended roll, adds his skill rank bonus, adds any bonuses from 15.34 Runes and Staves/Wands table, *ChL & CaL*, pg 40, and subtracts the level of the spell/psion on the rune. If the resulting total is 101+, then the rune is deciphered and the character may use it. If the total is negative, the spell on the rune is cast on the character attempting to decipher it (or a random character determined by the GM). If the total is between 75 and 100, the character learns what the spell is but cannot use it. If the total is between 0 and 74, nothing happens. These results are summarized on the Runes, Staves/Wands Table in 15.34 *ChL & CaL* pg 40.

If the level of the spell/psion on the rune is less than or equal to the level of the character attempting to use it to cast, deciphering the rune is sufficient to use it (subject to the normal chances of Spell/Psion failure). If the rune is a level above the character or of a realm other than the character's speciality, a second roll, similar to the first, must be made to successfully cast the spell from the rune (for these purposes, Non-Telepaths have no realm of expertise and must always make a second roll, unless psionic training is developed by the character). Runes are generally not reusable, but the media which held the rune is.

SAFE CRACKING (SD/In) (Static Action) — Similar to but more involved than Picking Locks, this skill enables the character to gain access to specialized locks used for high security situations such as vaults, safes, etc., in which the locking mechanisms are so complex that the locks must be destroyed, removed, or accessed by unusual but direct means. An example would be "Peeling" in which the face of the safe's door is pried or "peeled" back so as to reach the mechanism. This skill takes a lot of time in some cases. This skill would also cover attempts to "listen to the tumblers" as the combination lock spins. The GM might opt to use the Mal-function and Repair chart to determine the amount of time necessary to gain entry.

SAILING (Ag/In) (Vehicular Maneuver) — Bonus for sailing maneuvers.

SANITATION ENGINEERING (In/Re) (Special Action) — Bonus for the design and maintenance of waste disposal and recycling systems for a given set of circumstances (e.g., city, starship, environmental suits, etc.) The Construction/Research chart may be used for designing efficient systems.



SCANNER ANALYSIS (In/Re) (Static Action) — This bonus is used when attempting to interpret information provided by portable scanning devices, (multiscanners, medscanners, repair scanners, security scanners, etc.) Each field of scanners must be developed separately. This skill is useable at half value when attempting use one of the scanner categories which has not been developed, as a similar skill.

SCULPTING (In/Ag) (Static Action) — Bonus for making 3-D art forms through the molding of malleable materials or the carving of hard materials.

SCROUNGE (In/Re) (Static Action) — Bonus for being able to come up with the location of a particular needed item, part or ingredient.

This skill is normally used in an urban type of setting, or situation of technological need. This skill does not include finding of food and water. Refer to Foraging in this section.

SECOND AID (SD/Em/In) (Static Action) — Bonus for performing major surgery, which includes sewing wounds shut, removal of diseased or mangled limbs, bone setting, and any other simple major surgery operation. This skill is required to stop the bleeding of any injury greater than 5 concussion hits per round without the aid of technologically advanced devices.

SECURITY OPERATIONS (SD/Me) (Static Action) — Bonus for determining the details of an observed security system. This could be identifying individual aspects (such as motion sensors, sound monitors, thermal monitors, etc.) and how they are linked up, to determining how many guards and how often they make rounds. This skill would also cover making simple flow charts of how the system operates, and ability to recognize backup systems.

SEDUCTION (Em/Pr) (Static Action) — Bonus when attempting to emotionally, sensually, or sexually manipulate another person.

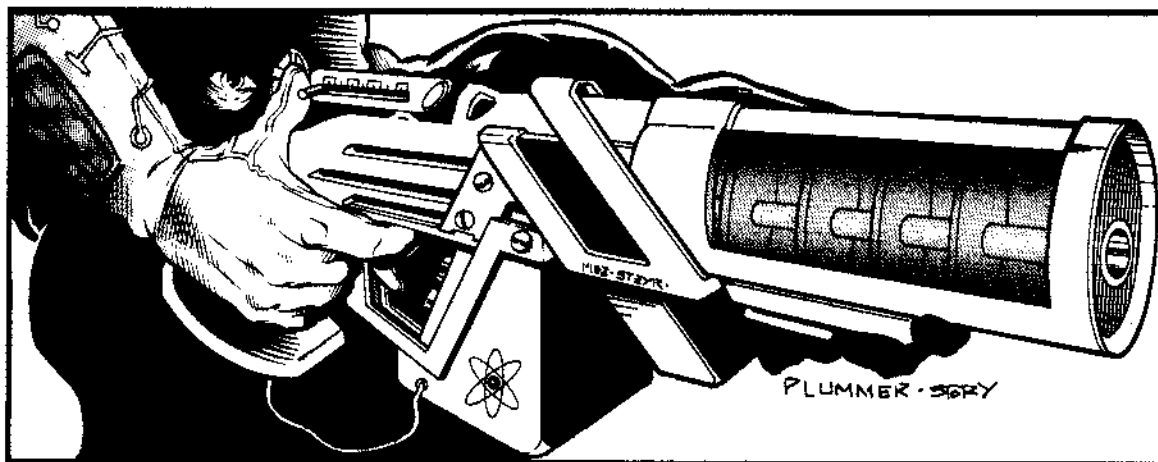
SENSE AMBUSH/ASSASSIN (In/Re) (Static Action) — Bonus to detect animate traps, ambushes or assassination in progress. Range for use is 10' (approximately 3 meters) for each skill rank known.

SENSE REALITY WARP (In/Em) (Static Action) — Bonus to determine if the natural order of reality has or is going through turmoil (e.g., dimensional gate opening or closing, power fluctuation which disturbs or causes the fabric of space to shift, holes in the space-time continuum, etc.). This skill does not enable the character to predict the conditions for such an occurrence to occur, only recognition of the event.

SENSOR ANALYSIS (In/Re) (Static Action) — This skill provides a bonus when attempting to read and interpret information from shipboard sensor displays. However, appropriate computer programs may further enhance one's ability.

SET TRAPS (Re/Ag) (Static Action) — Bonus for setting traps. These traps can be lethal or non-lethal.

SIEGE ENGINEERING (Re/In) (Static Action) — Allows the user knowledge of conducting all aspects of a siege. Includes proper and best positioning of siege weapons, determining weaker portions of a wall (for siege weapon assault and/or sapping), basic engineering knowledge for building ramps, digging trenches and traps for animal steeds and vehicles.



SIGNALING (Me/SD) (Static Action) — Bonus when using any form of signal communications. This skill is a specialized form of linguistics and linguistics guidelines apply.

SINGING (Pr/In) (Static Action) — Bonus for attempts to mimic tunes and vocalized notes. This skill is a specialized form of linguistics and linguistics guidelines apply.

SILENT KILL (Ag/In) (Moving Maneuver) — Bonus for striking an opponent silently. If successful, the opponent cannot cry out or sound an alarm. This skill does not include the approach to the victim, and is rolled prior to the attack roll.

SKATING (Ag/SD) (Moving Maneuver) — Bonus for all skating maneuvers.

SKIING (Ag/SD) (Moving Maneuver) — Bonus for all skiing maneuvers.

SKINNING (Ag/In) (Static Action) — Bonus for the removal, preservation, and caring of animal skins.

SKYDIVING (Ag/SD) (Moving Maneuver) — Bonus for all skydiving maneuvers, performing maneuvers while in free fall, and for the use of the various different forms of parachutes.

SMITHING (St/Ag) (Static Action) — Bonus for working with normal metals to create or repair desired objects (e.g., horseshoes, metal ornaments, etc.) Bonus for oven or kiln building, and doubling the effects of fires. This skill only applies to metal work which is done by hand (no high voltage metal shapers, rivet guns, etc.) The following is a partial listing of smithing crafts:

- **Armorer:** making of metal armor consisting of iron or steel
- **Blacksmith:** making of small iron wares, such as horseshoes, etc.
- **Bronze smith:** working and casting of bronze
- **Copper smith:** working and casting of copper
- **Etcher:** decorating of metals

- **Fire Starting:** starting of fires
- **Foundry:** casting, rolling, cutting and spinning of iron
- **Gold smith:** working of gold into ornamental and functional items
- **Iron smith:** making of iron wares
- **Silver smith:** working of silver into ornamental and functional items
- **Tin smith:** working of tin into ornamental and functional items
- **Tooler:** making of metal tools
- **Weapon smith:** making of metal weapons, usually of iron or steel

SNIPING (None) (Special Action) — Similar to Ambush skill, Sniping allows an attacker using a single shot projectile or a directed energy weapon (e.g., stunners, lasers, etc.) to adjust a critical roll against an unaware target. As with Ambush, Sniping is only usable if the target is unaware of the attacker, and the target is basically stationary. The attacker may modify the critical results roll (if a critical is achieved in the attack) by a number equal to the Sniping skill rank.

SOCIOLOGY (Em/Re) (Static Action) — Bonus for the study of group interaction under various conditions (e.g., stress, peer pressure, fear, etc.). This skill may be used to predict the reaction of a given group under designated conditions, to specific actions or topics of discussion, etc. This skill may also be used to determine how to induce a desired reaction from a specific group.

SOUND ENGINEERING (In/Re) (Static Action) — Bonus for setting acoustic stability in a given area. This skill also allows an intimate understanding of sound and the ability to manipulate it in various ways for various purposes (e.g., with the proper equipment, one could use sound waves for a type of weapon, or simply a destructive force, or for effects similar to a soothing massage).

Example: *Edgar Price, a wanted criminal, developed a plan to apprehend an armored vehicle transporting a shipment of plutonium over one of the local back roads. This shipment of plutonium is just what he needs to complete his experiment on his do-it-yourself nuclear disaster kit. Edgar transported a large cargo of sonic projectors and amplifiers to a remote location with a view of the bridge (a bridge on the vehicle's route). Using his Sound Engineering skill, he calculates the decibels he will need to disrupt the structure, and to apply his instrumentation to focus the sound on the bridge. Since he has no structural engineering, he cannot determine the weakest point to minimize his power requirements. Instead, he must target the entire structure. As the vehicle passes over, Edgar turns up the power to full since his calculations verified he might not meet the power quota. The bridge collapses, dropping the vehicle into a gorge, while Edgar's generators burst into flame from the overload. However, Edgar is satisfied, since his ill-gotten booty lies waiting to be gotten. It is unlikely that anyone survived the fall to provide resistance. Edgar leaves the smoldering equipment behinds and speeds toward the scene in his hovercraft. Another day, another nuclear warhead to hold some city for ransom.*

Generally equipment for such a feat will be very expensive and very large. This sort of equipment is not easy to find in your local electric repair shop.

Spatial Location Awareness (In) (Static Action) — Bonus for allowing one to be aware of one's surroundings without the aid of vision. Spatial Location Awareness (SLA) applies against the -90 for non-sight, to a maximum of +10. It also applies to audio-visual perception within a 1'/bonus point radius of the perceiver, which is also the range of the skill. This skill is usually used by the blind. If a non-blinded individual possesses this skill, they must reorient to use this skill (requires a minimum of one round). If the individual fails this roll, he/she is treated as blinded for that round. For each round the individual is left undisturbed, or uses only 20% of their allowable turn, they may add +5 to the orientation roll each round. This +5 is cumulative provided there is no interruption of the individual's concentration. This skill is blocked by intervening barriers.

SPELL/PSION LIST ACQUISITION (Varies) (Special Action) — This skill determines when a psion or spell list is learned (i.e., when the psions on the list may be cast if the character has enough power points). Each skill rank represents a 5% chance of learning a chosen psion list; thus when a rank of 20 is obtained there is a 100% chance of learning the list when the next level is finally achieved. Spell/Psion list skill rank may only be developed for one spell list at a time.

If at the end of a development period (adolescence, apprenticeship, or when a new level is reached), a character has a spell list rank between 1 and 20, a roll should be made to see if the spell/psion list is learned. If the sum of the roll and the spell/psion list skill rank multiplied by 5 is greater than 100, then the list is learned. If the list is not learned, the skill rank stays the same, and may be improved during the development phase. When a list is learned, the spell list rank is reduced to zero (0). If a skill rank of 20 is obtained during a development period, the list is immediately learned (with the spell rank being reduced to zero (0)) and the character may develop the spell/psion list rank skill for another list in order to obtain a chance of learning a second list (once again, 5% chance per rank). This process is described in greater detail in the following paragraphs.

This area diverges from the standard skill rank and bonus. In *Character Law* and the *Player Book*, a character who is trying to learn spells or psions makes a Spell Gain Roll upon reaching a new experience level. This is a 1-100 roll (not open-ended) with a roll of 101+ required for success. An add is allowed for the amount of research the character has done in that particular area of psion research, measured by the number of development levels he has committed to it.

All spells in *Spell Law* and Psions in the *Player Book* are grouped into lists of spells with similar conception and effect. When a character expends development points to acquire skills, he may attempt to study one such list of psions. Each time he expends the required development points for spell/psion acquisition, he indicates what list he is attempting to learn and records one research point for that list. True telepaths may acquire several research points for a list at one time. These research points represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those psions, through reading, meditation, etc. The GM must be the judge of the availability and cost of the information to the character. In this sense, a research point can be thought of as a temporary skill rank for a specific spell/psion list.

1) When making a psion gain roll, the character adds his accumulated research points multiplied by 5 to his roll (1-100, not open-ended). Thus 20 research points guarantees that the character will learn the list. If the roll is not successful, the accumulated research is not lost; rather, it just means that the character has not drawn the proper conclusions and inferences from what he has learned. After he has had more time to reconsider what he knows and has gained further experience in the ways of the world and psionics (i.e., the next time he increases a level of experience), he may make another psion gain roll, gaining the full benefit of his accumulated research points (which he may increase by further development). Eventually, the character will acquire the use of those spells/psions (assuming he survives and continues to go up in levels).

2) Once a successful Psion gain roll is made, the character is considered to have learned the spells/psions he was researching and may cast them as long as such use complies with other rules for their use. The number of research points has no further effect on the game. It matters not how much effort the character put into learning the spells from this point onward; the character who used two research points to learn a list can cast from it as well as someone who used 20. Note that each list is divided at various levels and further research must be done to learn the list beyond each breakpoint. Although the lower portion of a list is a prerequisite, research points used to acquire lower portions of a list have no effect on the learning of the higher portions of the list.

3) Partial research may only be done into one list at one time. Characters may not partially study a variety of lists and count on the gods of luck to give them psion abilities. A character may only study one psion list at a time (except as noted below).

4) If a character is able to allocate enough points to bring his research point total to 20 (ensuring the learning of the psion list at the next level of experience), he learns the first level psion on that list (if any) immediately (before reaching the next level of experience) and may begin working on learning another psion list. When he attains the next level of experience, he will acquire the normal use of the first list and be entitled to make a psion gain roll for the second. In extreme cases, this same process may result in learning three psion lists in one level.

If a character, after making an unsuccessful psion gain roll, wishes to begin the study of another list, he may do so, but he forfeits all research points accumulated with the first list. Such points may neither be transferred nor retained. If enough development points are allocated to bring the research point total with the first list to 20, the character may then begin to study the second list as described above.

Option: Allow stat bonuses for psion gain rolls. This variant allows a character to use his pertinent stat modifier to help him make his gain rolls. This allows a character to learn more lists and thus have more access to Psionics without unbalancing the power level of the game. Telepaths are still restricted by level constraints (ESF notwithstanding). If the GM feels that the game balance would be threatened by this variant, he can regulate it by controlling the accessibility of spell/psion lists. The lists might be more difficult to find or be very expensive.

SPELL/PSION MASTERY (Varies) (Special Action) — Related stats are based on the realm from which the psions are derived. Bonus for psions which require rolls for concentration, maneuvers, orientation. This skill allows its user to modify spells beyonds basic parameters. Each individual psion requires separate skill development (as with riding or weapon skills). A GM may establish "similar" psion groups. Refer to Weapon skills for similar weapons and Riding skills for similar animals.

Option 1: This option is only used if the Targeting (psion) skill is used. Since the Targeting skill is used to enhance psion control within the stated psion parameters, use the Spell/Psion Mastery to allow a character to attempt to enhance and modify a particular psion beyond normal parameters. For example, with Targeting one might control a teleport psion within the normal parameters, but with psion mastery, one could modify the psion way outside normal parameters, perhaps only teleporting more than the normally allowed mass.

With this option, if a Psion mastery skill roll is unsuccessful, the psion involved falls under Psion Failure rules. The failure modifier in this case would be the amount by which the Psion mastery is failed multiplied by the maneuver difficulty (Medium: x1, Hard: x2, etc.)

Psion Failure Mod = (amount failure) x (difficulty multiplier)

Option 2: The GM may decide that the psion caster must concentrate in order for a spell modified by Psion mastery to have effect. If the concentration is broken or dropped the psion ceases to operate as modified and reverts back to normal psion operation.

SPRINTING (Qu) (Moving Maneuver) — Bonus increase to one's speed.

STALK (Ag/SD) (Moving Maneuver) — Stalking is the ability to move using silence, camouflage, and shadows to conceal your presence. Hiding is the same ability, but is used when not moving.

STAR GAZING (Me/In) (Static Action) — Bonus chance of determining dates, directions, and locations when the stars are visible. Provides an ideal complement to one's navigational skills. However, this skill must be developed separately for each planet/dimension; otherwise, the skill is halved for all but specific planets researched.

STELLAR LAW (Re/Me) (Static Action) — Bonus for knowledge of the standard legal code used for space travel. More specifically, the laws that deal with travel and transport between the planets. There may be slight variations from one region of space to another. Any variations should be decided by the GM and separate regions of space developed as individual skills. Similar skill bonuses may be used for such varying areas of space. Refer to Basic Interstellar Laws.

STILT WALKING (St/Ag) (Moving Maneuver) — Bonus for all maneuvers performed while on stilts.

STONE CRAFTS (Ag/SD) (Static Action) — Bonus for working with stone and creating sculptures, writings or any other form of inscription or relief. The following is a partial list of some stone crafting skills:

- **Brickmaker:** making of bricks
- **Gem Cutter:** cutting and setting of stones and gems
- **Masonry:** making of buildings, bridges, roads, etc. from bricks and stones
- **Stone Carving:** the carving of stone
- **Stone Cutter:** cutting and shaping of large stones from a quarry

SYMBOL LORE (Me/Re) (Static Action) — Bonus for manipulating and using symbols in conjunction with the appropriate symbol spells/psions. Also allows non-magical research in defining and identifying new symbols which add to one's repertoire of symbol spells/psions. For these purposes, symbols refer to Symbols or Glyphs; each of these should be treated as a separate skill with 1/2 similarity to each other.

Note: The GM may decide to allow this skill to help interpret dreams and visions.

TACHYON PHYSICS (In/Re) (Special Action) — Bonus for the study of and research delving into the faster than light phenomena such as hyperspace, neutrinos, photinos, sensor fields, etc. Such research may also deal with the manipulation of such phenomena and its duplication. Use of this skill involves the Construction/Research chart.

TACTICAL GAMES (Re/Me) (Static Action) — Bonus for playing games which contain very little chance element, such as chess or go. Skills for different games must be developed separately, but normally if a player develops more than one game, he may receive bonuses for similar games as he would for similar weapons.

TACTICS (Re/In) (Static Action) — Bonus for perceiving and planning appropriate and effective strategy in a tactical military situation. Various tactical situations must be developed separately. Each type of tactics must be developed as a separate skill. The skill roll over 100 is the negative modifier applied to another trying to figure out your tactics. Following is a partial list of tactic types:

- **Aerial:** fighter and bomber tactics
- **Battle Field:** cavalry, infantry, armored vehicle tactics
- **Naval:** ship and boat tactics
- **Sabotage:** underground/behind enemy lines tactics
- **Siege:** reduction of fortified position tactics
- **Small unit:** conflict between small groups
- **Strategic:** overall campaign tactical picture

TALE TELLING (Pr/Me) (Static Action) — Bonus for reciting and writing stories. The skill rank number would equal the number of stories which have been committed to memory if the GM feels to do so. GM's may wish to give names to each of these tales and the searching for new tales could lead to possible adventures.

TARGETING (None) (Offensive Bonus) — Bonus is added to an attack roll with given weapon that targeting skill has been developed for. However, the bonus can only be added when the target is unaware of the impending attack, and is either stationary, or moving slowly in a predictable manner. The development point cost is the same as the cost for developing normal weapon skill with that weapon, but a character's targeting skill rank for a given weapon may never exceed his normal skill rank bonus with the same weapon. Also, the targeting bonus can be added to a static action maneuver roll when the firer attempts to hit an inanimate object.

TARGETING (PSIONIC/MAGICAL) (In/Ag) (Static Action) — Bonus to control a non-directed spell/psion in a general way, within the parameters of the psion description. Can be used on any psion the caster throws. For example, when the teleport psion/spell is used, the target usually rematerializes in the same position they were in at the time of the teleport. By using targeting skill, the target can arrive repositioned (e.g., turned around or upside down, etc.) The difficulty of the maneuver is left up to the GM's discretion. Targeting should be developed separately for the different types of psion/spells (e.g., teleport/leaving types, flying/levitation types, illusion types, etc.). Non-cumulative with Spell/Psion Mastery.

Option: GMs may feel the use of the targeting skill is too limited as outlined above. If so, allow the skill to be developed as one single skill that applies to all non-directed psions.

TAX EVASION (In/Me) (Static Action) — Bonus for manipulating one's tax forms in order to keep from paying taxes, or to make a profit at the government's expense. The amount of the total skill roll over 100 is the penalty for anyone auditing the character's tax records.

TELEPORTER OPERATIONS (Ag/In/Re) (Static Action) — Bonus for operating teleporters under varying conditions. This skill does not include any general maintenance of the complex machinery.

TELEPORTER TECHNICS (In/Re/Me) (Static Action) — This bonus is applied to performing repairs and maintenance on teleporters. This skill covers a wide range of other areas, such as electronics, computer and power systems technics. However, this

skill is highly specialized for use with teleporters. For a relation to other technical fields, refer to the Technical Skill Similarity chart. This skill makes use of the Repair chart, although most repairs are of a complicated nature.

TEMPORAL/DIMENSIONAL PHYSICS (In/In/Re) (Special Action) — Bonus for identifying and recognizing, as well as predicting those conditions responsible for temporal and dimensional alterations. This skill does not include the construction of devices or the designing of devices to cause such events to occur (e.g., dimensional gates, time travel craft, etc.) Such jobs would fall under the completely separate Mechanical Engineering and Technical skills, with no similarity to bonuses to any other Engineering and Technical skills. Also, this skill (Temporal and Dimensional Physics) is required for such designing and construction to occur. A character's engineering and construction skills cannot have a greater skill rank than his temporal/dimensional physics skill rank.

Although temporal and dimensional physics are both covered under the same listing, they are to be considered as two completely different skills. Therefore, they must be developed separately with no similar skill bonuses between them. However, if the GM feels that in his universe there should be a similar skill bonus between these two skills, it is recommended as 1/5. Refer to Temporal Dimensional Physics.

THROWN (Ag/St) (Offensive Bonus) — Bonus for attacks using thrown weapons such as knives and throwing stars. Each weapon must be developed separately although similar skill bonuses of 1/2 may be used.

TIERing (SD/Em/In) (Offensive Bonus) — Thought Interfaced Electronic Resonance is the breakdown of this acronym. It is a very unique form of attack developed through advances of modern technology, and a deeper understanding of the mind. Some people refer to the ability as nothing more than a form of high-tech martial arts, but this merely advertises their ignorance. Their opinion is based on the user's need for specially designed equipment consisting of a narrow headpiece, and a small hand piece, attached to one another via a fiberoptic cable. However, their ignorance of the facts is understandable since the skill is rarely observed in action by most. This is primarily due to the fact that very few people will take the years necessary to learn and eventually master the techniques of the art. (Refer to the equipment section for more details on the TIERing module.)

TIERing is the ability to interpret the true form of thought into a vocal energy of identical design. The TIERing module duplicates the thought digitally and combines it with the vocal interpretation. The resulting energy form is amplified and focused on the target through the hand piece. The projected energy disrupts the target in the fashion of the skill level being used. This results in a final attack in the form of a sonic disruption. This means that under certain conditions, the skill cannot be used (e.g., vacuum).

The development of TIERing is a very long and difficult process requiring many years to master. The skill consists of four levels of mastery, each separated from one another by a succession of "steps". Each step must be developed before the next level of succession, and no higher level of skill may be developed to a greater skill rank than any of the previous steps or levels. It is similar to the Ranks of skill found in the Martial Art explanation in *PB* pg 13, where each Martial Arts Rank could be compared to different levels of TIERing. However, TIERing also consists of individual "steps" of succession between the levels, while Martial Arts do not have "steps" of development between its Ranks of skill.

TIERing consists of four different Levels of Mastery, each with four steps of succession (a total of 16 steps of skill). The steps are set in a definite order which cannot be altered. No higher step may be developed to a higher skill rank than a previous step, resulting in a pyramid structure where all the higher learning depends on everything that preceded it. The lowest Level of Mastery is the Stunning Way, with four steps of skill equal to Mk1, Mk2, Mk3, and Mk4 attacks on the Stunning Attack table, however, these attacks use the Unbalancing critical result chart since the attack does not work in the same fashion as standard energy stunners. The second level of TIERing is the Striking Way, with four steps of skill equal to Small, Medium, Large and Huge attacks on the Ram/Butt attack table but using Impact criticals for crit results. (If a critical result yields an additional critical, it will be a Crush critical.) The third level of TIERing is the Crushing Way with four steps of skill equal to Small, Medium, Large and Huge attacks on the Fall/Crush table using Crush criticals for all crit results. The fourth and highest level of TIERing is the Disrupting Way with four steps of skill being equal Mk2, Mk3, Mk4, and Mk5 attacks on the Blaster attack table substituting Internal Disruption criticals with any additional criticals in an attack resulting on the Impact critical table.

The structure of TIERing "Art" develops a stronger and more devastating method of attack with each higher level of progression. The important thing to remember is that each step can never have a greater number of skill ranks developed than a lower step. The following is a list of the 16 steps of TIERing in their developmental order, starting from the bottom of the list and working "up the staircase" with the different Levels of Mastery marked at intervals.

TIERing DEVELOPMENT CHART

Level 4, Step 4 *Highest Development*

Level 4, Step 3

Level 4, Step 2

Level 4, Step 1

Level 4 Disrupting Ways

Level 3, Step 4

Level 3, Step 3

Level 3, Step 2

Level 3, Step 1

Level 3 Crushing Ways

Level 2, Step 4

Level 2, Step 3

Level 2, Step 2

Level 2, Step 1

Level 2 Striking Ways

Level 1, Step 4

Level 1, Step 3

Level 1, Step 2

Level 1, Step 1 *Development Begins*

Level 1 Stunning Ways

Note: *The levels themselves are not developed as individual skills, only the separate steps within each Level of Mastery.*

Although it has been stated that those who use TIERing rely on specially designed equipment, this is not always the case. When one becomes extremely proficient in a level, he may attempt to TIER without the module. This may only be attempted when the skill rank bonus exceeds a total of 100 (not including external modifiers such as range, preparation time, stationary target, etc.). The amount over 100 is the character's OB without the module.

Example: *Jerome has been studying the TIERing ways for many years and has a bonus of 125 for Level 3, Step 4. While strolling along the conveyor walks of a rather wealthy part of town, he is taken by surprise when an armed man steps out to block his way. Seeing that Jerome is not armed, he smirks and demands that all valuables be handed over or the plasma pistol might accidentally go off.*

Jerome reacts with an immediate attack in TIERing fashion. Because he has a total skill rank of 125 in Level 3 Step 4 (and this is the level at which he wishes to make his attack) his OB is +25. He had better roll well. If the assailant survives, the plasma pistol will more than likely reduce Jerome to a puddle of bubbling, smoldering pulp.

The range at which a TIERing attack may be used varies over the developed range. The range for Level 1, Stunning Ways is comparable to that of stunners of equal attack capacity. (e.g., Step 1 is equal to a minisunner in range and range modifiers, step 2 is equal to a stun pistol in range and modifiers, step 3 is equal to an assault stunner for range and modifiers, and step 4 is equal to a stun rifle in range and modifiers). Range for level 2, Striking Ways is a less-direct attack and loses range and should use range and modifiers from the Tangle guns. (i.e., Step 1 is equal to a Tangle pistol in range and modifiers, step 2 is equal to a Tangle carbine in range and modifiers, step 3 is equal to a Tangle rifle in range and modifiers, step 4 does not have a comparable Tangle gun, so for comparable reasons it is suggested to use the range and modifiers of the 20mm Autoshotgun). Level 3 is only a little more direct than the "Crash" attack of Level 2. Therefore, range increases a little. It would be effective to use the range and modifiers under some of the Flame weapons (e.g., Step 1 would be equal to a flame pistol for range and modifiers. Step 2 would be equal to an Assault Flamer for range and modifiers. Step 3 would be equal to a Flame Rifle for range and modifiers. Step 4 would be equal to a Heavy Flamer for range and modifiers.) Level 4 is yet more focused, but also has more energy behind it and will have better range yet. These steps should be set by the standards for disruptors (i.e., Step 1 should be equal to a Disruptor Pistol for range and modifiers. Step 2 should be equal to an Assault disruptor for range and modifiers. Step 3 should be equal to a Disruptor Rifle for range and modifiers. Step 4 should be equal to a Heavy Disruptor for range and modifiers). Although these guidelines do provide range for all sixteen steps of TIERing, a character may improve range by sacrificing skill and improving the chance of failure. For each 5 meters beyond the long-range limit, the character is at -10 to hit, and increases his chance of fumbling by 10%. Not to mention any roll made on the fumble chart will be increased by 10.

Option: Since TIERing is primarily based on the mind and mental processes, the GM may opt to allow a character to develop Psion Mastery in a style specifically for TIERing. By doing so, the character would be more capable of altering the results of an attack for a desired result. He could also modify the attack into a burst of varying sizes to affect more than one target. However, each 2 meters in the radius is -10 for attack.

TIGHTROPE WALKING (Ag/SD) (Moving Maneuver) — Bonus for maneuvering along narrow surfaces.

TIME SENSE (In/Me) (Static Action) — Bonus for determining the time of day or how much time has passed over a specific time period.

TRACKING (In/Re) (Static Action) — Bonus for tracking maneuvers and following of a trail left by someone or something such as footprints, broken branches, crushed glass, hanging pieces of cloth, etc. The skill Read Tracks gives tracker the significant details of the tracks.

TRADING (Re/Em) (Static Action) — Bonus for transactions involving a bargained exchange of money or goods, particularly with respect to rolls on purchase or resale price charts found in the Tech Book, section 4.0.

TRADING LORE (Me/Re) (Static Action) — Bonus for recognizing and identifying major products and business distribution patterns. (e.g., if you buy this and take it over there can, it be sold for a profit?)

TRANSCEND ARMOR (EM or IN or Pr) (Static Action) — This skill allows the user to attempt to overcome the ESF or PAR modifier due to the use of armor or shields. A static maneuver, if successful, allows the user to apply his skill modifier against the penalty incurred by wearing armor, including helms.

Option 1: The GM may see fit to allow this skill to extend to overcoming the modifiers incurred by carried objects as well as those due to armor.

Option 2: The GM might decide that the skill must be developed for each method of "magic" separately (Essence, Channeling, Mentalism/Telepathy).

Option 3: The GM could determine that this skill is applicable only when Channeling, or when using Channeling spells and power.

At no time will this skill affect any other ESF or PAR modifiers except those stated above.

TRAP BUILDING (Re/Em) (Static Action) — Allows building traps out of available resources. Bonus of trap-maker may subtract from any detection rolls, depending on the location, care and time in construction, and the trap type.

TRICKERY (Pr/Qu) (Moving Maneuver) — Bonus for any maneuvers involving slight of hand; confusing sight tricks and slight-of-hand diversions.

TUMBLING (Ag/SD) (Moving Maneuver) — Bonus for horizontal dives, rolling, vaulting maneuvers, or swinging on stationary objects. Also used to decrease the damage one takes from a fall. A character could fall safely up to 1/skill bonus point if a successful maneuver is made.

TUMBLING ATTACK (Ag/SD) (Moving Maneuver) — Bonus for attacking an opponent from a tumble maneuver with a weapon. Skill bonus of the tumbling attack is the percentage of the weapon's OB that may be used during the attack, (e.g., you have a weapon OB of 75 with a blaster pistol, and tumbling attack bonus of 80. If you performed a tumbling attack, your weapon OB would be 80% of 75, or 60). If the Tumbling Attack is successful, the opponent is caught "flat-footed" and must make an orientation roll in order to function normally (target is stunned for 1 round). GM determines difficulty of the orientation.

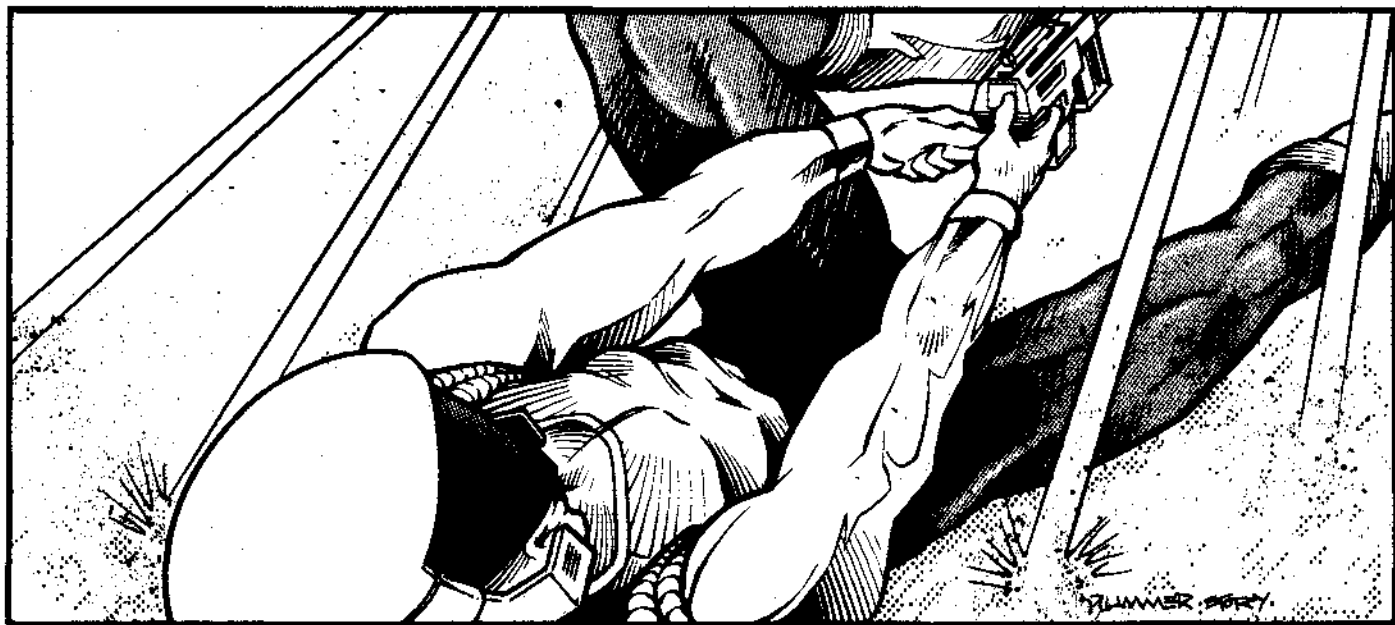
TUMBLING EVASION (Ag/Qu) (Moving Maneuver) — Bonus for evading an attack by using tumbling maneuver. The skill rank (not the skill bonus) is added to the DB. This skill is rolled for during the round that the skill is actively used. Individual may not parry, use a shield, or attack while using this skill. However, the GM may feel that it is reasonable to allow a Tumbling Attack at 1/2, if the character has the skill developed.

TWO WEAPON COMBO (St) (Moving Maneuver/OB) — Skill is used in two weapon combinations. With this skill, the user may engage in two weapon combat without the -20 modifier. He gains 2 attacks each round, and may engage two opponents providing neither opponent is receiving any positional combat modifiers for their OB (e.g., if either of the opponents is receiving +15 for flank attacks or +20 for rear attacks, then the individual cannot attack both opponents in the same).

Against 1 opponent: There is no negative attack modifier.

Against 2 opponent: There is -20 on both of the attacks.

Parrying: The user must reduce both weapon OBs by the same amount. Against 1 opponent, the user gains the parrying effect of 1 weapon.



Against 2 opponents: each opponent may be parried equally.

Similar Skill: This skill only allows similar weapon skill for other two weapon combinations using the same type of weapons.

Development Cost: The basic cost is equal to the cost of learning both weapons (e.g., Dirk Gallant, an Armsman wants to take his two favorite weapons, Assault blaster and Neuvarian Throwing Star. The energy pistol is Dirk's primary category and costs 1/5, while the thrown weapon is his secondary category with a cost of 2/4. This means that the cost of developing this combination would be 3/9. If Dirk wanted to develop a combination with the assault blaster and laser pistol, his costs would be 2/10 (1/5 for each weapon in the category for energy one-handed weapons). The two weapon combo is learned for a particular hand. For example, in Dirk's case, he learns the assault blaster for his right hand and the throwing star for his left hand. If Dirk wishes to be able to switch weapons in his hands and suffer no negative modifiers, then he must learn two weapon combo for the assault blaster (left hand) throwing star (right hand) as well as the previous combination at the beginning of the example.

Penalty for using Two Weapon Combo with only one weapon: Using only one weapon instead of both weapons puts the skill user at -25. If he had used a throwing star which he had also developed singularly, he would not be penalized the -25.

Using Two Weapon Combo with 2-handed weapons: There are three options for handling two weapon combo with one or both of the weapons being of the two handed variety.

Option 1: The GM may not allow 2-Handed weapons to be used in two weapon combo.

Option 2: To use one 2-Handed weapon or two 2-Handed weapons in two weapon combo the user must have a strength modifier of +30 or +60 respectively. If the individual does not have the necessary strength, then the GM may not allow 2-Handed weapons to be used in that character's two weapon combo.

Option 3: As in option 2 except that attempting to use the 2-Handed weapon without a sufficient strength mod, place a negative OB modifier to both weapons. The negative OB modifier is the difference between the required strength and the individual's strength mod times (2).

Example: Hector has developed a two weapon combo (Assault Flamer right hand and Laser Pistol left hand). Hector's Strength mod is only +25, and so using a two weapon combo with the assault flamer gives him a -10 $[(30-25) \times (-2)]$ to his OB. However, if he used two assault flamers, not only would he be verifiably insane, he would be at -70 $[(60-25) \times (-2)]$.

UNDERSEA ENGINEERING (In/Re) (Special Action) — Bonus for the design of structures to withstand the forces of the deep ocean. This skill also includes all plans for altering the sea floor for whatever reasons deemed necessary (e.g., leveling off a portion of sea floor for construction or kelp farming, and designing it to prevent destruction due to currents, or substrata motion, etc.). Use of this skill requires use of the Construction/Research Chart TB pg 61.

URBAN DESIGN (In/Re) (Special Action) — Bonus for the designing of cities and for determining a city's needs and solving the problems involving its' operational systems (e.g., some systems which may be designed or modified for a city might include transportation systems, sanitation systems, water systems, etc.). This skill also includes the ability to study maps or aerial views of a city and being able to distinguish the various parts of the city, main travel routes, power supply depots, and the separation of the different systems involved in the city's operation. When attempting to identify a part of the city such as the governing section (City Hall, Court House, etc.) the skill would be considered a static action with a total result of 101+ being successful. If attempting to design or modify a system, or to analyze or solve an operational problem, then the Construction/Research Chart (TB pg 61) must be used to determine the results of the attempt. Most such actions would be considered at least Hard for a difficulty level due to the complexity of the city and the interaction of its various operational systems.

USE / REMOVE POISON (Ag/In) (Static Action) — Bonus for handling, caring and storing of poisons. Allows the individual to use poison without accidentally poisoning himself or rendering the poison useless.

VENTRILOQUISM (SD/In) (Static Action) — Bonus for throwing one's voice so that it seems to originate from a point of the ventriloquist's choice. Range is approximately equal to 1.5 meters/skill rank.

VISUAL ARTS (In/Em) (Static Action) — Bonus for the appreciation and in-depth understanding of works of art. This skill includes the ability to effectively criticize a work of art. This skill does not require separate development for different forms of art, but does need to be for separate cultures due to the differences in "tastes" for art from one culture to another. This skill encompasses art forms of the visual nature (e.g., painting, sculpture, light shows, etc.)

WARDING LORE (Me/Re) (Static Action) — Bonus on manipulating and using wards in conjunction with the appropriate ward spells. Also allows non-magical research in defining and identifying new "Wards" which one may add to his repertoire of ward spells. (Refer to Section 9.3 in *RMCI*).

WEAPON DESIGN (In/Re) (Special Action) — The design and modification of weapons, complimentary to Technics skill. Each different class of weapons must be developed separately as different skills. A partial listing of some weapon categories is as follows:

- **Energy Weapons (Hand):** Pistols, rifles, etc. which use an energy attack (e.g., lasers, blasters, disruptors, stunners, etc.).
- **Explosive Engineering:** The design of small explosive devices such as time bombs, land mines, grenades, etc.
- **Magnetic Linear Accelerators:** Those projectile weapons which use magnetic fields to propel the "bullet".
- **Matter/Antimatter Warhead:** The design of M/A warheads, torpedoes, missiles, etc.
- **Missile Artillery:** The design of missiles, rockets, torpedoes, etc. These weapons are self-propelled and guided by on-board systems or a remote location.
- **Mounted Weapons Energy:** Ship-board weapons using energy attacks (e.g., Mk10+ laser cannons, blast cannons, etc.).
- **Mounted Weapons Projectile:** ship-board weapons which use non-explosive projectiles for attack.
- **Nuclear Warheads:** the design of nuclear warheads, torpedoes, missiles, etc.
- **Projectile Weapons:** the design of weapons which use a controlled internal explosion to propel the bullet (e.g., shotguns, .38 snubnose, .44 magnum, needle pistol, etc.).
- **Sonic Weapons:** weapons which use sonic bursts to disrupt the target.

Note: There is a skill separation between Hand and Mounted weapons. Some of the listed categories may have hand and mounted example which fall into the category. It is important to remember that they are separate skills requiring development. However, in such a situation, similar skill bonuses of 1/2 may be used.

WEAPON EVALUATION (In/Re) (Static Action) — Bonus for determining the value and the quality of a weapon.

WEAPON SKILLS (MELEE) (St/St/Ag) (Moving Maneuver/OB) — These skills determine a character's effectiveness when using weapons in combat (as opposed to psions). Skill must be developed separately for each weapon. The skill bonus for each weapon is part of the character's Offensive Bonus with that weapon. The total Offensive Bonus (includes a number of factors) is usually added to any "attack rolls" made with that weapon.

Six skill costs for weapons are listed on the Character development table. The following 13 categories of weapon must assigned to these costs, while any additional categories developed will be assigned the "other" category costs.

- 1-Handed Projectile
- 1-Handed Edged
- 2-Handed Projectile
- 1-Handed Crushing
- 1-Handed Energy
- 2-Handed Weapons
- 2-Handed Energy
- Bows
- Support Projectile
- Support Energy
- Thrown Weapons
- Pole Arms
- Portable Launchers

Some weapons fit into more than one category — a hand axe can be held in hand or thrown, and skills should be developed with both methods of using it separately. Similarly, some weapons may be used either one- or two-handed, and skill must be developed separately for each mode of use.

During the adolescent development period, characters will develop an interest or an affinity with a weapon (and category), making skill in that type of weapon easier to develop. Thus each character may take the weapon for his profession and assign them to the categories as he sees fit. An Armsman, for example, may have two weapon categories in which it is easy to develop weapon skill (costs 1/5 and 2/4), one category which is very difficult (cost 5), and the other categories range somewhere in between (costs 2/7). Once assigned, these skill costs are permanent, they may not be switched around later.

The GM may decide that the culture in which the character grew up will determine some of a character's categories/cost assignments.



Example: Jygers was raised in a culture where traditional displays of one's skill with a Pole Arm was a common ceremony for the males. Therefore, the GM decides that his primary weapon category must be Pole Arms, as opposed to the player's favored Plasma Repeater Rifle. If Jyger's culture was strongly opposed to high-powered energy weapons, the GM may decide that 2-Handed Energy must be the most expensive category available to the character. Things don't always work out the way you would like them to, do they?

A character's skill with each weapon (and each way of using it) is considered a separate area for development purposes. Thus Henry's skill with the laser pistol will have no effect on his skill with the laser rifle (1-Handed vs. 2-Handed). Weapons within the same category also do not affect one's skill with each other. For example, skill with a Plasma Repeater Rifle does not help with an Assault Flamer; although both weapons are in the same category and are similar in that respect, serious problems arise when trying to use them in similar fashion. (Refer to *PB* pg 19 section 3.6 for some suggestions on the effects of learning weapon skills similar to those which have already been acquired.)

Note that because when different weapons are considered separate, two weapons of the same type may be developed simultaneously without penalty, provided that the development for each is paid.

Stat modifiers vary from one weapon type to another.

WEAPON TECHNICS (Ag/Me) (Special Action) — Bonus for the repairs and maintenance of weapons and weapon systems as well as shield generators and other defensive systems. Each field of weapons should be developed as separate skills as with the Weapon Designing skill. A partial list of fields of weaponry can be found under the skill Weapon Design in this section.

Note: There is a skill separation between Hand and Ship mounted weapons. Some of the listed categories may have Hand and Mounted examples which fall into the category. It is important to remember that they are separate skills requiring development. However, in such a situation, similar skill bonuses of 1/2 may be used.

To determine the results, cross index the total result of the open-ended roll on the appropriate repair chart.

WEATHER WATCHING (In/Em) (Static Action) — Bonus chance for determining local weather conditions for the next 25 hours, without the use of technologically advanced equipment. This skill is unlike its close counterpart, Atmospherics, where the weather for up to an entire planet could be determined for up to a month, provided that the proper equipment is available for use. There is never a guarantee on prediction for long periods.

WOOD CRAFTS (Ag/Em) (Static Action) — Bonus for fashioning any object out of the required amounts of wood, bone, or similar material.

The following is a partial listing of wood crafts:

- **Carpentry:** cabinet maker
- **Cart Wright:** maker of carts, wagons, and other similar vehicles
- **Building Wright:** construction of buildings from wood
- **Lumbering:** the felling of trees
- **Ship Wright:** building of sea-going vessels from wood
- **Wheel Wright:** maker of wheels
- **Wood Carving:** carving of wood

XENO-LORES (varies) (Static Action) — Bonus for attempting to learn and use information about extra-dimensional beings and places. The very nature of these Xenos makes it harder to understand the underlying principals that make their worlds what they are. The Xeno-Lore cost for development is added to the cost of the skill being learned.

Example: *Physics cost the Planetologist 1/2, but if attempting to learn Xeno-Lore Physics (not to be confused with Xeno Physics, which would be a very general knowledge of physics for the given dimension/universe) the cost would be 1/2+5. Due to the fact that the Planetologist may only develop one skill rank per development phase, then his cost for developing Xeno-Lore Physics would be 6 (as opposed to 6/7).*

If a Researcher were interested in developing Xeno-Lore Psychology for a Xeno-Lore being. Learning psychology of a normal being would cost 1/2, but the Xeno-Lore cost is 3/8, so the cost for the development of this skill would be 4/10 (1+3=4 and 2+8=10).

If the skill cost is 2/* then treat this as a skill cost of 2/2 for the purposes of learning Xeno-Lore base skills. Each area must be learned as a separate skill and research material must be available. The following is a partial listing of some Xeno-Lore skills:

- | | |
|--------------------|------------------|
| Administration | Play Instruments |
| Advanced Math | Poetic Improv |
| Advertising | Propaganda |
| Anthropology | Racial History |
| Astronomy | Region Lore |
| Basic Math | Sanity Healing |
| Cookery | Sculpting |
| Diagnostics | Singing |
| Engineering Skills | Streetwise |
| Herb Lore | Surgery |
| Horticulture | Trading |
| Machination | Trading Lore |
| Music | Visual Arts |
| Painting | Zoology |
| Philosophy | |

Note: All of the sciences are available.

Option: The GM may wish to show that learning the basic concepts of extra-dimensional worlds much more radically different from our own by having the cost development of the skills doubled or even tripled in value. For example, the cost of learning Xeno-Lore based Psychology in the previous example would be 2/4 (double) or 3/6 (tripled), which would then result in a Xeno-Psychology cost to be 5/10 or 6/14.

YADO (YADOMAJUTSU) (Qu/Ag) (Moving Maneuver) — Bonus for using the body (hands, etc.) or a weapon or a shield to deflect or even catch a thrown weapon or missile directed at the user. To determine the effect of such an attempt, roll (open-ended) and add the Yado skill bonus. Then refer to the Movement/Maneuver table, *PB* pg 79, using the Extremely Hard column for Thrown weapons, and the Sheer Folly column against missile weapons. If the result is a number, it is subtracted from the weapon's attack roll (in addition to the normal DB). In a given round, the user may attempt to deflect 1 thrown weapon or missile for every 5 skill ranks of Yado skill. All missiles must be in the user's field of vision; each deflection attempt must be rolled separately, and the user must split his Yado bonus between them. There are 5 types of missile parry, all similar, but each must be developed separately, 1/2 skill bonus for intra-skill similarity. The categories are as follows: 1-Handed weapons, 2-Handed weapons, Pole Arms, Bare Handed and Two Weapon combo.

Note: The term missile does not include projectiles such as bullets or shrapnel, since the speed at which such objects are moving is too excessive.

ZOOLOGY (Em/Re) (Special Action) — Bonus for knowledge based on animal life forms. This skill may be developed in one of two fashions. It may be developed as an in-depth knowledge of a specific planet, or a general knowledge of zoological trends. This must be decided when the skill is developed. However, several different areas/regions/climates/species may be developed simultaneously, as long as the necessary research materials are available to the character. This skill includes recognizing and identifying the major life forms of a specific area, region and climate. This skill may also be used to learn very in-depth knowledge about a specific species, providing great detail on habits and characteristics of a particular type of animal.

BACKGROUND OPTIONS

This section contains five Background Tables which may be considered as additions to those provided in the *Player Book*, Section 7.2 on pgs 35-36. The Background Options provided here include Combat Skills, Mental Attributes, Physical Attributes, a second Special Status Chart, and a Special Training/Previous Experience Chart. On top of these, there are several other supplemental "Accessory charts" provided in Section 5.0 because there are several specific options within the 5 main Background Tables which refer to Accessory Tables for details. The accessory charts include information such as Medical conditions, Handicaps, Psionic Talents, Mental conditions, etc. It should be noted that many of the conditions found in the charts which are debilitating to the PC might be treatable with the proper medication. (Which ones should be determined by the GM). In such a situation, the GM should keep careful notes of how much medication the PC has available (once it is gone without the means to replace it, symptoms will begin to show).

Most of the charts in this section are designed on a 1-100 die roll. However, there is one chart (Mental Attributes) which is based on a 1-1000 die roll. This is done because the because top result on the chart is Psionic talents; the chance of natural untrained Psionics is more likely to be a 1 in 1,000 chance (rather than 1 in 100). The method to roll on this chart is the same as a normal percentile roll, just using 3 ten-sided dice instead of 2, (one die represents hundreds, one represents tens, and one represents units). It is easiest to use three different colored dice with each color assigned a numerical value (1, 10, 100).

4.1 COMBAT SKILL BACKGROUND TABLE

ROLL RESULT

01-10 — Disadvantages: The first 10% of this chart results in a situation which is not necessarily beneficial to the character. To determine the nature of the situation, roll 1D12 (roll 1D100, divide by 8, round down, reroll 97-100).

1) *Fumbles (All Thumbs):* The PC has a difficult time handling weapons of all types. The result is that the fumble range is increased by 5. (e.g., The fumble range for a 15mm Autoshotgun is 3, but this option makes it an eight. The fumble range of 8 on a Morningstar becomes a 13, and so on.)

2) *Berserker:* The PC has a nasty habit of going into Frenzy during combat situations. This is something which is beyond the PC's control. However, any skill in Frenzy will just increase the chance when the skill is used. (i.e. If the skill is not used by the character, it will not modify this option.) When in combat situations, the PC must make a roll every round of action (in which the character is actively involved) at +15 to automatically go into Frenzy. However, on every round in which the PC takes damage, the chance of Frenzy is increased by 5%. If the Frenzy is successful, it should be treated as normal Frenzy until the end of combat and the PC tries to come out of Frenzy. At that time, the character is at -25 to do so.

3) *Pain Sensitive:* As the normal character loses concussion hits, the PC gains penalties for maneuvers. The standard is -10 for each 25% of hits lost by injury. With this option, the PC is at -15 (for all maneuvers) for each 25% of hits lost. (e.g., at 50% of the PC's total hits, the PC is at -30 for all actions, instead of the -20 of normal characters).

4) *Overconfidence:* The PC is stricken with the inability to understand the possibility of his own death. Once combat has begun, the PC will remain until the end (the combat's or his). Chances are that any friends still standing will have to drag the PC from the action. In some situations, the GM might feel that this is a little too extreme (e.g., 100 to 1 odds in favor of the enemy). However, that is up to the GM. After all, it does depend on just how confident/insane the PC really is.

5) *Coward:* The PC is afflicted with an overwhelming desire to stay away from any situation which might cause bodily harm, or death to himself. If other characters want to get involved, that's their business. This PC might, depending on the individual, "talk big" to cover up his fear, until the action starts to get serious.

6) *Fearlessness:* This character, commonly referred to as suicidal, can be a real hazard for himself and friends. This PC is drawn to combat, the thrill of the action is like an addiction. When confronted with combat, the character has a base (50 - SD Mod)% chance of charging heedlessly into battle. Unlike the option Overconfidence, this character will run when the PC feels his life is in danger.

7) *Chivalrous:* The PC believes in the Golden Rule and uses it. The character will not fight in an unchivalrous manner, for example; 1) The PC will let the foe have first initiative, unless it is an unintelligent creature/monster, 2) The PC will not fight a foe on foot from a vehicle or mount, 3) The PC will always allow the enemy to rearm, etc. Basically, the PC will not give himself an unfair advantage over the foe.

8) *Passive:* The PC is a slow starter for combat. The character is -15 for all OBs until worked up. The PC may attempt this every turn by making a roll, (20 + SD mod)% chance.

9) *Bloodthirsty:* The PC's basic philosophy is "No enemy should be left behind." Once combat ensues, all enemies must die. Taking a prisoner for information is not unheard of, but once the PC is finished, so is the prisoner.

10) *Code Against Killing:* Under this option, the PC cannot willingly kill an enemy, no matter what the enemy has done. If the enemy is killed, the character goes into a deep guilt at having killed another intelligent life form. This does not include killing creatures for food. However, some alien creatures, although just beasts, might be looked upon by the PC as worthy of living because it is a new life form. "Alien life forms must be captured for studies." If the player wishes, he may feel free to extend this option to *all* life forms, and perhaps become a vegetarian.

11) *Pacifist:* The character has a strict faith against the uses of violence for any reason. This character, if forced into combat, will use harmless forms of assault (e.g., Tangle guns).

12) *Slow Reflexes:* The PC is afflicted with poor reflexes, and thus always loses initiative. Not only can this be annoying, it can be downright dangerous.

11-13 *Medal of Valor:* The PC has received a medal of valor for heroic actions done some time in the past. The exact nature of such actions should be determined by the GM. A medal of valor typically brings respect and appreciation to the PC.

14-16 *Veteran:* The PC has spent some time in the armed forces and has gained knowledge of weapons. The PC will receive +15 Projectile Gunnery and Heavy Energy Projectors, and +10 for Military Organization and a military hand weapon.

17-19 *Body Damage Stabilization:* The PC has a natural talent for inducing Body Damage Stabilization. The character may develop the skill at a cost of 1/2. In addition, if the PC fails the attempt, the



character will not necessarily go comatose. If the PC fails the attempt by 25+, then he will go comatose. Otherwise, this character will be able to attempt the skill (subconsciously) every other round of unconsciousness, until dead. However, the unconscious use of the skill is attempted at -15.

20-22 Armor Skills: The PC receives 1 additional skill rank for every two developed for a specific type of armor. Any maneuver skills developed may also be used for all other types of armor within the same category of armor. (e.g., 2 ranks in Mesh Armored Body Suit type 13 equals 2 ranks in types 14, 15 and 16 Mesh Armored Body Suits).

23-25 Bomb Squad: This PC may have actually spent time on a bomb squad or just spent time observing. However, the PC does have a slightly better understanding of explosives than the average character. The PC will receive +15 for Demolitions and for all Weapons Technics skills developed for explosive devices.

26-28 Combat Pilot: If the PC is not a pilot, then he may develop one Combat pilot skill as a Pilot (i.e. a cost of 1/2). If the PC is a Pilot, the player may choose between one of two options. Either 1) develop all Combat Pilot skills at 1/2/3 or 2) for one Combat Pilot skill, receive an additional rank for every two ranks developed. This decision must be made before the PC begins adventuring and may never be changed once the campaign has begun.

29-31 Strategist: This PC has a talent for strategy. This talent reflects itself as a +20 in Tactical Games and Tactics, and a +15 in Siege Engineering and Guerilla Tactics.

32-34 AFV Crewmember: The PC will receive +15 for any AFV Driver skills and Heavy Energy Projectors, as well as +10 for Mounted Weapons Ambush.

35-37 Cat's Feet: The character receives +20 for Stalk and Hide and +15 for Hide Item and Camouflage with this background option.

38-40 Weapons Master: The PC may develop skill ranks in one similar skill weapon category. All weapons falling into that category may use that skill rank as the OB.

41-43 Judge of Arms: The PC has the ability of determining the pluses and minuses for "Magical" and "Non-magical"/high quality weapons and armor.

44-46 Acrobatic Fighter: The PC has a natural talent for Tumbling, Tumbling Attack and Tumbling Evasion. The character may develop all three of these skills at a development cost of 1/2/2 and will receive an additional +1 per level for the skill.

47-49 Leadership: The PC has a talent for inspiring confidence and rallying others to his aid. The character may develop Leadership at a cost of 1/2 (unless the cost for the PC's first rank is 1 e.g., 1/3 or 1/4). If this is the case, the PC may develop the skill at 1/2/2. All characters following the character will receive a +15 versus RR for Fear and Morale checks which the GM might apply. If the Leader is captured, disappears, etc., all influences are lost. The PC must be conscious and "in command of the situation". Otherwise, the followers are -15 to RR vs Morale and Fear due to the loss of their leader.

50-52 Parry Instinct: When the PC uses the entire OB to parry an attack, the parry skill will increase by +25 for melee combat and +10 for projectile and energy combat. The lesser amount for projectile and energy is due to the high speed of the attack, and the parry is more of a "dodge of aim."

53-55 Guerilla Tactician: The PC is specially skilled in Guerilla Tactics, Camouflage, and Ambush. All of these skills may be bought at half cost, under the following guidelines. If the PC's cost for one or all of these skills' first rank is 1 (e.g., 1/4 or 1/5) then the PC's cost will be 1/2/2. If the PC's cost for normal development allows two ranks of development, the first cost is halved and rounded down, while the second cost is rounded up (e.g., 3/7 becomes 1/4). Of course this only applies to uneven divisions. If the character only has one rank which may be developed, the cost should be rounded down after being halved. Note: The PC will also receive an additional +1 per level on all of these skills.

56-58 Subconscious Preparation: The PC is able to ready weapons and bows one round quicker than normal. This does not include fumbling incidents, or having the weapon knocked from one's hand and needing time to retrieve it.

59-61 Natural Martial Artist: The PC may develop Martial Arts at a development cost of 1/2, unless the PC's first rank normally costs 1. In such a case, the PC will receive an intermediate cost of 2 (e.g., a PC who normally has a development cost for Martial Arts at 1/5 will have a cost of 1/2/5). The PC will also have all penalties for Weapon Kata halved, due to the character's natural skills.

62-64 Commando Training: The PC will receive +20 to all Hostile Environments developed and +15 for any two weapons of choice. The character will receive +10 for Stalk and Hide.

65-67 Heavy Weapons Gunner: The PC will develop Heavy Energy Projectors, Projectile Gunnery, and Mounted Weapons Ambush at half cost. For guidelines, see Guerilla Tactician above (option 53-55).

68-70 Disarming Skills: The PC is able to intentionally attempt to disarm a foe. To do so, subtract the enemy's OB from the PC's OB and add the result to an open-ended roll; if the result is 101+, then the foe must make a RR vs the PC's level or lose his weapon. Such an attempt may be attempted by the PC either armed or unarmed. However, this may not be done with energy projectors (e.g., lasers, blasters) or projectile weapons at a distance. Otherwise, it would be considered just hitting their weapon with yours.

71-73 Pain Tolerance: The PC is capable of sustaining damage to his/her body more effectively than others. Under normal conditions, a PC will gain a penalty of -10 for every 25% of concussion hits lost. Under this option, the PC will only be at -5 for each 25% of hits lost. Not only will this PC take damage more effectively, this character will stay conscious longer. This character will be able to sustain an additional 25% of the total concussion hits before going unconscious. (e.g., If the PC has 40 total hits, the character will remain conscious until the current hits drops below -10 [25% of 40 = 10]). Under rare, but possible circumstances, such an incident might result in a character dying at the moment he goes out (If the PC's temporary Co stat equals 25% of the total hits possible for the character.)

74-76 Adrenal Defense: The PC has exceptional eye-hand coordination for dodging. The character may develop Adrenal Defense at a cost of 1/2. However, if the PC's profession normally has two ranks which may be developed (e.g., 3/5 or 4/8), the PC may develop a third rank at a cost equal to the second rank of normal development (e.g., 3/5 = 1/2/5).

77-79 Missile Artillery: The PC will receive +20 for all Missile Artillery and Torpedo operation skills and +15 for all Weapon Technician skills for Missiles and Torpedoes.

80-82 Terrorist: The PC has skill with terrorist techniques. The character may develop Propaganda and Demolitions at 1/2 and receive +15 for one weapon and Explosive Technics. The character will also receive an additional +1 per level with those skills.

83-85 Streetfighter: The character has experience with streetfighting and may develop Brawling at half cost. If the PC's normal cost allows two ranks of development, the cost will equal the cost of the first rank divided by 2 (rounded down) and the cost of the second rank divided by 2 (rounded up). (see option 53-55). If the PC's cost allows only one rank of development, divide the cost by 2 and round down.

86-88 Gunslinger: The PC has excellent hand to eye coordination and may develop Adrenal Quickdraw and Quickdraw at half cost. This means that if normal development costs provide two possible ranks of development (e.g., 3/5), the cost for the first rank is halved and rounded down, while the cost for the second is halved and rounded up. A development cost providing for only one rank of development will be halved and rounded down. If the PC's normal cost for these skills is 1 for the first rank, the cost will be 1 for the first rank of the given development period. However, for each two fully developed ranks, the character will automatically receive an additional rank of skill (e.g. The Criminologist's normal cost for Adrenal Quickdraw is 1/3. Under this option, the cost will become 1/2. However, after two ranks have been fully developed, a third rank will automatically be received. Therefore, in a single development period, the Criminologist may develop 3 ranks for three development points.

The character who is a gunslinger will also modify a weapon of choice with a +10 bonus. Realistically, this should be used on the weapon which the character will be most likely to be using quickdraw with.

89-91 Hitman: The PC has talents for careful aim and assassination. The character may receive +15 for Targeting, Sniping and Silent Kill.

92-94 Assassin Training: The PC's normal cost for Ambush and Sense Ambush are cut in half. (See options 53-55, 83-85, etc for examples). The character who ends up with this background option will also receive a miscellaneous bonus of +15 for Use/Remove Poison and +10 for Toxin Identification.

95-97 TIERING Training: The PC has been through a training session for TIERING, and as a result, may develop the skill at the same cost as a True Telepath. If the character is a True Telepath, the cost of each stage is equal to the lower stage. Stage 1 costs 1/3, Stage 2 costs 1/5, Stage 3 costs 2/4, Stage 4 costs 2/7.

98-100 Adrenal Maneuvering: The PC has a talent for Adrenal Moves involving full body movement. The character's cost for Adrenal Balance, Landing, and Leaping are halved. If the PC's original cost allows only one rank to be developed, the result of the division is rounded down. If on the other hand, the original cost allows two ranks to be developed, the cost of the first rank is rounded down, while the cost of the second rank is rounded up. However, if the original cost for the first rank is 1 then a third rank may be developed at the original cost of the second rank. (e.g., a cost of 1/5 becomes 1/3/5 because the 1 remains intact, the 5 is halved and rounded up, and a third rank is equal to five (the original cost of the second rank)).

4.2 MENTAL ATTRIBUTES BACKGROUND TABLE

ROLL RESULT

01-10 Neurological Disorder: The character is afflicted with a mental disorder. For some possible conditions, refer to the Neurological Disorder Accessory Table. However, if the GM wishes to assign a condition from the chart or one of his own, he may do so.

11-20 Mental Illness: The PC suffers from a mental illness. The character may be required to attend psychological counseling, and if severe, may be institutionalized. (However, this does make adventuring extremely difficult. Although, who says there are no adventures within the wall of an asylum?). For some specific possibilities, refer to the Mental Problem Accessory Table. However, if the GM already has an illness determined for the character, the chart may be bypassed.

21-30 Duilard: The PC's Reasoning is not quite up to par. The character suffers a -15 penalty on Re.

31-40 Violent Temper: The character has a base (40 - SD Mod)% chance of responding to insult or offense with a killing fit.

41-60 Phobias: The character is afflicted with a phobia. To determine the nature of the condition, refer to the Phobia Accessory Table. If the GM has already determined a phobia for the afflicted character, then the Phobia Table may be bypassed.

61-70 Mental Addiction: The PC is a victim of a mental addiction. Although it might not be necessary for the character's survival, the PC is dependent on the addiction. Keeping the addiction from the character may lead the character to believe that his sanity is about to break.

For some specific conditions, refer to the Mental Addiction Accessory Table. However, if the GM already has something in mind for the PC, the chart may be skipped.

71-80 Shallow Depth of Thought: The PC lacks insight and the ability to understand complex theories and ideas, (at least not without considerable trouble). As a result, the PC suffers -15 to Int stat to reflect the difficulty.

81-90 Prejudice: The PC has a strong, irrational hatred for one or more GM determined races. The GM may wish to make a 1-100 roll to determine the severity of the prejudice. A high result would represent a prejudice against most (if not all) races other than the PC's. A low result would represent a very specific race, while a midrange might represent a category (e.g., aliens or artificial beings such as Replicants and Transhumans, etc.)

91-100 Insensitivity: The PC has a difficult time understanding another's point of view and emotional state. To reflect this, the PC suffers a -15 Em penalty.

101-117 Intuition: The PC has a talent for guessing. When faced with a lack of information regarding a specific matter, the PC has a 5% chance to receive information directly from the GM. The GM should be careful not to give out too much data, or the game may be unbalanced.

Option: If the GM feels it applicable, the 5% chance may be modified by adding the character's Int total bonus to the base 5%. For example, a character with a +10 Int stat modifier and a +5 Int racial modifier would have a total 20% chance of receiving the information.

118-134 Light Sleeper: The PC may make perception rolls to wake up and take immediate action from normal sleep.

135-151 Creativity: The PC may select three skills oriented around creativity (e.g., Gimmickry, Tale Telling, Art skills, etc. Engineering/design skills may also be included here, but only if they involve the design of devices.)

152-168 Witty: The PC has a talent for smarting off and not causing trouble or hard feelings on the target's part. Whenever the PC says something out of line, it's usually shrugged off without notice. However, if the remark is along a real insulting nature, the GM may decide to give the target a RR vs the PC's level to see if offense is taken. Also, if the target suffers from a Psychotic temper, the Witty guy will be in serious trouble.

169-185 Morale: The PC has a great Morale when facing down dangerous situations. When the PC must make checks vs. Fear or General Morale, a bonus of +20 should be applied. If the character is using the skill Leadership over followers successfully, then the bonus is applied to all companions' Fear checks.

186-202 Temporal Sense: The PC has an innate talent for the approximate time (within half an hour of actual time). The PC should make a 1-100 roll (not open-ended) and add the temporary RE stat. The total over 101 is the percent accuracy for the PC's time estimate. (e.g., A total result of 151 would be 50 over 101, which results in 50% accuracy. 50% of the half hour deviation is 15 minutes. Therefore, the character would be off by 15 minutes either way of the correct time, which should be determined by the GM).

203-219 Excellent Memory: The PC has a talent for memorizing things. The character may develop the Mnemonics skill at half of normal cost.

220-236 Problem Solver: Any time the PC attempts to solve a problem, the amount of required time for normal conditions is cut in half. For example, if a character normally needs an hour to solve a given problem, this PC can do it in thirty minutes.

237-253 Clear Headed: The PC will receive a natural +10 all to concentration skills attempted, as long as there are no other distractions.

254-270 Gifted: The PC has a talent for Academic and Scientific skills. The player may select any three skills from these two categories to receive a +10 bonus, any other two skills to receive +15, and any other one skill to receive +20. Repeats of skills may not be taken, and the skills must be developed at their normal costs.

271-287 Compass Sense: The PC has an innate biological compass. The character's sense of direction is superior to the normal PC. A +20 modifier is added to any Direction Sense skills. The PC can make mental maps of where he has been as an easy maneuver, although drawing them for someone else is a different story.

288-304 Mathematician: The PC is a natural with mathematics, both basic and Advanced, and receives a +20 for those skills. The character will also be allowed a +10 bonus for Physics maneuvers involving mathematic calculations. Required time for calculations is halved for the PC.

305-320 Willpower: The PC has stronger resistance to temptation and suggestion. The character will receive a +15 for any RR vs withdrawal and suggestion (whether the suggestion is Psionic or drug induced), as well as any rolls which the GM feels applicable vs any temptation which the PC wants to avoid.

321-337 Influence: The PC has the ability to "suggest" to PCs and NPCs. It is, more or less, an ability to enter a thought into the person's mind without them actually noticing it was done. The action is done vocally in a subtle and casual tone. The PC must successfully complete a medium maneuver, at which time the target is allowed a RR vs the PC's level (with the target's temporary Re modifier added to the RR). If the RR is failed, the PC will take the suggestion as a course of action. If successful, the PC will shrug it off "No, I don't think that will work." Simply put, it is using subliminal messages on a specified target.

Note that the target will never accept any suggestion which will result in physical injury to himself or which is totally out of character. However, if the target was suicidal, the PC could possibly suggest a method a suicide which the target would carry out. This would be because the tendency was already fully established in the target (but only if the target is already committed to such an action).

338-354 In Touch: The PC has a strong grasp on reality and receives +15 for Sense Reality Warp and +15 for any Psionic attack involving illusions.

355-371 Hawkeye: The PC will receive +15 for General Perception in situations strictly related to visual information. For example, the bonus would not be applied to notice the mating call of a Slime Laden Rock Slug of Alpha Centauri which is in the distance. However, with some knowledge of the proper region's entomology, the PC could accurately identify a Cerebrum fly on a companion's forehead, just from the spots on its wings, from ten meters. Although, these creatures are a little bit easier to see than the common house fly, since they weigh about 2 kilograms (on the average). It's the identification from the spots on the creature that really represent the ability of the PC.

372-388 Ignorance: In situations of distraction, the PC is able to completely shut out anything which might distract him from a skill attempt, thereby minimizing penalties which they would normally cause.

The PC is also able to "shut off" physical discomfort which would inflict penalties to actions (not including penalties associated with combat injuries). To do so, the PC must successfully complete a difficult maneuver for discomfort being ignored.

389-405 Sixth Sense: This ability basically covers those odd feelings one gets such as "being watched by unseen persons". Or a feeling that you're not alone, when you're supposed to be. Treat this as General Perception.

406-422 Speed Reader: The character has a high speed scanning capability which enables the PC to read material 10x faster than the average PC. Any research consisting of strictly reading will be cut to one tenth normal time. The character may develop a Crafting Skill for Literature at a cost of 1/2.

423-439 Language Master: The PC is an excellent learner of foreign languages. The character may develop languages at half normal cost. Or rather, for each one rank developed, the PC will receive one additional rank. For example, a character whose developmental cost for Language is 1/* may spend five development points for 10 ranks.

440-456 Canine Ears: The PC has superior hearing and will receive +20 for all General Perception checks strictly involving hearing. The character is also more sensitive to those frequencies which are normally unheard by the ears of normal members of his race.

457-473 Danger Sense: In situations of unrevealed danger, the PC may make a General Perception roll at the GM's discretion. A successful Perception will result in tingling sensations over the PC's scalp and through the character's fingers. The PC will feel uneasy, although the exact reason will remain unknown. ("I don't know what it is, it just doesn't feel right." Regina Britton, just before her companion activated the self destruct on the Antimatter chamber while trying to bypass the security system.)

474-490 Superior Senses: The character is +15 to all General Perception involving the five senses (i.e. Danger Sense from above is an exception). This is explained by better eyesight, hearing, etc. possessed by the PC.

491-507 Intriguing Personality: The PC has the sort of personality which lures people to listen closer and more intently. The character will receive +15 for seduction and any interrogation not involving force tactics. The PC will also receive +10 for hypnosis.

508-524 Magnetic Sense: The PC has the ability to recognize changes in magnetic fields by "feeling" them. The PC may also make General Perception at -15 to determine the direction to the center of a magnetic field. (e.g., on Earth the PC could determine magnetic north by innate senses by successfully making a General Perception check at -15).

525-541 Mechanically Inclined: The PC has an in-depth understanding of mechanical systems. As a result, the PC may develop Mechanical Techniques at half normal cost for that profession. However, no cost may be less than one. (e.g., A systems tech normally has a cost of 1/2/2, but may only use a cost of 1/1/1). If a character's cost is odd, it may be rounded down. The character will also receive +10 for Gimmickry and Machination, to reflect the character's talent.

542-558 Stat Modifier: The PC has exceptional memory and receives +10 for the Me total bonus.

559-575 Stat Modifier: The PC has exceptional empathy and receives +10 to the total Stat bonus for Em.

593-609 Stat Modifier: The PC has exceptional intuition. To reflect this, the character will receive +10 to the total In stat bonus.

610-626 Stat Modifier: The PC has superior memory. To reflect this, the PC will receive +15 to the total Me stat bonus.

627-643 Stat Modifier: The PC has superior Reasoning. To reflect this, the PC will receive +15 to the total Re modifier.

644-660 Stat Modifier: The PC has superior Empathy. To reflect this, the PC will receive +15 to the total Em stat bonus.

661-677 Stat Modifier: The PC has superior Intuition. To reflect this, the PC will receive +15 to the total In stat bonus.

678-694 Mental Shield: The PC has an innate resistance against Psionic activity. The character receives +25 vs any psionic actions taken against the PC's mind (e.g., Mind Reading, Mental Attacks, etc.) However, any psionic attacks which do not affect the functioning of the mind (e.g., Pyrotechnics) remain unaffected.

695-711 Strong Soul: The PC has strong bond between the body and the spirit. The character will have 5x the normal number of rounds to soul departure natural for the race. This modifier does not extend to other soul-extending circumstances, such as Body Damage Stabilize. Such circumstances will only add to the base of 5x normal rounds until soul departure for the character's race, that is all.

712-728 Radar Senses: The PC may develop Spatial Location Awareness at half of normal cost.

729-744 Interrogation Resistance: The PC has a natural ability to resist attempts at interrogation. The PC receives a natural RR vs the number of ranks of Interrogation the other character possesses. (e.g., A third level character being interrogated by another character with 5 ranks of Interrogation developed will receive a RR {3rd level vs 5th level}). Success means that the PC need not reveal any information, even if the interrogator is successful, or the PC can successfully pass false information without the interrogator being suspicious.

745-761 Physiological Control: With intense concentration, the PC has the ability to control metabolic rate. For example, the PC could slow his heart rate to appear dead to anyone not using scanners or some similar device. Or perhaps the character would increase metabolic rates to burn off a drug twice as fast as normal or to make a Med Tech suspect the PC is about to suffer cardiovascular collapse.

762-778 Focus: The PC has an internal focus for concentrating. The PC receives a natural +15 for concentration skills as well as for casting Psions. This will not reduce the chance of failure, but will make overcasting easier. However, when concentrating in this manner, no other partial actions can be taken. (e.g., the PC can not even move at 5% of base movement, unless the character is being carried by someone else. But, in that case, the character is not actually moving.)

779-795 Eloquence: The PC with Eloquence requires one less round of preparation for casting Psions/Spells.

796-812 Aura Sight: The PC with this ability actually sees the aura emitted by other characters. This sight enables the PC to know certain things about the character that would otherwise elude him. For example, the PC would have a general idea of the target's demeanor (Good or Evil), current emotional state, and the PC will receive a +20 bonus for Lie Perception.

813-829 Animal "Friend": The PC is a vegetarian because of his relation to animals. The character has a (35 + Em mod)% chance to befriend any animal within 3 meters while concentrating. The PC may attempt this each round as long as no other action is taken. Once befriended, the PC cannot control the animal, but it will still act friendly towards him for an indefinite period. Note that the term animal refers to creatures of animal intelligence or lower.

830-846 Comprehension: The PC has a talent for logic-based skills and receives +10 for all logic-based skills (e.g., Programming, Philosophy, Theoretical Physics, Evolutionary Theory, Cryptology, etc.).

847-863 Photographic Memory: The PC with this ability does not receive a stat modifier for Me. Instead, whenever the PC wishes to store something in memory, a static action at the "Hard" difficulty level. Upon successful completion, the information will be permanently stored down to the finest detail of the studied portion. The only way to remove such information would be through psions forcing the memory to erase or Forget Inducing drugs, Mnemonic surgery, or brain damage, or perhaps hypnotically induce mental blocks to prevent access to the memories.

864-880 Subconscious Concentration: This ability comes in very useful for characters using psionics based on concentration. After the character ceases concentration, the psion will continue for a time period equal to the original number of rounds which the PC spent concentrating on the Psion. If the character is not a Telepath or Psionic, this skill may be extended to Concentration skills. For example, Adrenal Speed would last for two rounds instead of one. Meditation sleep would last twice as long, or be twice as effective (GM option).

881-897 Mental Endurance: The PC has a natural endurance against mental attacks. Any damage from mental attacks is halved, as well as any lengths of time used against the character. (e.g., a mental control normally lasting 4 rounds will only last 2). Any Psions based on concentration used against the must make a RR vs the character before having an effect. The PC will then get his RR vs the Psion.

898-914 Unbound Spirit: Through very intense concentration, the PC is able to have an out-of-body experience. During the out-of-body time, the PC is able to wander as far as 3 meters per level of experience. The PC may stay out of body for a number of rounds equal to his experience level, after which the character is pulled back into his body at approximately the speed of light by way of a silvery cord which always keeps the spirit and the body joined. If a dimensional rift occurred between body and soul, the cable would be cut and the character would die.

In such a state, the PC is able to see characters who are out of phase, as well as spiritual manifestations (if they exist in the GM's universe). The character who is out of body cannot affect the world around him, be seen, heard, or sensed by standard scanners. High sensitivity scanners may pick up energy readings when the PC is present. A character with sixth sense might feel the PC's presence, as well as other situations which might suggest that someone/something is present. Otherwise, the PC is nonexistent while out of body.

915-931 Two-Track Mind: The PC is able to Concentrate and perform any other skill simultaneously. Once the concentration skill is successful, the PC can go about his business, as long as the Player designates concentration every round, or states how long the concentration will last. However, the Player may change his mind and extend, or cut the desired time. Although the PC does not need to expend energy to continue the concentration, any distraction may cause the PC to accidentally end it. Distractions force the PC to make a RR at twice the normal difficulty. (e.g., An elbow in the gut might normally be a RR at -20, but with subconscious concentration, it is a RR at -40.)

932-948 Psionic Sensor: The PC has the ability to sense Psionic activity within a radius equal to experience level times 5 meters. (e.g., a third level PC has a radius of 15 meters). The PC must make a General Perception roll whenever Psionic activity occurs within the given radius. As a modifier, the PC may add the temporary Em total modifier to the General Perception roll (success indicates positive sensation).

Sensing Psionic activity will have an affect on the character. The amount over successful sensing should be referenced with the following chart to see what effect it has on the sensing character.

01-15 Severe Nausea: The PC is overtaken with the need to vomit and does just that. -50 for all actions for three rounds while the PC recuperates.

16-30 Dizziness: The PC becomes dizzy and is -25 for all actions for three rounds while gaining his senses.

31-50 Numbness in Hands: The PC's hands go completely numb for five rounds. The PC is -15 for all actions in which he must use his hands.

51-75 Nosebleed: The PC's nose bleeds for several rounds or until first aid is applied.

76-94 Tingling: The PC is overcome with tingling sensations over the entire body. The PC is +10 General Perception for three rounds.

95-100 No Effect: The PC knows that there is Psionic activity in the area and suffers unusual effects.

Example: If the threshold for the General Perception check is the standard 101+ for Static Actions, and our Psionic sensing PC rolls a total of 114, the PC knows there is Psionic activity taking place, but doubles over and vomits for three rounds. Hopefully, the PC is not having dinner at a classy restaurant!

949-965 Psionic Disruptor: The PC has an automatic disrupting effect versus all psionic activity within a specific radius. The radius is determined by dividing the character's temporary Em by 5, with the result equal to the number of meters for the radius. For each meter the casting PC is within this radius, the Psion's chance of failure is increased by 5. So if the telepath were 5 meters deep into the radius of effect of a character with an Em of 60, the chance of Psion failure would be increased by 25, up to a maximum of -60 (because the radius of effect is only 12 meters). Any time a psion is failed by an affected character, the amount the casting was failed by is added to the roll on the Failure Result Chart. Note that a telepathic character cannot disrupt his own Psionic Activity.

966-982 Three Track Mind: The character has an incredible ability to perform two concentration skills and a normal skill simultaneously (provided that the actions do not contradict one another. For example, one could not very well Meditate (sleep) and Adrenal Speed simultaneously.) One possible use of this capability in combat might be to use Adrenal Speed and Adrenal Defense simultaneously to dodge two separate attacks, while attempting to disarm one's opponent.

983-999 Psionic Training: The PC has some experience in psionic training and practice methods. The character may develop Psionic Training at the cost of 1/2 (as long as the PC is not a True or Semi Telepath), and the PC may also develop Psion lists at a cost of 4/".

If the PC is a True Telepath, all power points will be multiplied by 2, and when developing Psion lists, the character will receive one additional rank for each two developed on the same list. If the PC is a Semi Telepath, the PC has power points multiplied by 1.5 and receives one additional rank for each 4 ranks developed on the same Psion list acquisition.

1000 Psionic: The character has Psionic capability, which means that the PC may develop Psion Lists and Power Points in the same fashion as the True Telepath. (i.e. The PC is not required to develop Power Points in the manner of the non telepath and may develop the specific Psion List and related lists at a cost of 4/*, which is not the same the True Telepath.)

If the PC is a True Telepath or a Semi Telepath, then the results are different. The True Telepath gains access to all Psionic fields and lists at the character's leisure of study. (Similar to the *Rolemaster* profession Archmage and his free realm over the magical realms). The True Telepath may develop psion lists at half normal cost.

The Semi Telepath may develop Psion lists at the cost of the True Telepath and has limited access to all other Psion lists. The PC may develop any other Psion lists he wishes, but only in sections of five, with a maximum level of 10, for those Psion lists outside the PC's specific field. (e.g., If the PC is developing a list outside of his specific field, then the first 5 levels of psions on the list must be developed as one list, while levels 6 through 10 of the same list must be developed as a completely separate list. The remainder of the list cannot be developed by the character.) For details on specific Psionic conditions for non-Telepathic characters, refer to the Psionic Accessory Table.

4.3 PHYSICAL ATTRIBUTES BACKGROUND TABLE

ROLL RESULT

01 Physical Handicap: The character suffers from a physical handicap. Refer to the Physical Handicap Accessory Table to determine the nature of the problem. If the GM so desires, the table may be skipped if he already has something in mind for the character afflicted.

02 Genetic Flaw: The PC is the victim of a disadvantageous mutation. Refer to the Genetic Flaw/Mutation chart to determine the exact nature of the condition. If the GM already has something in mind for the character, the chart may be bypassed.

03 Allergies: The PC is afflicted with an allergy. Contact with the substance may cause irritation, nausea or perhaps death. For details on the condition, refer to the Allergy chart.

04 Addiction: The PC suffers the ill effects of a physical addiction. If denied the substance of the addiction, the PC will suffer severe withdrawal and may die. For details on possible conditions, refer to the addiction chart.

05 Susceptibility: The PC suffers a susceptibility to an external factor of some sort. To determine the nature the PC's susceptibility, refer to the Susceptibility table. When exposed to the specific condition, the PC must make a SD check to avoid the ill effects. However, the PC's SD modifier becomes a negative if it is currently positive (i.e. +10 becomes -10). If the SD is already negative, then the penalty is doubled for the SD check (i.e. -10 becomes -20), with a minimum possible penalty of -5. (e.g., SD mod of -2 will become -5 because -5 is the minimum penalty for the PC's susceptibility.)

06 Physically Uncoordinated: The PC has a knack for stumbling over his own feet. The character suffers -15 for all Athletic and Gymnastic skills.

07 Poor Stamina: All encumbrance penalties are doubled for the character afflicted with this problem.

08 Slow Healer: The character classified as a slow healer regains hit points at half the normal rate for his race and requires two times the normal amount of time to heal/recover from an injury. This would not include battle-oriented situations where a critical result might put the PC at a penalty for a few rounds (e.g., -10 for next two rounds). Only those injuries requiring time to heal fall under the jurisdiction of the Slow Healer.

09 Low Gravity Homeworld: The PC was raised on a low gravity world and suffers a penalty of -10 to Strength and Quickness due to the hindrance caused by higher gravity considered the norm.

10 Vulnerability: The PC is highly sensitive to a specific form of attack. When such attacks are used, any critical results are raised one category. (i.e. an A critical becomes a B critical). The number of concussion hits received from the attack are increased by 1.5 times. For details on the PC's vulnerability, refer to the Vulnerability chart. However, if the GM already has something in mind for the PC, the chart may be skipped.

11-13 Portage Skill: All encumbrance penalties on the character are cut in half.

14-16 Attractive: The PC receives +10 to PR mod. and may increase the Appearance score by +15 to a maximum of 100.

17-19 Great Stamina: The PC has 2x the normal number of encumbrance units. (e.g., if the character has one encumbrance unit for each 11 kilos carried, the character will have one encumbrance unit for each 22 kilos carried.)

20-22 Stat Modifier: The PC has an exceptional Constitution and receives +10 for this stat.

23-25 Mind Over Matter: The PC has a talent for Adrenal moves (including Adrenal Defense), Meditation, Body Damage Stabilize, and Control Shape Change. For any of these skills which the character develops, the PC will receive a natural +15 bonus which may be marked under the Misc. column of the development sheet.

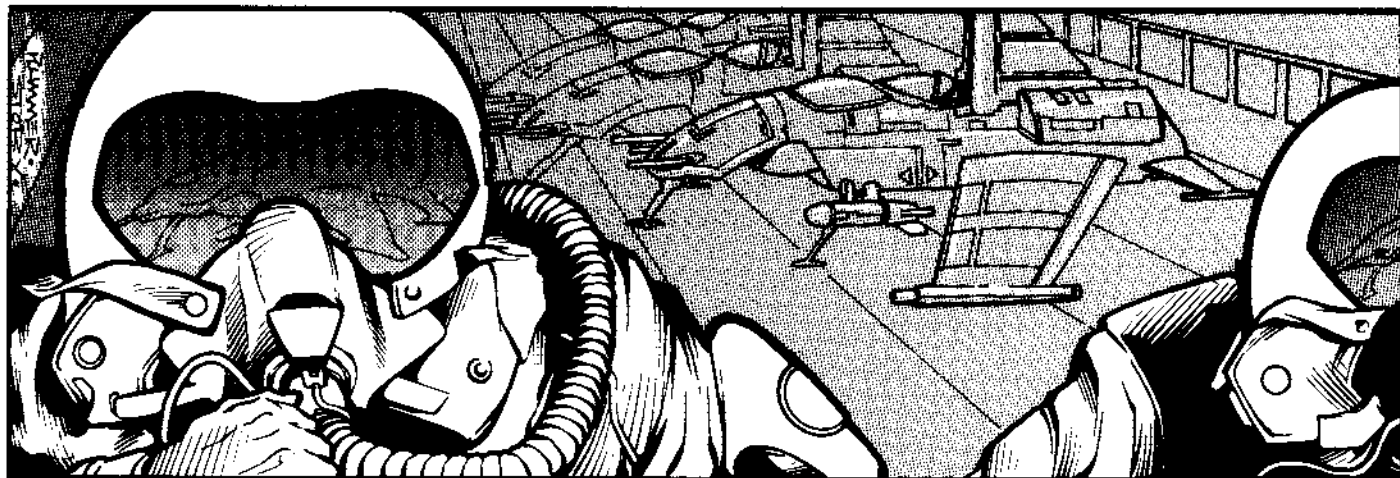
26-28 Stat Modifier: The PC has exceptional strength for his build. The character receives an additional +10 for Strength.

29-31 Balance: The PC will receive +10 for all skills attempted in which Balance plays a high part (e.g., Adrenal Balance, Tight-rope walking, any balance-oriented moving maneuvers, etc.)

32-34 Slow Aging: After completing adolescence, the PC's aging process slowed dramatically. The characters aging will be roughly equal to half the normal rate. Therefore, the character will appear to be half his current age, with the minimum appearance being 18-20 years of age. (e.g., A thirty year old character will appear to be 18-20 years old, not 15.) If the character is 60 years old, he will appear to be 30. As long as the character does not die of violent means or a fatal disease, he will live to be about twice as old as the average age limit for his race.

35-37 Stat Modifier: The PC has exceptional Agility and will receive an additional +10 for the Ag modifier.

38-40 High Gravity Homeworld: The PC was raised on a planet of higher than normal gravity. As a result, the character has +10 Strength, but suffers -10 Agility due to lack of coordination brought about from the lower gravity. The character may develop the lower gravity as a Hostile Environment and develop the Agility modifier to be +10. This would be done by developing the skill with no modifiers beyond the developed ranks. The developed ranks should also be worth +2% as opposed to the normal +5% to reflect the difficulty of adjusting. Once the total of +10 is developed, the PC acting AG will be +0. Once a total rank bonus of +20 is developed in this fashion, the PC's acting AG will be +10 (its maximum).



41-43 Stat Modifier: The PC has exceptional Quickness and receives a natural +10 for the Qu modifier.

44-46 Ambidextrous: The PC is capable of using both hands at equal effectiveness without special training. This does not include skills which require the use of both hands simultaneously (e.g., Two weapon combo). However, if the PC takes weapon training in a one-handed weapon, he will be able to use the weapon in both hands without developing the skill for the other hand. A hand for primary use should be selected for reference purposes. Note: This option is not limited to weapon skills.

47-49 Stat Modifier: The PC has a superior Constitution and receives a +15 natural modifier for Co.

50-52 Ignorance: The PC has the ability to cope with extreme conditions better than the average person. The character receives +10 as a natural bonus to all Survival and Hostile/Alien Environments developed.

53-55 Stat Modifier: The PC has superior strength for his build and receives a +15 natural modifier for ST.

56-58 Natural Physique: The PC is in excellent physical condition and may develop Body Development at half normal cost, and Max hits are increased by 25%.

59-61 Drug Tolerance: The player may select one specific drug category in which the PC will receive +25 RR vs every drug within that category. (e.g., intoxicants, narcotics/hallucinogens, neural toxins, circulatory toxins, respiratory poisons, psionic altering drugs, etc.)

62-64 Stat Modifier: The PC is endowed with superior Agility and receives +15 as a natural modifier for AG.

65-67 Flexibility: The PC has a talent for Athletic skills and receives +10 for all Athletic skills which the PC develops.

68-70 Stat Modifier: The PC is endowed with a superior Quickness and will receive +15 as a natural bonus for QU.

71-73 Subdual Resistance: The PC has a natural resistance to Subdual attacks. The PC may take the rank bonus for Body Development and add it to the RR vs the Subdual attack. However, only the ranks are used for the determination of the modifier, the Co modifier is not added onto this as would be done in a normal skill situation, nor any level bonuses.

74-76 Superior Reflexes: The PC is allowed a RR vs surprise whenever such a situation occurs. If the PC is successful, he may take action without penalty. The PC may also modify all initiative rolls made on a 1-100 scale by +10 and initiative rolls on a 1-10 scale by +1.

77-79 Shock Resistance: All Shock criticals are reduced by one category. (e.g., an E crit becomes a D crit). The PC will also receive +15 for all System Shock checks made due to injury to the character.

80-82 Life Extension: The PC will receive an additional amount of hit points after being knocked unconscious by physical damage. Under normal conditions, after reaching zero hits, the character will go out cold until he drops to a point of negative hits equal to his Co. With this Background option, the PC will be able to drop to a negative result equal to the Co stat plus total hits. (e.g., A character with a Co of 67 and total hits equal to 35 would normally die after reaching -67 hits. However, with the extended life, the PC will be able to go to -104 before retiring permanently.)

83-85 Accelerated Mending: The PC heals damage at a rate equal to twice that which is normal for his race. (e.g., rather than healing one concussion hit per hour, the PC will heal 2. In a situation where the PC would take 5 weeks to heal a broken bone, the PC will take 2.5 to 3 weeks.)

86-88 Stunner Resistance: The PC has a physical resistance versus Stunner attacks. All critical results become reduced by one category (e.g., a C crit will become a B). Any concussion hits should be cut in half to reflect the character's resistance (round down).

89-91 Electricity Resistance: The PC has a physical resistance to electricity, and any electrical criticals should be reduced by one category. Any concussion hits derived from an electrical attack remain unaffected.

92-94 Strong Immune System: The PC has a very effective immune system. The character will receive +20 RR vs known diseases, +15 versus poisons, and +10 vs alien diseases, and +5 vs alien poisons of unknown molecular (alien in the respect that they are unlike anything known). The PC receives no modifiers vs Psionic attacks and influences or magical forms.

95-97 Disruptor Resistance: The PC has a physical resistance versus disruptors. Any Disruptor criticals inflicted on the character are reduced by one category. However, concussion hits remain unaffected.

98-00 Immunities: The PC is immune to something. The Immunity means that the character will never be required to make a resistance roll versus its affects. Also, similar materials might have a reduced effect on the PC. (e.g., A PC might be immune to a specific circulatory poison and might receive +10 RR vs other circulatory poisons.) For a specific immunity, consult the Immunity Accessory Table. If the GM already has something in mind for the character, then the Immunity chart may be bypassed.

4.4 SPECIAL STATUS II BACKGROUND TABLE

ROLL RESULT

01-10 Curses: The first 10% of this chart results in a disadvantage for the PC. A second roll of 1D10 must be made.

1 Unkempt: Try as he might, the character just can't make himself look good. Modify Ap stat by -50 with a minimum of 1 and a maximum of 50.

2 Dark Secret: The character's family has a deep, dark secret which must not be revealed. Such secrets can vary greatly, but must be something which the character would do anything to keep in the closet. Some examples might be a long history of severe insanity or perhaps the men or women are sterile and must find other means of getting children to carry on the family name (e.g., artificial insemination, etc.). The details of such a situation should be worked out between the GM and the player.

3 Charitable: The PC is afflicted with an incorrigible desire to give to those people who are less fortunate than himself. 20% of the character's income is given to the charities of choice. Whenever the PC is approached or comes across a person collecting money for charitable reasons, he will donate a reasonable amount.

4 Probation: For one reason or another, the character is required to contact a member of authority, in person, once per week. If the PC fails to do so, he will be arrested and reprimanded or punished in an appropriate manner if the probation is not judicial. This does tend to cause a problem for a character who plans on travelling extensively. Oh well, that's the way the Plutonium undergoes radioactive decay.

5 Good Samaritan: The PC afflicted with this has an unending need to help anyone in trouble. This might include anything from a hitchhiker needing a ride, to a person needing a place to hide from the mafia. This can cause some serious problems for a PC and at the same time make things very interesting.

6 Bad Credit: Due to circumstances beyond the PC's control, the character is classified as a bad credit risk throughout the known galaxy. The PC cannot get loans, charge accounts, finance loans, etc. Even starting a small bar tab becomes difficult for the poor PC.

7 Outcast: The PC is an outcast of society and is not permitted to set foot on "civilized soil". Off-world industrial facilities

are one possible recluse for the character. However, any place where cities and colonies of self-governing nature bound to the structures of the Imperium are considered forbidden territories.

8 Wanted Criminal: For one reason or more, the character is wanted for a crime he may or may not have committed. The exact details of the situation are to be determined by the GM and the player.

9 Disfavor: The PC has done something to earn the disfavor of an organization or a powerful figure of sorts. The angered party may be actively seeking the PC or may have hired other groups to do so. The reasons for disfavor should be worked out between the GM and the player.

10 Criminal Record: The PC has been convicted of a crime and has served time or paid fines involved. However, the criminal record will continue to "pop up" with every background check done by employers, authorities, etc. It may cause problems in a large number of situations, especially when dealing with law enforcers of a given culture. The GM may decide to use the following chart to determine the situation or develop his own with the player.

01-20 Misdemeanor with a substantial fine.

21-39 Misdemeanor with 6-18 months

40-54 Felony with 8 months to 2 years.

55-74 Felony with 18 months to 3 years.

75-84 Felony with 2 to 7 years.

85-94 Felony with 5 to 10 years.

95-100 Felony with more than 10 years.

11-15 Uncivilized: The PC comes from a society where certain rituals practiced are looked upon with disgust by other cultures (at least by majority). This tends to cause unrest, nervousness, anger and ostracizing by others. Examples of such activities are possibly cannibalism, slavery, death games, primitive sacrificial rituals, etc.

16-20 Vengeance: For reasons known only to the character, the PC seeks one person or the members of an organization for revenge. What the other party did to earn the PC's disfavor is to be determined by the GM and the player.

21-25 Political Connections: The PC has neutral connections with a political structure to be determined by the GM. This may be the government of the character's origin, or perhaps within the higher ranks of the Imperium.

26-30 Honorable Discharge: The PC spent time in the armed forces and received an honorable discharge upon completion of the term. The character receives all benefits of the honorable discharge, which should be determined by the GM. Some examples of benefits would be full veteran hospitalization and limited life insurance.

31-35 Blank: There is absolutely no records to substantiate the existence of the character. This obviously causes a number of problems. Law enforcers get very suspicious when running background checks, credit accounts are impossible to obtain, proper identification is impossible, and so on. Living with this should require a good imagination.

36-40 Cultural Link: When introduced to an alien culture, the PC has an easy time learning and adapting to their ways of life. Accepting their ways as his own is fairly easy, and some of them might stay with the character for the rest of the PC's life.

41-45 Favored: The PC has the favor of a person or organization with high ranks in society. The PC has the ability to contact the party directly.

46-50 Informant: The PC has a history of providing information to others if the price is right. This may include information for the police or competing corporations (industrial espionage), etc. Once again, the details of the character's involvement should be worked out between the player and the GM.

51-55 Contacts: Like they say, "It's not what you know, it's who you know." The PC has a relationship with someone who can provide specific types of equipment/information either for free or at a reduced rate. (e.g., Medical supplies and drugs, Computer equipment and software, technological equipment and tools, weapons and military supplies, etc.) All of the details of the PC's contact are determined by the GM.

56-60 Formal: The PC is educated in all aspects of politeness and proper manners for a specific culture. When dealing with members of the known culture, the PC will gain +15 for all maneuvers involving influence and relations (e.g., Seduction, Diplomacy, and perhaps even Trading, Duping and Interrogation). Which skills are affected by this background option are the GM's prerogative and may depend on the given situation.

61-65 PC with a Cause: The character is a loyal member of an organization with a cause. This cause gives the PC a higher calling and a greater reason for living (or perhaps for dying). The PC will do whatever is asked of him by the organization and will always be available to its call. It should be noted that the authorities do not necessarily know that the character is an active member or even a distant associate of the group. Some examples of groups might be a rebel group seeking to overthrow the government, or perhaps a secret vigilante group, or a powerful cult, the list goes on and on. The details of the organization are to be determined by the GM and the player. The PC will have a symbol or code which will identify him to the other members of the group.

66-70 Black Marketeer: The PC is directly associated with the Black Market. Access to a Black Market credit account is provided for the PC. Any purchases on the Market may be easily executed through any computer system with off-world capability, or on-world if the planet has a Black Market ring stationed on it. However, special arrangements must be made to actually obtain the merchandise. If the PC is a traveller, the Black Market may require him to transport some merchandise for them. It's all part of being a member.

71-75 Clone Experiment: The character is the product of a cloning experiment gone astray. What started out as scientific research, ended up as a colony of clones, many of which decided to travel the galaxy. As a result, the PC is commonly confronted by people who believe the character is someone else. This might not be much of a problem for the most part, but with a little imagination, the GM can have a lot of fun with this.

76-80 Military Officer: The PC has served in the armed services and received a rank of officer standing. This rank will still provide the PC with clout when dealing with military groups or situations.

81-85 Political Figure: The PC has either held or is currently holding, a political office. The significance of the office is for the GM to decide, but chances are that it wasn't too high up on the political ladder. The exact details of the office, and the PC's performance in the position, are for the GM to decide. However, a certain amount of respect comes with a political office, and the PC will be accepted in the company of other political figures, even higher ranking ones, on a much equal level of status.

86-90 Alias: The PC has 1-4 fully established alias identities which may be used at any time. The character has all personal identity forms for each of them on his person. Close investigation might arouse some justified suspicions. However, the investigating person must be very good at his work. Any investigations into the true identity of the character are done at -60.

91-95 Credit Ranking: The PC is provided with an excellent credit ranking to do business with. This may be provided by a firm which the PC is currently working for, or a wealthy relative, or whatever else the GM feels is applicable. However, the PC is still held responsible for the payment of any credit advantages utilized. If the situation gets out of hand, the credit ranking may be removed, and perhaps criminal charges filed if it really goes overboard. Whether you believe it or not, Charge cards can be a bad hobby.

96-100 Fame: The PC is known throughout the galaxy for something done. The exact nature of the character's fame must be determined by the GM. Some examples might be: the PC is a famous performer, or renowned scientist who received the Intergalactic Research Award, or perhaps a renowned artist. It should be realized that the PC might only be famous among a certain group of people, (e.g., an artist being famous among the crowd that studies art and attends art exhibits, etc.). However, some will be extremely famous and widely known, such as greater actors, and musicians. The details of this have to be decided upon by the GM running the campaign.

4.5 SPECIAL TRAINING/ PREVIOUS EXPERIENCE BACKGROUND TABLE

ROLL RESULT

01 Jinx: For reasons unknown, the character tends to act as a -15 modifier to anyone within 5 meters. This effect most often becomes a severe problem when companions are trying to make a good impression or perform a critical maneuver. It goes without saying that a Jinx becomes annoying to the people he works with. Therefore, don't advertise the unusual effects you cause or explanations for increased difficulty when they continue to fail with skill. Just shrug your shoulders and remark on what a shame it is. Perhaps they will do better next time. There is no doubt that the Jinx can make play with any given group a bit more interesting.

02 Unlucky: Perhaps because of stress or nerves, the PC tends to have bad luck at crucial moments. Any rolls directly concerning the character are modified by + or -10 against the character. However, this does not include any skills unless the GM deems it applicable (i.e. if there may be a substantial amount of luck involved).

03 Out of Touch: The PC has tendency to fantasize when attempting to focus concentration on a skill at hand. Therefore, the PC is -20 to all concentration skills, and any situations where concentration is required.

04 Clumsy: The character is afflicted with clumsiness is most often referred to as being all thumbs. The PC is -10 to all skills directly involving the use of hands (e.g., drawing one's weapon, picking pockets, sleight of hand, etc.)

05 Bad Impressions: This character has a knack for using the wrong words or gestures at the wrong times. As a result, there is a constant -20 for all speaking and presentation skills (e.g., Public Speaking, Labor Relations, Diplomacy, Seduction, etc.)

06 Mechanically Inept: Being mechanically inept simply means that the PC is not good with technical systems. The character is -15 for all Technical and Engineering skills involving repair and design.

07 Untalented: This character has no artistic ability of any kind. There is a -20 modifier for any skills developed along artistic lines. (e.g., Painting, Sculpting, Play Instrument, Tale Telling, Poetic Improvisation, etc.)

08 Short Attention Span: A character with a short attention span has a difficult time sticking to a project to complete it. When using any Technical, Engineering, or Research skills to do repairs, construction, etc., the player proceeds as usual. However, after each interval rolled on the appropriate chart, (Refer to the Construction/Research and Repair charts pp. 61-62 Tech Book) the character must make a Self Discipline check at -30 to continue the project. Each additional time interval completed increases the difficulty of the Self Discipline check by -10. For example: An interval example would be (10% 30 min.). This would require a SD check at -30. The second roll would require a SD check at -40, and a third would require a SD check at -50 and so on. If a SD check is failed, the character will go about some other business and forget about the previous project. If reminded, the character must again attempt the SD check at the same point where it was left off.

Note that a SD check involves an opened percentile roll plus the character's temporary SD stat with modifiers. If the total is 101+, the roll is successful.

09 Poor Precision: The character has a difficult time with skills involving precise measurements and lining up objects by sight, etc. The character suffers -20 to these skills (e.g., aiming weapons with scopes or targeting systems, Astrogration, Navigation, making precise measurements, etc.) The GM may feel that in given situations -20 is too harsh and may modify it to suit the game's need. After all, rules are more guidelines than anything.

10 Non-Perceptive: A character with poor attention suffers -20 for all perception skills, and any skills which use perception (e.g., Lip Reading).

11-12 Vocational Training: The character may choose any two Crafting skills in which to receive +20 in. Or the character may select +15 in Heavy Equipment Operation, Fabrication skills, or Industrial Ceramics. (These are not grouped together; they are individual selections.)

13-14 Outdoorsman: For any one suitable environment, the player character is +30 Foraging, Firestarting, and Locating Shelter, and has +15 for Tracking, Trapping and Stalk and Hide skills, but only when in the outdoors.

15-16 Lucky: The player may modify any rolls directly affecting him by +5 or -5.

17-18 Combat Driver: Characters with this option gain +15 to all maneuvers involving terrain vehicles of all types.

19-20 Artistic: The talents of this character allows him to choose any one artistic skill to receive +20 and a second may be selected at +10 to the character's ability. The character also receives +15 to Visual Arts skill.

21-22 Instructional Skill: This character has a knack for teaching others. The PC receives +20 for Education and Audiovisuals, as well as +15 for Data Processing.

23-24 Linguist: The linguistic option gives the PC two additional languages of the player's choice (with GM approval) known to rank 10 both spoken and written. However, this does not include computer languages. Languages included may be verbal or gestural (sign language), or perhaps telepathic specialized forms if they exist in the GM's universe.



25-26 Hunter: The Hunter receives +15 for Tracking and Reading Tracks, as well as +10 for Stalk and Hide, Trap Building and Disarming Traps. (The GM may opt to have the player select a specific environment in which to be skilled and use similar environment modifiers for other regions.)

27-28 Musician: The PC has a special talent for music and has spent a large portion of his life taking lessons. The character receives +20 for all instrument skills developed, and +15 for Singing and Music. The character also receives +10 for Audio Technology for the use of all studio recording equipment.

29-30 Research Experience: Practical research experience in a given field allows the PC +20 for Data Processing, +15 for the given field of study, and +10 for Education. The area of study should be limited to Sciences or Academic studies, although the GM may allow other areas if he feels the specific field is acceptable.

31-32 Gymnast: All Athletic skills involving balance are a 1/2 of normal development cost. (e.g., Gymnastic Events, Tightrope Walking, Adrenal Balance, etc.)

33-34 Architecture Knowledge: Due to previous education in Architecture, the PC receives +20 to Architecture, +15 for Drafting, and a Craft skill for model building, and a +10 for Structural Engineering.

35-36 Photography: With this option, the PC receives +20 for Photography both still life and video. The character also learns some basic knowledge of optical systems and receives +10 for Optics.

37-38 Atmospheric Pilot: The character has had training in a specific atmospheric craft of choice. There is a +15 for the piloting of the craft, and for sensor analysis. There is a +20 for Navigation skill.

39-40 Historian: The character receives +10 to all History skills developed. The PC may select one area of expertise and, for that one history skill, develop it at half of the normal cost.

41-42 Managerial Skills: The PC has had experience in management and receives +20 Administration, and +15 for Data Processing, and Labor Relations, and +10 for Accounting. This provides the PC with the needed organizational skills that would be required in a place of business.

43-44 Programmer: The PC may select two additional computer languages which he will know fluently. (Refer to Skill Descriptions, Computer Technology for details of computer language development.)

45-46 Marine Pilot: The character has experience with the sea. The PC may select two types of marine vehicles to receive +20 in piloting, as well as +15 for Navigation, and +10 for Oceanography and Weather watching.

47-48 Entertainer: With previous experience in entertainment, the character will receive +20 for Public Speaking, and +15 for any three skills used for entertainment purposes. (e.g., Acting, Ventriloquism, Mimicry, Mimery, Poetic Improvisation, Trickery for sleight-of-hand magic, Tale Telling, Singing, Play Instrument, etc.)

49-50 Criminal Experience: Thanks to some seedy relations in the character's past, there will be bonuses for criminal skills available to him. The PC will have +20 Streetwise, +15 Evidence Dispersal, and +10 for a primary weapon and any one criminal skill.

51-52 Hobbyist: In addition to the two hobbies that a character normally receives in character development, the character receives two additional hobbies. With these two extra hobbies, there will be three fully developed ranks for one, and one developed rank for the other. These two extra hobbies can *not* be added onto the two normally received hobbies. This results in a total of four hobbies for the character, one with four ranks, one with three, one with two, and one with only one rank.

53-54 Security Training: The PC has some knowledge of security operations and receives +15 for Security Operations, Security Scanners, Crime Technics (Security Systems), and Subduing.

55-56 Stellar Pilot: The PC has had previous experience on a space craft. The character receives +15 Stellar Law, Sensor Analysis, and Orbital Pilot, as well as +10 for N-Space and Hyperspace piloting skills. This field will not give bonuses for Astrogration, only vehicle maneuvers.

57-58 Military Academy: Military experience allows this character to excel in military areas. The PC will receive +20 Military Organization, +15 Tactics, and Leadership, and +10 Tactical Games and one military weapon of hand held category (1-hand or 2-hand projectile or energy).

59-60 Broadcasting: With previous training in this area, the PC receives +20 for Public Speaking and Audio Technology, and +15 for Journalism.

61-62 Police Academy: Such training provides the PC with +20 Law Enforcement, +15 Criminal Investigation, and +10 for Criminal Law and a primary weapon used by LEOs.

63-64 Explorer Preparation: Through intense training for the future exploration of unpopulated planets, this training area provides the character with +15 for Climbing and Swimming, and +20 for all developed Alien Environments. There is also +10 for any Foraging skills which the player develops.

65-66 Economics: With some background in business, the PC gains +20 in Accounting, +15 in Administration and Finance, and +10 in Trading Lore.

67-68 Socialite: The character concerned has a friendly personality and gets along

with most people. The PC receives +10 for all social skills developed.

69-70 Political Experience: The character has held a political office of some sort. Its significance is not of great importance, but the player and GM may determine the details. The character receives +15 Public Speaking and Political Science, and +10 for Diplomacy and Leadership.

71-72 Counselor: This character has an easy to talk to personality. After years of hearing friends' problems and some counseling education, the PC has +15 Psychology and Sociology, and +10 for Lie Perception and Interrogation.

73-74 Inventor: This PC has a gift for creating new gadgets for all sorts of uses. The PC receives +15 Gimmickry and Scrounge, and +10 for Drafting and General Mechanical Technology (Refer Mechanical Tech in Skill Section).

75-76 Investigator: The PC is very perceptive and receives a +15 for General Perception and Surveillance (physical and electronic) and also receives +10 for Interrogation and Criminal Investigation.

77-78 Astrogator: Thanks to some previous training in Astrogation techniques, the PC is +20 for N-Space and Hyperspace Astrogation, +15 for Sensor Analysis, and +10 for Stellar Law.

79-80 Con Artist: This PC is a quick thinker, and has a bit of a silver tongue. With this natural ability to sway people comes +15 bonus for Public Speaking, Duping, and Trickery and a +10 for Acting.

80-81 Astronaut Training: The PC has been trained for space travel and will receive +15 for Emergency Environmental Suit Repair and Hostile Environments (Zero Grav and Vacuum), as well as +10 for Stellar Law.

83-84 Cryogenics Training: Some specific training in Cryogenics systems provides the PC with +20 Cryogenics Operation and Cryogenics Emergency Resuscitation. If the character is not a Physician or Med Tech, the character's cost for Medical Technology (sub-skill Cryogenic systems) is 1/5. However, if the character is a Physician or Med Tech, then they receive a +15 bonus for the Technical skill.

85-86 Animal Care: The PC has had significant time spent with animals for one reason or another. The experience has left the character with a +15 for Animal Handling and Animal Training, as well as +10 for Animal Healing.

87-88 Merchant: The PC has had some experience in sales and receives +20 for Trading, and +15 for Trading Lore and Appraisal.

89-90 Cartographer: Special courses have taught the character about maps and their making. The PC will be provided with +20 Mapping, +15 Navigation and Direction Sense, and +10 for Urban Design.

91-92 Communications: With this option, the character has had practical experience with communication systems and receives +20 to all communication skills developed, and +10 for Electronic Technics for communication equipment.

93-94 Escape Artist: This option provides the character with some experience some basic skills for escape artistry. The PC receives +15 for Contortions, Rope Mastery, and Locate Secret Opening, and +10 for Lock Picking.

95 Rescue Training: The character has gone through training camp for rescue teams and will receive +20 for all Hazard Controls developed, +15 First Aid, and +10 for Second Aid.

96 Technician Training: The character has gone through intensive education for a specific Technical skill. The player may select a Technical skill and may develop the skill at the cost equal to the best-suited profession. However, the PC may only develop two ranks per development period. (e.g., The Arms Tech develops Weapon Tech at 1/2/2, but the PC may only develop the skill at 1/2.) If the PC is already a Technician, then the player may select a skill under another Tech, or select and Engineering skill. If the character is an Engineer, the skill may be developed at half of the normal cost.

97 Law School: The character attended a school of law and receives +20 for all Law skills developed, and +15 for Interrogation and Diplomacy.

98 Medical Training: The character has had training in the medical fields and will receive +20 First Aid, +15 Second Aid and Drug Lore, and +10 for Medscanner.

99 Masters Degree: The character has a diploma of Master level in an Academic or Scientific field of choice. This knowledge gives the character +25 with that skill.

100 PhD Equivalent: The PC has undergone extensive education in one skill of his choice which is a prime focus for the character's profession. (e.g., Evolutionist would use Evolutionary Theory, a Theologist might select Dogma, a Lawyer would select a type of Law, etc.) A Technician or Engineer would select a specific skill under a Technical/Engineering field. The PC will receive a +35 for this one skill only.

ACCESSORY TABLES

The Accessory Tables in this section can be used in conjunction with the Background Option Tables in Section 4.0 to help more thoroughly define background characteristics. These Accessory Tables can also be used by GMs to handle certain special cases as the need arises.

5.1

ALLERGY ACCESSORY TABLE

The following table is for use with the Background option Allergy. It may be used for reference purposes, or for determining the PC's affliction. However, if the GM has an allergy in mind for the PC, he is free to use it. The following list is only some possibilities. Allergies are not as easy to handle as immunity or resistance. If the allergen is of a higher level than the PC, then it will increase in level to make resistance more difficult. However, if the PC is of a higher level, then he will resist the allergen as if he were the specified number of levels less than the allergen. (e.g., A 5th level PC with an allergic reaction of 3 levels would resist an allergen of 1-5th level as if it were level 8. However, if the PC were 5th level, and the allergen was 6th level, it would increase by an additional 3 levels to become a 9th level allergen to resist.)

ALLERGY ACCESSORY TABLE

ROLL RESULT

01-08 Plastics: The PC's allergy to plastics is a great hindrance. The allergy level must be determined by the GM, or just have the PC make a RR versus an allergen 3 levels higher than himself when the plastic comes in contact with his skin. The result of a failure will be an itching rash over that part of the body lasting for 2-3 days. The itching will put the PC at -15 to all maneuvers.

09-16 Hallucinogens: The PC must make a RR vs the modified level of the drug or suffer the consequences. Failure of 1-25 will result in severe nausea for 1-10 hours resulting in -25 for all actions. Failure of 26+ will result in convulsions for 1-5 minutes followed by a comatose condition for 1-2 days. Failure of 100+ will result in death.

17-24 Depressants: The PC must make a RR vs the modified level of the drug. For the results of the RR refer to Hallucinogens above (09-16).

25-32 Stimulants: The PC must make a RR vs the modified level of the stimulant. For the results of the RR, refer to Hallucinogens (09-16).

33-40 Synthetic Food Substitutes: The PC must make a RR vs artificial foods. The RR is done vs a level 5 levels greater than the PC. Failure of 01-25 results in disorientation for 1-5 hours with -15 for all actions during that time. Failure of 25+ results in severe nausea for 2-20 hours (2D10) during which the PC will be at -25 for all actions.

41-48 Animals: This may be one specific type of animal (e.g., dog cat, etc.), or to all animals with hair/fur over their body. The PC must make a RR vs a level 3 greater than himself. Failure will result in sneezing, teary eyes, and headaches for as long as the allergen remains in his presence + 1 hour. This will result in -10 for all actions.

49-56 Pollen: Better known as Hay Fever. The PC must make a RR vs a level at 5 levels greater than himself. For failure results, refer to Animals above (41-48). The PC may need RR vs Dust as well.

57-64 Dust: The PC is vulnerable to dust and must make a RR vs 3 levels higher than his own. Note: For such allergies as this, the RR must be made every round which the allergen is present. For the results of failure, refer to Animals above (41-48).

65-74 Healing Drugs: The PC has an allergic reaction to all healing drugs and must make a RR vs the modified level of the drug. For failure results, refer to Hallucinogens (09-16).

75-82 Pain Relievers: The PC has an allergic reaction to all pain relievers and must make a RR vs the modified level of the reliever. For failure results, refer to Hallucinogens (09-16).

83-90 Cosmetics: The PC has an allergy to all cosmetics used on him. The PC must make a RR vs a level 5 levels higher than his own. Failure will result in a rash of severe itching lasting for 2-3 days. The PC will suffer a -15 for any skills directly affected by the rash. (e.g., facial cosmetics resulting in a rash over the PC's face would provide an additional -15 for Seduction, Appearance, etc.)



91-100 Psionics: The PC is very vulnerable to psionics. The level of a psion cast onto the PC is added to his own level, and that is the level which he must resist against. This only involves only those psions not of elemental origin (e.g., Pyrotechnics) where no RR is allowed.

5.2 GENETIC DEFECT ACCESSORY TABLE

The following chart is to be used with the Background option for Genetic defects. However, this is only a list of some possibilities. The GM is encouraged to use others not on the list, or even to create some of his own. (But try to use good judgement in doing so.)

GENETIC DEFECT ACCESSORY TABLE

ROLL RESULT

01-07 Genetic Disease: The genetic defect results with a genetic disease which may be determined by referring to the Genetic Disease Accessory Chart.

08-14 Hermaphrodite: The PC shows traits of both sexes, with the dominant phenotype being that of the selected sex for the character.

15-21 Heart Problems: Stressful conditions may cause the PC to have a heart attack. To determine the result of a situation in which the GM feels this is a possibility, roll a percentile die and add the average of the PC's temporary Strength and Constitution. If the total is 101+, the PC is fine. However, if the result is less than 101, then he suffers a cardiac arrest on the spot. First Aid (CPR), hospitalization, and proper medication can revive the PC.

22-28 Genetic Based Physical Handicap: Due to a generic disorder, the PC suffers some sort of handicap which may be determined by referring to the Physical Handicap Accessory Chart.

29-35 Achondroplasia (Dwarfism): The PC afflicted with Dwarfism is just that, a dwarf. This would be reflected by bow-legs, stubby hands and legs, and a slightly larger head, although the trunk of the body is the proper size. Of course, the intelligence of a dwarfed character is completely unaffected by the condition. The problem which leads to Dwarfism is abnormal cartilage in the bone ends which do not grow to proper length.

36-42 Polydactyly: This condition is characterized by six fingers on the PC's hands. Typically, the sixth finger is removed surgically.

43-49 Albinism: This PC has a total lack of pigmentation in the body. Skin is white, hair is white, and eyes are abnormally colored. Ultraviolet radiation easily causes sunburn, bright lights blind the PC, etc.

50-56 Color Blindness: The PC's color vision is not accurate. He sees the color Red in Black, but those light waves which produce the color green appear yellow to the PC's eyes. (10% chance the PC is 100% color blind.)

57-63 Color Blindness: The PC's color perception is distorted. He sees the color green as black, but the color red appears to be yellow to the PC. (There is a 10% chance the PC is 100% color blind.)

64-70 Skin Coloration Anomaly: The PC has a sizable and obvious coloration like a birthmark. Perhaps located on the face, forehead, neck, etc., some place not easily hidden so as to stand out. Although harmless, and not necessarily affecting attractiveness, the marking is a form of positive identification.

71-77 Hair Deficiency: The PC has a severe loss of hair, although he is not bald. Hair is very sparse and unhealthy (all over the body). The only way to cover this would be with the use of hair pieces, etc. Transplants will not work for the most part, as the PC's follicles were never able to sustain hair very effectively.

78-84 Eye Color Variation: The PC has a rare condition in which his eyes are actually two different colors. Although completely harmless, the condition does provide a secure means of positive identification.

85-92 Near-Sighted: The PC has difficulty seeing things at a distance and requires some sort of visual correction. (-50 Perception otherwise).

93-100 Far-Sighted: The PC has difficulty seeing things that are up close and requires some sort of visual correction (-50 Perception otherwise).

5.3 GENETIC DISEASE ACCESSORY TABLE

The following chart is for use with the Genetic disease Background option. This table is for reference purposes, but may be used for random determination of a disease to afflict a PC. The GM should feel free to make use of other diseases, or even to develop new ones.

GENETIC DISEASE ACCESSORY TABLE

ROLL RESULT

01-09 Usher's Syndrome: This is a hearing loss which accompanies the disease Retinitis Pigmentosa. It is one of the greatest causes of deaf-blind individuals. With Usher's Syndrome, the child is born deaf.

10-16 Retinitis Pigmentosa: RP is a condition which results in the degeneration of both rods and cones in the eye. This results in poor lateral and central vision, as well as very poor dark adaptation. The afflicted person sees fewer details when reaching the second and third decades of life. Very poor night vision is followed by tunnel vision and cataracts before total blindness.

17-23 Down's Syndrome: More commonly referred to as Mongolism, this condition affects the individual's development. The afflicted person's mental and physical development are slowed. To reflect this, the costs of skill development should be increased by 1 development point for all ranks involved, as well as adding a development point in cost for each additional rank developed. (e.g., A PC wishes to develop two ranks of a skill that would normally cost 1/2. Due to the increase in costs, this 1/2 becomes 2/3. However, the PC wishes to develop 2 skill ranks and therefore will have to spend a total of 6 development points. It is a 6 instead of a 5 because the PC is developing two ranks instead of one. It is a way to reflect the higher difficulty of accelerated skill development.) For the slowed physical development, the PC should be required to develop twice the Body Development for hit dice (i.e. With 4 ranks in Body Development, the PC would have 2 dice of hits instead of 4).

24-30 Dysautonomia: This condition is apparent at birth because the infant has a fixed stare as well as difficulty with swallowing and sucking. Later there will be frequent pneumonia attacks associated with the difficulty of swallowing allowing fluid to enter the lungs. The child has severe sensation problems and cannot feel pain, or distinguish between hot and cold (e.g., The PC could break a bone or put a hand on a red hot burner, and not even realize it). The child also has lack of taste, unstable blood pressure and temperature, and may develop corneal ulcers, uncontrollable vomiting, motor and speech problems, skeletal defects, stunted height, drooling, etc.

31-40 Hemophilia: This is a condition of persistent bleeding. All bleeding results are doubled for the PC with this disease. Any healing medicines must be double dosage to affect the injury being healed, (i.e. if it is a bleeding injury). In addition, Crush and Impact Criticals may cause internal bleeding. Use the same results from the Crush or Impact critical chart, and cross reference it on the Slash critical chart. If the Slash result shows a bleeding injury, that bleeding is used as internal bleeding for the character. (e.g., A foe swings a club at the PC and does an A Crush Critical and rolls 57. The actual critical results is taken from the Crush Chart A 57. However, the 57 is cross-referenced with the A column of the Slash chart to see if there is internal bleeding. The Slash chart column A shows 2 points per round for a result of 57. This means that the PC will suffer 2 points per round of internal bleeding.)

41-47 Cooley's Anemia: This disease is due to the production of faulty hemoglobin. There is a decrease in the proper production of one or more of the globin chains. Typical symptoms are paleness, irritability, and failure to develop healthfully. Gastric problems and fevers occur frequently. Because the red blood cells are weak, they break down within a few weeks. This causes the bone marrow's cavities to over-expand, which produces a thinning effect of the body, especially of the skull. Also, as a result of this effect, bones are more easily broken. The spleen and liver increase in size, and iron from degenerated red blood cells accumulates in the liver, skin, heart, and endocrine glands. This can cause diabetes, poor thyroid function, calcium deficiency, and impaired sex function. Over all, growth becomes slower than normal. The excess iron must be removed by some sort of chemical means.

48-54 Phenylketonuria: This is a dietary problem which occurs due to a disturbance of protein metabolism. If untreated, this will result in severe mental retardation. The problem is treated with a special diet. The in PKU is that Phenylalanine (an amino acid) is not assimilated properly, because a specific enzyme is absent. If untreated, brain development and normal nervous system function is impaired, causing hyperactivity, seizures, destructive behavior, and mental retardation.

55-61 Dystrophic Epidermolysis Bullosa: This is an inherited skin disorder more simply called DEB. There are actually two types, non-scarring, and scarring. With non-scarring, blisters form on the skin and may be confined to the hands and feet. Although they heal without scars, there may be a secondary infection. With scarring EB, the blisters may be localized in the extremities or widespread. The severe scarring may result in the fusion of fingers and toes, and there may be malnutrition caused by anemia. Blood and protein may be lost through the blisters, as well as the possibility of secondary infection, debilitation, deformity, and premature death. EB (non-scarring and DEB have no impact on the person's intellect.)

62-70 Osteogenesis Imperfecta: Commonly referred to as "Brittle Bone Disease" this problem causes easy fractures, severe pain, limited activity, and stunted growth. Some other problems are loose joints, excess sweating, poor teeth, deafness, and often blue corneas. The teeth are stained yellow-brown and are widely spaced. The face typically has a triangular shape with a very narrow chin. The body is deformed and short. The victim perspires profusely, has loose joints, and an enlarged rib cage.

71-77 Sickle Cell Anemia: With this disease, red blood cells are sickle shaped. This form is compact, hard and easily clogs capillaries. They do not last as long as corpuscles, living for only 60 days or less. The body cannot manufacture red blood cells as quickly as they disintegrate. As a result, there is less hemoglobin to transport oxygen, there being the anemia. The anemia causes the victim to tire easily (spend exhaustion points twice as fast as the norm). Some victims heal ulcers, sores, gallstones, etc. slower than most, and may suffer strokes and a shortened life. The PC's intellect remains completely unaffected by this affliction.

78-84 Cystic Fibrosis: CF is a condition involving the sweat glands which produce an extremely salty sweat. Mucous glands produce a very thick mucus, which clogs the lungs, resulting in coughing fits, breathing difficulty, and common lung infections. This mucus may also interfere with proper digestion. The excessive salt loss from the sweat glands causes abdominal pains, exhaustion, and vomiting.

85-91 Muscular Dystrophy: This disease is characterized by progressive degeneration and weakness of voluntary muscles. There are four types of MD: the Pseudohypertrophic type which is the most prevalent and occurs between 3 and 10 years of age. From there, it has a fast downhill course. The Juvenile form begins at adolescence and progresses more slowly, victims surviving until middle age. The Facio-Scapula-Humeral form afflicts young adults, affecting the facial muscles, shoulders, and upper arms. The Mixed types show up between the ages of 30-50. They are caused by faulty metabolism of the muscles due to an inability to make use of vitamin E.

The first stages involve the inability to use the legs properly. The back muscles weaken, and the patient cannot sit erect. The stronger muscles pull the weaker ones, twisting the body. This deterioration progresses until all voluntary muscles degenerate. Typical signs are a waddling gait, spinal curvature, and leg muscle contractions, until the patient becomes bed-ridden. The earlier the clinical signs appear, the faster, more widespread, and disabling is the degeneration.

92-100 Diabetes Mellitus: With sugar diabetes, the pancreas cannot provide enough insulin, and the liver does not store sugar properly. If not treated, the diabetic can lose as much as a pound of sugar every day and will then suffer malnutrition. The victim will have extreme thirst due to the need to excrete so much excess sugar which cannot be utilized by the body. Symptoms include weight loss, intense and persistent itching (Pruritis), weakness, blurred and failing eyesight, pain in the fingers and toes, drowsiness, slow healing cuts, burn and scratches, and recurring boils and infections. There are two types of diabetes: Blameless, which afflicts children under 10 who develop the disease due to heredity, and Blamable, suffered by those people who allow themselves to become overweight and increase their chance of becoming diabetic. This background option is only concerned with the blameless diabetic.

Note: A large number of conditions on this chart might be controllable by medication. Exactly what is and is not controllable should be determined by the GM. It should be noted how much medication the PC keeps with him. In case the PC happens to find himself out of medication, with no way to renew the supply, symptoms will begin to show themselves.

5.4 IMMUNITY ACCESSORY TABLE

The following chart is for use with the Background Option "Immunity". It is for a reference use, but may be used to determine the character's immunity with a percentile roll. However, if the GM has a particular immunity in mind, he is free to use it.

IMMUNITY ACCESSORY TABLE

ROLL RESULT

01-09 Antibiotics: The PC has an immunity to Antibiotics, whether they are induced to heal or harm him. The PC must make a RR at 5 levels higher than the Antibiotic. If the RR failed, then the Antibiotic will have a normal effect (good or bad).

10-16 Hallucinogens: The PC has a natural resistance versus Hallucinogenic drugs. The PC is allowed to make a RR at 3 levels higher than the hallucinogen. If the character fails the RR by 01-25, then the drug will have minimal effects. If the failure is by 25+, then there will be normal effects induced. However, continued use of such drugs to force an effect may cause an overdose or addiction.

17-23 Depressants: The PC has a natural resistance versus depressants like alcohol. The character may make a RR versus the alcohol/depressant at 4 levels higher than the alcohol. Failure will result in the drunkenness of the PC.

24-30 Stimulants: The PC has an immunity versus stimulants. When stimulants are introduced into the PC's system, he receives an RR at 3 levels higher than the stimulant. Failure will result with normal effects.

31-39 Specific Poison: The PC has a natural immunity versus a specific poison of his (or the GM's) choice. The PC will receive a RR at 5 levels higher than the poison. If the PC fails the RR, then the toxin will have normal effects.

40-46 Sleep Inducers: The PC has a resistance to sleep inducers and will receive a RR at 4 levels higher than the inducer (drug inducer). Failure will result in normal effects afflicting the character.

47-55 Pain Relievers: The PC has a resistance to pain relievers and will make an RR at 3 levels higher than the drug. Success will result in no pain relief, while failure will result in normal results.

56-61 Subliminal Messages: The PC has a natural resistance to subliminal messages and will receive a RR at 4 levels higher than the subliminal inducer. Failure will result in normal effects.

62-68 Healing Drugs: The PC has a resistance to those drugs which heal hit points. When such a drug is used on the PC, he must make a RR at 3 levels higher than the drug. Failure (01-25) will result in half normal results, and failure of 26+ will yield normal results.

69-75 Neurotoxins: The PC has a resistance to neurotoxins and will make RRs at 3 levels higher than the poison. Failure will result in normal effects. Success by 01-25 will result in reduced effects and success by +26 will result with no effect.

76-85 Circulatory Poisons: The PC has a resistance to circulatory toxins and will have a RR at 3 levels higher than the poison. Refer to Neurotoxins above (69-75) for details.

86-92 Respiratory Poisons: The PC has a resistance versus respiratory poisons and will make RRs at 3 levels higher than the poison. Refer to Neurotoxins (69-75) above for details.

93-100 Psionics: The PC has a resistance to Psionic effects of a non-elemental form (e.g., Pyrotechnics) and will receive a RR at 5 levels higher than the PC's current level.

5.5 MENTAL ADDICTION ACCESSORY TABLE

The following chart are some possible mental addictions which may be referred to or randomly rolled for. Just remember, this is only a list of suggestions and is by no means to be thought of as a complete list. If the GM has an idea, or the Player has one which the GM approves of, then why not use it? But, if you're stuck with ideas, here is a handy, brief chart.

MENTAL ADDICTION ACCESSORY TABLE

ROLL RESULT

01-08 Superstitious: To this PC every superstition is to be taken to its extreme or something horrible will happen. (e.g., A black cat crossing his path means he better rub the rabbit's foot wherever he goes.) This goes for any superstition. However, what's bad luck on one planet is not necessarily bad luck on another planet. Morale will suffer dramatically from bad ones wherever the PC happens to go.

09-16 Sleep: There is no greater relaxation than sleep, and this PC aspires to make a career out of relaxing. Stimulants might even be required to prevent him from departing the waking world. Cryogenic stasis is not an acceptable substitute for the heavenly world of sleep and dreams (natural dreams).

17-25 Dream Game: Sleep doesn't last long enough, and natural dreams are dull. Through the high tech dream stimulators, the entire universe is at your beck and call. Reality is a bore in comparison to simulators. An entire life could be spent plugged into a simulator, and an entire life can be lived in hours. What a way to live; it can't be beat!

26-33 Dieting: The PC believes that he is always gaining weight. Being obese is horrible and must be avoided. Constantly taking diet aids and trying different diet plans, the PC remains more bone than flesh. However, the PC will always swear that he is fat and must continue to lose weight. The methods to do this will be taken to any and all extremes.

34-31 Gossip: "Have you heard..." is the proper way to start any conversation. Not only does this PC know everything about everyone, he must tell everyone else about everyone (except himself, of course. Some things are sacred.)

42-50 Miser: The obsession of money is one that has haunted millions throughout the ages, but few have been so taken with a love of money as this individual. If money must be spent, it will be no more than is absolutely necessary.

51-58 Religious Fanatic: An entire life based solidly on the faiths of a specified religious order. Any infraction of the faith must be dealt with accordingly, even if the PC must punish himself (which will probably most likely be the case).

59-66 Eating: There is no greater joy than that of tasting food. How can some people even consider cutting down their food intake? All foods must be enjoyed (over and over and over again). This PC tends to be considerably larger than his friends and has been known to eat people out of house and home and restaurants out of business.

67-75 Non-Addictive Drugs: A specific type of non-addictive drug is used constantly by the PC (e.g., stimulants, depressants, hallucinogens, stimulus enhancers, etc.) However, it will be a drug that is not actually physically addictive.

76-83 Shopping: The sworn enemy of the miser, the shopper spends money left and right. Buying unnecessary items, and not even remembering everything that was purchased. No bank account can be kept active, and no charge cards below their limits. This guy gets in a lot of trouble.

84-91 Neural Stimulation: The PC has an implant high on his forehead, which attaches stimulator coil to his hypothalamus. With the aid of a specialized attachment, the implant provides very exciting and pleasurable stimulation of the brain. Such stimulation will render the PC virtually helpless and will persist for about an hour before another charge is required. Note: Such implants are not capable of interfacing with computers.

92-100 Gambling: What greater thrill is there than winning money on a chance? However, higher stakes are better (e.g., vehicles, slavery, death, etc.) This PC is likely to get into some real serious trouble if he is not careful, and he won't be.

5.6

MENTAL PROBLEM ACCESSORY TABLE

The following chart provides a source of some mental problems for use with the Mental Problems Background Option. This list may be used for reference, or to determine an affliction via a random percentile roll. However, this is only a partial listing, and the GM is welcome to use other mental problems which he feels are applicable.

MENTAL PROBLEM ACCESSORY TABLE

ROLL RESULT

01-06 Homicidal: The PC has a very short temper which he alleviates by trying to kill the cause (if you know what I mean). The PC has a base chance of responding to insults or offense equal to $(45 - \text{SD modifier})$. If the percentile roll is less than this total, he will seriously lose his cool (in a bad sort of way!)

07-12 Suicidal: The PC looks for reasons to kill himself and of course will try to do so once one is found. However, this is rarely a spur of the moment sort of maneuver. Usually it involves thinking and planning, and some PCs might even spend so much time doing this that they will never get far enough to attempt the act.

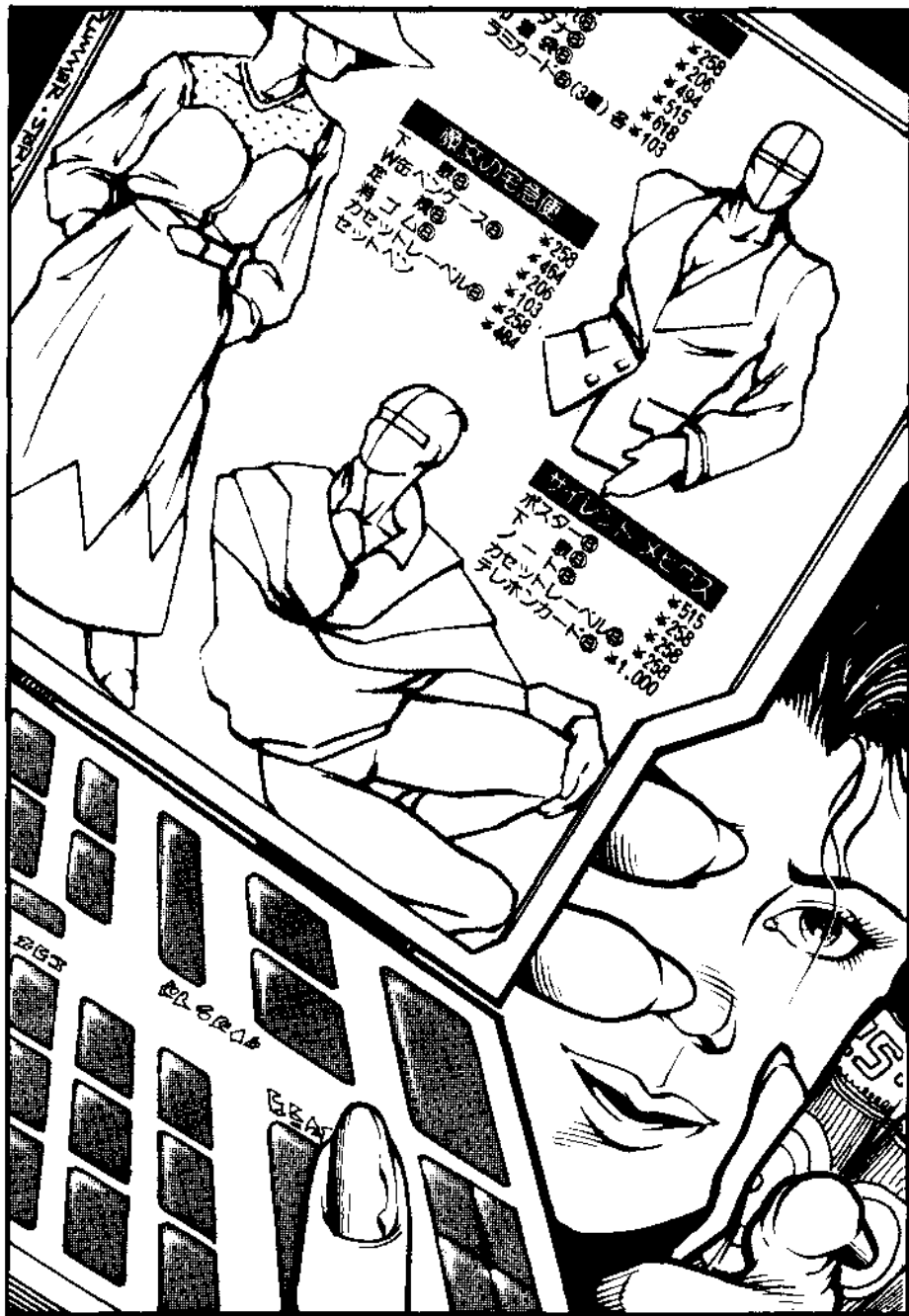
13-18 Multiple Personality: The PC suffers from the presence of 1-4 additional personalities in his mind. There is no control over which one is in control at a given

time, although different ones might be more likely to show themselves when under specific circumstances. These personalities are completely individual, and should be developed as separate characters without regard to race, sex or profession.

19-24 Stupor: Under conditions of danger, the character is likely to "crack". This will result with the PC standing with no will or interest, not talking or communicating in any way. The PC must be forced to eat, stand, sit, walk, eat, etc. and must be led to move. He will take no independent action. Time to visit a good psychiatrist. The PC's base chance of letting go is equal to $45 - \text{the SD modifier}$,

with an absolute minimum chance of 5. A percentile roll is made when appropriate conditions arise, and a result equal to or less than the base chance means that a "leave of the senses" is in order.

25-32 Catatonia: During times of extreme duress, the PC tends to curl up into a fetal position. He completely withdraws from the world, and though he will not resist being moved, he will always return to the fetal position. The base chance of this occurring under the appropriate conditions is equal to $45 - \text{SD modifier}$, with a minimum of 5%. If this number of less is rolled on a mentality check, the PC will "Assume the position!"



33-38 Pyromaniac: No thrill is greater than watching fire. Feeling the heat as it spreads, watching it devour its feast, watching the flames flickering in an erotic dance, are a few of the Perceptions which arouse the PC to an intense level of excitement. It's worth starting a blaze to experience it.

39-46 Paranoid: Everybody else is after the PC for some unknown reason (at least in the PC's mind). Every look, every whisper, every passing glance has some hidden meaning about the PC. They want something, probably to do some sort of harm. You must be very careful about who you deal with, even so-called friends cannot be trusted.

47-52 Schizophrenic: The PC withdraws into his own universe. The exact nature of this universe should be determined by the GM and player together. (A good example would be Don Quixote, who lived in his own world of knights and chivalry.)

53-60 Sadistic: One of the less liked characters, this guy pulled wings off flies as a kid, and probably still fries insects with a magnifying glass. All of his thrills come from causing pain to others.

61-66 Masochistic: The PC with this condition derives pleasure out of being abused physically. Pain is a form of excitement and arousal. Gratification may also be derived from being offended, dominated, or even mistreated in some manner.

67-72 Obsessive: This PC becomes completely involved with matters at hand. For example, if sent on a mission, the mission becomes his reason for living. Nothing else beyond the obsession has any real importance. Once one obsession is completed, then it is replaced with a new one. It should be noted that obsessions are haphazard, they will have some meaning to the character taken by them.

73-80 Kleptomania: The PC is excited by stealing. Sometimes the PC might not be aware that he has stolen an item until a later time. (e.g., Lisa, after leaving a jewelry store, finds a pair of earrings in her pocket. Not sure exactly where they came from, and although they are kind of ugly, she decides to hang onto them.)

81-88 Incurable Liar: The most difficult thing to do is tell the truth. Even telling simple stories ends up as exaggerated ridiculous tales.

89-94 Possessive: This guy takes the words stingy and selfish as compliments. What's his is his only, so hands off! Sharing is not a two-way street. The trait is carried over to all things, whether they are mates, material belongings or maybe even rights.

95-100 Depressive: The PC is always depressed and seeing the dark side of things. Nothing is bright and cheery in his life, and things around him that are, are depressing and utterly disgusting. "Nothing is like that for real; it must be artificial." This PC is not what you might call the life of the party, unless it's a Pessimist Convention.

5.7 NEUROLOGICAL DISORDER ACCESSORY TABLE

The following is a partial list of some Neurological disorders with percentile rolls assigned to them. However, if the GM wishes to use other disorders, he should feel more than free to do so. These are just some likely possibilities to provide an easy solution to the determination of a disorder.

NEUROLOGICAL DISORDER ACCESSORY TABLE

ROLL RESULT

01-09 Tourette Syndrome: Actually based on a genetic problem, this disorder is a very serious problem. Its victims show multiple "tics" which persist for one or more years. The first to appear are uncontrollable facial tics, which lead to verbal tics consisting of grunting, shouting, barking, etc. There is absolutely no control over what is done, and no reason behind it. A common symptom is uncontrollable obscene speech.

10-18 Slow Learner: The PC suffers a severe learning disability, and as a result must spend an additional development point for each skill developed during a development period.

19-27 Huntington's Disease: This disorder consists of irregular, involuntary, and completely uncontrollable movements of the extremities and face. There are two types of HD, Westphal type and Adult-onset HD. Westphal is a juvenile type which occurs during the first 20 years of life and consists of slow movements with a loss of coordination, seizures, and mental retardation. Adult-onset HD manifests itself in the fourth or fifth decades of life. It consists of fast tremors (rather than slow), some facial grimacing, twitching, twisting, etc. There is a lack of judgement, confusion, frequent tantrums, and inability to concentrate. There is a progressive loss of brain cells due to HD which will leave the patient more and more dependent. Eventually death is brought about by respiratory complications such as pneumonia.

28-36 Epilepsy: The PC is the victim of unpredictable, uncontrollable seizures. Some stimuli may be more likely to introduce a seizure than others (e.g., hyperventilation).

37-45 Personality Swinging: The PC tends to jump from one mood to another without warning or reason. One moment he might be severely depressed and the next, elated. Such moods may last minutes or hours, although they might be brought about by a situation suggesting a particular mood.

46-54 Nervous Twitches: Under any situation of emotional discomfort (nervous, angry, afraid, excited, etc.) there are nervous twitches of hands, face, etc. It is so annoying that it leaves the PC at -20 for maneuvers.

55-63 Stuttering: During situations of even mild emotional discomfort, the PC is afflicted with a severe stutter. Even talking becomes a very difficult maneuver for the PC (make an unmodified roll).

64-72 Amnesiac: Under very stressful conditions, the PC has a tendency to lose all memory. This may also occur from head injuries, on a more frequent basis than the normal person. Such memory loss may last hours, days or even weeks in the extreme cases.

73-81 Nervous Twitching: During times of real stress or more severe emotional discomfort, the PC is afflicted with a nervous twitch. Because it annoys the PC, he must act at -10 for all maneuvers.

82-91 Stuttering: Under more stressful conditions, the PC acquires a stutter which makes talking a medium difficulty maneuver. (Make an unmodified roll on the maneuver chart).

92-100 Severe Headaches: During stressful conditions, the PC is afflicted with horrible headaches which render him at -30 for maneuvers of all types.

5.8 PHYSICAL ADDICTION ACCESSORY TABLE

The following is a list of some possible physical addictions for use with the Physical Addiction Background Option. This is only list of suggestions and may be used for reference, or for determination of actual condition of the PC. However, the GM is welcome to add to the list as much as he desires.

PHYSICAL ADDICTION ACCESSORY TABLE

ROLL RESULT

01-15 Steroids: The PC has an actual physical addiction to a steroid used to alter proper body development and/or activity.

16-30 Alcohol: The PC has a physical need for alcohol. Simply put, he is an alcoholic.

31-44 Hallucinogens: The PC has a physical need for hallucinogenic drugs of a specific type. The exact form should be determined by the GM.

45-58 Recreational Drugs: A physical need for recreational drugs of any type or a very specific drug. The exact nature of the drug should be determined by the GM.

59-72 Speed: The PC has an addiction to stimulants which the nature of must be determined by the GM.

73-86 Narcotics: The PC has an addiction to those drugs known for dulling the senses and inducing sleep. The exact drug(s) should be determined by the GM.

87-100 Psionic Drugs: The PC is addicted to Psionic drugs. Whether they are enhancers, dampeners or shielding drugs, the exact form of the drug for the PC should be determined by the GM.

5.9 PHYSICAL HANDICAP ACCESSORY TABLE

The following chart contains some possible handicaps for use with the Physical Handicap Background Option. This is only a partial listing and may be used for reference or for determining a PC's condition. However, the GM should feel free to use handicaps not found on this chart.

To determine missing or paralyzed limbs, roll 1D100.

- 01-25 Left arm
- 26-50 Left leg
- 51-75 Right arm
- 76-100 Right leg

PHYSICAL HANDICAP ACCESSORY TABLE

ROLL RESULT

01-08 Quadriplegia: The PC suffers complete paralysis from the neck down.

09-16 Paraplegia: This PC suffers complete paralysis from the waist down. The PC is limited for movement by wheelchairs, cybernetic framework, or some other form of artificial movement.

17-24 Blindness: The PC is afflicted with complete blindness in one or both of his eyes. Make a percentile roll, a score of 01-25 will result in one eye, and 26-100 will result in both eyes.

25-32 Deafness: The PC suffers complete deafness in one or both ears. Make a percentile roll, a result of 01-25 will be one ear and the PC will suffer -50 for General Perception where hearing is used. If the result is 26-100, both ears are affected.

33-40 Mute: The PC's vocal cords have failed to develop properly, and as a result, the PC is unable to produce any vocal sounds.

41-48 Hunchback: The PC is afflicted with an abnormally curved back which tends to cause the PC to hunch over.

49-55 Paralyzed Limb: One of the PC's limbs is completely paralyzed and quite useless. To determine which limb, refer to the short table at the beginning of the chart.

56-63 Missing Limbs: The PC is missing two or more limbs. To determine how many, roll on this small chart.

01-60 Missing 2 limbs

61-90 Missing 3 limbs

91-100 Missing 4 limbs

To determine which limbs are missing, refer to the short table at the beginning of this section.

64-71 Missing Limb: The PC has one missing limb. To determine which limb is missing refer to the short table at the beginning of this chart.

72-79 Limp: The PC is afflicted with a limp which hinders movement from 25-50%. To calculate the amount of hindrance, make a percentile roll and calculate that percent of the difference between 25 and 50. For example, a roll of 50 would result in approximately 32% loss of movement rate. (50% of the difference of 25 [50-25] is 12.5, or 12. This added to the 25% base modifier yields a result of 32% total reduction of movement. A character with a base movement of 70 will lose 32% of his speed (32% of 70 = 22, the PC's new base movement is 48.)

80-87 Artificial Brain: The PC has suffered serious brain damage at some time in the past. As a result, he has had an artificial neural substitute implanted. To determine the percentage of the brain replaced, make a percentile roll and divide by 5, with a minimum result of 5. (i.e. Even if the roll is 01, there is still a minimum 5% replacement).

88-95 Asthma: At times of over-activity or a high intensity of emotional turmoil (e.g., fear, nervousness, high excitement, etc.)

96-100 Blind and Deaf: The PC is completely blind and completely deaf.

5.10 PSIONIC ACCESSORY TABLE

The following is a chart for use with the Psionic Background Option. It is not intended to be complete, but to provide an array of possible psionic skills. The GM is welcome to add new skills which he may feel are more appropriate for a character in his campaign. For more details on Psionics and the Non-telepath, refer to that section of this book.

This chart contains some likely Psionic realms with some suggested lists for use in them. However, if the GM finds some other spell/psion lists which he feels would be compatible to the fields being used, he should feel free to incorporate them into that area of expertise. However, it is important that such a list be compatible to a high degree.

If the PC refuses to develop his psionic potential, that is his prerogative. However, because there is a talent present, there is no reason why the GM cannot play on that. Although the PC might not be a true Wild Talent, there might be a touch of uncontrollable psionic energy within him. Well, such things are for the GM to decide.

PSIONIC ACCESSORY TABLE

ROLL RESULT

01-20 Wild Psionic: The PC has skill with 1-4 different lists, usually of a destructive fashion. However, the PC has no control over the talents he possesses. Once these talents have been determined, consider any lists involved as being known, mainly since the PC has no control over learning or casting them. When the PC is angered or under a lot of stress, he is likely to cast a psion subconsciously (not even knowing he did it, but still incapacitated while doing so). Targets are typically random, unless very obvious. The caster usually suffers some sort of side effect from casting (e.g., nosebleeds, nausea, dizziness, etc. refer to the section Psionics for the Non-psionic). The GM is to decide what psion is cast (if there are any to be cast) and at what level it is done. Also, the Wild Psionic gains Power points naturally, since he has no control over developing them. Psionic Training may provide better control and coordination with the PC's wild talents. Use the total rank bonus of Psionic Training to make a maneuver roll. Success will indicate

casting the right psion, or preventing it from being cast. However, casting will be restricted to all factors of normal casting (e.g., Time requirements, snap casting, level of psion, etc.).

21-26 Visions: A minor skill, this provides the PC with spontaneous glimpses about a person, item, place, etc. which he touches.

27-33 Empathy: The PC has a minor skill of sensing the emotional state of others in their presence. Such skill may also carry over to show a person's general alignment.

34-40 Clairvoyance: Intense concentration will reveal to the PC the events currently taking place at a specified location. Typically the PC must know the location he is "Tapping" into. However, if he does not, it may be considered as a difficult static maneuver.

41-46 Cryokinesis: This is a minor ability which provides the PC with the ability to create cold and lower temperatures. The PC should use the Magician Base Spell List Cold Law from *Spell Law*.

47-49 Telepathy: With this ability, the PC may learn three different lists. Telepathy from the Field of Alterations, Essence's Perceptions from Open Essence Lists (*Spell Law*), and Mind Merge from the Mentalists Base Lists (*Spell Law*) except that Mind Merges may be done with anyone.

50-52 Shielding: The PC has the ability to learn Elemental Shields from the Open Essence (*Spell Law*), Shield Mastery from the Closed Essence (*Spell Law*), and Mind's Defense from the Field of Mastery.

53-54 Telekinesis: With this ability, the PC may learn the lists Telekinesis from the Field of Alteration, and Telekinesis from the Closed Mentalist lists (*Spell Law*). At the GM's discretion, similar lists might be developed.

55-56 Energetics: The PC may learn lists involving energy such as Mind into Energy from the Field of Alteration, Dispelling Ways from the Closed Essence (*Spell Law*), and Psionic Tap from this book.

57-58 Meteorkinesis: The PC may learn lists involving weather prediction and control, such as Wind Law from the Magician base lists in *Spell Law*, Weather Ways from Open Channels in *Spell Law*, and Nature's Way from Animist's base lists in *Spell Law*.

59-60 Seance: The PC is able to learn lists involving summoning and communicating with spirits. Some examples are Summon Dead and Commune from the Necromancer Base lists in *RMCI*, and Spirit Healing and Spirit Mastery from the Shaman Base Lists in *RMCI* also.

61-62 Mind Control: This ability gives the PC psions affecting other minds. This includes lists such as Mind Detection from the Field of Visions, Mind Mastery from the Closed Mentalism in *Spell Law*, and Mind Control from the Mentalist Base lists *Spell Law*.

63-64 Hydrokinesis: The ability to here gives the PC some manipulation skills over water and liquids. This involves lists such as Water Law from the Magician Base lists of *Spell Law*, Fluid Destruction from the Sorcerer Base lists in *Spell Law*, and Liquid Alteration from the Mystic Base lists in *Spell Law*.

65-66 Pyrokinesis: This talent gives the PC power to control fires and includes lists such as Fire Law from the Magician Base lists in *Spell Law*, Mana Fires from *RMCI*, and Fiery Ways from the Crystal Mage Base lists in *RMCI*.

67-68 Sprechakinesis: A talent for the manipulation of light gives the PC access to Light Molding from the Illusionist Base lists, Light Law from the Magician Base lists, and Brilliance from the Open Mentalist lists, all found in *Spell Law*.

69-70 Precognition: The PC has a talent for seeing into the future and may develop all of the Base lists for the Astrologer in *Spell Law*.

71-72 Empathic Healer: The PC may develop all Healer Base lists found in *Spell Law*. However, he works in the same manner of taking injuries onto himself to heal them at an accelerated rate.

73-74 Imbedding: This PC may develop all Alchemist Base lists in *Spell Law*.

75-76 Illusionism: The PC has a talent for illusion and may develop the Illusionist base lists from *Spell Law*.

77-78 Nature Mastery: The PC has a sort of "oneness" with nature and may develop the Animist Base lists from *Spell Law*.

79-80 Empathy Major Ability: The PC has a stronger Empathic ability and may develop all of the Mentalist Base lists in *Spell Law*.

81-82 Field of Visions: The PC may have full access to the lists from the Field of Visions in the *Player Book*. They should be developed as any other lists would be.

83-84 Evil Eye: The PC has a nasty capability which borders on evil. He may develop powers to a higher degree by developing the Evil Cleric Base lists from *Spell Law*.

85-86 Field of Mastery: The PC has open access to all of the lists found in the Field of Self Mastery from the *Player Book*.

87-88 Healing: The PC has the "Healing Touch" and may develop the Lay Healer Base lists found in *Spell Law*.

89-90 Terrakinesis: The PC has a spiritual link with the "Essence" of planets. He may develop all of the Crystal Mage Base lists from *RMCI*, as well as any lists of a similar nature (e.g., Earth Law from the Magician Base lists in *Spell Law*, Earthblood's Way from the Arcane Lists in *RMCI*, and Earth Mastery from the Witch Base lists found in *RMCI*).

91-92 Field of Alteration: The PC has full access to all of the lists found in the Field of Alteration in the *Player Book*.

93-94 Destruction: The PC has a talent for destruction and may develop all of the Sorcerer Base lists found in *Spell Law*.

95-96 Field of Control: The PC has full access to all of the lists found in the Field of Control in the *Player Book*.

97-98 Elementalist: The PC has a power of elemental manipulation. He has the ability to develop all of the Magician Base lists found in *Spell Law*.

99-100 Mind Domination: The PC has talents of mental influence which border on pure evil. He can develop all of the Evil Mentalist Base lists found in *Spell Law*.

5.11 PHOBIA ACCESSORY TABLE

The following is a list of some likely phobias for use with the Phobia Background Option. This is by no means a complete list and may be used for reference or to determine a PC's phobia condition. The GM is welcome to add new phobias as he sees fit.

PHOBIA ACCESSORY TABLE

ROLL	RESULT
01-02	Optophobia: A pretty serious condition in which the PC has a fear of opening his eyes.
03-04	Vestophobia: The fear of clothing
05-06	Xenophobia: Fear of aliens and strangers.
07-08	Verbophobia: Communicating becomes very difficult when someone has this fear of words.
09-10	Narcophobia: Stimulants are probably a habit for the PC suffering from this fear of sleep.
11-12	Gynophobia: The fear of women, the fairer sex.
13-14	Mysophobia: This fear of germs and contamination can lead to some drastic living conditions for the PC.
15-16	Ochlophobia: Lots of people make this PC nervous; this is the fear of crowds.

17-18 Ballistophobia: What's more frightening than bullets? Nothing!

19-20 Anthrophobia: A general fear of people. I wouldn't call this one irrational. I sympathize with the PC.

21-22 Botanophobia: The fear of plants. Unfortunately, there aren't too many places to hide.

23-24 Decidophobia: The fear of making decisions. This PC is not the leader type.

25-26 Racial Phobia: The PC has a fear toward a specific race of his or the GM's choice.

27-28 Tropophobia: The fear of moving or giving in to changes in one's life.

29-30 Probophobia: The fear of anatomical probes of all kinds (medical probes, scanners, etc.) involving probing the PC's body.

31-32 Graviphobia: A difficult fear to live with, this is the fear of gravity and similar forces.

33-34 Androphobia: The fear of men.

36-37 Hydrophobia: The PC suffers from a fear of water.

37-38 Phobophobia: This one is sort of "deep". This is the fear of one's own fears. However, what's better to be afraid of?

39-40 Tricophobia: The fear of hair. Did you know that a lot of monsters have hair? Hair is a good way to identify horrible creatures. (e.g., The deadly Ultracore of Pollux is nothing but hair.)

41-42 Zoophobia: The fear of animals. The question is "What is the proper definition of animal?"

43-44 Pyrophobia: The fear of fire.

45-46 Bathophobia: The fear of depths. Did you notice that space is awfully deep, as well as the ocean, and many holes?

47-48 Algophobia: One of the more understandable phobias, this is the fear of pain.

49-50 Chromophobia: This is the fear of certain colors. The color to be used for the PC should be determined by the GM.

51-52 Ergophobia: The fear of work. To think, they just thought you were lazy!

53-54 Hematophobia: The fear of blood, anyone's included, but especially your own.

55-56 Entomophobia: The fear of insects and insect-like creatures. There might also be specific fears involving insects (e.g., Apiphobia = bees, Arachniphobia = fear of spiders, etc. Yes, I know spiders aren't insects, but they're close enough.)

57-58 Claustrophobia: The fear of enclosed places.

59-60 Acrophobia: The fear of heights. That's very understandable; you might fall!

61-62 Astraphobia: Fear of storms, lightning, and thunder. When all three come together, it's time for sedatives.

63-64 Ceraunophobia: The fear of thunder and similar sounds. What fool said, "It's only angels bowling!"?

65-66 Iatrophobia: The fear of doctors and other medical practitioners. Who is better to fear among the professions?

67-68 Monophobia: The fear of being alone.

69-70 Necrophobia: The fear of dead bodies. Yuk!

71-72 Belonephobia: The fear of pins and needles, as well as other sharp objects. It's not fun to get stuck.

73-74 Agoraphobia: The fear of open places.

75-76 Baccilophobia: The fear of microbes. Have you noticed that they're everywhere? In every crack and crevice, infesting the very food you eat, they even violate your own body, filling the air in your lungs and the juices of your digestive system. *Is There No Escape?*

77-78 Nyctophobia: The fear of night and the dark.

79-80 Topophobia: The fear of performing (e.g., stage fright).

81-82 Sophophobia: The fear of learning. "You learn something new every day." is not the PC's favorite quote.

83-84 Pathophobia: The fear of diseases and their contraction.

85-86 Pantophobia: The fear of fears. Rather ironic, isn't it?

87-88 Thalassophobia: The fear of the ocean.

89-90 Thanatophobia: The completely understandable fear of death. It just happens to be more severe than the normal person's.

91-92 Pediphobia: The fear of children and/or dolls. They're all monsters anyway.

93-94 Psychrophobia: The fear of the cold. You know, it gets awfully cold in space.

95-96 Numerophobia: The fear of numbers. This PC is not a mathematician.

97-98 Cosmophobia: The complete fear of space and space travel of all kinds.

99-100 Technophobia: The fear of technology of all kinds. Technology corrupts, and scientists are workers of evil for helping it along.

5.12 PHOBIAS AND HOW THEY WORK

Phobias are fears which someone has developed toward a specific thing(s). The reason for a character's phobia may or may not be known, but that information is relatively unimportant as long as the phobia persists. The first step is to determine the severity of the PC's phobia. There are several levels of fear: Mild, Moderate, Severe, Very Severe, Hellish, and Pure Panic. Each of these levels represents the difficulty for performing maneuvers in the presence of the fearful condition, and for putting that fear aside for the moment. To determine a PC's severity to a phobia, make a percentile roll and add 30. Check this with the "Results" column of the following chart. Once a PC's severity level has been determined, it will remain the same under most conditions. It can, under rare circumstances, either worsen or improve. If at any time, a fear check is failed by 100+, the PC's severity level will permanently be worsened by one level. However, if the fear check is failed by 100+ (a failure result from the failure chart) (i.e. 25, 50, 75) for a total failure of 125-175, the severity will be worsened by an additional amount as listed on the chart. (e.g., if a PC failed a fear check by 125, his severity level would be worsened by 2; 1 for failing by 100, and 1 more for the additional 25+ failure.)

PHOBIA EFFECTS CHART

Results	Condition	Maneuvers	Fear Check
01-15	Mild	-30	-40
16-30	Moderate	-40	-50
31-60	Severe	-50	-65
61-75	Very Severe	-65	-75
76-90	Hellish	-80	-90
91-100	Pure Panic	-100	-100

The modifiers from the Phobia Effects Chart are used when the PC is confronted with a condition of fear involving his phobia. If he wishes to attempt to ignore the fear and go about his business, he must make a Self Discipline roll. This is done by making a percentile roll and adding the character's SD, and any other modifiers (refer to the chart) in attempt to result with a total of 101+. The PC may attempt to either ignore the phobic stimulus or to perform a maneuver. However, once the PC has tried to ignore it and fails, he cannot attempt to ignore it again. At least not until he has had time to find safety and should happen across the fear again. This reflects the fear overcoming him while attempting to overcome it for the time being.

If failure to ignore is more than 25 (i.e. failure of 25+), the severity should be increased by 1 if possible. If the failure is greater than 50, increase severity by 3 levels. And if the poor fool fails his SD check by 75+, just go ahead and add 5 levels. If severity should happen to increase beyond Pure Panic (e.g., if the PC is Hellish and fails by 50+), then suffer a Shock critical of an equal severity. (e.g., 3 severity levels higher will be a type C shock critical).

PHOBIA SEVERITY INCREASE CHART

Total Result	Severity Increase
101+ (Success)	None
Failure 25+	1 level
Failure 50+	3 levels
Failure 75+	5 levels

In *RMCI*, there is a section on handling fear. I recommend this section for use in situations involving general fear. For example, a PC with Botanophobia (fear of plants) would use this section when confronting large, drooling, mammalian carnivores which haven't eaten for several days, since these do not resemble plants. However, the GM might prefer to have the PC's roll on this chart under all conditions, and Phobic PC's must apply any modifiers to their phobic check. (i.e. Phobic PC's would make two fear checks when in conditions involving their Phobia.)

In *RMCI*, there is a section on Handling Fear. The GM has a number of options for using these rules.

Option 1: The GM may assign a severity of fear for any fearful condition and use the previous chart for Fear checks. A character suffering a phobia under those conditions would just have a severity that much worse than anyone else present without phobias. This would result in ignoring the section in *RMCI* altogether.

Option 2: The GM may decide to use the section in *RMCI* for those situations of general fear. That is, any situation in which the PC is not suffering a reaction to the phobia. (e.g., A PC afflicted with Botanophobia (fear of plants) would use the *RMCI* section when confronted with large, drooling carnivores who haven't eaten in a while, since these do not normally resemble plants. However, if the PC confronted a true Venusian Fly Trap towering several feet over him and licking its chops, the PC would use the chart above for determining fear. (Probably with modifiers for the plant's carnivorous nature.)

Option 3: The GM may wish to use the *RMCI* section for all fear encounters. Phobic characters must apply any modifiers from this to their Phobia check (i.e., Phobic PCs while confronting their phobia would make two fear checks, the first in the

RMCI section, the second on the chart above, using any modifiers incurred from the first roll.) However, if the PC is not confronting his phobia, he will only roll on the *RMCI* chart.

6.0

OPTIONAL SKILL/STAT RULES

The optional rules in this section deal with various ways of handling skills, character statistics, and other factors which affect skill bonuses.

6.1

LEVEL BONUSES

Level bonuses are a simple concept which allow a character to improve in skills just by going up in levels and having at least one skill rank developed. Gaining proficiency with experience is handy and realistic. However, Level bonuses can get out of hand in certain situations. When this occurs, it is unfair and unrealistic. The game is thrown off balance and may become favored toward a specific character playing. This only takes away from the enjoyment of the game.

Example: Brent Harcourt, a recently turned 10th level Con Artist, has completed development of one rank of Cryptology. Thus, he will receive +2 per level for his profession. This means that Brent will receive +5 for his one skill rank, and his stat bonus as well. However, in addition to this, he will receive +20 as a level bonus because he is 10th level. This is not fair since Brent is just learning the skill. The +20 level bonus should be trashed.

The easiest way to handle this situation is to allow a level bonus for each level advanced from the time at which the first skill rank was purchased. This way, a character gains level bonuses for only those levels in which the skill was available for the character's use. Just note the level at which the skill was developed on the skill page. This is simply subtracted from the character's current level of experience and multiplied by the level modifier. (In the previous example, Brent Harcourt would not receive any level bonuses until he reached eleventh level.) However, the GM may feel that starting level bonuses at the level at which the skill is developed would be more beneficial. (In this case, Brent Harcourt would receive +2 at tenth level since its development is completed at the time he achieves that level of experience.)

Note: The skill development page has been remade to provide a more organized and complete layout. An extra column (DVP) is included on the page.

The DVP stands for development and should be marked with the level at which the skill was developed. This allows for easy reference for the determination of level bonuses.

$$(\text{Exp Lvl} - \text{DVP}) \times (\text{Level Bonus}) = \text{Total Level Bonus}$$

This might, at first, appear to be just more record keeping. However, there is very little involved in keeping track, as long as the DVP column is available. This level bonus method is more realistic and will help the game run smoother for advanced characters developing new skills in those fields where their profession receives level bonuses.

6.2

A NOTE ON SIMILAR SKILL CATEGORIES

If you inspect the skill lists under each of the skill categories, you will find something which may seem peculiar. Some of the skills are duplicated in different categories (e.g., Genetics is found in both the Medical and Scientific Categories). These skills are marked with an asterisk by them. These level bonuses are not cumulative. Compare the character's level bonuses in the two separate categories. The PC will receive the highest level bonus. The lower level bonus is to be ignored. This arises because some skills can easily fall into more than category and cause specific professions to suffer as a consequence. With the simple guidelines explained above, there will be no confusion as to which level bonus should be used by the character facing the dilemma. These duplicated skills are uncommon, but undoubtedly you will run across them.

6.3

SMOOTHED STAT BONUSES

Note: First appeared in *RMCI*.

The standard *Space Master* stat mods concentrate at the extremes of the possible trait ranges; that is, the first +5 mod comes at 75-84 while the first -5 comes at 15-24.

All the stats from 25 to 74, over half of the possible range, are all given a mod of 0. The result is that a character with a 26 stat is no worse off than someone with a 70. Such a distribution approximates a normal population distribution for a trait or characteristic.

This section presents a smoothed stat bonus distribution to allow for a wider variety of bonuses.

SMOOTHED STAT BONUS CHART

Temp. Stat	Smoothed Bonus	Development Points	Psion Power Points
100	+25	10.0	3.0
99	+23	9.8	2.8
98	+21	9.6	2.6
97	+19	9.4	2.4
96	+17	9.2	2.2
95	+15	9.0	2.0
94	+14	8.9	1.9
93	+13	8.8	1.8
92	+12	8.7	1.7
91	+11	8.6	1.6
90	+10	8.5	1.5
87-89	+9	8.2	1.4
84-86	+8	8.0	1.3
81-83	+7	7.7	1.2
78-80	+6	7.4	1.1
75-77	+5	7.0	1.0
72-74	+4	6.8	0.8
68-71	+3	6.6	0.6
64-67	+2	6.3	0.4
60-63	+1	6.0	0.2
41-59	0	5.5	0
37-40	-1	5.0	0
33-36	-2	4.8	0
29-32	-3	4.6	0
27-28	-4	4.3	0
25-26	-5	4.0	0
22-24	-6	3.8	0
19-21	-7	3.6	0
16-18	-8	3.3	0
13-15	-9	3.0	0
11-12	-10	2.9	0
10	-11	2.8	0
9	-12	2.7	0
8	-13	2.6	0
7	-14	2.4	0
6	-15	2.2	0
5	-17	2.0	0
4	-19	1.8	0
3	-21	1.6	0
2	-23	1.3	0
1	-25	1.0	0

7.0

OPTIONAL PSION RULES

The optional rules in this section deal with various ways of treating the use of psions and telepathic power.

7.1

THE WILD PSIONIC TALENT

The Wild Psionic Talent is an uncontrollable mass of psionic energy. This PC does not need to develop skill to make use of his Psionic talents. Rather, the PC needs to skill in Psionic Training to control his talents. For best results, the PC should be allowed innate power points (i.e. natural power points like the True and Semi Telepaths). The PC should already know lists, although he may not know what they consist of (he would know them subconsciously). Some Wild Psionics do not realize that they have any telepathic ability at all! The GM would actually have control over the PC's Psionic activity. Typically a Wild Psionic has Psion lists of a violent nature (e.g., Pyrotechnics) with which he can release anger and frustration on others. However, the Wild Talent does not intend to do so, it just happens. (i.e. the GM determines if the situation calls for psionic activity and will make appropriate rolls for casting, results, failures, side effects, etc.) In the case of the Wild Talent, the PC develops Psionic Training for a different reason, to control the psionic energy stirring inside of him. The PC cannot opt to drop control if he would like to, the skill is strictly to control it. The total skill rank bonus of Psionic Training is a percent chance to control the energy and prevent a psion from being cast. If the Wild Talent PC would like to attempt to control the wild energy in order to cast a Psion which he knows he possesses, he may attempt to do so. The PC must make a percentile roll adding his total skill rank bonus for Psionic Training, with one other modifier. The level of the psion he is attempting to cast must be multiplied by 5, and this total is subtracted from the percentile roll made. If the result is 101+, then he may attempt to cast the psion. (Don't forget to check the Side Effects chart even if he fails to control it.)

Example: Trisha has known she was a Wild Talent since she set fire to her third grade teacher for sending her to the corner. She is attempting to cast the 6th level Firebolt from the list Fire Law in Spell Law. Her Psionic Training skill bonus is +60. First she must attempt to control the wild energy within her. The Psion itself would be a modifier of -30 because its level is multiplied by 5 ($6 \times 5 = 30$). Trisha rolls an 81 for a total of 111 ($81 + 60 - 30 = 111$). The total is greater than 101, which means that she may go ahead and try to cast the psion with all restrictions for normal casting applicable (e.g., required time, fewer rounds of preparation, etc.) She must make a roll for side effects and successful casting. If she fails casting, then she also needs to make a roll for Psion Failure.

However, if someone gets her mad, the GM might decide that her subconscious would retaliate. Trisha would first make a percentile roll for her Psionic Training. Even if she wanted to let the wild talent go off, she must make the roll. If she fails (rolls 61+) then the GM may proceed with rolls to see if the psion goes off, and what the results of it are. If she is successful in controlling it, then it will not go off (although she could attempt to cast it on her own with another attempt to control the psionic energy).

Note: When the Wild Psionic energy overrides the PC's attempt to control it, there is no modifier for the level of the spell, (e.g., in the previous example there was a -30 penalty for the 6th level spell, that is not applied when the Wild psion is in control of the PC).

7.2 OVERCASTING PSIONS

What happens when a telepath PC wants to cast a Psion which is a higher level than himself? Well, as long as he has the power points, there is no reason why he can't at least try. This table is used to determine the increase in the chance of failure while casting. Subtract the PC's level from the Psion's level, and consult the table with the result. The number from the chart is the increase in the Failure chance. The PC may reduce this penalty by a maximum of (20) by taking two extra rounds of preparation beyond the normally required three rounds. (i.e. +10 per round of extra preparation, but only 2 extra rounds are ever allowed).

OVERCASTING PSION
MODIFICATION CHART

Psion's Level minus Caster's Level	Psion Failure Modifier
1	20
2	25
3	30
4	35
5	40
6	55
7	60
8	65
9	70
10	75
11	90
12	95
13	100
14	105
15	110
16	150
17	155
18	160
19	165
20	170
21+	200

8.0 OPTIONAL COMBAT RULES

The following section includes optional rules for use in *Space Master* combat. The use of these rules is left solely up to the GM. If the GM feels that such rules will not work well in his game, or if he feels they are unrealistic, then by all means opt not to use them.

8.1 THE CALLED SHOT

One of the most common complaints encountered with *Space Master* is the dilemma of a called shot. Many characters have a tendency to aim for a specific portion of the body and expect to hit it, as opposed to whatever a critical result might specify. Actually, it would not be too difficult to apply the results of a critical to another body location, at least generally speaking. However, with calling shots comes a greater degree of difficulty. It is suggested that for a general region of the body (e.g., head, chest, abdomen, arm, leg, etc.) the firing PC be at -50 for the called shot. For a specific portion of a general region (e.g., forehead, forearm, shoulder, thigh, foot, hand, etc.) the PC should attack at -75. For a very specific location, (such as the left eye, thumb, navel, heart, big toe, "Right between the eyes!", etc.) the PC is aiming for a very small and very precise location, and should attack at -100. However, if the PC fires and misses, he may have hit the enemy anyway. If the same roll is applied, without the penalty for the called shot, but with a -30 for failing the called shot, and a hit is registered on the attack chart, that hit is applied to the foe.

Example 1: Erica, armed with an assault laser, is being run down by secret police. She is being pursued by one officer, whose partner is signalling in an air backup team. Running down a back alley, she dives behind a refuse dump for cover, and faces her pursuer. "I'm burning a hole right through his face," she says, calling a shot to a particular region of his head (-75). She fires on the officer who is wearing AT 8 all over his body, except his head. His face is completely bare and will be treated as AT 1. Erica fires, and rolls a 61. She is +60 with her weapon and receives no modifiers for short range. However, she does have a +15 computerized laser targeting scope.

Therefore, her total is 136. The called shot penalty was -75, bringing the total to 61. Cross-referenced on the attack chart shows 4 hits and a type A critical done to the face at AT 1. Next time I'm sure he will wear a helmet.

Example 2: Now suppose Erica had rolled something really bad, like say a 32. Her skill of +60 and the scope's +15, brings the total to 110. With the called shot penalty of -75, the total roll is brought back down to 32 (a complete coincidence, trust me). Cross-indexing the 32 on the attack chart shows that she missed. However, this only means that she missed her called shot, and not necessarily the entire target. Go back to the initial attack roll (32) and add the modifiers (60 and 15) for a total of 110. Now, because this was a called shot, and she missed, she suffers a penalty of 30. Because this is being determined from the results of the called failure, this attack is versus the foe's armor type 8 instead of the armor on a specific area. The total 110 - 30 shows a result of 80, which results in 1 hit point of damage on the attack chart.

The big advantage of attempting a called shot is that you can go for those areas of the body which may be covered by a less protective armor. The only problem is the very high difficulty level of successfully hitting the area. Erica wanted to try for the unarmored face, AT 1, rather than attack the general AT 8 all over his body. Because with a called shot, a successful hit is determined on the column matching the armor covering that specific body area, rather than whatever the target is wearing on other parts of the body. Why should a called shot to head, against someone wearing a breastplate, attack the breast plate rather than bare skin? It is more realistic to complete the attack versus the armor of that spot aimed at.

8.2 EXTENDING SOUL DEPARTURE

Soul departure is one thing that is absolutely standard. It is the same for every member of a specific race. Personally, I feel that it should vary based on the individual's physical health. By doing it this way, those characters who make the effort to develop their body and keep healthy will not die as quickly. This will allow for a little more realism, and give the character a break, and just maybe save his life.

The process of extending soul departure involves adding a number of rounds to the standard soul departure allotment for the race based on the character's Body Development. Normally, Body Development does not have a total rank bonus (i.e. Rank bonus + Stat bonus + Level bonus + Miscellaneous bonuses = Total Rank Bonus. Refer to the Skill Development sheet.) However, for the extension process, you must develop a total Body Development Rank Bonus, just like you would for any other skill. (i.e. Rank bonus + Stat bonus (Constitution) + Level bonuses = Total bonus). The result is divided by 10 and rounded down to give the final number. This is the number of rounds which are to be added to the Race's standard number of rounds for soul departure.

Example: Jennifer is a Terran Standard Human who has developed a total of five ranks in Body Development so far. Her Constitution at the present time is 90, which provides a stat bonus of +10. Unfortunately, she does not receive a bonus in Body Development because she is a Modern Artist (refer to the Level Bonus Chart). Her total bonus in Body Development is the first thing to be determined. Five ranks in Body Development is a rank bonus of +25, and her Constitution Stat bonus is +10, and there are no level bonuses, so her total is +35. Dividing this by 10 yields 3.5 extra rounds before soul departure. The standard for Terran Humans is 12, so she now has 15 rounds (12 + 3 = 15).

9.0 OPTIONAL ARMOR RULES

The following optional rules deal with *Space Master* personal body armor.

9.1 ARMOR ENCUMBRANCE

What is about to be discussed goes against rules already laid out in the *Player Book*. However, it is a suggestion which the GM might feel is applicable to his views of encumbrance. Every armor which requires a skill in maneuvering to be developed has a maximum and minimum maneuver penalty. The goal of the PC is to bring the maneuver penalty down as low as possible. The rules found in the *Player Book* (pg 63 Quickness Stat Bonus/Penalty), state the PC's Quickness bonus can never be reduced below zero, when the encumbrance penalty of armor is subtracted from it. I agree with this as long as the PC has fully developed his maneuverability in the armor he has chosen. However, if the PC has not fully developed Maneuvering in Armor for his armor type, then he should suffer the consequences for wearing that armor. If the PC's maneuvering penalty reduces his Defensive Bonus below zero, then that amount should add to the foe's attack roll, but only if the PC has not fully developed the armor maneuverability. Although there are situations in which a PC has developed his armor to its maximum, and the penalty still reduces him below zero, the PC should not be penalized by reducing his Quickness below zero. (Unless the GM feels that since the PC selected that particular armor, he must suffer the consequences).

Example: Sam Sabre has decided to develop skill in maneuvering for Armor Type 15 which has a maximum maneuver penalty of -80, and a minimum of -20, and a Quickness penalty of -15. Sam's Temporary Quickness is a 90, yielding +10 QU, and he is a Neo-Human +5 QU, for a total of +15 QU. The PC's Quickness penalty for wearing type 15 armor is -15, for a total QU of +0, bringing his natural DB down to zero. However, suppose Sam decides to only develop his armor half way to its minimum (i.e. -40 maneuvering), and still wants to wear the armor? Determine the difference between the current maneuver penalty and the minimum maneuver penalty of wearing the armor. This amount should also be subtracted from the PC's natural DB to reflect his slow and awkward maneuvering, making him an easy target.

With Sam, this amount would be -20, since the minimum maneuver penalty for AT 15 is -20, and he developed his maneuverability down to -40 (40 - 20 = 20). This would effectively reduce Sam's DB to -20 and provide his foe with a +20 bonus to hit him. (Remember, his poor maneuver skill has made him slow, awkward and very vulnerable; he's not prepared to dodge weapons or jump for cover, etc.) The PC's Maneuvering in Armor Stat Bonus may be applied to this (AG/ST). Sam's AG is 80 (+6 according to the Smoothed Stat Chart), and his ST 93 (+13 according to the Smoothed Stat Chart), providing an increase of 9.5. This will increase Sam's DB from -20 to -11 while wearing his type 15 armor.

Although this adds complexity to the combat rules, it does provide a little more realism for those characters who make themselves vulnerable to attack by not learning to move in their armor before using it. When you cannot move very well, you are quite prone versus someone who can. If nothing else, this might keep some players from being stupid about what type of armor they wear, and how they develop skill in it.

9.2 INTEGRAL ARMOR SYSTEMS

This section discusses armor, the different systems which might be found in a suit, and what options are available in armor. First, the different features found in many armors will be described. Then, the following chart will display what is standard equipment in each Armor Type, and what is available in the armor beyond standard equipment.

ARMOR SYSTEM LISTING

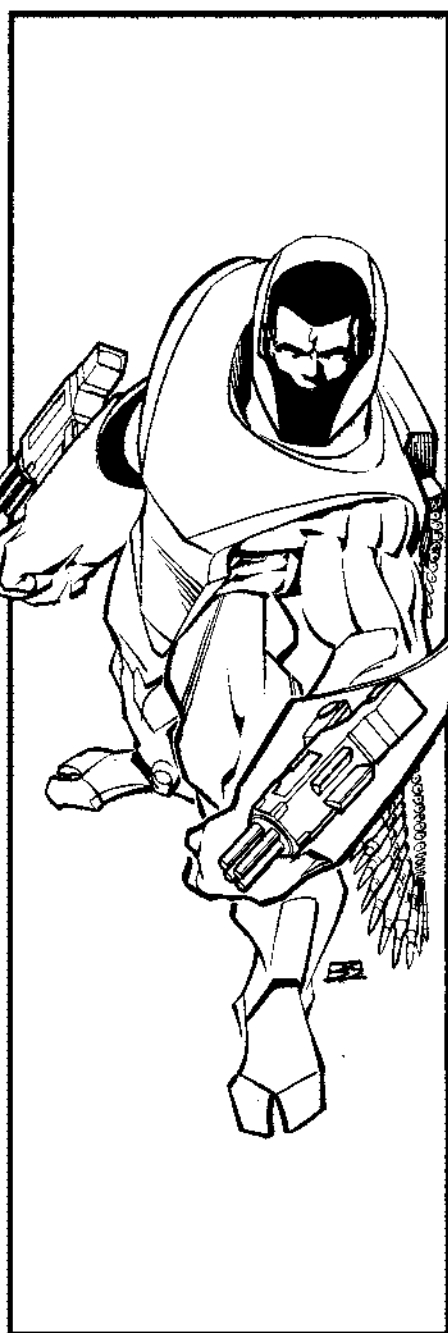
Audio Amplification (External): The amplification system is basically nothing more than a bull horn attached to communicator. The basic unit will not actually amplify the voice, just allow to be audible outside the environmentally sealed suit. More advanced models will amplify the voice to be heard over long distances. Some will come equipped with equalizers to distort and manipulate the user's voice with great flexibility. However, as with everything else, the more advanced the unit, the more expensive it is.

Audio Amplification (Internal): An internal amplification unit is the opposite of the external unit. Rather than emitting sound, it collects sound and magnifies it for the user. The standard unit has a range of up to 10x magnification, with a range of approximately 35 meters. More expensive units might reach 1000 meters and 100x magnification, but are also about 10x more costly than the basic system. This type of unit taps into the communication system on the reception lines, and has a small microphone fastened to the helmet, or somewhere on the upper torso.

Astrogation Computer: Very rare in armor, in fact this is only found in those suits of powered armor capable of space flight. This computer allows the occupant to plot a course of flight, and will guide the suit along the route. This gives the wearer the opportunity to sleep, or whatever, while in flight. The computer cannot land the suit, or assist in take off. Also, evasive and strategic maneuvers are beyond its capability. Such a computer does have star charts for reference and coordinate planning, to find one's location in space by using the location of stars to plot.

Automatic Breach Sealant: One of the greatest inventions for environmental suits, this incorporation will automatically seal small breaches in the suit, such as low-caliber bullet holes, small rips, etc., although the occupant will be exposed for an instant to the outside. If anything obstructs the seal, the suit will seal around it (e.g., an arrow through the suit would force the suit to seal around the perimeter of the shaft protruding from the suit. If it were a hollow arrow, the suit could not seal the inside of the arrow, and the occupant would be permanently exposed!) Larger holes and rips take longer to seal. Typically, the rate of sealing is 1 round per 2 square centimeters of hole. The entire time required for sealing the occupant is exposed to the outside and must suffer the consequences.

Automatic Diagnostics Computer: A small computer which displays the condition of the suit on the inside of the visor in a "Head up" manner. Damage to any part of the suit is immediately displayed where the occupant can see it. This allows for immediate information on all damage to the suit. Damage to the Diagnostics computer will not be displayed, but it will be known when all displays are erased from the visor. Some of these units also have a vocal counterpart which announces damage as it occurs. Some of the less expensive units have just the vocal announcement as the damage occurs.



Communications: Environmental suits come with communications systems installed. Without them, the occupant would be unable to speak with others. The type of communication system will vary from one suit to another. Tachyon Beam Dictor is not likely to be found in most environmental suits. The most common are microfrequency Modulation and Laser Rig systems used for in-system communication. The range of such systems will vary from unit to unit and should be determined by the GM based on the equipment in his campaign.

Computer System: Simply a system for information storage and retrieval. The size of the computer will vary from unit to unit and should be determined when the unit is purchased/obtained. Smaller suits will unlikely exceed a Mk 10 computer, while Power Armor may go up to 25 or 30.

Cryosupport Generator: A bulky piece of equipment, this device is not found on standard environmental suits very often. This equipment is used to suspend the occupant indefinitely in a cryostasis. Power Armor capable of space travel is the most likely place to find one of these units. In such a situation, it is easily powered by the Power Armor's own reactor. However, if this is incorporated into a suit, a small reactor must be built on, or a large collapsible solar panel (sometimes termed a Solar Sail). The Cryosupport Generator is programmed to automatically revive the occupant once the external conditions are capable of supporting him. However, there is a time built into the generator, allowing the PC to set the length of the cryostasis.

Emergency Backup Lifesupport: Just as the name implies, this system will (hopefully) kick in when damage occurs to main lifesupport to make it inoperable. Such a unit will only last a short time, typically 1-3 hours, hopefully enough time to get to safety or initiate repairs.

Flight Systems: These are only found in powered armor and provide transport systems beyond the norm. Included in this category are space flight, atmospheric, and hydrographic movement. Refer to Powered Armor in Armored Assault.

Fusion Reactors: All environmental suits need power of some sort. Many make use of simple power cells. However, some of the more powerful units require a full reactor on board. Such a reactor is not necessarily very large, but anything short of it would not power all of the systems in a fully decked out suit.

Gravitic Systems: Such a system is used to assist in movement of bulky and heavy outfits. This mode of movement allows the suit to hover just over the surface of the ground (about 2-5 centimeters). The PC cannot move any faster than base movement with a max pace of 5x, while in this mode. However, exhaustion points for movement will be cut in half while using this mode.

ARMOR ACCESSORY AVAILABILITY CHART

Armor Accessory	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Pwr Amr
Audio Amplification (External)	N	S	N	N	N	N	N	N	S	S	S	A	S	S	A	A	O	O	A	A	A
Audio Amplification (Internal)	N	O	N	N	N	N	N	N	O	O	O	O	O	O	S	A	O	O	S	A	A
Astrogation Computer	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	S
Automatic Breach Sealant	N	N	N	N	N	N	N	N	N	N	O	O	O	O	S	A	N	N	A	A	A
Auto-Diagnostics Computer	N	O	N	N	N	N	N	N	O	O	O	S	O	O	S	A	N	N	S	A	A
Communications (Microfrequency)	N	S	N	N	N	N	N	N	S	S	S	S	S	S	S	S	S	S	S	S	S
(Laser Rig)	N	O	N	N	N	N	N	N	O	O	O	O	O	O	S	O	O	S	S	S	S
(Tachyon Beam D.)	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	O
Computer System	N	N	N	N	N	N	N	N	N	O	O	O	O	O	S	A	N	N	A	A	A
Cryosupport Generator	N	O	N	N	N	N	N	N	O	O	O	O	O	O	O	O	N	N	O	O	O
Emergency Backup Lifesupport	N	O	N	N	N	N	N	N	O	O	S	S	O	O	S	A	N	N	S	A	A
Flight Systems	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	O
Gravitic Systems	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	O	O	S
Homing Beacon	N	O	N	N	N	N	N	N	O	O	S	S	S	S	S	S	S	S	A	A	A
Homing System (Tracking)	N	O	N	N	N	N	N	N	O	O	O	O	S	S	S	S	O	O	S	S	A
LCD Helmet	N	N	N	N	N	N	N	N	O	O	O	O	O	O	O	S	N	N	S	S	A
Lifesupport	N	S	N	N	N	N	N	N	S	S	S	A	S	A	A	A	N	N	A	A	A
Mounted Weapons	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	O	O	O
Navigation Computer	N	N	N	N	N	N	N	N	O	O	O	O	O	O	O	O	N	N	O	O	S
Power Systems																					
Cartridge (Utility)	N	S	N	N	N	N	N	N	O	O	O	O	O	O	O	O	N	N	O	O	S
Pack (Utility)	N	O	N	N	N	N	N	N	O	O	O	O	S	S	S	N	N	N	N	N	N
Microfusion Reactor	N	O	N	N	N	N	N	N	O	O	O	O	O	O	O	N	N	N	S	S	N
Fusion Reactor	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	O	O	S
*Radiation Shielding	O	O	O	O	O	O	O	O	1	1	1	1	1	1	1	1	1	1	2	3	4
Scanning Systems	N	N	N	N	N	N	N	N	N	N	O	O	N	N	O	S	N	N	O	S	A
Tracking Systems	N	N	N	N	N	N	N	N	N	N	O	O	N	N	O	S	N	N	S	S	A

A — Automatic installation: This means that the purchaser may select any level of advancement for this piece of equipment, and it will come already installed. However, any higher models will be more expensive, and the GM should decide what the difference in cost will be. If the PC does not wish to spend any additional amounts for this system, then the system will come in a standard (basic) form.

N — Not Available: This does not normally come with this equipment. It possibly could be installed in a few cases, but would be at extreme costs. The PC would probably be better off advancing to another type of armor.

O — Option: This system does not normally come pre-installed, but can be purchased for the suit and installed with minimal difficulty.

S — Standard Equipment: This equipment is standard for the suit and will always be found in it, unless special attention is put to removing it. This may or may not be due to safety regulations regarding requirements for environmental suits.

*** — Radiation Shielding:** This is a number which represents the reduction of Radiation Criticals. For example, a 0 means that there are no adjustments in the critical. However, a 1 would reduce a radiation critical by one level (i.e. a B becomes an A, a C becomes a B, etc.)

Note: To determine how many hits of suit of armor has, multiply the AT by 30 for ATs 1-8, by 40 for ATs 9-12, by 45 for ATs 13-16, and by 55 for ATs 17-20. For each 25% of the total hits of armor lost, the attack will be +15 to hit.

Homing Beacon: A small unit which emits a signal which can easily be locked on to and tracked by a tracking system. Such units are common for suits used in an environment in which one could easily get lost, or where being lost could easily mean death. (e.g., Doing outside work while in orbit could easily result in death if the PC's tether snapped, or if the directional propulsion unit went haywire.)

Homing Beacon Tracking System: Similar to radar, this device locks in on homing signals and tracks them. While tracking a signal, it displays a relative location in reference to the character on the inside of the helmet's visor. However, some less

expensive units may be carried on a belt and are held in the hand while tracking a beacon. Some things can interfere with these devices; GMs should use their best judgement for such circumstances.

LCD Helmet: The Liquid Crystal Helmet may be acquired for any armor type. If the armor does not have a helmet, the LCD Helm may be purchased separately. However, if the armor comes with a helmet, the LCD Helm must be designed specifically to replace the natural helmet for that type of armor. For all of the details on the LCD Helm, refer to the Combat Equipment section of the Equipment Descriptions in this manual.

Life Support: This system preforms all of the functions necessary to keep the occupant alive. These include pressurization, proper thermal regulation, nutrient stores, waste disposal, breathable atmosphere, etc. The length of lifesupport will vary by model and the type of armor.

Mounted Weapons: These are the weapons which are mounted on the outside of a suit and may consist of "Heavy" fire-power. These will only be found on the more advanced armor types, those designed for serious combat.

Navigation Computer: A wonderful device for those PCs who have a tendency to get lost. A navigation computer may be programmed with maps of an area if they are available. Such a map may then be projected onto the inside of the helmet's visor with markings denoting the character's position, where he has been, the primary directions of the region, distances, rate of travel, and time of day. Such a unit is also capable of estimating time of arrival, fuel consumption (provided the information is programmed into the unit), and plot a schedule of travel if a specific destination is to be reached by a specific time. For the explorer at heart, this could be a life saver.

Radiation Shielding: All armor that rates as an environmental suit has some level of radiation shielding. This is only applicable if the suit is environmentally sealed. The level of shielding is used to reduce the level of Radiation Criticals. For example, a suit with level 3 Radiation Shielding would reduce a type C critical to no criticals at all, and a type D critical would be reduced to an A critical.

Scanning Systems: This is the basic scanner built into the suit. Information collected by the scanner is displayed visually on the inside of the visor. The range of such a small unit is usually limited to no more than 100 meters (and that's giving it every leniency!) Such a device does not have all the capabilities of a multiscanner which is larger and more sensitive. The armor's scanning system can sense power emanations, motion, radiation, etc., but is still basic. (None of this "There are four humanoids approaching from the North, two of which are blondes, with green eyes, and the others are brunettes with brown eyes. One is female, and three are male. The Brunette male is suffering from a slight bronchial infection causing some abnormal breathing rates..." Which some people might get away with on a multi scanner. Know what I mean?) Keep it to the basics, and it will be about as accurate as it should be.

Tracking System: Unlike the Homing Beacon Tracking system, this does not involve a transmitted signal. This system is capable of locking in on motion, air disturbances, sounds, and in deluxe models, even radiation can be tracked. This unit has a range of 1000 meters, as long as it is in an open area. The unit cannot track through walls and the like. It could tell if it was coming through the wall, so to say, but not anything else (unless the other side is found). This will not provide a bonus to hit with weapons, etc.

10.0

MISCELLANEOUS OPTIONAL RULES

This following section details several different rule subsections and provides GMs with various ways of handling common (and not-so-common) game situations.

10.1 BASIC INTERSTELLAR LAWS

From planet to planet, laws are found to vary dramatically as well as do entire judicial systems. Planets are pretty much able to use any method of law which the ruling government deems as functional to a satisfactory level. However, the space between these systems is left without proper authorities to create a structure of law. Without stellar law, the cosmos becomes a complete free zone to terrorize and kill without threat of consequences for one's actions. The job of interstellar authority is left up to the Imperium. The following section is devoted to some of the basic laws which are likely to be enforced throughout the cosmos by all off-world authorities. This is only a partial listing, and the GM is advised to add any new laws which he feels are appropriate to space travel.

- 1) All pilots operating a space craft must be properly certified to pilot the craft in question in the manner it is being used. (e.g., A ship carrying cargo must be piloted by a PC certified to pilot that craft and authorized to transport cargo.) [†]
- 2) All operational craft must have visible identification numbers present on the hull in a position of unobstructed view. [§]
- 3) It is illegal to have falsified identification numbers present on any space craft. [†]
- 4) All space craft in use must be kept in proper working order to prevent safety hazards which may endanger the crew, occupants, or innocent bystanders. (Proper working order is specified by safety limitations to be set by the GM). [†]
- 5) A craft may only be registered under one Homeworld authority at any time. Homeworld registration may altered, but only after proper data has been processed and new registration papers issued to the owner. Until new registration papers are received, the ship is still considered to be registered under the previous Homeworld. (Such data processing typically takes 2-5 weeks.) [*]

6) Any derelict space craft found in space devoid of intelligent life may be claimed by the discoverer. The claimer becomes the owner of said craft and will retain all salvage rights. If however, the claimer is working for a corporation while making the find, the craft becomes the property of the corporation employing him. Said corporation will then retain all salvage rights for the craft in question. Violation of one's legal claim is Pirating. [¥]

7) A ship in space is bound by the laws of the culture that it is registered under. However, when planetside, the craft is bound by the laws of the planet. (Said ships may not be used as an embassy of the Homeworld, unless the planet's law specify otherwise.) [¥]

8) Distress signals are prohibited from use unless an actual emergency situation is at hand. An emergency is classified as any situation in which life (intelligent life) is in danger of harm. An emergency may be extended to protect non-intelligent life or inanimate objects of great value. (Such a decision should be made by the GM.) [†]

9) Space travelers must always respond to distress signals. NO EXCEPTIONS. If the craft is already in process responding to a different distress signal, it must remain in position until a secondary craft may be signalled to come to its aid. At such a time, the two craft may decide among themselves who is to proceed to which location. Once this is decided, the craft must proceed with all haste. (Stalling to make a decision on who is to proceed where is considered a violation of this law.) [¥]

10) All cargo transported on a craft must be properly logged. All data concerning cargo must be easily available from the pilot in case authorities require information regarding it. [*]

Note: Any cargo not properly recorded on the manifests may be considered as smuggling. If smuggling is not considered to be the reason for manifests being improper, the punishment is limited to only a fine.

11) Illegal contraband is any material being transported which is determined to be illegal by either the planet/culture being transported to or from, or both. If such materials are being stored on a craft which is being repaired, stored, parked, impounded, etc. on a planet where such materials are illegal, it becomes illegal contraband (unless those authorities had detained the craft from transport of the cargo to and from places of proper legality, or if an emergency situation had forced the craft down.) [*]

12) Any cargo which requires specialized procedures for transport (usually hazardous materials) require the pilot to be issued a specialize certification for handling the materials in question. Such materials may not be transported by someone without such a license, no matter what Homeworld the ship is registered under. [†]

13) Any attack on a space craft is illegal, unless performed in self defense. (An attack is defined as any physical assault or sabotage inflicted on a craft or its crew. This includes any situation in which a crewmember of another craft is on board as a guest or with the intent to commit injury.) [*]

Example: *In the case of the Black Nova encountering the Fluttering Butterfly, one of the Butterfly's crew boarded the Nova with the intent to sabotage the engines to render the craft dead in space. In the meantime, the Nova's first officer had been invited to the Butterfly in good friendship. Once aboard, he was taken hostage and incarcerated in the brig. This was two separate and planned attacks against the Nova.*

If the saboteur had not committed sabotage, it could still be considered an attack because he had boarded the craft secretly with bad intentions. If he had been invited on board, (and was planning sabotage) and had not committed the act, it would not be considered an attack on his part. Thinking is one thing, doing is another.

If the Nova's first officer had assaulted one of the crew without provocation after boarding the Butterfly, then that too would have been classified as an attack, unless the Nova's crew had no knowledge of his intentions.

IN SUMMARY

These laws are mainly nothing more than guidelines and may be added to as the GM sees fit. The punishments for breaking these laws are bound to vary based on criminal records of the subject, severity of the law break, region of space, etc. However, each law has a symbol denoting it which may be referred to for some likely punishments.

§ Fine — to be determined by the GM

¥ Fine and/or Imprisonment — both to be determined by the GM

† Fine and/or Impoundment — details of which to determined by the GM

• Fine and/or Imprisonment and/or Impounding — the details of which are to be determined by the GM

Note: *Impounding may be the craft, cargo, or both, based on the situation at hand.*

10.2 TELEPORTERS (THE INS AND OUTS)

Many fantastic ideas have been given birth through the universe of science fiction. Many from the old comic strips have already come to be real in our time. However, one of the most intriguing concepts to come to light is the teleporter. Unfortunately, if this invention is taken for granted, it can seriously unbalance the game. After all, who says that it will always function? What happens if it doesn't work? How severe are the consequences of a mishap? Such questions are bound to come up when using such a device. This section will attempt to provide information to develop the teleporter into a playable and interesting mode of transport. It will also try to point out some of the dangers of using such travel so the PCs will not jump into a teleporter without some questions of their own.

First it is important to understand what the teleporter is. Basically, it is nothing more than a means of transport. However, it is designed primarily for long range, uninterrupted transmissions within a planet's general area. That is, it would not be used for a regular travel route from planet to planet due to excessive range. However, it would be possible to use a chain of booster satellites to receive and transmit the signal along its length to a specific site — an interstellar subway of sorts. Nor would teleporters be used to travel through large quantities of materials such as asteroids, miles of earth, etc. Mere buildings are insignificant. Likewise, one does not hop into the teleporter to travel from one part of the ship to another (unless of course, the PC is suicidal).



The teleporter consists of five main sections: the platform, energizer, stage, booth, and console. Each portion consists of multitude of smaller components, mostly electrical. The platform is that portion which the subject is oriented to and from. Typically, each living subject has a single platform to themselves for safety's sake. Large inanimate objects teleported with live subjects should always be provided with a separate platform. As long as the teleporter has a number of platforms equal to or greater than the number of subjects being teleported, there will be no penalties for multiple subject teleportation.

(For example: A teleporter with three platforms can transport three people simultaneously without penalties for doing so. Four to six people may be teleported simultaneously with penalties for one additional person/object [two people per platform]. Or, each multiple of the number of platforms equal to the subjects is considered one additional subject.) The platform appears as a disc on which the subject is placed when departing the teleporter, and appears on when arriving in the teleporter. On the ceiling directly above the platform is another disc which is termed the energizer. The energizer is the portion of the teleporter which emits the energy required to atomize the subject (the resulting energy form being absorbed by the platform).

The floor of the teleporter is termed as the stage and provides a non-conductive and non-polarized insulation between the platforms and the normal floor. Without a proper stage, the energized form of the subject would dissipate through any conductive molecules in the floor, or intermingle with the platforms, or some of both. Either way, there would be no semblance of the original form on the receiving end of transmission, if anything at all. The booth is the term applied to the walls surrounding the stage on most of the perimeter, like an alcove. It is not uncommon for the booth to consist of a sliding partition to completely surround the stage and shield the operator from particle bombardment (a condition harmless to the subject, but long term exposure may cause radiation sickness in the operator). Some units substitute a force field for the partition, while lower budget units provide no barrier at all. The fifth main piece of the teleporter is the console. This portion typically stands two to three meters in front of the stage, providing a complete and unobstructed view of it. The console provides all of the controls and scanners for plotting coordinates and maintaining transmission. Basically speaking, the console is the central processing unit for the entire device. When properly maintained, all five portions of the machine will operate together to properly transmit material forms across space as energy, and then reform it at another location.

One might desire some information on how the teleporter works. Well, it is a very complex process, but it will be described in simple terms. The target is scanned very thoroughly, down to the genetic level, and the data stored in the computer system for reference. The teleporter then transforms the matter of the target into energy by breaking the molecular bonds and the atomic bonds of the molecules themselves.

This energy form is then collected and transmitted in a fashion similar to radio waves, to a predetermined and scanned destination. Upon arrival the energy transmission is interpreted back into its original atomic and molecular structure to become the original matter. When transmitting a subject from a location into the teleporter, the process works virtually in the same fashion, just pulling the transmission back into itself as opposed to sending it out. However, in every instance, a transmission must go directly through the transporter.

Example: *While doing a routine investigation of some alien mountain flora, Helena spies what appears to be ruins in the distance. With a cliff beneath her feet, and several miles between her and the ruins, she opts to teleport there. (She obviously has faith in the operator.) However, in order to teleport to the ruins, she must first teleport to the main platform in her ship and then teleport down to the ruins to begin exploring. It may not be necessary to complete the formation at the main platform, but all of the transmission must be collected there before being routed to new coordinates.*

One of the serious problems with teleporters is that there are a large number of factors which interfere with their performance. Primarily, these factors include energy disturbances such as magnetic fields, electrical storms, force fields, barrier shields, etc. There are other factors: range, multiple subjects, obstructing materials, etc. also can interfere with proper transmission. It is not uncommon for factors to add up quickly to really cause problems. The PC should realize this and not be willing to trust his molecular makeup to just anyone. The GM might wish to require a license for teleporter operation. If so, the licensed PC should be at least +30 for Teleporter Operations.

It should be realized that in an attempt to keep teleporters from being taken for granted, they have been designed as a fairly uncommon means of transport (possibly even experimental technology). In fact, they are an uncommon sight because they are so expensive. Many people prefer to use alternate modes of transportation over the "shot in the dark" method of the teleporter. Of course, such a quote only comes out of experience. However, if the GM feels that such technology is more common in his universe, it is suggested to incorporate "quality" teleporters. That is, a teleporter which provides a performance bonus due to its superior construction (e.g., +20 to rolls on the Teleporter Results chart). Anything greater than +20 is not recommended.

Of the modifiers, range is one of the more complicated. The teleporter is not designed for short range transport (e.g., from the teleporter section of a starship to the engineering section). It is suggested that the teleporter should have an antifocus radius of 5 kilometers. (That would be an area of effect around the teleporter that, because it is such short range, the unit has difficulty coordinating itself properly.) Teleporting to coordinates within the antifocus is not impossible, just more difficult as the distance becomes shorter. The following listing is used to determine the difficulty of teleporting within the antifocus. It refers to distance from the teleporter as a percentage of the antifocus radius.

- Nearest 1% = -100
- 2-5% = -50
- 6-10% = -35
- 11-20% = -20
- 21-40% = -20
- 41-60% = -15
- 61-80% = -10
- 81-100% = -5

Such modifiers will help prevent teleporter abuse, at least after the first mishap. On the other hand, we have to determine just how far a teleporter can reach. The true nature of the capable range is left up to the GM. However, it is suggested that it should be approximately equal to a maximum standard orbit.

The other factor which will probably be the most common problem encountered will be energy barriers. These include force fields, deflector shields, velocity shields, barrier shields, etc. The amount of Defensive Bonus provided by such a shield (as long as it envelops the target) is the penalty for transporting the subject. Other energy concentrations and disruptions cause interference. Electrical storms, ion storms, Magnetic fields, etc. cause varying degrees of difficulty based on their severity. On the other hand, the defensive shields of vehicles provide a greater challenge. Vehicular shields are more powerful since they have to be able to defend against heavy artillery. The DB of vehicular shields from *Armored Assault* and *Star Strike* should be multiplied by 5 to determine the penalty for teleporting through the shields.

However, when teleporting through vehicular shields, the operator must make two rolls. The first roll is to properly lock onto the subject. Once that is completed, the second roll is made to actually determine the results of the teleportation. Where the first roll need only result with a total of 101+, the second is checked on the Teleporter results chart. However, if the subject is being teleported from the teleporter, through the shields to the far side, the results are determined with a single roll checked on the Teleporter Results Chart.

Example: A small ship with a +15 shield is motionless in space just outside the antifocus range of the teleporter. The shields of this craft will provide a -75 penalty ($5 \times 15 = 75$). To successfully teleport the pilot off of the craft, the operator must first make a Teleporter Operations roll at -75. Once that is successful (a result of 101+), then the operator must make a second roll at -75, checking the results on the Teleporter Results Chart. However, if the operator is attempting to teleport someone else on board the craft directly through the shields, then a single roll is made at -75, and the result is checked on the Teleporter Results Chart. *Note: The second roll is only used when dealing with high power shields such as vehicular or city shields. Personal energy shields are resolved in the same manner as subjects without shields (with a single roll).*

One also should realize that anything that results from a mishap of the teleporter is absolutely irreversible. If a PC or an object is lost during teleportation, it is gone for good. It has been transformed into pure energy and dissipated through the space between the origin and destination.

Another reason why teleporters are uncommon is the extreme cost of constructing one. The cost of having a teleporter built is approximately ten million Elmonits (although variations of the standard can reduce the cost significantly). Every time the antifocus radius is doubled, the cost may be reduced by one million Elmonits, and if money were really scarce, the cost could be cut in half by making the instruments doubly sensitive (i.e. penalties due to outside influences are doubled). If the builder wishes to build separate transport plates for sending multiple subjects without requiring penalties for doing so, the cost is increased by 25% for each additional plate. If the builders wish to decrease the antifocus radius, then the cost is increased by 50% for each time the radius is reduced by 25% of the current standing.

10.3 TEMPORAL ADVENTURING

One of the most exciting formats for adventure is the possibility of travelling through time. The ability to mold the future and the past at your own discretion. Who would dare to challenge the power of such a person? That is, unless they had similar capabilities. However, there are certain limits to such power, and even different forms. Those who dare to bend such limitations will most often end up lost to the continuum forever.

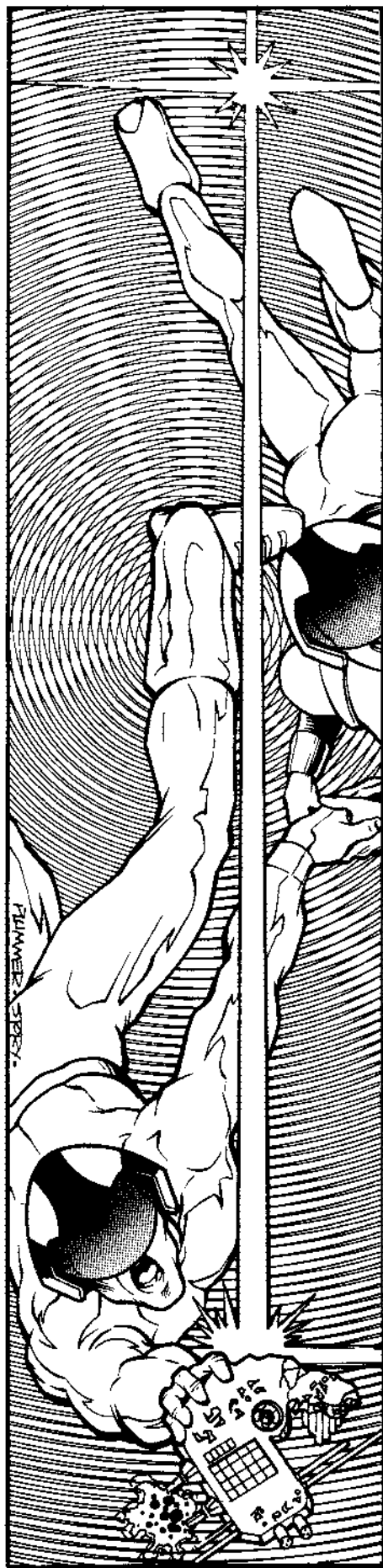
First of all, the different forms of temporal travel will be observed. With an understanding of the different types of travel, it might be a little easier to understand some of the natural laws of temporal tampering. These different modes include Past Limited Excursions, True Free Travel, Ancestral Dominance, Apparition Travel, and Pendulum Travel. Each form has its own limitations, some more than others. Some of these modes may be available together on the same unit, while other units will be limited to a single mode. Such restrictions for equipment must be determined by the GM.

Past limited excursions are those trips in which the PC can only go backward in time. However, the PC will always be able to travel forward to return to Home Time (but never beyond home time). Such travel is also limited by the Laws of Temporal Identity, as are most forms of time travel. True Free Temporal Travel is the ability to travel both into the past and the future. However, this is limited by the Time Barrier, after which there is no future. Ancestral Dominance is a rather unique form of travel, and consists of taking over the body of an ancestor or a descendant in the appropriate time period. This mode is rare and not the preferred mode of time adventuring. If the PC has descendants, he cannot travel into the future towards the Time Barrier. However, a variant mode in which the PC may take over the body of an innocent bystander might be available (GM discretion). Although such activity can seriously disrupt the time line depending on who the dominated individual is. Apparition Travel is the one mode of temporal exploring which is not restricted by the Laws of Identity. This mode involves travelling as an apparition through the time periods of choice. However, the PC cannot interact with the world of that time, and it cannot interact with him.

However, the PC could interact with other apparition travellers. Such travel is the safest form of time travel, and can only be used for observation. Therefore, the time line cannot be threatened. Pendulum travel is named after the pendulum of the clock. The PC using this mode of travel must journey equal and opposite amounts of time opposite his destination. This must then be followed by diminishing steps back and forth to return to Home Time (e.g., A PC decides to travel back in time 10 years, and stay there for one hour. In order to return to Home Time, he must then travel 10 years into the future, and stay there for 1 hour. This would be followed by a trip into the past of perhaps 8 years into the past and future, and then 6 years past and future, etc. until Home Time is finally reached in the same manner as a pendulum eventually swings to a stop. However, one should note that such small trips must be done apparition style so as not to break the Law of Identity. Much larger hops might diminish at such a rate as not to interfere with the Laws of Identity. However, doing numerous separate trips of this sort for long stays will have an increased chance of identity breach, throwing the character into a time loop.)

Note: In the preceding 10 year example, the entire trip would probably take about 10 hours (five trips forward and five trips back for one hour each, a total of 10 hours).

What about time itself? How does it work? Well, this will be discussed after some basic terms are defined. First of all, there is the concept of Home Time. That is the time which a PC is from. The PC must always return to Home Time to resume a normal existence. Absolute Time is the time frame from which all other time must be coordinated with. That would be the vanguard of time, that from which there is no future beyond. The future of Absolute Time must be created by allowing time to pass and letting the Absolute Time progress on its normal route. The Temporal Barrier represents the very edge of Absolute Time, after which there is nothing. To put these two concepts into a simpler perspective, "The future does not exist until it has been created by allowing time to pass. Due to this fact, an object can travel into its past, but never its future. Therefore, if a PC exists in Absolute Time, he cannot travel into the future.



Whether or not the PC is in Absolute Time should be determined by the GM. However, Absolute Time may vary from one unit to another, as opposed to True Absolute Time. (e.g., Suppose one time machine can only travel backwards in time. Technically, this machine has an Absolute Time of the present Home Time. A machine capable of past and future travel would be limited by the True Absolute Time). This causes a problem by making Absolute Time very debatable.

Time in itself is best imagined as a flowing stream. Along its route are obstructions which must be overcome or have the stream's course altered. There are those events in history which have a great historical significance, and may be considered as shallow areas, where altering the stream's course becomes easier. On the other hand, there are those areas of little historical significance which would be the deep pools of the stream. The wonderful thing about time is that it tends to heal itself. If an obstruction is put in the stream, it will flow around it, and eventually come back together to continue along its proper path. (e.g., if a PC went back and killed a significant political figure before his time, he would eventually be replaced by someone else who would fulfill the same historical significance. The only significant difference being that events are delayed for a time. But, if the obstruction is big enough, the stream will split into two completely different directions never to come back together. This is the creation of a new time line (i.e. a different history for the same universe). What is a Time Line? A Time line is a single route taken by the timeflow. The problem with Time Lines is that once they have been altered, the PC is stuck in the new Time Line forever (although some interdimensional escapes might be possible to other Time Lines. However, there would be no way to coordinate a return to a specific, desired Time Line. Dimensional travel from one timeflow to another is very unlikely, but never impossible (at least with temporal equipment as opposed to dimensional equipment).

Example: *There is an old story that can be used to reflect this rather well. Dr. Gruswold and his assistant had finally completely their work on a temporal booth and were eager to give it a test run. The controls were programmed to send Dr. Gruswold several million years into the past, long before man or any semblances were on Earth. He would remain there for approximately 5 minutes, and then return to Home Time. The good doctor stepped into the booth and vanished.*

When the doctor arrived, he found, to his dismay, a barren, rocky landscape for as far as he could see. After walking around for a few minutes, he kicked aside some rocks and sighed with disappointment. When he shifted the rocks, a lizard darted across the ground to escape. The sudden movement startled the doctor, but that was all, and he watched the creature make its escape. "No big deal!" he thought, "I saved that lizard that was buried alive." Looking at his watch, he saw that time was up, and he would be warped back into the booth any second. In a flash of light, he was.

"What's wrong?!" cried out the green, scaled face of the doctor's assistant. "Did something scare you?"

The doctor stared at his green, scale-covered hands, remembering the human flesh that had been there only seconds ago. Such a small single occurrence had totally altered the entire evolutionary pattern of this timeline, and there was nothing to be done to correct it. Besides, who would possibly believe the good doctor if he tried to explain that all of the millions of generations of men were supposed to be mammals, not reptiles? After all, haven't they always been reptiles?

Such an incredible alteration from a small event would be extremely unlikely, but possible since the natural events had been disrupted. Even an interdimensional escape to another time line, where humans were mammals, would not help out hero Dr. Gruswold. Now that he is a Lizard, he will remain that way.

There are an infinite number of time lines, (forks in the stream of the timeflow). The PC is in one time line and remains there while he does his traveling. However, if he breaks the flow and diverts it, he will become trapped in the time line that formed as a result of his action.

There are some glitches in the timeflow which are areas of intense debate (or argument, whichever you prefer). These areas include what is commonly referred to as the "Grandfather Paradox", Temporal Identity, and Causality. The Grandfather Paradox is the idea that if time traveler went back in time to a point before his grandfather met his grandmother, and murdered them both, he would cause himself not to exist because his father/mother was never born. But if he never existed, how could he go into the past and do away with grandpa and grandma?

A truly confusing predicament. Temporal Identity is the temporal law which states that nothing can be in two places at once. Causality is the fact of cause being required to determine a result. Each of these concepts can cause some problems and confusion in play. Just use your best judgement when GMing such a situation.

PARADOXES

What about this Grandfather Paradox? Such confusion over this situation. The GM may do it however he wishes, but there is more than one possible outcome. The most common answer is that nature will not allow such a paradox to exist. The PC would ultimately fail in the attempt to kill his own ancestor, no matter how hard he tried. Although he could bring about his own death while trying (an ironic working of Mother Nature). (e.g., Suppose the PC tried to push Gramps off of a cliff, and at the last moment, Grandpa turns around causing the PC to slip and fall himself.) Or perhaps the PC's gun would jam, or he would poison the wrong glass, etc. Conceivably, the closer he got to success, the more difficult it would become. Simply put, nature will not allow anyone to alter their own history under any circumstances. Although, if the GM feels it is more appropriate in his universe to allow the PC's personal history alteration to be successful, it should work against the PC in every possible way. (e.g., In killing his own grandfather before his own father is born, the PC would immediately destroy himself.)

Another problem in time travel is termed the Temporal Identity Law. This states that nothing and no one can be in two places at the same time. This PC's from traveling in any time period where he has already visited. If the PC were to travel to a place in time where he had already been, he would take up from that point, and relive all of those experiences exactly as they had been done before, up until the point when the PC travels back to that same moment in time, at which time he does it all over again. This appropriately called a time loop (a series of events which the PC will relive over and over again for eternity, or until another time traveler helps him out of his predicament. However, if there were extremely unusual circumstances which the GM decided would allow the PC to meet with his identical self, the energy disruption would be so incredible that time itself might be permanently damaged, not to mention the universe.

Note: Time Loops might accidentally be created, but if a PC has the equipment, and the know-how (skill in Temporal Physics), he could construct a stable time loop for himself, or perhaps for someone else).

Causality is another piece of the time jigsaw puzzle. Basically, this simply says that every event is the result of a cause. Therefore, if a PC cannot see his way out of predicament, he could not hop forward in time to see how to get out of it. Therefore, to alter a result in history, the traveler must alter the cause of the result. Just as he could not hop forward to see a result where there had been no cause initiated. The traveler's future is similar to absolute time, and cannot be passed up by the character. How can he check out a future he has not created yet?

All of these circumstances must be employed for truly effective time travel. However, there may be some highly advanced technologies which develop a limited immunity to Paradox, Identity, or Causality, but this is not likely. You might have a better chance of breathing vacuum than you do of finding a place so advanced.

TIME TRAVELLING AND DEATH

One last thing, the topic of death for time travelers. Everyone has a time to die, some people just don't die in their own time. But, when a time traveler dies "out of time", he is dead for good. Time traveling to prevent the death will only get the meddlers themselves in danger. Even if such an attempt was successful (GM's option), the effects on the time flows would be catastrophic. Such disaster simply rides the universe of dangerous meddlers. Or, it will rid the meddlers of the universe. Either way, it's not good.

10.4 METHODS OF TIME TRAVEL

One thing is rarely taken into consideration with time travel, that is that time travel is traveling through time, and has no relation to the traveler's location in the universe. If a scientist, working in his laboratory, travels 1,000 years into the past, he would remain in the space that will have the laboratory on it, just 1,000 years in past. To travel in a temporal sense and actual distance, there must be some sort of dimensional warping capability built into the device. However, this is not True dimensional travel, from one universe to another. Instead, it would be a very near equivalent to hypershuttle, where the vehicle of transport barely touches the fabric of space. (Unlike the Dimensional Hopper, where there is no contact with the material universe for an instant during transport. This removal from "here" is the cause of the molecular distortion associated with the device. Refer to Dimensional Hopper in the Dimensional Equipment section of this book). The term vehicle is in reference to the means of transport (temporal or material),

whether the vehicle is an actual craft, a stationary warp generator, or even a temporal/dimensional rift (a breach in the fabric of space). Whatever is the means of transport, the GM must determine if it transports the traveler to a different material location as well as another time, or not.

It is not uncommon for temporal vehicles to also provide material transport (that is, where time travel is fairly common or highly advanced). Temporal craft may be space craft, specialized gravitic vehicles, automobiles, aircraft, etc. The form of the vehicle is relatively unimportant, but it must be specially equipped with necessary equipment to generate the temporal warping field. However, the rate of material transport (i.e. the time required to move over a specific distance) is limited by the type of transport craft being used. A stationary warp generator has no material transport capability. However, a temporal/dimensional rift would be able to go either way (material transport or not). The problem with rifts is that if you cannot cause or predict them, they might be a one way trip. To explain what a rift is, picture some drawn curtains. The curtains are the fabric of space. Pull the curtains apart to look between them, and you have created a rift (also called a gate, portal, time/dimensional tunnel, etc.). The fabric of space is not torn, just separated, to allow objects to slip through. Such a rift may occur anywhere, and anything could pass through, as long as the rift's opening was large enough to provide entry. Where such a rift goes, if it is natural or unnatural, or its temporal limitations, would not be able to be determined without passing through. However, with good scanning equipment, the actual size, rate of opening and closing, patterns of appearance if observed several times, and distances to the rift, are some things which might be determined.

The operation of temporal and dimensional devices is very complex. To do so, the PC must develop a skill for the operation of such devices. It is suggested that the same costs for Teleporter Operations be used, but as a completely separate skill, developed for each specific mode of temporal or dimensional travel. The repairs of such equipment may be done under a similar skill developed at the cost of Teleporter Technology, for each specific mode of travel. However, to design, or understand how such vehicles might work, not only does the PC need the technology skill, but more importantly he requires the skill Temporal/Dimensional Physics for either the Temporal or Dimensional aspect, or perhaps both.

NEW EQUIPMENT

Science fiction thrives on its gadgetry, as do role players of the genre. This section provides players with listings and descriptions of new, optional equipment.

11.1 MEDICAL EQUIPMENT

Here follows a selection of medical gear.

ARTIFICIAL EARS

This miracle of technology provides true hearing for the deaf, without actual organic implants, which are extremely costly and rarely turn out with performance as good. The Artificial Ears come in a variety of models, and may be tuned to pick up frequencies of sound not normally heard by the "Naked ear". The two most common models of artificial ears are the audio headset and the implant. The audio headset wraps around the head just above the ears. The front of it has microphones mounted in it to pick up sound (some units have microphones on all sides with directional identifiers). The headset works by interpreting sounds into electromagnetic pulses which are focused through the skull to stimulate the hearing centers of the brain. In this manner, it creates sound-like stimuli on the cortex, and the subject actually hears. The implant works in a similar fashion except it uses direct electrical impulses onto the cortex to simulate hearing. Beyond that, the only real difference is the size which allow the implants to be completely concealed within the skull.

ARTIFICIAL EYES

Another of the many wonders of modern technology, the Artificial Eyes provide sight for the blind. Like most other devices, these come in a variety of models. The three most common are the Oculars, Visor and the implants. The Oculars appear to be a pair of heavyweight glasses with opaque lenses with a granular surface. The lenses appear granular because they are, in fact, radiation sensory nets, sensitive to standard wavelengths found in the spectrum of light observable by the human eye. The temple of the glasses locks into specialized neural interfaces over the ear. The lenses interpret light into computer images and reconstructs the images in the user's cortex. (Such units are very easily incorporated with infrared and thermal sensitivity, and often come with them at an increase of 20% in the price. The visor, on the other hand, is a single lens (radiation sensory net) that reaches from one temple to the other, plugging into specialized neural interfaces above each temple.

The greater surface area of the visor's lens provides an easier time to incorporate infrared, thermal radiation, and varying other radiation forms and energy fields (e.g., X-rays, magnetic fields, etc.) The visor also provides the user with full 180 degree peripheral vision (some models even encompass the head to provide full 360 degree vision). The implants are the most costly of the different models and the most limited in capability. These appear as true eyes and are only sensitive to the spectrum visible to the normal eye. The advantage of the implants is simply that no one would know that the eyes are artificial without performing a close inspection or a medical scan.

The oculars and visors have a range of special capabilities which can be incorporated into them. As noted earlier, they are both sensitive to spectrums beyond normal sight (or at least they can be built to that capability). The visor has a wider sensitivity range due to the greater surface area and greater range of visual arcs. Both models may be sensitive to infrared and thermal radiation, as well as a magnification power of 100x. The visors, because of their potential to be sensitive to a wide variety of radiation and energy fields, have a wider capability. The radiations that the visor is sensitive to may be used to ascertain information through method usually using radiation bombardment (e.g., X-ray crystallography, radiograph stress analysis of metals, etc.). Visors may even be designed to give visual representations of radio and communications signals around the user. With a visor of full capability, the user could be fully aware of all energy activity around him.

CRYOGENIC STRETCHER

A need for any emergency team. The Cryogenic Stretcher is a little more than two meters long and is one meter wide. There is a full length canopy which closes over the occupant, sealing him from the outside. This sealed environment allows the stretcher to put the patient into a cryogenic stasis until better medical facilities may be reached. The unit has Antigrav lifts and handles at the ends and along the sides, to make transport easy as possible. The entire device is powered by a small reactor, capable of providing power for one week before requiring more fuel. The stretcher's carrying capacity is one patient the size of a large human.

CYBERNETIC FRAME

This equipment is designed for those people with paralyzed limbs. It is a complete network of pieces and joints that fits along the limbs and provides movement via powered servos. The limbs of the cybernetic frame are very fine and can be worn unnoticed under clothing. Typically these units are used for more severe cases such as paraplegics and quadriplegics, providing them with the necessary support and movement to allow normal actions. They may walk, dance, run, jump, etc. as long as the framework is strapped into position.

The major problem with such a device is keeping it powered. The unit operates by plugging into a specialized neural interface at the base of the skull. (This means that the interface may only be used for framework operation; there are no adapters available because there is no input into the cortex.) The whole unit is powered by three power cells which will last for two days. However, the system does have an emergency backup power battery which will last for 5-8 hours, plenty of time to recharge power cells that are nearly depleted.

MICROSCOPIC MEDICAL DROID (M.M.D.)

A marvel of modern technology, the Micro Medical Droid is the greatest advancement in personal health and medical care. There are four different models of MMDs, from the most basic (Type I) to the most sophisticated (Type IV). The best way to describe this device is as a robotic antibody. The MMD is a miniscule robotic device approximately the size of a single red blood cell. Often working in groups of three to five per host, they roam the body freely in search of materials causing a threat to the system. Each unit of the group is essential to the whole, and one being lost will render the rest useless, unable to coordinate themselves properly. Each MMD has its own power core, burning glucose in a fashion similar to living cells, but producing less waste matter (therefore they do little to dirty the system in which they exist). However, the individual group members do require more glucose than the average cell. (Although comparisons of glucose intake by hosts and non-hosts shows no significant difference.) The energy produced by the power core is used to maneuver the unit and to destroy threatening materials.

It is important to know how the MMD actually works, and what can go wrong with the device. It should be obvious that such a device, being implanted in the body, could pose a serious threat if it were to malfunction. These units operate on a "Seek and Ye Shall Find" basis, at least most of the time. They maneuver through the body by riding the blood flow through the arteries and veins, until a target site is found (a target site being a location of injury or infection). Once a target site has been located, the unit will resist the blood's current to remain and initiate healing procedures. This is done in a number of ways. First of all, each unit is capable of summoning others to its aid, with the most severe injury taking precedence over all others. Second, the unit has the ability to stimulate fibrin production for clotting, as well as many specific hormones (e.g., adrenaline, LSH, etc.). Third, these units make use of a sort of vibration attack, similar to a sonic disruption to destroy its targets. The molecules are torn apart and fed through the unit's core. It becomes obvious that as long as the device works properly, the host will never need worry about cancers, whether tumors are malignant or not. However, there are some things which can go wrong with these modern miracles. First of all, there is always a chance of losing individuals through bleeding wounds (i.e. it would be washed out in the blood flow). If this happens, the rest of the members shut down and are consumed by the body's natural defenses after about a week. However, there is another possibility, that of autoimmunity. That is, the device could turn itself against the body as well. Such a thing would only occur after the host had been subjected to intense radiation, magnetic fields, etc. which would have a percent chance of altering the unit's programming. After such an event, the host would begin to show degenerative symptoms: illnesses would become frequent, infections would spread or worsen, etc. The chance of the unit becoming lost or reprogrammed varies from model to model.

The following is a listing of some suggested percent chances for autoimmune syndrome.

- Energy Field Dampeners — 5%
- Energy Field Disruptors — 15%
- Radiation exposure — 5% for each level of Radiation critical
- Magnetic pulse — 35%
- Magnetic Pulse Grenade — 60%
- Electric shock — 5% for each level of electricity critical

If the host falls victim to the MMD undergoing Autoimmune Syndrome, he will begin to suffer degenerative symptoms, illnesses spread and worsen, injuries heal slowly (if at all). Once the MMD has suffered the program alteration, it cannot be repaired. It must be destroyed, which can be accomplished in a number of different ways. The host may be killed. (Although this does rather defeat the purpose of destroying the MMD. Because, after one month of suffering autoimmunity, the host will die anyway). The host may attempt to bleed one of the units out, although this is very messy and usually doesn't work well. If the host has health insurance, he may have one of the units surgically removed (not that health insurance is required for this, but medical bills are murder). The host may volunteer for radiation bombardment to utterly destroy the device as well as his own DNA. Other than these options, if the host is a highly skilled programmer and can operate a medical scanner or microradio-computer, he could attempt to reprogram the MMD to shut itself down. This is by far the preferred way of doing the job. (This is an Extremely Hard Maneuver).

Note: *The MMD only affects bodily injuries (bleeding, broken bones, etc.) and infections which may lead to serious illnesses (e.g., bacterial and viral infections) as well as cancerous tissues. The MMD will have no effect on those diseases caused by genetic makeup. True genetic diseases will remain unaffected by this device (e.g., Down's Syndrome, Muscular Dystrophy, Sickle Cell, etc.)*

Type I: The most basic of the four models and the least expensive. This model has a base chance of 5% of blood loss of being lost due to bleeding. (e.g., if the host is bleeding at 3 points per round, there is a 15% chance of losing the MMD Type I.) This model provides the host with +30 RR vs known diseases and bacterial/viral infections, but only +5 vs alien forms. Also, the host receives +15 RR vs Toxins of all types. The Type I is capable of reducing blood loss by 1 point per five rounds, so if a PC was bleeding at three points per round, after fifteen rounds the MMD would automatically stop the bleeding. However, in the meantime, the PC suffers a total of 30 hits from blood loss (e.g., 3 points x first 5 rnds + 2 points x second 5 rnds + 1 point x third five rnds for a total of 15 + 10 + 5 = 30 points).

In addition Type I is capable of interacting with medical scanners in a simple written format. This would include only basic information about the host and current condition of any injury. This would give +10 Medical Diagnostics when scanners are used.

Type II: The second step up the ladder provides similar service to its Type I cousin. The Type II has only a 3% chance per point of blood loss of being lost due to a bleeding injury. (For example, an injury bleeding at 3 points per round would only have a 9% chance of spitting out the MMD Type II.) The host of the Type II receives +50 RR vs diseases and bacterial/viral infections, but only +10 RR vs alien forms. The host also will be +30 RR vs all toxins known to man and his allies. The Type II has a greater capacity for stopping blood loss too. For every three rounds, the unit will stop one point of bleeding. For example, for an injury bleeding at three points per round, the Type II requires a total of 9 rounds to completely stop the bleeding. However, the host loses 18 hits from bleeding while the unit slows the blood, that is 3 points x first 3 rounds + 2 points x second 3 rounds + 1 point x third 3 rounds = 18 points. The Type II MMD is also advanced in its communication ability. This model is capable of providing written and graphs for medical scanners used on the host. This additional capability provides +20 Medical Diagnostics when scanners are used.

Type III: More or less, this is just an advancement above the Type II. This model only has a 2% chance of being lost due to excessive bleeding per point of blood loss. (e.g., if a PC is bleeding at three points per round, there would be a 6% chance of losing the device for every round the blood loss continues). The host will receive a +75 for RR vs all known diseases and bacterial/viral infections. There is also a +50 for RR vs all known toxins introduced into the system. The unit is also more efficient at slowing blood loss than its less sophisticated models. For every two rounds, the Type III MMD will stop one point of bleeding (i.e. for an injury bleeding at three points per round, it will take six rounds until the unit will stop the blood flow. Until that happens, the host will suffer 12 bleeding hits. 3 points x first 2 rounds + 2 points x second two rounds + 1 point x third two rounds = 12 points total bleeding hits.) In addition, the Type III features advancements in its medical scanner interaction.

This unit is capable of written data, graphs, and simple two-dimensional computer graphics of the damaged area. This unit will provide a bonus of +30 for Medical Diagnostic skills when scanners are used to obtain information on the host.

Type IV: The most advanced model of the MMDs is by far the most powerful of them all. For starters, there is only a 1% chance per point of blood loss of losing the MMD through an open wound. The Type IV provides the host with a full +100 for RR vs known diseases and bacterial/viral infections of known origin and +20 vs alien forms. Also, it provides a superior RR modifier of +70 vs all known toxins introduced to the system. The Type IV is also superior with respect to slowing loss of blood. For every round of bleeding, the Type IV will reduce the bleeding by 1 point. In the area of medical scanner communication, nothing exceeds the Type IV. This model is capable of transmitting written information, detailed graphs, high resolution, three-dimensional computer graphics of the target site, as well as producing holograms for scanners with that capability. Beyond all of that, the Type IV is also capable of predicting the progress of the injury, developing graphs of the prediction, and suggesting medical treatments of various sorts to treat the illness. The Type IV MMD is the most advanced model on the market and provides +50 Medical Diagnostic skills when medical scanners are used.

NEURAL SUBSTITUTE

A new application for "Artificial Intelligence", the Neural Substitute is technology aimed at victims of massive brain damage. This is an extremely intricate network of microelectronic memory circuits which are used to replace lost or damaged portions of the central nervous system. The network is implanted just under the meninges and surgically interfaced directly to the various portions of the brain. It has been called the Bionic Brain in jest, but the term is quite accurate. Performance, personality, and intelligence of the patient will remain unaffected by the implant. No one, without knowing better, will have any idea of its presence. However, nothing is perfect with this as no exception. Problems are not uncommon and wreak havoc on the host.

There are several things that can hinder the performance of the neural substitute, but there are two problems that are most common. First, there is the maximum substitution capacity. Second, there are energy altering influences (e.g., Energy Field Dampeners, Disruptors, Magnetic Pulses, etc.) The amount of artificial brain implants reaches safety limits at 20% of total brain mass. Beyond 20%, the patient may be kept alive, but he becomes more and more devoid of emotion and loses the insight that is comprehension. In many cases, violence comes easy leading to the deaths of other people. 21-25% implantation usually results in a slow-thinking person lacking higher comprehension and emotions. 26-30% implantation results in an unpredictable beast-like mentality with a short temper, showing anger as an only emotion. Anything above 30% results in a completely unemotional being which will kill as if it is his very nature to do so (taking no pleasure or regret in the action). Pain becomes nonexistent, and the PC will take twice the normal hits before going unconscious (at which time he would automatically drop to the proper negative number of hits). The reason for the outstanding presence of violence is felt to be due to the true incompatibility between man and machine. Some even believe that it is the machine bringing out the true animalistic nature of man, allowing the beast inside to overthrow the comprehension and control that is man and his equals. The other major problem is that of energy altering influences (e.g., Energy field dampeners, disruptors, magnetic pulse, etc.) Each of these influences will have an effect on the host of varying degrees. Energy field dampeners will typically cause a dizziness and lack of coordination (-20 to all actions). On the other hand, energy field disruptors cause severe twitching all over the PC's body. The character will drop to the floor and go into convulsions until the disruptor is shut off. If the PC becomes victim to a magnetic pulse, he will be knocked unconscious for several hours. However, if the PC is subject to the more powerful effect of a magnetic pulse grenade, he must make an RR vs the Mk of the grenade. Failure of 20+ results in the death of the character, due to massive depolarization of the substitute. Failure of 1-20 will result in a comatose condition lasting for several days. However, the success will still yield unconsciousness lasting several hours.

11.2 SURVIVAL EQUIPMENT

With all of the strange and dangerous worlds *Space Master* players travel to, they'll be happy to know there's now at least a few new pieces of survival gear.

ATMOSPHERIC TENT

The Atmospheric Tent is used on those worlds where the atmosphere is lethal or the atmospheric pressure is at dangerously high or low levels. The tent is a hemisphere with double-layered walls, with the empty layer between them inflated to provide the shape and support against outside atmosphere, without raising the internal pressure to dangerous levels. In short, the tent looks like a bubble within a bubble. These tents come in a variety of sizes, and consist of the tent itself, a Compression/Filtration unit, and a collapsible airlock. For each ten cubic meters of space in the tent, the compression unit requires five minutes to pressurize the inside, and the median layer. Entering and exiting through the airlock requires one minute for proper pressurization. Damage to the tent does not repair itself, but the tent does come with a set of emergency patches capable of sealing a single rip of up to 3 meters in length. Although, for double the cost, an autosealing tent could be made available for the market.

GRAVITY REPULSION FIELD

This device emits an energy field around characters which will reduce the effects of high gravity levels on encampments on large planets. Many times, these are considered standard equipment to be purchased with an Atmospheric tent for a more complete survival insurance. The unit affects a radius of ten meters or more, depending on how much the PCs wish to spend on the device. The unit is capable of reducing gravity by one tenth of its natural state, to approach a determined standard gravity. The device is powered by a fusion reactor with collapsible solar panels for emergency power backup. Note: The unit is not able to reduce gravity below the standard which it is set for. The standard is a non-changable setting on the main control unit of the cubical body.

11.3 TEMPORAL/DIMENSIONAL EQUIPMENT

Here are several pieces of gear that dimensional travellers will find invaluable.

CONSTELLATION CHRONOMETER

This timepiece is one of the low budget models of Time Traveller's clock. It is not designed for extreme accuracy, only to give the user a good idea of the general time period in which he is located. These devices are bulky and very fragile. The slightest impact could cause a misalignment, throwing off the time scale by as much as 1000 years. However, the main mechanism is suspended in an antigrav field to prevent this occurring from most accidental low velocity impacts. The device appears as a black metallic cube approximately 30 cm x 30 cm x 30 cm. Within the cube is a suspended sphere with several lenses and lights mounted in it. Above the sphere, a canopy opens to provide a view of the sky. On one side of the cube, a control panel opens up to reveal a screen and a large key pad. The device operates by plotting its location on the planet by measuring the variation in natural energy fields, gravitational pull, etc. After which the unit plots the stellar patterns and their movement, scanning the predicted or pre-recorded star patterns. By doing so, the unit may compare the current stellar activity with that of a preset time period, and determine the actual time to within 50 years. Fifty years may seem like a pretty wide scale, but when you're talking about a planetary scale, the subject is literally billions of years. The fifty years leeway will at least give the traveller a general idea of the century and of any important events which may be occurring (if he knows the planet's history). Although it could be much more accurate, the PC will have an idea what to expect from the time period he is visiting, and that is the most important thing. It should be noted that, once the Constellation Chronometer has been damaged or misaligned, it is at least a very complex maneuver to repair it.

DIMENSIONAL HOPPER

There is nothing short of a full scale teleporter which even comes close to a Dimensional Hopper. A sort of micronized warp technology, the Dimensional Hopper "folds" space around the user, bringing the intended destination to him, instead of bringing him to the destination. However, this invention is just as dangerous as it is handy. The more one uses it, the more it tends to distort the genetic molecular makeup of the user. The distortion is reflected by a gradual deterioration of the PC Constitution.

The greater the distance hopped, the greater the chance of distortion. Also, the more one uses the hopper, the prone he becomes to distortion. Each time the hopper is used, the chance of distortion is increased by 1%. (e.g., A PC manages to use the Hopper 5 times and still insists on using it again. There is automatically a 5% chance of distortion because the PC has used this mode of travel 5 previous occasions.) The following listing provides some percent chances of suffering distortion based on distance hopped, not including modifiers for previous exposure.

- 1-10 meters = 5%
- 11-25 meters = 10%
- 26-50 meters = 15%
- 51-100 meters = 20%
- 101 meters to 1 kilometer = 25%
- each additional km = +1%

Note: Once distortion has occurred, it is irreversible. The PC's Constitution Potential is reduced to the new current standing. Once a character's CO is reduced to zero in this manner, he is dead of massive distortion.

Once distortion has occurred, it becomes necessary to determine the extent of the damage sustained. This is done by referring to the Stat Gain Chart (the +15 column) found in the Player's book p. 44. A percentile roll is made on this chart, and the result is added to 10. This will provide a result ranging from 10 to 25. This total is immediately subtracted from the PC's temporary Co stat, and the Co Potential is reduced to this point. The damage cannot be reversed.

The Dimensional Hopper, like most things, comes in a variety of models, differing only in carrying style. Some are designed as bracers, belts, full bodysuits, etc. to name a few likely possibilities. Each model has a small control panel with a coordinate display window. After setting the coordinates, the PC need only activate the power core to transport. In a flash of white light, the PC vanishes and instantly arrives at the destination. During transport, time is slightly different, and a course correction may be entered and treated as an additional hop. This allows the user to arrive and verify that the landing site is safe ground, as opposed to outer space, midair, etc., and if not, to correct the coordinates before phasing in. The unit works by phasing the PC out of the material universe and folding the dimensional fabric about him to bring him to that point that is dimensionally equal to the destination. The unit then phases the PC back into the material universe, bringing the character back at the destination site.

(As mentioned earlier, the traveller has the ability to verify the location just before phasing back. If a correction must be made, it is treated as an additional hop. To operate the Hopper, the PC should develop the skill Teleportation Operations, specific for Dimensional Hopping Equipment. The PC will then make an open-ended roll with the same modifiers as those used for Teleporter operations. If the result is 101+, it is successful with no modifiers added to the distortion percentage. If the roll is less than 101, the difference (101 - result) is added to the percentage chance of distortion (and transport is carried out).

DIMENSIONAL PHASE SHIFTER

The Dimensional Phase Shifter, more commonly referred to as DimPS, is the ultimate in personal camouflage. The unit works in a manner similar to the Dimensional Hopper, except that transport is not possible. The device envelops the user within a dimensional envelope, and is effectively removed from the material universe. While in this "behind the scenes" state, the PC is undetectable by any scanners and cannot be seen by any visual means. However, the PC is able to observe the outside world through a dark and blurred field of vision (treat as General Perception -50). However, no physical interaction is possible between the two states. Physical interaction would be possible between characters in the dimensional state together. So if an enemy had a DimPS unit, he could follow the PC into the dimensional state and initiate combat. Although to do this, he must tolerate the dangers of doing so.

While out of Phase, Psionic activity is not possible due to the state's distortion of energy forms. The PC cannot cast or be affected by any psions. All energy shields are also rendered inoperable. Movement in the Phase condition is extremely dangerous. The PC may move 1 meter per round, with a 1% chance of disassembling (that is, suffering 1-10 E Electricity criticals). However, weapons fire could be used without hazard of movement (it's not like you can't run for cover). Although, projectiles will have a 10% chance of disassembling, which could result in atomizing it. In such an event, the projectile would never reach its target. Lasers and other energy weapons are distorted in the altered state and fire at -20, but have no chance of disassembling.

DIMENSIONAL SCANNER

Basically nothing more than a simple scanner tuned into dimensional fluctuations. This device can determine if something within its range of 100 meters is using dimensional altering devices. This device can also recognize naturally occurring dimensional phenomena (e.g., dimensional rips, warps, etc.). Not that a standard Multiscanner couldn't sense these occurrences, but only recognize them as bizarre energy radiations. The dimensional scanner can identify the radiation as natural or man-made, as well as pinpoint the location of the cause. (That is, by coordinates in the material universe). In other words, it would be able to show exactly where a PC using a DimPS was standing, although the PC could not be seen there. In the same manner, if a device at another location was transmitting the phenomenon, the device could pinpoint its location as well (as long as it is within range of the scanner). Also, the scanner will have to probe the sight of the phenomenon before it could recognize the cause. (For example, if a PC came across an operational Dimensional Splicer, a device that opens access to other dimensions, which had opened a gate one mile away, the scanner could not identify this site as a cause of the portal without having obtained information from the dimensional breach. If the portal had been encountered first, the scanner could identify it as a dimensional occurrence, its classification, and if its cause was located within it, or at another location within this universe. The scanner could also provide the PC with the direction from which the phenomenon is being transmitted. If the cause was within the 100 meter range, the scanner could give exact coordinates at the same time.)

DIMENSIONALLY STABLE CHRONOMETER

Unlike the name implies, this device has nothing to do with "Dimensional travel". This is a temporal device, used to determine the exact time in which it is located. This chronometer has two constant readings on its large face. The first is the time of the current setting, and the second is the time of the user's Home time. The device also has an alarm setting to go off at a specified time and may be provided with a written reminder on the watch's face, to ensure the user remembers why the alarm has been set. The chronometer keeps track of time by reading the temporal pulses absorbed during time travel. By doing so, it may provide the user with the exact time, down to one hundredth of a second. When both readings on the chronometer's face are identical, the user has returned to Home time.

To make this easier, the watch has an interface to link up with the computers of time altering devices to help guide it to the proper moment. However, this cannot be done with temporal gates, rips, warps, etc. as they are controlled by a more natural occurrence of bending the laws of the universe. Also, if a precise time other than Home time is desired, the watch may be set to guide temporal devices to the exact instant desired.

DIMENSIONAL VAULT

With each advancement in security, there is an equal advancement in security-breaking technology. "For every action, there is an equal and opposite reaction." The dimensional vault is the most recent breakthrough of high tech security systems, which has not yet met its opposite reaction. However, this is not far off, and perhaps has already initiated somewhere in the known universe. The Dimensional vault is nothing more than a standard safe, but with one unique quality. The Dimensional vault phases out of the material universe with all its contents. The vault phases to a very specific "frequency" of existence which is very similar to that of DimPS devices, but not compatible. In the DimPS prototypes, a semiphase was discovered in which the state was so highly energized organisms could not survive. It is this semiphase which the vault hides in. From the DimPS condition, the Dimensional vault is visible, but obtainable. The vault is obtained by a remote recall key used by the owner. Such keys come in a variety of forms, sometimes even being implanted to prevent it being stolen. Vaults come in a variety of sizes, and with greater size comes greater expense. To determine the cost of the vault, multiply the cubic area in meters by 5000 Elmonits. The result is the standard cost for a device of that size. However, prices will vary from one economy to another.

10.4 MISCELLANEOUS EQUIPMENT

And last, but not least, a compilation of gear that doesn't fit well into any other category. Presented here is the infamous miscellaneous equipment: stuff you never thought you'd need until you read about it.

EMERGENCY ENVIRONMENTAL SUIT REPAIR KIT

This repair kit is considered to be standard equipment for newly purchased environmental suits. Although older suits may not be equipped with this, it is suggested that the suit owner acquire one. The kit is not very large, kept in a case 16 x 10 x 4 cm. Within the plastic box one will find several small specially designed wrenches, screwdrivers, splicers, meters, etc., each engineered with their use on environmental suits in mind. The kit normally attaches to the suit's exterior in easy reach for the occupant (on the chest or the thigh are some likely possibilities). The following is a list of likely contents of a typical repair kit:

- 6 specially engineered wrenches of varying sizes and adjustable ranges.
- 4 specially engineered screwdrivers of each type.
- 50 cable/wire splice caps.
- 1 universal grip (i.e. pliers, wire cutters, stripper, with retractable razor, etc.).
- 1 spray canister synthetic environmental sealant capable of patching tears and rips up to a total of 1 meter in length.
- 10 environmental patches of varying sizes from 8 x 8 cm down to 3 x 3 cm. These are used for actual holes as opposed to cuts and rips. They may be cut to fit as needed.
- 1 small canister of pressurized liquid atmosphere capable of sustaining one individual for 24 hours.
- 1 pressure gauge capable of detecting minute leakages. (This is operational only after being removed from the kit and placed on the suit's interior).
- 1 powered soldering pen with solder.
- 6 small alligator clamps.
- 1 voltage meter.
- 1 collapsible solar operated power systems recharging panel for batteries and small power units.

The GM should feel free to add components to the kit which he feels are necessary. It should be noted that all of the tools in the kit are manual tools. This is to prevent problems caused by drained power cells in times of emergency. However, powered tools may be substituted if they are desired, at twice the normal cost of the kit. Such tools will cut the required time of repairs by 25%.

ENERGY FIELD DAMPENER

The energy field dampener is simply a disruptor of energy fields and readings. This device emits waves in a radius to disrupt all energy fields and scanning beams within the area. Energy shields such as barrier shields, velocity shields, forcefields, etc. are reduced by half to half of their normal efficiency (e.g., a barrier shield providing a DB of 50 becomes a shield worth a DB of 25 when in the dampener's area of effect.) Multiple dampeners do have a cumulative effect on energy fields (e.g., with the previous situation, a second dampener would reduce the barrier shield by an additional 50%. That is, 50% of the previous 50%, not a total of 100%. The barrier shield worth a DB of 50 with one dampener operating drops the shield to an effective DB of 25, but with two dampeners drops the shield to an effective DB of only 12 (i.e. 50% of 50%, or 25% of the original effective DB). A third dampener would reduce the current standing an additional 50%, bringing the DB of the shield down to only 6, approximately 1/8th of the original DB of 50.)

Scanners and other small electronic devices are rendered useless. A scanner used with the radius of an active dampener shows no readings. Although it will register power ON and functioning normally, it will seem to be dead. However, if the scanner is outside the dampener's radius of effect, it will operate normally, but scan the dampened area at -20%. High powered scanners such as those used on spacecraft for planetary observation will be unaffected by anything short of EW/Stealth communication systems. However, on-board scanner systems (i.e. those used to scan the ship's own interior) would be standard powered scanners and would remain affected by the dampener in operation.

If one decided to spend more money on an energy dampener, he will not likely get a more efficient or powerful unit. Instead, it is more likely that the PC will end up with a dampener with a wider radius than a less costly unit. The percent of increase in the dampener's radius is equal to the percent increase in the cost of the unit. For example, to increase the radius by 50%, the cost is increased by 50% (Simple enough?). The standard radius of an energy dampener is 10 meters, which may not be considered to be very far by some, but it serves quite well. If the PC does need something more powerful, it is suggested that a savings account be opened in the character's name at a local financial institution.

The dampener itself comes in a wide variety of forms depending on the manufacturer. Some are designed like a nightstick with radiating panels along its length. Such a design can be easily handled, or hung from one's belt. Other might be designed as simply as a box held in a belt-hung holster. Still others might be designed to fit one's wrist in a fashion similar to bracers for one's forearms. The exact design should be determined by the GM.

ENERGY FIELD DISRUPTOR

Very similar to the energy field dampener, but a more powerful and effective unit. It works in the same manner as the dampener, but energy shields and fields are completely disrupted for the duration that they are in the disruptor's radius, and it is active. Also, scanners of the personal variety have absolutely no readings of the area within the radius, even if the scanner is taking the reading from outside the affected radius (refer to the Energy Field Dampener in this section). In addition, any Android in the radius of a disruptor will have a problem. All actions of an Android will be done at -20, due to the interference that the disruptor inflicts on its nervous system. Such problems do not occur when in the radius of a standard energy field dampener. Shipboard scanners of the type used to observe planets and space will scan the effected area at -20%.

Energy field disruptors tend to be larger and more costly than the standard dampener. For example, it might take three holsters to hold all the components of a disruptor rather than the one needed for a dampener. A bracer-style disruptor can not be done very easily, although a similar design to fit on one's leg would be feasible. The most likely prospect would be an over-the-shoulder or backpack design.

GRAVITY BOOTS

A pair of high and heavy boots with an LED indicator down the sides. The boots are used to reduce the effects of higher than standard gravity for movement. The LED indicators show the level at which the boots are currently being used with the top of the scale representing the maximum reduction capability. These boots are capable of reducing standard earth gravity to 1/10th the norm. Also, they will reduce any gravity levels between 1 and 3 to half normal, and those between 4 and 6 to one quarter the normal. Gravity levels greater than 6 standard gravities will remain unaffected by the boots.

Although these boots are described in reference to standard Earth gravity, they may be custom made for higher gravity worlds a PC might be from. Or perhaps even lower gravity worlds. In such a situation, a PC might require the boots to interact normally in standard Earth gravity. PCs wearing these boots with LED indicators in the "Red Zone" make likely targets for muggers. After all, the PCs movement is unhindered, but the strength in hand to hand will still have dramatic differences. You might be an obvious target.

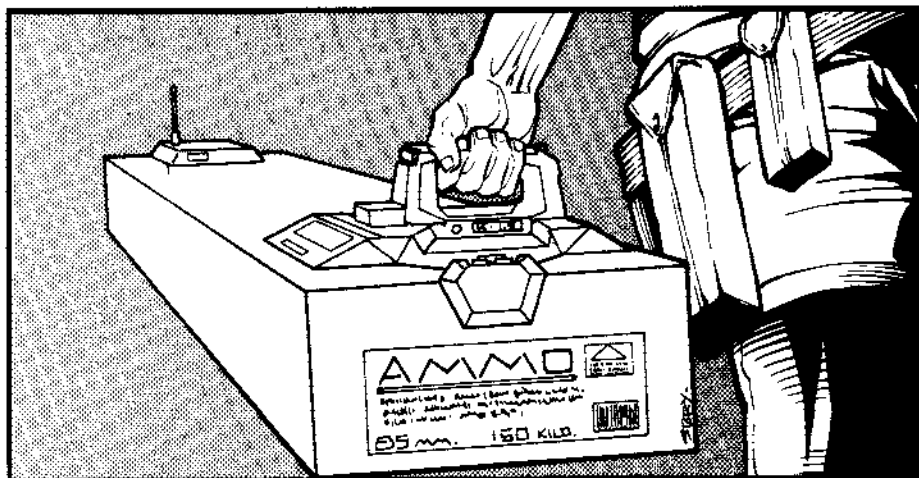
GRAVITIC CRUCIBLE

Actually a laboratory tool, this is a table top device which allows materials to be suspended in mid-air for heat treatment. Under older methods, extreme heat would melt the crucible which held the substance being heated. With this device, the materials hover over the device and may be directly bombarded with lasers, radiation, or whatever the heat source might be. There is no limit to the temperature materials may be heated to.

GRAVITY HANDLES

Gravity handles are a very useful tool when it comes to moving heavy objects. They appear as an oblong piece of flexible plastic, to shape to the contours of the object to be lifted, with dual grips protruding from each end. The underside of the grip's length consists of attachment devices which operate in a manner similar to tractor beams, but must be in contact with the surface of the object. The handles use a power cell for energy, and once attached and activated they are virtually impossible to remove without turning them off.

The handles operate by reducing the gravitational pull on heavy objects. However, it should be realized that the mass and inertia of the affected object will remain the same. This is very important to remember because it will be necessary to overcome an object's inertia to move it, and then overcome its inertia and momentum to bring it to a halt. Any object of 150 pounds or less will be reduced to weightlessness with grav handles. Above the 150 pound limit, every 10 pounds equals 1 pound. For example, 100 pounds above the 150 pound limit may be treated as if it were 10 pounds. (That is a total weight of 250 pounds, treated as only 10 pounds!) Unfortunately, the handles work by emitting an antigrav envelope around the object which it is locked on.



Because it operates in this manner, the size of the envelope is limited to the handles' power capacity. The diameter of the envelope is one half of a meter and must completely engulf the object, or lose the reduction capability for the portion not included in the envelope. However, the handles do work in a cumulative fashion. Although multiple handles cannot reduce the weight of an object below the normal reduction (i.e. As in the earlier example, a 250 pound object could not be reduced below the 10 pound limit), they can work together to enlarge the envelope to engulf a larger object. (For example, two handles with an effective diameter of half a meter each could be used to engulf an object that would require a full meter diameter to be fully affected, .5 meters + .5 meters = 1 meter.)

JET BOOTS

These heavy, knee-high boots are constructed of an extremely durable plastic. The heels have high propulsion, miniature jets built into them, with maneuvering jets in the ankles, Achilles' tendon, balls of the feet, and a couple stabilizer jets on the sides. The boots are powered by an energy cell in each boot, and stabilize each other by way of computer link. The boots will be able to carry their wearer 100 kilometers before requiring recharging of their power cells. If higher speeds than "cruising speed" are used, the cells will be drained that much quicker in a proportional manner. (Cruising speed is approximately 80 kilometers per hour.) The boots are capable of high speed acceleration up to 100 meters per second in approximately 5 seconds.

Note: This would be considered an absurd maneuver for someone not properly equipped for such acceleration, and may only be done when launching straight up, or horizontally in a manner that would be "head first".

This is approximately equal to 223 miles per hour, and without proper aerodynamic suiting would be complete disaster for the character stupid enough to try such a lamebrain maneuver. The PC will crash and burn.

It should also be noted that travelling in boots like these is not done in a straight line (under normal use). Rather, travelling is done in a style appropriately termed "Hops". With such maneuvers, the PC uses the jet propulsion to move along an arc above the ground (similar to if the PC was attempting to leap over an obstacle). Sometimes, these boots are referred to as "Jump Jets" a term derived from the hopping maneuvers.

MEGAMICROPHONE

A very useful tool when performing surveillance maneuvers. The megamicrophone is an extremely sensitive device capable of long range, very precise focusing. From one mile (almost 1.5 km) across open ground, the microphone may be zeroed in onto a single person's voice. The area of the target may also be widened, but by doing so, range is lost. When on a standard setting, the microphone will pick up all sound within a 10 meter radius. However, to listen to a radius with a few people around could result in a scramble of unidentifiable noises. The range can then be narrowed and custom-designed by using the microphone's control panel. By doing so it may be focused into a cone of varying lengths and widths. This microphone is also capable of magnifying sounds by 1000 times for a sound at the microphone's tip. Of course this capability decreases the further the sound is from the microphone. For example, the sound of a human's voice one mile away could not be magnified above the actual sound level of the voice (Magnification level is zero, sound level is identical).

If the microphone is set for a radius of 10 meters with three people trying to remain silent, the microphone would still be able to pick up all heart beats, breathing sounds, eyes blinking, as well as a huge array of other sounds. Without narrowing the range some, either by focusing, or lowering the magnification level, all that will be picked up will be an unrecognizable collection of noise.

The microphone itself is a rod about fourteen cms long with a cross-sectional diameter of half a cm. The grip has a small control panel built in it for modifying the range and focus. Special attachments may be purchased for listening through walls up to two meters thick and to tap into other frequency ranges not normally obtainable on a microphone. The unit is powered by a small energy cell stored inside the grip.

MICRORADIOCOMPUTER

A true feat of technology, the microradiocomputer is a step above the more common microcomputer. The actual data storage capabilities are virtually identical. The difference comes when the units are used to interface with other computers. The microradiocomputer is sort of a cross between the microcomputer and a scanner. The device interacts with other computers by way of radio waves at a range of up to 10 meters. A normal microcomputer would require an interface cable linked to the target computer.

REFRACTION CLOAK

The Refraction Cloak is a stealth device for personal use. It comes in two common forms. The first designed as a bracer to fit on one's arm, and the second is a holster model for the belt. The Refraction Cloak operates on a standard power cell which provides one hour of use. The Cloak generates an energy field which completely envelopes the user. The energy field disrupts frequencies of light and causes them to bend. The light energy is bent to such a degree that they seem to "slip around" the user to give an impression of invisibility. It should also be noted that any energy weapon which uses focused light (e.g., lasers) would attack a refraction-cloaked target at -75. This results because the laser itself is bent around the user. Beyond that, and the penalties for attacking the target, the cloak provides no true protection against attack. Therefore, the cloak will not have an effect on other materials in the air. (e.g., a steam cloud will likely reveal the user's form inside the cloak, or knee-deep water would show two holes where the user's legs enter the surface.)



The penalty for attacking and for General Perception is -50. However, if the user is in motion, there is a slight blur effect which results in -25 for attacks and General Perception. The user of the cloak also suffers some ill effects. Although light is bent around him, the unit does compensate to allow some vision. If all of the light was refracted around the user, he would be effectively blind. Instead, the user is able to see in shades of gray (similar to black and white television), but still suffers -10 for attacks and general perception while cloaked. It should be noted that the Refraction Cloak does not affect scanners in itself, unless the scanner uses infrared or lasers or some other light form to retrieve information.

SOLAR CHARGING UNIT

This device consists of a collapsible solar panel, a level meter and a set of adaptors for attaching to various power sources. This unit uses the power of sunlight to recharge depleted power cells. Under normal conditions, the solar recharger requires one hour to recharge standard power cells. To recharge a standard power cartridge, the unit will require three hours. If the PC desires to recharge a power pack, then about six hours will be required. However, if multiple solar rechargers are available they may be used simultaneously. If this is done, divide the normal amount of required time by the number of chargers being used. For example, if three chargers are being used to recharge a standard power cell, only twenty minutes are required to complete the job.

STANDARD TRANSLATOR

This amazing device is about the size of a small scanner. The front of the device displays a directional microphone built into the face and an LCD screen with multiple lines. There is a slot on the side of the unit for data disks to be inserted. The unit accepts vocally delivered sentences and translates them into the desired language currently held in the unit's computer. The unit pronounces the translation with an electronic voice and displays it on the LCD screen with spelling and pronunciation keys. The device is capable of holding up to 10 different languages simultaneously. It soon becomes apparent that such a device is extremely beneficial to any character who does a lot of travelling. There is also a separate case which may be obtained to hold a library of up to 100 different languages.

TELEPORTER LINK

The teleporter link is nothing more than a communication device between the teleporter and the target. Simply put, it provides the necessary coordination and lock-on for safe teleportation. Without a teleporter link, the target is teleported at a penalty of -20. Without a teleporter link, it is virtually impossible to teleport a specific person out of a group. However, if the target was in the process of communicating with the teleporting ship, controller, etc., it would be possible to trace the signal and lock in that way without the -20 penalty. It would not be necessary to use the link to teleport from the platform, it only aids in locking on for teleporting onto the platform. They come in a variety of forms and can easily be custom designed. Some common forms are bracelets, badges, holstered units, anklets, etc.

11.5 EQUIPMENT TABLE

Equipment Type	Mass	Cost
Medical Equipment		
Artificial Ears		
Headset	.5	350
Implant	NA	800
Artificial Eyes		
Oculars	0.5	650
Visor	0.5	1000
Implants	NA	1500
Sensory Net	1.2	800
Cryogenic Stretcher	25	1400
Cybernetic Frame	30	3000
Micro Medical Droid		
Type I	NA	25,000
Type II	NA	50,000
Type III	NA	75,000
Type IV	NA	100,000
Neural Substitute	NA	1000/ % of total brain mass
Miscellaneous		
Emerg. Suit Repair Kit	4	200
Energy Field Dampner	1	75
Energy Field Disruptor	2	350
Gravity Boots	5	650
Gravitic Crucible	9	200
Gravity Handles	2.5	150
Jet Boots	5.2	800
Megamicrophone	0.3	650
Microradio Computer	2.4	100
Refraction Cloak	3.5	1150
Solar Charging Unit	4	30
Standard Translator	1.5	75
Teleporter Link	.2	25
Temporal Dimensional Equipment		
Constellation Chrono.	10	4000
Dimensional Hopper	1.5	10,000
Dimen. Phase Shifter	1.5	3000
Dimensional Scanner	1.5	5000
Dimen. Stable Chrono.	.5	15,000
Dimensional Vault	20	4500
Survival Gear		
Atmospheric Tent	50/	2500/
	10m3	10m3
Gravity Repulsion Field	20	2000*

*The cost of 2000 for the Gravity Repulsion Field is for the standard unit with a radius of 10 meters. For each additional 2 meters of radius, the cost is increased by an additional 1000, and the mass is increased by 1.

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Armsman	Pilot	Explorer	Systems Tech	Electrician	Arms Tech	Researcher	Physician	Engineer	Criminologist	Med Tech	Planologist	True Telepath	Semi T'path
Academic														
Accounting	3/5	2/5	2/7	2/4	2/4	2/4	1/2	1/3	2/4	1/4	2/4	2/4	1/3	1/4
Administration	5	4	3	4	4	4	1/4	1/5	2	2/5	2/5	1/5	5	4
Advanced Math	1	1	1/2	1/*	1/*	1/2	1/*	1/2	1/*	1	1/2	1/2	1	1
Aerodynamics	5	1/2	3	3/7	3/7	3/7	1/3	5	1/4	5	4	5	6	5
Anthropology	3	3	2	3	3	3	1/2	2	2	2	2	1	3	2
Archaeology	5	4	3	3/7	3/7	3/9	1/4	2/7	3/5	3	2	2/5	1/5	3/5
Architecture	3/6	3/7	3/5	2/5	3/6	3/6	1/3	3/7	2/6	3/5	3/5	3/7	2/7	2/5
Art History	3/7	3/6	3/5	2/6	2/6	2/6	1/5	2/5	2/6	2/5	2/6	2/7	1/3	2/4
Basic Math	1/2	1/2	1/2/2	1/*	1/*	1/2/2	1/*	1/2/2	1/*	1/2	1/2/2	1/2/2	1/2	1/2
Business Law	3/5	2/7	3/7	2/5	2/5	2/5	2/7	2/6	2/5	1/4	2/6	2/6	2/5	2/6
Canon	5	5	5	4	4	4	3/7	3	4	4	4	3	3	4
Ceramics (Industrial)	6	6	6	4/9	4	4	1/3	5	1/2	6	5	5	5	6
Civil Law	2/5	2/7	2/6	2/6	2/6	2/6	2/5	2/4	2/6	1/3	2/5	2/6	2/6	2/6
Comparative Religion	3/6	3/5	2/7	2/6	2/6	3/5	1/5	2/5	2/6	2/7	2/5	2/4	1/4	2/5
Corporate Management	4	2	3	3/6	3/6	3/6	1/5	2/7	2/7	2/6	3/5	3/5	2/6	2/6
Cosmetology	3	3	3	3/7	3/7	3/7	2/7	1/4	3	1/3	2/5	3/7	2/5	2/6
Criminal Law	3/8	3	3/9	3	3	3	4	4	3/8	1/4	3	4/8	2	3
Data Manipulation	3/7	3/7	2/7	2/6	2/6	2/6	1/2/2	1/3	1/3	2/6	2/5	1/3	2/6	2/7
Dogma	2/5	2/7	2/6	2/7	2/7	2/7	1/5	2/6	2/7	2/6	2/5	2/5	1/4	2/6
Drafting	3/6	2/5	2/6	1/4	1/4	1/4	1/3	2/7	1/2	2/5	2/5	2/6	3/7	3/6
Education	3/7	3/6	3/5	2/5	2/5	2/5	1/4	2/5	2/5	2/5	2/5	2/5	1/3	1/4
Evolutionary Theory	5	5	4	3	3	3	1/2	1/3	3	5	2/5	1/3	4	5
Finance	3/5	2/7	3/7	2/6	2/6	2/6	1/4	2/5	2/6	2/4	2/6	2/6	2/5	2/6
Fluid Systems	3/5	3/7	3/6	1/3	2/4	2/4	2/6	3	1/2	2/7	3/9	3	4	4/9
Heraldry	1/5	2/5	1/5	3/6	3/6	3/6	2/5	3/6	2/6	2/5	3/7	3/6	2/7	2/7
History	3	3	2	3	3	3	1/2	2	2	2	2	1	3	2
Locklore	2/7	3/5	2/6	1/4	2/6	2/6	1/3	3/9	2/7	1/2	3/5	3/7	3/7	3/5
Mapping	4	3/5	2/7	3/9	3/9	3/9	2/6	4	3/7	3/6	3	1/4	4	5
Mechanition	3/6	3/5	3/7	1/4	2/7	2/6	3/5	3/7	1/2/2	1/4	2/7	3/7	3/6	2/7
Metal Lore	2/7	3/5	2/6	2/6	1/4	2/5	1/3	3/7	2/5	2/5	3/5	1/2/2	3/6	2/7
Military Organization	1/2	1/4	1/3	2/5	2/6	1/4	3/7	3/7	2/7	1/4	1/4	3/9	3	3/7
Mining	3/7	4/7	3/6	3/6	4/6	4/6	4/8	4/9	3/7	3/9	4/8	1/4	4/8	3/9
Navigation	2/6	1/4	1/5	2/6	2/6	2/6	2/6	2/5	2/5	1/5	2/6	1/4	2/6	2/6
Optics	4	3	3	2/4	2/4	2/4	1/3	3/8	1/2	2/5	3/7	3/7	3/7	3/7
Pharmaceuticals	3/6	3/5	3/7	3/7	3/7	3/7	1/4	1/2	3/6	2/6	1/3	2/7	3/5	2/7
Philosophy	2/5	2/7	2/6	2/5	2/5	2/5	1/3	1/3	2/6	2/7	1/3	2/5	1/2	1/4
Political Science	2/5	2/7	2/6	2/6	2/6	2/6	2/4	2/6	2/6	2/5	2/6	2/6	2/6	2/6
Proselytism	3	3	3/9	3/7	3/7	3/8	2/6	2/6	3/7	3/9	3/6	2/6	2/5	2/7
Psychology	3	3	2	3	3	3	1/2	2	2	2	2	1	3	2
Religious History	2/5	2/7	2/6	2/5	2/5	2/5	1/3	1/3	2/6	2/7	1/3	2/5	1/2	1/4
Scanner Analysis	1/3	1/3	1/2	1/3	1/3	1/3	2/5	1/3	1/3	1/2	1/2	1/2	3	2
Siege Engineering	1/2	2/7	1/5	3/7	3/9	3/6	5	5	4/9	2/5	4	4/9	8	6
Sociology	3	3	2	3	3	3	1/2	2	2	2	2	1	3	2
Star Gazing	2/6	2/6	1/5	2/5	2/6	2/6	2/6	2/5	2/5	2/5	2/6	2/6	1/5	2/5
Stone Lore	3/6	3/7	2/6	3/5	3/5	3/5	1/4	3/7	3/5	2/4	3/5	1/2	2/7	3/6
Tactics	1/2	1/3	1/4	2/5	2/5	2/5	3/5	3/7	2/7	2/5	3/5	2/7	3/7	3/5
Tax Law	3/7	3/5	3/6	2/7	2/7	2/7	2/6	3/7	2/6	1/4	2/7	3/5	4/8	3/9
Toxin Identification	4	3	3	3/6	3/6	3/6	1/4	1/2	3/5	1/5	1/3	2/7	2/7	2/5
Trading Lore	2/7	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/5	2/6	2/6	2/5	2/6
Visual Arts	3	2	2	2/5	2/5	3	2/5	3/7	3	3	3/7	3	2/5	2/7
Weather Watching	2/7	2/7	1/5	3/7	3/7	3/7	2/7	3	2/5	2	3	1/4	3	3/7
Xeno-Lores	7	6	5	7	7	7	3/8	7	7	5	6	5	4	5
Animal														
Animal Handling	3/6	4	3/9	4	4	4	3/9	4	5	3/6	4/8	3/9	1/3	2/5
Animal Training	2/7	3/8	2/8	4/8	4/8	4/8	3/9	3/7	4/8	3/8	3/5	3/6	1/5	2/6
Beast Mastery	6	7	6	7	7	7	5	6	7	5	6	6	3/7	4/9
Herding	2/5	3/5	2/5	2/7	2/7	2/7	3/5	3/7	2/7	2/5	3/5	2/6	2/4	2/6
Loading	2/6	2/7	2/5	3/5	3/5	3/5	4	4	2/5	2/6	4/8	3	3	3
Riding	2/6	3	2/5	2/6	2/6	2/6	3	3	3	2/6	2/6	2/6	2	2
Astronautics														
Atmospheric Pilot	3/6	2/4	3/6	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	5	4
Combat Pilot	2/4	1/2	2/4	4	4	4	10	10	4	8	8	8	10	10
Electronic Warfare	2/4	1/2	2/4	4	2/4	4	8	8	5	2/5	4	2/5	7	6
Hyperspace Astrogation	4	1/2	1	5	5	4	5	5	5	6	6	6	6	5
Hyperspace Pilot	4	1/2	1	3	4	4	5	5	4	5	5	5	5	5
Marine Pilot	3/7	2/5	2/5	2/5	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/5	3	3
N-Space Astrogation	4	1/2	1	4	4	5	5	5	4	5	5	5	5	5
N-Space Pilot	3	1/2	1	3	4	3	5	5	3	5	5	5	5	5
Orbital Pilot	3	1/2	1	3	4	3	5	5	3	5	5	5	5	5
Sensor Analysis	3	1/2	1/2	4	4	4	3	3	3	4	4	1/2	6	5
Stellar Law	3	1/3	1/4	4	4	4	3	4	3	2/5	4	4	6	5
Athletic														
Aquatics	1/3	1/3	1/2	2/5	2/5	2/6	3/7	3/7	2/5	2/4	3/5	3/6	3/7	3/5
Athletic Games	1/2	1/3	1/2	2/5	2/5	2/5	3/5	3/5	2/5	1/5	1/4	2/5	1/4	1/3
Billiards	2/6	2/5	2/5	2/6	2/6	2/7	1/4	2/5	1/4	2/5	2/7	2/6	2/5	2/5
Body Development	2/5	2/7	2/7	3/8	3/9	3/9	6	3	3	3/8	3/9	3/8	5	5
Climbing	3/7	3	3/7	3/7	3/7	3/7	5	5	5	3/7	3/7	3/7	3	3
Dance	2/6	2/7	2/5	3/5	3/5	3/6	3	3	3	2/5	3/7	3	2/5	2/7
Distance Running	1/4	2/5	1/5	2/5	2/5	2/5	3	3	3	1/3	1/4	3/5	4	3
Diving	1/3	1/3	1/2	2/4	2/4	2/5	2/6	2/5	2/5	2/4	2/5	2/5	2/4	1/5

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Armsman	Pilot	Explorer	Systems Tech	Electrician	Arms Tech	Researcher	Physician	Engineer	Criminologist	Med Tech	Planetologist	True Telepath	Semi T'path
Flying/Gliding	3/6	1/3	2/4	2/5	2/5	2/5	2/7	2/7	2/7	1/5	2/6	2/6	2/7	2/7
Rappelling	2/7	3	3/7	3/7	3/7	3/7	4	4	4	2/5	3/7	3/9	3	3
Rowing	1/4	2/5	1/5	2/7	2/7	2/7	3	3	3/6	2/7	3/7	3	3	3
Sailing	2/6	2/6	1/5	2/6	3	3	3	2/7	2/6	2/5	3	3	3	3
Skating	2/7	3/7	2/7	3/6	3/6	3/6	3	3	3	3/6	3/5	3/6	3	3
Skiing	2/7	3/7	2/7	3/6	3/6	3/6	3	3	3	3/6	3/5	3/6	3	3
Sprinting	1/4	2/4	1/4	2/5	2/5	2/5	3/5	3/5	3/5	1/3	1/4	2/7	3	3/9
Surfing	2/7	3/7	2/7	3/6	3/6	3/6	3	3	3	3/6	3/5	3/6	3	3
Swimming	2/6	3	2/5	2/6	2/6	2/6	3	3	3	2/6	2/6	2/6	3	3
<i>Concentration</i>														
Adrenal Defense	20	20	20	20	20	20	18	20	20	11	20	20	7	15
Adrenal Balance	2/6	3/7	2/7	4/8	4/8	3/9	6	6	4	2/5	5	5	2/5	3/4
Adrenal Landing	2/6	3/7	2/7	4/8	4/8	3/9	6	6	4	2/4	5	5	2/5	3/4
Adrenal Leaping	2/6	3/7	2/7	4/8	4/8	3/9	6	6	4	2/4	5	5	2/5	3/4
Adrenal Quickdraw	2/4	2/4	2/4	3/9	3/9	2/5	4	4	3/9	1/3	4/8	4	1/4	2/4
Adrenal Speed	2/6	3/7	2/7	4/8	4/8	3/9	6	6	4	2/4	5	5	2/5	3/4
Adrenal Strength	2/6	3/7	2/7	4/8	4/8	3/9	6	6	4	2/4	5	5	2/5	3/4
Body Damage Stabilize	3/8	3/9	3/7	3/7	3/7	3/7	4	2	3/7	2/7	2/7	3	2/5	2
Control Shape Change	5	5	5	5	5	5	4	4	5	5	4	5	3/9	4/10
Dowsing	3/7	3	2/5	3/8	3/8	3/8	3	3	3/8	3/7	2/7	1/3	1/3	1/4
Frenzy	2/6	2/7	2/6	3/7	3/7	3/7	4/8	4	3/7	2/6	3	3	1/4	2/4
<i>Meditation</i>														
Cleansing	5	4	3	4	4	4	3/7	2	4	3	3/7	3/9	1/2	2/4
Death	4	4	4	5	5	5	4	5	5	4	5	5	2/7	3/5
Healing	3/7	4/8	3/8	4/7	4/7	4/7	3/5	2/6	4/7	3/6	2/7	3/5	1/2/2	1/2
Ki	3/8	3/7	3/7	4/7	4/7	4/7	3/5	3/5	4/7	3/6	3/5	3/5	1/2	1/4
Sleep	3/7	3/7	3/7	4/7	4/7	4/7	3/5	3/5	4/7	3/6	3/5	3/5	1/2/2	1/2
Trance	3/7	3/5	3/6	2/7	2/7	2/7	2/5	2/5	2/5	3/6	2/5	3/5	1/2	1/3
Mnemonics	2/7	2/5	2/6	2/6	2/6	2/6	1/4	2/5	2/5	2/6	2/6	2/6	1/2/2	1/2
Psionic Focus	10	10	10	9	9	9	8	7	9	8	9	8	3/*	4/*
Psionic Shield	8	8	7	7	7	8	5	4	7	6	6	6	2/4	3/5
Space Loc. Aware (SLA)	6	5	4	3/8	3/8	3/8	4/9	4/9	3/7	3/8	3/8	3/8	1/2/2	1/2
<i>Criminal/Subterfuge</i>														
Acting	2/5	1/5	1/4	2/5	3/6	2/5	3	1/5	2/7	1/4	2/5	2/6	2/7	2/7
Begging	2/6	2/6	2/5	2/6	2/6	2/6	2/7	2/7	2/6	2/6	2/6	2/7	2/6	2/6
Booking	2/4	2/5	2/5	3/5	3/5	3/5	3	3	3/6	1/2	2/6	2/7	3/7	3/5
Bribery	2/4	2/4	2/5	2/6	2/6	2/5	3/7	3/7	2/5	2/6	2/6	2/7	3/5	2/7
Camouflage	2/5	2/7	2/6	2/7	2/7	2/7	3	4	2/7	3/6	3/5	3	3	3/9
Computer Crime	3/7	3/5	3/6	2/6	2/4	2/6	3	3	2/4	1/4	3/6	3/9	5	4
Counterfeiting	5	5	5	3	5	5	5	5	5	2/5	5	5	5	5
Criminal Investigation	2/5	3/6	3/5	3/6	3/6	3/6	2/7	2/7	3/5	1/4	3/5	3/5	2/6	2/6
Criminal Psychology	2/5	2/7	2/6	3/6	3/6	3/6	1/3	2/5	2/7	2/7	2/6	2/7	1/4	2/4
Disarm Trap	4/8	4	2/5	2/5	4/8	4/8	7	7	4/8	2/5	5	2/5	5	4
Disguise	3/7	2/6	2/7	3/5	3/5	3/5	3	3	2/7	3/5	3/5	3	4	4
Drug Traffic	3/5	2/4	2/7	3/8	3/8	3/8	3	2/5	3/6	3/5	2/4	3/7	3/7	3/6
Electronic Countermeasures	3/7	3/5	3/6	2/6	1/2	2/5	4	5	2/5	1/5	3/5	5	5	4/8
Evidence Dispersal	2/5	2/7	2/6	2/7	2/7	2/6	3/5	3/6	2/6	2/7	2/7	2/6	2/4	2/5
Falsification	3	2/6	2/5	3	3	2/4	2/6	2/5	2/5	1/2	1/5	2/5	3	3
Forgery	5	5	5	5	5	5	5	5	4	2/5	5	5	5	5
Hide Item	2/5	2/5	2/5	2/7	2/7	2/7	2/6	2/7	2/7	2/5	2/5	2/7	2/4	2/6
Law Enforcement	1/4	2/5	2/6	3/5	3/5	2/7	3/5	3/7	2/6	1/4	3/5	3/7	3	3/9
Mimery	2/6	2/6	2/4	2/6	2/6	2/6	2/6	2/6	2/6	2/5	2/6	2/6	1/3	1/5
Organized Crime	2/6	2/7	2/5	3/5	3/5	3/5	3	4	3/5	2/5	4/8	3	5	4
Pick Locks	4/8	4	3/6	2/5	4/8	4/8	7	7	4	1/4	5	4	5	4
Pick Pockets	4/6	3/9	3/6	4/8	4/8	4/8	7	7	4	3/5	5	4	5	4
Safe Cracking	3	3	3	2/6	4/8	3/7	6	6	4	3/6	5	4	5	4
Security Operations	2/5	3/7	2/7	3/6	3/6	2/7	3/7	3/9	3/6	1/2	3/7	3/9	4/8	4/7
Set Traps	3/8	3	4/7	3/7	4	2/7	5	5	3/7	1/3	4	5	7	6
Stalk/Hide	2/5	3	1/4	3/6	3/6	3/6	6	6	5	1/4	5	3/6	3	3
Tax Evasion	3/9	3/5	3/7	3/7	3/7	3/7	1/5	4/9	3/7	2/5	4/7	4/9	4/9	3/9
Trap Building	2/6	3	4/7	3/7	4	2/7	5	5	3/7	1/3	4	5	7	6
Trickery	2/6	2/5	1/5	3	3	3	4	3	3	1/4	3	3	1/5	2/4
<i>Combat</i>														
Airbone Assault	1/2	2/4	2	2	2	2	8	8	4	4	4	4	8	8
Brawling	2/6	3/5	3/6	3/7	3/7	3/7	4	4	3/7	2/7	3/9	3	5	5
Crewmember (AFV)	1/3	1/2	3	1	3	3	10	10	4	4	4	4	10	10
Crude Weapons	1/4	2/7	2/5	3/5	3/5	1/2	5	5	2/5	1/4	4	5	7	6
Demolitions	2/4	3/7	3/6	3/7	3/7	1/2	5	5	3/7	2/6	4	5	7	6
Disarm (Armed)	2/5	2/7	2/6	2/6	2/6	2/5	3	3	2/6	2/5	4/8	3	3	3/8
Disarm (Unarmed)	3/6	3/8	3/7	3/7	3/7	3/6	4	4	3/6	2/7	4	4	4	4/9
Grappling Hook	2/6	3/5	2/6	3/5	3/5	3/5	4/8	4/8	2/7	1/3	3/9	3/5	4/8	3/9
Guerilla Tactics	1/3	2/6	2/5	4	4	4	5	6	4	2/6	3	6	7	6
Heavy Energy Projectile	2	2	3	3	3	1	10	10	4	8	8	8	10	10
Lancing	3/6	6	4/9	18	18	11	18	18	18	4/9	15	18	15	11
<i>Maneuver in Armor</i>														
Soft Leather	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*
Rigid Leather	1/*	1/*	1/*	2/*	2/*	2/*	3/*	3/*	2/*	2/*	2/*	2/*	2/*	2/*
Chain	2/*	2/*	2/*	3/*	3/*	3/*	3	3	3	4/*	3	3	3/*	3/*
Plate	3/*	4	4/*	4/*	4/*	4/*	11	11	4	11	11	11	11	11
LBA	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*
ABS	1/*	1/*	1/*	2/*	2/*	2/*	3/*	3/*	2/*	2/*	2/*	2/*	2/*	2/*

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Armsman	Pilot	Explorer	Systems Tech	Electrician	Arms Tech	Researcher	Physician	Engineer	Criminologist	Med Tech	Planetologist	True Telepath	Semi T'path
AEX	2/*	2/*	2/*	3/*	3/*	3/*	3	3	3	3	3	3	3/*	3/*
Powered Armor	2/*	4	4/*	4/*	4/*	4/*	11	11	4	11	11	11	11	11
Martial Arts	1/5	3/7	3/7	3/7	3/7	3/7	3/8	3/8	3/8	2/7	3/7	2/7	2/7	3/7
Missile Artillery	2	2	2	2	2	1	10	10	4	8	8	8	10	10
Mounted Weapon Ambush	2/5	3/7	3/8	5	5	2/5	9	9	9	3	5	3	10	10
Projectile Gunnery	2	2	3	3	3	1	10	10	4	8	8	8	10	10
Quick-draw	1/2	1/4	1/5	2/5	2/5	2/4	3	2/4	3/6	1/4	1/5	2/6	2/5	2/4
Reverse Stroke	2/7	3/9	3/7	4/8	4/8	4/8	4	4	4	4/8	4/8	4	4/8	3/9
Stunned Maneuver	2/6	3/7	2/7	3/7	3/7	3/7	3	3	3/5	2/6	3/7	3	1/5	2/7
Subduing	1/2	1/4	1/5	2/5	2/5	2/4	3	2/4	3/6	1/4	1/5	2/6	2/5	2/7
TIERing Stage I	3/9	2/7	2/5	2/7	2/7	2/7	2/7	2/7	2/7	2/7	2/7	2/6	1/5	2/5
TIERing Stage II	6	3	3/9	3	3	3	3/9	3/5	3	3/7	3	3/8	2/4	3/6
TIERing Stage III	7	5	4	4	4	4	3	3	4	4	4	3	2/7	4/8
TIERing Stage IV	7	8	6	5	5	5	4	4	6	4	4	4	3/6	4
Tumbling Attack	2/6	3/7	2/7	4	4	4	5	5	4	1/5	4/9	4	5	4
Tumbling Evasion	1/5	1/5	1/4	2/6	2/6	2/6	2/5	2/5	2/7	1/3	1/5	2/6	2/7	2/5
Two Weapon Combo	v	v	v	v	v	v	v	v	v	v	v	v	v	v
Wpn Category #1	1/5	2/5	2/5	2/7	2/7	2/7	2/7	3/9	2/7	2/4	2/7	2/5	2/5	2/5
Wpn Category #2	2/4	2/7	2/5	2/7	3/9	3/9	6	6	2/7	2/5	3/9	2/7	3/9	3/9
Wpn Category #3	2/7	3/9	3/9	4	5	5	7	7	4	2/7	5	3/9	4	4
Wpn Category #4	2/7	4	3/9	4	5	5	9	7	4	2/7	8	4	7	4
Wpn Category #5	2/7	4	3/9	4	5	5	9	7	6	5	8	4	8	6
Wpn Category #6	5	4	5	6	7	7	9	15	8	5	15	15	15	8
Wpn Category #7+	10	12	12	12	15	15	15	15	15	12	20	15	20	15
Yado	3/7	4	4/9	5	5	5	7	7	5	3/9	6	7	5	4
Deadly														
Ambush	3/8	3	4/8	5	5	5	9	9	9	2/5	5	3	3	3
Silent Kill	2/6	2/7	2/6	4	4	3/8	5	5	4	1/3	4	5	6	6
Sniping	1/5	3/8	2/5	5	5	5	9	9	9	2/5	5	3	3	3
Targeting	v	v	v	v	v	v	v	v	v	v	v	v	v	v
Use/Remove Poison	2/5	2/7	2/6	3/6	3/6	3/5	3/7	1/4	2/6	1/4	2/4	3/7	3/8	3/6
Engineering														
Chem. Eng. (Industrial)	10	10	10	6	6	6	1/4	4/8	1/2	10	7	7	6	7
Chem. Eng. (Medical)	10	10	10	6	6	6	1/4	1/2/4	5	7	2/5	6	5	5
Civil Engineering	5	5	5	1	5	5	1	5	1/2	5	6	6	6	5
Computer Engineering	6	6	6	6	2	6	1	6	1/2	5	6	6	7	6
Crime Engineering	4	4	4	5	3	5	1	5	2/6	1/3	5	5	7	6
Cybernetic Engineering	7	7	7	5	5	5	1	2/7	1/2	7	3/7	7	7	6
Electrical Engineering	5	5	5	5	2	5	1	5	1/2	4	6	6	6	5
Environmental Engineering	9	9	9	4	9	9	1/2	2/7	3/7	5	4	4	5	7
Genetic Engineering	9	9	9	5	9	9	1	1/2/2	3/7	9	2/7	7	8	7
Mechanical Engineering	5	5	5	1	5	5	1	5	1/2	5	6	6	6	5
Medical Engineering	7	8	7	4	3	5	1	2/5	1/2	4	2/7	7	6	7
Power Systems Theory	7	6	7	4	6	3	1	7	1/2	6	7	7	10	7
Sanitation Engineering	6	7	5	2/7	5	5	1	5	1/3	5	5	5	9	7
Sound Engineering	5	5	5	3	3	3	2/5	4	1/2	3	4	4	4	3
Structural Engineering	5	6	6	2/5	7	7	1	7	1/2	5	6	6	9	7
Undersea Engineering	6	7	7	2/5	7	7	1	7	1/2	6	6	7	9	7
Weapons Design	4	5	5	3	5	2	1	5	1/2	5	6	6	6	5
Evaluation														
Appraisal	2/5	2/7	2/6	2/7	2/7	2/7	2/5	2/6	2/6	1/3	2/6	2/7	2/5	2/7
Armor Evaluation	1/2	1/4	1/3	3/6	3/6	2/5	3	4	2/7	2/6	3/7	3/9	3/9	3/7
Metal Evaluation	3/6	2/6	3/5	2/7	1/4	2/7	2/5	3/9	2/7	2/4	3/6	1/2	3/6	3/5
Stone Evaluation	3/6	2/6	3/5	2/7	2/7	2/7	2/5	2/6	2/7	2/5	2/6	1/2	3/6	2/7
Weapon Evaluation	1/4	2/4	1/5	2/7	2/7	1/2	3/7	3/6	2/7	2/5	2/7	3/6	3/6	2/7
General														
Advertising	7	5	3	4	4	5	2/5	3/6	2/7	1/4	3/6	3/6	2/7	2/7
Agriculture	5	5	5	5	5	5	1/4	3/6	6	5	4	2/7	2/5	3/7
Art (Commercial)	4	3	3/6	2	2	2	1/3	3/7	2/6	2/5	3/5	3/6	3/7	3/6
Armor Working	1/3	2/5	2/4	3/6	3/6	2/5	4	4	3/5	1/4	3/9	3	3	3/9
Cookery	2/5	2/6	2/4	2/6	2/6	2/6	2/4	2/5	2/6	1/5	2/6	2/6	2/4	2/6
Communications	2/4	1/2	2/4	4	2/4	4	8	8	5	2/5	4	2/5	7	6
Crafting	2/5	2/6	2/6	2/4	2/4	2/4	2/6	2/7	2/4	1/5	2/6	2/6	2/7	2/6
Driving	1/6	1/4	1/6	1/5	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1	1/6
Efficiency Expert	4	3/9	3	2/7	2/7	3/6	1/3	2/4	2/6	3/6	3/5	3/5	2/5	3/6
Electronic Diagnosis	2/7	2/5	2/6	1/3	1/2/2	1/3	3/5	3/7	1/2	1/4	3/5	3/7	3/9	3/5
Emergency Env. Suit Repair	2/4	1/2	1/5	2/6	2/6	2/6	3/7	3/7	2/4	2/5	2/7	3/7	3	3/7
Fabrication	3/7	3/5	3/6	2/5	2/5	2/4	3	4	1/3	2/7	4/6	3	4	3
Fashion	4	4	4	3/7	3/7	3/7	2/6	2/6	3/7	2/4	2/5	2/5	1/3	2/4
Fletching	2/4	2/6	2/5	3/5	3/5	1/3	3/9	3/9	3/5	2/4	3/6	3/7	3	3/8
Food Processing	2/6	2/7	2/6	2/5	2/5	2/5	2/4	2/4	2/7	2/4	1/3	2/7	4	3
Gimmickry	3/7	3/5	3/6	1/4	1/4	1/4	3/7	3/9	1/2	2/5	3/5	3/9	3/9	3/6
Health Care	2/6	2/6	2/7	2/6	2/6	2/6	2/4	1/2	2/6	2/7	1/3	2/4	2/4	2/5
Heavy Machine Operator	1/3	1/4	2/4	2/5	2/7	2/6	3	4	1/2	2/4	3/7	3	5	4
Horticulture	3/5	3/5	3/5	2/6	2/6	2/6	1/4	1/4	2/6	2/7	2/4	2/4	1/4	2/5
Interior Design	3/5	3/6	3/7	2/6	2/6	2/6	2/5	2/5	2/6	2/6	2/7	3/5	3/7	3/6
Leather Working	2/6	3/5	2/7	2/6	2/6	2/6	3/7	3/9	2/6	2/4	2/6	3/7	3/9	3/7
Mechanical Diag.	3/5	2/6	2/7	1/2/2	1/4	1/3	3	3	1/2	2/5	3/6	3/9	4	3/8
Music Technology	3/7	3/6	3/5	2/4	2/4	3/5	2/5	2/7	2/4	3/5	3/6	2/6	2/7	2/6
Painting	2/7	2/6	2/6	2/7	2/7	2/7	2/5	2/6	2/7	2/6	2/7	2/5	1/4	2/4
Play Instrument Cat. #1	2/6	2/6	2/6	2/6	2/6	2/7	2/4	2/6	2/6	2/6	2/5	2/5	2/4	2/6

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Armsman	Pilot	Explorer	Systems Tech	Electrician	Arms Tech	Researcher	Physician	Engineer	Criminologist	Med Tech	Planetologist	True Telepath	Semi T path
Play Instrument Cat. #2	3/7	3/7	3/7	3/7	3/7	3/7	3/6	3/7	3/7	3/7	3/7	3/7	3/6	3/7
Play Instrument Cat. #3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Photography	2/6	2/6	2/6	2/4	2/4	2/4	1/3	2/4	2/4	1/3	2/5	2/4	2/6	2/6
Rope Mastery	2/6	3/5	2/7	3/5	3/5	3/5	3/9	3	3/5	1/3	3/5	3	3	3/9
Sculpting	2/7	2/7	2/7	2/6	2/6	2/6	2/7	2/7	2/6	2/7	2/6	2/6	2/5	2/6
Skinning	2/6	3/7	2/7	3/7	3/7	3/7	3	2/5	3/7	3/9	2/5	2/7	3/7	3/5
Smithing	4/8	5	4	3/7	3/7	3/7	6	6	2/7	3/7	4	6	7	6
Stone Crafts	3/7	3/8	3/7	3/5	3/5	3/5	3	3	3/5	3/7	3/9	3/5	6	4/9
Tactical Games	1/3	2/6	2/5	2/6	2/6	2/6	2/4	3/5	2/6	1/4	2/7	3/5	2/6	2/5
Teleporter Operations	5	3	4	2/7	3/5	3/6	5	5	3/5	4	4/9	5	5	4
Urban Design	4	3	3/9	2/6	2/6	3	1/3	3/7	2/4	2/7	3/6	3/6	2/6	2/6
Wood Crafts	2/6	3/5	2/7	2/6	2/6	2/6	3/5	3/5	2/6	2/7	2/7	3/5	2/6	2/6
Gymnastic														
Acrobatics	1/3	1/4	1/3	2/5	2/5	2/5	3/6	1/5	2/7	1/5	2/5	2/5	2/7	2/7
Contortions	1/3	1/4	1/2	1/5	1/5	1/5	5	3/7	2/6	1/4	3	3	2/5	2/5
Gymnastic Events	1/3	1/4	1/3	2/5	2/5	2/5	3/7	3/7	2/6	1/5	3/5	3/6	2/7	2/7
Juggling	1/4	1/5	2/4	2/5	2/5	2/5	3/6	3/6	2/6	2/6	2/7	2/7	2/6	2/6
Jumping	1/3	1/5	1/4	2/6	2/6	2/6	3/6	3/5	2/6	2/5	2/4	2/6	2/7	2/6
Pole Vaulting	2/5	2/7	2/6	2/6	2/6	2/6	3/7	3/7	2/6	2/6	3/5	3/6	2/7	2/6
Stilt Walking	2/5	2/7	2/6	2/5	2/5	2/5	2/7	2/6	2/5	2/4	2/5	2/5	2/5	2/5
Tightrope Walking	3/5	3/6	3/5	2/7	2/7	2/7	4	3	2/7	3/5	3/6	3	4	3
Tumbling	1/4	1/5	1/3	3	3	3	3	2/6	2/5	1/4	2	3	1/5	2/6
Linguistic														
Cryptology	7	8	6	4/9	4/9	5	2/5	4	2/7	5	6	4	4	5
Journalism	3/5	3/7	3/6	2/7	2/7	2/7	1/4	2/6	2/7	2/5	2/7	2/6	2/5	2/6
Language	3/*	2/*	3/*	3/*	3/*	3/*	1/*	1/*	1/*	2/*	2/*	1/*	2/*	2/*
Lip Reading	2/7	2/7	2/7	3/5	3/5	3/5	3/7	3/7	3/5	2/5	3/5	3/6	2/4	2/5
Mimicry	2/5	2/6	2/4	2/7	2/7	2/7	3/5	3/5	2/6	2/4	2/7	3/5	2/7	2/7
Music	2/6	2/6	1/5	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/5	2/6	2/5	2/6
Poetic Improv.	2/7	2/6	2/6	2/6	2/6	2/7	2/5	2/5	2/6	2/7	2/7	2/5	2/4	2/6
Propaganda	4	4	2/5	3	3	3	2/6	3	3	1/4	2/5	2/5	2/4	2/5
Public Speaking	2/6	2/6	2/4	2/6	2/6	2/5	2/6	2/5	2/6	1/5	2/5	2/5	1/4	2/4
Signaling	1/4	1/3	1/2	2/5	1/5	2/4	1/5	2/5	2/5	1/2	2/6	2/5	1/5	2/5
Singing	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/7
Tale Telling	2/6	2/4	1/3	2/6	2/6	2/6	2/6	2/6	2/7	2/4	2/7	2/5	1/2	2/4
Trading	2/7	2/5	1/4	3/5	3/5	2/7	3/5	2/5	2/6	1/5	3/5	3/5	3/6	3/5
Ventriloquism	3	3	3/9	3/7	3/7	3/7	3/5	3/6	3/7	2/7	3/7	3/6	4	3/9
Magical														
Attunement	10	10	10	7	7	7	4	6	7	7	6	7	2/6	3/7
Channeling	20	20	15	20	20	20	15	15	20	20	18	20	3/5	6
Circle Lore	7	7	7	4	4	4	3/7	3	4	4	4	3	3/6	3/9
Directed Spells	12	9	10	7	7	8	5	5	7	8	6	6	2/6	3/9
Divination	3/9	3/6	3/5	3/5	3/5	3/5	2/5	2/6	3/5	3/6	3/5	2/6	1/4	2/5
Magic Languages	8	8	7	5/*	5/*	5/*	3/*	5/*	5/*	8	5	5/*	3/*	4/*
Magic Ritual	9	9	8	7	7	7	6	6	7	7	7	6	2/7	3
Power Perception	6	6	5	4	4	4	3/7	3/9	4	5	3	4	2/6	3/5
Power Pt. Development	15	15	12	8	8	8	5	6	8	9	7	8	2/7	3
Power Projection	15	15	15	10	10	10	8	9	10	10	10	9	2/7	3/6
Psionic Perception	5	5	5	5	5	5	3	3	5	5	5	4	1/2	1
Psionic Training	5	4	4	3	3	3	3/7	3/6	3/9	4	3/9	3	1/2	1/5
Runes	6	6	6	4/9	4/9	4/9	3/9	4/7	4/9	6	5	4/8	2/7	3/6
Spell/Psion Acquisition	20	15	10	12	12	12	5	8	12	9	10	8	1/*	2/*
Spell/Psion Mastery	7	7	6	7	7	7	5	6	7	6	7	6	2/4	3/5
Symbol Lore	5	4	4	4/7	4/7	4/9	3/6	3/7	4/8	4	3/9	3/7	1/5	2/7
Targeting (Psionic)	8	8	8	7	7	7	6	6	7	9	7	6	2/5	3/6
Transcend Armor	15	15	12	12	12	10	10	10	12	12	12	10	3/7	3
Warding Lore	6	6	5	3	3	4	3/6	3/7	3/7	4	3/9	3/7	1/4	2/6
Perception														
Detect Traps	2/4	2/6	2/6	2/6	2/6	2/5	4	4	2/6	1/3	3/7	3	3	3/9
Direction Sense	1/4	1/3	1/4	2/4	2/4	2/4	2/4	2/5	1/4	1/4	2/4	1/4	1/4	2/4
Electronic Surveillance	3	3/7	3/9	2/5	1/2	2/7	4	5	1/5	1/3	4	5	5	4
General Perception	2/5	2/6	2/6	2/4	2/4	2/4	2/7	1/5	2/4	1/3	2/4	2/6	1/4	2/4
Lie Perception	3/5	3/7	3/6	3/5	3/5	3/5	1/4	2/5	3/5	2/5	2/7	2/7	1/2	1/4
Locate Secret Opening	2/5	2/6	2/5	2/6	2/6	2/6	3/5	3/5	2/4	1/3	2/7	2/6	1/4	2/5
Poison Perception	2/5	2/7	2/6	3/7	3/7	3/7	3	1/4	3/5	3/5	2/4	3	3/6	3/5
Read Tracks	2/5	2/5	1/3	3/7	3/8	3/8	3	3	3/6	2/7	3/8	3/8	1/5	2/4
Sense Ambush	1/4	2/5	2/4	3/7	3/7	3/7	3	3	3/7	1/3	3/9	3	4	3
Sense Reality Warp	6	5	5	4	4	4	3/5	3/7	4/9	4/8	5	4/9	2/7	3/5
Surveillance	2/5	2/6	2/6	2/6	2/6	2/6	3/7	3/6	2/5	1/2	2/7	3/6	2/5	2/6
Time Sense	2/5	2/6	2/6	2/4	2/4	2/4	1/3	1/4	2/4	1/4	2/4	2/4	1/3	1/4
Tracking	2/5	2/5	1/4	3	4	4	5	2/6	3	1/3	3	3	2/6	2/6
Social														
Diplomacy	2/5	1/4	1/3	2/5	2/5	2/5	2/4	1/4	1/4	1/2	1/3	1/3	1/3	2/4
Duping	2/6	2/5	2/5	3/5	3/5	3/5	3/6	3/6	2/7	3/5	3/5	3/6	2/4	2/6
Gambling	2/4	2/5	1/4	2/5	2/6	2/5	2/6	1/5	2/6	1/3	2/5	2/5	1/5	2/5
Interrogation	3/6	2/7	3/7	3/5	3/5	3/5	3/7	3/7	2/7	1/3	2/6	3/7	2/4	2/6
Labor Relations	3/6	3/7	3/6	2/6	2/6	2/7	2/4	2/5	2/5	2/7	2/6	2/6	1/3	2/4
Leadership	2/4	2/4	2/5	2/5	2/5	2/5	3/7	3/7	2/4	2/6	2/6	3/5	2/7	2/6
Seduction	2/6	2/5	1/6	2/6	2/5	2/5	4	2/6	2/7	2/4	2/6	2/6	2/4	2/5
Survival														
Caving	1/4	2/5	1/2	3	3	3	2/5	4	5	1/4	2/7	2/7	3	3/9

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Amsman	Pilot	Explorer	Systems Tech	Electrician	Arms Tech	Researcher	Physician	Engineer	Criminologist	Med Tech	Planetologist	True Telepath	Semi T'path
Foraging	2/6	2/7	2/5	2/7	2/7	2/7	4	3/9	2/6	2/6	3/4	2/5	3/7	3/5
Hazard Control	2/7	1/4	2/5	3/7	2/7	2/7	4	4	2/6	3/5	2	3	4	4/8
Hostile/Allen Env.	1/3	1/3	1/2/2	1/4	1/4	1/4	2/4	1/4	1/4	1/4	1/4	1/3	1/4	1/4
Region Lore	2/6	2/4	2/5	2/6	2/6	2/6	1/4	2/5	2/5	2/6	2/6	2/4	1/4	2/5
Scrounge	2/6	2/4	2/5	2/4	2/4	2/4	3/5	3/7	1/4	2/4	2/6	3/6	2/5	2/5
Streetwise	1/4	2/5	2/6	2/6	2/6	2/5	3/5	3/5	2/7	2/4	2/5	3/5	3/5	2/7
Survival	1/3	1/3	1/2/2	1/4	1/4	1/4	2/4	1/4	1/4	1/4	1/4	1/3	1/4	1/4
Technical														
Computer Technics	3	2	3	1/2	1/2/2	1/3	2	4	1/2	2/4	2	2	3	3
Crime Technics	4	4	3	2	2	2	2	6	1/2	1/2/2	4	4	4	4
Cybernetic Technics	3	3	2	1/2	1/2	1/2	2	1/2	1/2	2	1/2	3	4	4
Electrical Technics	3	1	3	1/2	1/2/2	1/2	2	4	1/2	1/3	2	2	3	3
Genetic Technics	5	5	5	5	5	5	2	1/2/2	1/2	5	2/4	5	10	10
Mechanical Technics	3	2	3	1/2/2	1/3	1/3	2	4	1/2	1/3	2	2	4	3
Medical Technics	4	4	3	2	2	2	2	1/2/2	4	2	1/2/2	2	4	4
Power Systems Tech.	4	2	3	1/2	1/3	1/2	2	5	1/2	2/4	4	2	4	4
Teleporter Technics	5	5	5	2/7	3/8	5	2	4	1/2	4	4	6	5	5
Weapons Technics	2	2	3	1/2	1/3	1/2/2	2	4	1/2	1/2	2	2	3	3
Other Technical Areas														
Abnormal Psychology	3	4	3	4	4	4	1/2	2	3	3	2	2	3	2
Animal Healing	4	4	2/5	3/5	5	5	5	1/2	4	1/5	1/2	2/5	5	4
Astronomy	2	2/1	1	2	2	2	1/2	2	2	2	2	1/2	2	2
Astrophysics	3/5	1/3	2/5	2/5	2/5	2/5	1/2	2/7	1/2	2/6	2/6	2/5	2/7	2/6
Atmospherics	4	1/4	2/7	3	3	3	1/2	2/7	3/5	4	3/5	2/4	3/5	3/7
Autopsy	8	8	8	8	8	8	4	1/2	8	8	4	5	6	8
Biology (general)	2/6	2/6	2/5	2/5	2/5	2/6	1/3	1/2	2/6	2/6	1/2	2/5	1/4	2/5
Biochemistry	2	2	1	2	2	2	1/2	1/2	2	2	1	2	2	2
Botany	2	2	1	2	2	2	1/2	1/2	2	2	1	1	2	2
Chemistry	2	2	2	2	2	2	1/2	1/2	1/2	2	1	1/2	2	2
Cryogenic Emerg. Resuscitation	4	3	3	2	2	2	1/4	1/2	2/9	3/5	1/3	2/6	2/5	3/7
Cryogenic Operation	3/7	2/4	3/5	2/7	2/7	3/5	1/4	1/2	2/5	2/4	1/3	3/5	2/5	2/6
Cryonics	8	8	8	4	4	7	3/7	1/2	5	8	2/6	8	5	5
Cybernetics	6	5	5	3	2	4	1/2	1/2	1/2	3	2	4	10	8
Drug Therapy	5	5/10	4	4	4	4	3/7	1/2	4/9	4	2/4	4	3/5	3/7
Drug Tolerance	1/3	1/3	1/2	2/5	2/5	2/5	5	2/5	2/6	1/3	2/5	3/9	1/2	2/5
Ecology	3/7	3/6	2/7	3/5	3/5	3/5	1/2	1/4	3/6	2/7	2/4	2/6	2/4	2/6
First Aid	1/3	1/3	1/3	1/4	1/3	1/4	2/4	1/2	1/4	1/4	1/2/2	1/3	1/4	1/4
Genetics	5	5	5	4	4	4	1/3	1/2	3	4	2	1/4	10	8
Hypnosis	7	7	6	5	5	6	2/7	2/5	5	5	3/7	5	1/3	2/5
Internal Medicine	5	5	5	4	4	4	2/4	1/2	3	4	2	5	10	8
Medical Diagnosis	8	8	8	8	8	8	5	1/2	8	8	5	4	10	8
Medical Practice	8	8	8	8	8	8	6	1/2	8	8	6	7	8	8
Medical Sciences	8	8	8	6	6	6	2/5	1/2	6	8	2/5	6	4/9	5
Metallurgy	3	3	2	3	3	3	1/2	3	2	3	3	1/2	3	3
Midwifery	4/9	3/7	3/9	3/5	3/5	3/5	2/6	1/2	3/5	3/7	2/4	3/9	2/7	3/5
Nuclear Physics	3	4/9	3/7	2/7	2/7	1/4	2/4	4	1/3	3/7	3	4/9	4	3
Oceanography	4	3	3/8	3/9	3/9	3/9	1/3	3/7	3/7	3	3/9	1/3	3/6	3/8
Physics (general)	1	1	1/2	1/1	1/1	1/2	1/1	1/2	1/1	1	1/2	1/2	1	1
Planetology	2	2/4	1/4	2	2	2	1/2	2	1/2	2	2	1/2/2	2	2
Psychiatry	8	8	8	6	6	6	1/2	2/4	6	5	3/7	6	2/5	4/8
Second Aid	1/5	2/4	1/4	2/5	2/5	2/5	2/7	1/2	2/5	1/4	1/2/2	2/5	2/5	2/6
Surgery	8	8	8	8	8	8	6	1/2	8	8	3/5	7	8	8
Tachyon Physics	3	3	3	3	3	3	1/2	3	2	3	3	2	4	4
Temporal/Dimensional Physics	9	6	8	7	7	9	3	6	5	9	8	7	6	8
Zoology	2	2	1	2	2	2	1/2	1/2	2	2	1	1	2	2
Academic														
Accounting	2/6	2/4	2/7	1/4	3/5	2/6	2/7	2/7	2/6	1/2	2/4	3/6	2/5	2/6
Administration	3/5	2/4	3/5	2/4	3/6	2/4	4	4	2/4	1/3	1/4	5	3/9	3
Advanced Math	2/4	1/2	2/5	2/5	2/6	2/4	2	2	2	1/1	1/2/2	1	1/4	2
Aerodynamics	3	3	3	4	3/9	4	5	5	5	5	3/9	5	4	5
Anthropology	2/6	2/7	2	2/4	3	1/4	3/5	1	1/3	1/3	1/4	3	2	2
Archaeology	2/7	3/7	4	3/5	4	2/4	3	5	3/9	3/7	3	5	4	3
Architecture	2	3/5	3/7	3	3	3/5	1/4	3	2/7	3/7	2/6	3/9	3	3/5
Art History	2/6	2/7	3/6	2/4	3/5	2/6	1/2	2/4	1/3	2/4	1/4	3/6	2/5	2/6
Basic Math	1/2	1/1	1/2	1/1	1/2	1/1	1/3	1/3	1/2	1/1	1/1	1/3	1/2	1/2
Business Law	2/4	1/2	1/4	1/3	2/7	2/7	3/5	3/6	2/7	1/5	2/7	3/7	2/5	2/7
Canon	5	5	5	3/9	3	2/7	4	4	1/2	5	3/9	3	5	4
Ceramics (Industrial)	6	6	6	5	4	6	6	6	7	3/5	2/5	6	7	6
Civil Law	1/4	1/2	1/3	2/5	2/6	2/7	3/5	3/5	2/7	2/5	2/5	3/5	2/7	2/6
Comparative Rel	2/4	2/7	3/7	2/4	3/6	1/4	3/5	3/5	1/2	2/5	2/4	2/5	2/6	2/7
Corporate Management	4/8	3/9	3	2/7	4	3	3	3	4	1/2	2/4	4	3	3/8
Cosmetology	1/4	2/5	3	3/7	2	3/5	2/7	1/3	3/5	3/6	3/5	3	2/7	3/5
Criminal Law	2/5	1/2	1/4	3	2	4	4	3	3	3/7	4	2/7	2/6	3
Data Manipulation	2/4	1/3	3/5	2/7	3/5	2/5	3	3	2/5	2/6	1/2	3	3/5	3/5
Dogma	2/5	2/7	3/5	3/5	3/5	1/4	2/7	3/5	1/2	3/5	2/6	2/6	3/5	2/5
Drafting	3/5	3/5	3/6	3/7	2/7	3/5	2/4	3/7	3/7	2/7	2/6	3/7	3/5	3/6
Education	3/5	2/7	3/5	2/6	3/5	1/4	2/7	3/5	1/4	2/5	1/2	3/8	3/5	2/6

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Investigator	Lawyer	Law Enforcer	Merchant	Rescue Worker	Evolutionist	Artist	Entertainer	Theologist	Administrator	Teacher	Anarchist	Con Artist	No Profes'n
Evolutionary Theory	4/9	4	5	3	5	1/2/2	4	4	1/4	3/5	2/4	5	4	4
Finance	2/7	2/5	3/7	2/4	3/7	3/5	3/7	3/7	3/5	1/2	3/5	3/7	2/6	2/6
Fluid Systems	3	3	3/7	4	2/5	3/7	3	3	4	3	3/5	4	3	3/9
Heraldry	2/4	1/4	1/2	1/3	2/5	2/7	2/6	2/6	1/3	2/6	2/5	2/5	2/6	2/7
History	2/5	2/6	3/5	2/4	3/5	1/4	2/6	2	1/2	1/2	1/3	3/8	3/5	2
Locklore	2/5	3/7	2/4	2/6	2/5	3/9	3/8	3/9	3/9	3/8	3/5	3/6	2/7	3/5
Mapping	3/7	4	3/8	3/7	3/5	4	4	5	4	5	5	4	3/9	4
Mechanition	2/7	4/8	3/5	3/7	3/5	4/9	3/6	3/9	4/9	4/8	3/5	3/7	4/7	3/9
Metal Lore	2/5	3/5	2/6	2/4	2/4	3/6	3/8	3/8	3/7	3/9	3/5	2/7	2/5	2/7
Military Organization	2/5	3/8	1/4	3/5	2/7	3/9	3/8	3/8	3/9	3/5	3/5	1/4	3/9	3/5
Mining	3/7	4/8	3/7	3/9	2/5	4	4	4	4	4/9	3/8	4/8	3/9	3/7
Navigation	2/5	2/6	2/5	1/4	2/4	2/5	2/6	2/6	2/5	2/6	2/6	1/5	2/5	2/6
Optics	3/7	3	3	3/8	2	3/9	4/7	4/8	4	3	4	4	3/9	4/8
Pharmaceuticals	3/4	3/5	2/7	3/5	2/5	3/7	3/9	3/9	3/7	3/7	3/5	3/9	3/6	3/7
Philosophy	2/6	2/6	3/5	2/7	3/5	1/2	1/5	2	1/*	3	1/4	2/5	1/4	2/6
Political Science	2/5	2/4	2/5	2/6	2/6	2/5	2/6	2/6	2/5	1/4	2/6	1/4	2/5	2/6
Proselytism	3/7	2/7	3	3/5	3/7	1/2	3	3	1/2	3	2/5	3	3	3
Psychology	3	3/8	3	3	2	2	3	3/*	1/2	1/3	3/9	3	2	3
Religious History	2/4	2/5	2/6	2/5	2/6	1/4	2/7	2	1/*	3	1/3	2/5	2/6	2/5
Scanner Analysis	2/6	2/7	2/5	2/6	2/4	2/5	2/5	2/5	2/5	2/4	3/5	2/7	2/5	2/5
Siege Engineering	4	5	1/4	4	4/8	5	6	6	5	6	5	2/6	6	5
Sociology	2	3/9	3/8	3/5	2/7	3	3/7	3/5	2/5	3/5	2/7	3	3/7	3
Star Gazing	2/6	2/6	2/4	1/4	2/4	1/5	2/4	1/5	1/4	1/5	1/4	2/7	2/5	2/6
Stone Lore	2/6	3/8	3/5	1/3	2/5	3/5	3/5	3/7	3/8	3/8	3/5	3/9	2/6	3/6
Tactics	3/5	3/8	1/2	3/5	2/6	3/7	4/7	3/5	3/7	3/7	2/7	1/4	3/5	3/5
Tax Law	2/7	1/3	2/4	1/4	2/6	3/5	3/5	2/6	2/6	1/4	2/5	3/7	2/6	2/7
Toxin Identify	2/5	3/7	3/5	3/6	1/5	2/6	3/7	3/5	3/6	3/5	3/6	2/5	3/7	3/5
Trading Lore	2/6	2/5	2/6	1/2/2	2/5	2/7	2/6	1/4	2/5	2/4	2/5	2/6	2/5	2/6
Visual Arts	2/7	2/5	3/7	2/7	3/7	2/7	1/2/2	2/5	3/7	3	1/4	3	2/6	3/7
Weather Watching	2/6	3/7	2/7	2/5	1/5	2/6	3	1/4	1/6	2/6	3	2/7	2/5	2/7
Xeno-Lores	5	6	6	6	6	4/9	7	6	5	7	8	7	4	7
Animal														
Animal Handling	3/5	3	3/7	1/4	2/7	2/6	3/5	2/4	2/7	3/6	2/4	4	4	3
Animal Training	3/7	4	3	2/4	3/8	3	3	5	3	3	1/3	3	3	3/9
Beast Mastery	5	7	6	4	6	6	6	5	6	7	5	7	6	6
Herding	2/4	2/7	2/6	2/4	2/6	2/6	2/7	2/7	2/6	3/5	2/4	3/6	3/5	2/7
Loading	2/7	2/7	2/5	1/3	2/5	2/5	2/7	2/6	2/7	3	2/7	2/6	2/6	3/5
Riding	2/6	2/6	2/5	2/4	2/5	2/6	2/7	2/5	2/6	3	2/7	2/6	2/7	2/7
Astronautics														
Atmospheric Pilot	3/9	4/9	3/6	3/7	3	4/9	4/9	4/9	4/9	4/9	4	4/7	4	4
Combat Pilot	5	6	3/5	4	4	10	8	8	10	10	10	4	8	10
Electronic Warfare	3/9	4/8	2/4	2/6	3/9	8	8	8	8	2/5	7	3/5	6	8
Hyperspace Astrogation	4	5	4	3	3	5	7	7	5	6	4	5	6	7
Hyperspace Pilot	5	6	4	2	3/7	5	6	6	5	6	5	3	5	6
Marine Pilot	3/8	3/7	3/6	2/5	3/5	3/7	3/7	3/7	3/7	3/7	3/5	3/5	3/7	3/6
N-Space Astrogation	4	4	4/8	2	3/7	5	7	7	5	6	4	3	6	5
N-Space Pilot	4/9	4	3/7	3/9	3/5	5	5	5	5	5	4	2	4	5
Orbital Pilot	4/8	4	3/5	3/9	2/7	5	5	5	5	5	4/9	2	4	5
Sensor Analysis	2/7	2/6	3/5	2/7	2/4	4	5	5	5	4	3	2	4	4
Stellar Law	2/6	1/2	1/3	2/6	1/4	4	5	4	4	3	3	2/7	3/6	3
Athletic														
Aquatics	2/6	3/7	2/4	1/5	1/3	3/7	3/7	3/7	3/7	3/9	2/7	2/7	3/7	3/5
Athletic Games	1/4	2/5	1/3	1/4	1/3	3/5	2/6	2/3	3/5	3/5	2/5	1/5	2/6	2/5
Billiards	2/5	2/4	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/5	2/4	2/6	2/5	2/5
Body Development	3/8	4	2/6	3/5	2/5	6	3/7	2/6	6	6	4	2/5	3	4/8
Climbing	3/7	5	3/5	3/7	1/3	5	3/7	3/7	5	5	5	2/7	4	4
Dance	1/5	2/4	2/5	2/5	2/6	2/7	1/4	1/4	2/7	2/7	1/4	2/7	2/6	2/7
Distance Running	2/5	2/5	1/4	2/5	1/3	3	2	2	3	3	2/6	2/4	3	3/5
Driving	2/4	2/6	1/3	2/4	1/2	2/6	2/6	2/4	2/6	2/6	2/7	1/5	2/6	2/4
Flying/Gliding	2/5	2/7	2/6	2/5	1/4	2/7	3/5	3/5	2/7	3/7	3/5	3/5	3/8	3/5
Rappelling	2/4	3/6	1/3	3/5	1/2	3	3	3	3	4	4	2/6	3	3/9
Rowing	3/5	3	1/3	2/6	1/2	3	3	3	3	3	2/4	3/6	3	3/9
Sailing	3/7	3	3/7	3/5	2/4	3	3	3	3	3	3	2/6	3	3/9
Skating	3/7	3	3/7	3/6	2/7	3	3	3	3	3	3	2/7	3	3/8
Skiing	3/7	3	3/7	3/7	2/6	3	3/7	1/5	3	3	3	2/6	3	3/7
Sprinting	2/5	2/5	1/4	2/5	1/3	3	2	2	3	3	2/6	1/5	3/9	3/6
Surfing	2/7	3	2/7	3/7	2/4	3	3	2/5	3	3	3/5	3/7	3	3/9
Swimming	2/5	3	1/4	2/4	1/2	3	2/7	2/6	3	3	2/6	2/6	3/7	2/7
Combat														
Airborne Assault	5	8	3/5	6	2	8	8	8	8	8	8	3/9	7	6
Brawling	3/5	3/9	2/7	3/5	2/7	3	3/8	3/9	3	3/9	3/9	3/6	3/5	4
Crewmember (AFV)	5	10	2/7	7	3	10	10	10	10	7	10	3	8	3/9
Crude Weapons	2/5	5	2/4	2/6	2/7	5	3/5	3/5	5	5	5	2/7	4	3
Demolitions	3/7	5	2/5	3/9	2/7	5	5	5	5	5	5	1/4	5	3
Disarm (Armed)	2/7	3	2/4	2/7	3/5	5	2/6	1/3	5	5	3	1/4	2/4	4
Disarm (Unarmed)	3/5	5	2/7	3/7	4/8	6	3/8	3/5	6	6	4	2/5	4	3/7
Grappling Hook	2/7	3/7	2/6	3/5	1/3	4/8	3/5	3/5	4/8	3/7	3/5	2/7	3/7	3/5
Guerilla Tactics	3/7	6	3/5	4	3	5	5	5	5	6	6	1/2	5	4
Heavy Energy Projector	3	10	2	5	4	10	10	10	10	10	10	2	10	6
Lancing	11	18	3/7	13	7	18	18	15	18	18	15	5	18	15

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Investigator	Lawyer	Law Enforcer	Merchant	Rescue Worker	Evolutionist	Artist	Entertainer	Theologist	Administrator	Teacher	Anarchist	Con Artist	No Profes'n
Maneuver in Armor														
Soft Leather	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*
Rigid Leather	2/*	3/*	1/*	2/*	2/*	2/*	2/*	2/*	2/*	2/*	2/*	2/*	2/*	2/*
Chain	3/*	4	2/*	3/*	3/*	4	4	4/*	4	4	4	2/*	4/*	4/*
Plate	5	12	3/*	6	7	12	12	10	12	10	12	4/*	6	6
LBA	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*
ABS	2/*	3/*	1/*	2/*	1/*	3/*	3/*	2/*	3/*	3/*	3/*	2/*	2/*	2/*
AEX	4/*	3	2/*	3/*	2/*	3/*	3	3/*	3/*	3/*	3/*	3/*	3	3/*
Power Armor	6	11	2/*	6	3/*	11	11	7	11	11	11	3/*	8	6
Martial Arts	2/5	3/5	2/4	2/6	2/5	3/5	3/5	2/6	3/7	3/7	3/6	2/6	3/5	3/6
Missile Artillery	3	9	2	6	5	10	10	10	10	10	10	3	10	8
Mounted Wpn Ambush	2/7	5	2/6	3/7	3/5	9	9	9	9	9	9	2/6	9	6
Projectile Gunnery	5	10	3	8	5	10	10	10	10	10	10	2	7	7
Quick Draw	1/4	4	1/3	2/5	2/6	4	4	2/4	4	4	4	1/4	2/6	2/6
Reverse Stroke	3/5	4	2/7	3/7	3/5	4	4	4/8	4	4	4	3/6	4	4/8
Stunned Maneuver	3/5	3	2/7	3/7	2/4	3	3	3/9	3	3	3	2/7	3/7	3/6
Subduing	1/4	3	1/2	3/5	2/7	3	3	3	3	3	3	1/4	2	2/7
TIERing Stage I	2/6	2/7	3/9	2/7	3/9	2/5	2/7	2/7	2/5	2/7	2/7	3/7	2/7	3/9
TIERing Stage II	3/7	3	5	3	5	3/8	3/7	3/9	3/7	3	3	3	3/9	4
TIERing Stage III	4	5	6	4	6	4/8	4	4	4/8	5	5	5	4	5
TIERing Stage IV	6	7	7	5	7	5	6	7	4	7	7	8	6	6
Tumbling Attack	3/7	5	2/7	3/5	3/5	5	4	4/9	5	5	5	2/6	4	3/9
Tumbling Evasion	2/4	2/6	1/4	2/5	2/4	2/7	2/7	2/5	2/7	2/7	2/7	1/4	2/5	2/6
Two Weapon Combo	v	v	v	v	v	v	v	v	v	v	v	v	v	v
Wpn. Category #1	2/5	2/7	1/5	2/5	2/6	2/7	2/5	2/5	2/7	2/6	2/7	1/5	2/5	2/6
Wpn. Category #2	2/6	4/7	2/5	2/6	3/8	6	2/6	2/5	6	2/7	6	2/6	2/7	3/5
Wpn. Category #3	3/7	5	2/6	3/7	4/9	6	3/7	3/8	6	7	7	2/7	3/6	4/9
Wpn. Category #4	3/9	6	2/7	3/9	6	7	9	9	7	9	9	3/5	3/9	5
Wpn. Category #5	4/8	7	3/7	4/9	8	7	9	9	7	9	9	3/7	4/8	7
Wpn. Category #6	7	9	6	5	15	9	9	9	9	9	10	5	6	9
Wpn. Category #7	11	20	10	12	12	20	20	20	20	20	20	12	13	12
Yado	3	5	3/9	4/9	4	5	5	5	5	5	5	3/7	5	5
Concentration														
Adrenal Defense	4	20	5	15	4	20	15	15	20	20	20	3/8	8	15
Adrenal Balance	2/7	3/5	2/6	3/5	2/5	6	4	3	6	6	6	2/4	3/5	3/7
Adrenal Landing	2/7	3/7	2/6	3/7	2/5	6	3/9	3/7	6	6	6	2/4	3/5	3/7
Adrenal Leaping	2/7	3/7	2/6	3/8	2/6	7	4	3	7	7	7	2/4	3/7	3/7
Adrenal Quick-draw	2/5	3/5	2/4	3/5	2/6	3/9	3/7	3/7	3/9	3/9	3/9	1/4	2/7	2/7
Adrenal Speed	2/7	3/6	2/6	3/7	2/6	5	3	3	5	5	5	2/4	3/7	3/7
Adrenal Strength	2/7	3/7	2/6	3/7	2/7	6	5	5	6	6	6	1/5	3/7	3/7
Body Damage Stabilization	3/7	4	2/6	3	2/5	4	5	4	5	5	5	3/7	3	3/9
Control Shape Change	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Dowsing	3/5	3	3/7	2/7	2/4	3	3/8	3/8	3	3	3/5	3/9	3/5	3/7
Frenzy	3/5	3	2/7	3/6	3/5	4	4	3	5	3	4	1/5	4	3/8
Meditation														
Cleansing	4	4/7	4	3/5	3	3/6	3/6	3/5	2/5	4/7	3/5	4	3/9	3
Death	4	5	4	5	4	5	5	5	5	5	5	1	4	4
Healing	3/9	4/8	3/7	4/7	3/7	4/8	4/8	4/8	2/7	4/8	3/9	3/6	4/7	4/6
Ki	3/5	4/7	3/6	3/6	2/7	4/6	3/9	3/9	4/8	4/7	3/8	3/9	3/7	3/8
Sleep	3/5	3	3/7	2/7	3/5	2/5	2	2	1/2	3	4	1/4	3/5	3/6
Trance	3/6	3	3/7	2/7	3/5	2/7	2	2	2/4	3	4	4	3	3/9
Mnemonics	1/3	1/3	2/6	2/4	2/6	2/5	2/7	2/5	2/5	2/7	2/4	2/5	1/2	2/5
Psionic Focus	10	8	9	10	9	7	8	9	6	10	10	10	10	8
Psionic Shield	7	7	7	8	7	6	8	8	6	7	8	8	5	6
Spacial Location Awareness	4/7	5	3	3/8	1/3	4/9	4	5	4/9	5	4	5	4	4
Criminal/Subterfuge														
Acting	1/5	2/4	2/5	2/5	2/7	2/5	1/4	1/3	1/5	1/5	2/5	2/4	1/3	2/5
Begging	2/5	2/5	2/6	2/4	2/7	2/6	1/4	1/4	1/3	2/7	2/5	2/6	1/2	2/5
Booking	2/5	2/7	2/5	2/4	3/5	3	3/5	2/7	3/7	1/4	3/5	2/7	1/3	3/5
Bribery	2/5	1/4	2/4	2/6	2/6	3/5	2/5	2/4	2/7	1/3	3/5	2/5	1/3	2/6
Camouflage	3/6	3	2/7	3/7	3/5	4	4/7	4	4	3	3	2/7	3/5	3/5
Computer Crime	3/5	3	2/7	3/6	3/5	4	4	4/7	4	2/6	3/5	2/6	2/7	3/5
Computer Tapping	3/9	4	3/5	2/7	3/5	4	4	3	4	2/5	3/7	3/7	3/5	3/7
Counterfeiting	4	5	3	2	4	5	1	5	5	4	5	3	3/9	5
Criminal Investigation	1/2/2	2/4	1/2	3	3/6	4/9	4	3	4/9	3	3/7	2/6	3/5	3/6
Criminal Psychology	1/4	1/3	2/4	3/7	2/6	3/7	3/6	3/5	3/5	3/5	2/7	2/5	3/6	3/5
Disarm Trap	3/6	5	3/5	3	2/7	7	7	7	7	4/8	7	1/3	3/5	3/9
Disguise	2/7	3	3/5	3/6	3/9	4	2/6	1/4	4	3	3	2/4	1/3	3/6
Drug Traffic	2/5	3	1/3	2/4	2/6	4	3	3/6	4	2/6	3	1/5	2/5	3/5
Electronic Countermeasures	3/7	5	3/5	3	2/7	5	4	4	5	5	5	2/5	3/5	4/7
Evidence Dispersal	1/4	2/5	1/2	3/5	2/7	3/7	3/6	3/5	3/7	3/5	3/6	2/5	2/7	2/5
Falsification	1/4	2/6	2/4	2/7	3	3	1/4	3	2/6	2/5	3	2/5	1/5	2/6
Forgery	3	5	4	3/9	5	5	1/2	5	5	2/5	5	3/5	1/5	4
Hide Item	2/5	2/7	2/5	2/4	2/5	2/7	2/5	2/5	2/6	2/6	2/6	1/2	2/4	2/6
Law Enforcement	2/4	1/3	1/2	3/5	2/6	3/9	3/7	3/5	3/9	3/7	3/8	2/6	3/4	3/7
Mimery	2/6	2/5	2/6	2/4	2/4	2/6	1/4	1/2	2/5	2/6	2/5	2/7	2/4	2/6
Organized Crime	1/4	2/4	1/3	2/7	3/5	4	3	3	4	2/6	4	1/3	2/6	3/8
Pick Locks	2/7	7	3/9	4/7	3/7	7	5	6	7	3/6	7	2/6	2/7	3
Pick Pockets	3/5	6	3/6	4/8	5	7	6	6	7	4/9	6	3/5	2/5	4
Safe Cracking	3/7	5	3/9	6	3	6	5	5	6	5	6	2/7	3/5	4
Security Operations	1/4	2/4	1/2	2/7	2/5	3/7	3/5	3/5	3/7	2/7	3/6	1/2	2/7	3/7

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Investigator	Lawyer	Law Enforcer	Merchant	Rescue Worker	Evolutionist	Artist	Entertainer	Theologist	Administrator	Teacher	Anarchist	Con Artist	No Profes'n
Set Traps	3/5	5	2/7	4/8	3/7	5	4	4	5	4	5	1/3	3/6	4
Stalk / Hide	2/6	5	2/4	3/7	3/5	6	3/6	2/5	6	3/6	5	2/4	3/7	3
Tax Evasion	2/6	2/7	3/5	2/4	3/7	2/6	2/7	2/5	2/7	1/3	2/7	3/7	2/4	3/9
Trap Building	4/9	6	2/7	3	4	5	4	5	5	4	5	1/3	3/9	4
Trickery	2/7	2/6	2/7	3/5	3	2/7	3/7	1/3	2/5	2/4	3	3/5	1/2	3/5
Deadly														
Ambush	3	9	3/9	4/7	3/8	9	4	3/9	9	9	9	1/2	3	5
Silent Kill	2/7	5	2/5	3/5	3/5	5	4/7	3/7	5	4	5	1/3	4	4
Sniping	4	9	3/5	6	5	9	6	3/9	9	9	9	1/4	4	6
Targeting	v	v	v	v	v	v	v	v	v	v	v	v	v	v
Use/Remove Poison	2/5	3/5	1/5	2/7	1/3	3/6	2/7	2/7	3/7	3/5	3/7	1/4	3/7	3/5
Engineering														
Chem. Eng (Industrial)	10	6	10	5	10	5	8	8	10	4	10	6	10	8
Chem. Eng (Medical)	10	9	10	7	5	5	9	10	7	8	9	7	9	9
Civil Engineering	3	5	4	5	2	5	6	6	6	5	5	4	3	5
Computer Engineering	6	5	6	5	6	6	7	6	6	5	7	6	6	6
Crime Engineering	2/5	5	2/4	4	3	5	6	6	6	5	6	1/4	2/5	5
Cybernetic Engineering	7	7	7	5	4	7	8	8	7	5	7	6	7	6
Electrical Engineering	4	6	4	5	3	5	5	6	6	5	6	4	5	5
Environmental Engineering	9	9	9	9	2	1/5	9	9	9	8	9	8	9	9
Genetic Engineering	9	9	9	9	5	3/7	9	9	9	9	9	9	9	9
Mechanical Engineering	5	6	5	5	4	7	5	7	7	6	6	4	6	5
Medical Engineering	7	7	6	7	4	6	7	7	8	7	7	8	8	7
Power Systems Theory	7	7	7	7	5	6	8	8	8	7	5	7	7	7
Sanitation Engineer	7	7	7	5	4	7	7	7	7	5	5	7	7	7
Sound Engineering	3	4	5	5	3	4	5	5	5	5	5	4	5	4
Structural Engineering	5	6	6	6	2/7	7	4	7	7	6	6	3/9	6	6
Undersea Engineering	7	7	7	7	3	6	5	7	7	6	7	6	7	7
Weapon Design	4	6	4	5	5	7	6	7	7	6	6	1/4	7	6
Evaluation														
Appraisal	2/5	2/7	2/6	1/3	2/6	2/6	1/4	1/5	4	4	2/6	2/6	1/5	2/6
Armor Evaluation	2/6	3	1/4	3/5	2/5	4	3	2	3	3	4	2/4	1	2
Metal Evaluation	3/6	3/9	3/5	1/3	2/7	3/9	3/5	3/8	3/9	3/7	3/5	2/6	2/6	3/6
Stone Evaluation	3/5	3/9	3/6	1/3	2/6	3/7	2/7	3/6	3/5	3/8	3/5	3/5	2/6	3/6
Weapon Evaluation	2/5	3/9	1/4	2/5	2/7	3/9	3/6	3/5	3/7	3/8	3/5	1/5	3/5	2/7
General														
Advertising	2	2	3	1/4	4	3/8	2/7	2/5	3/6	1/3	3	3	2/5	2
Agriculture	5	5	5	5	5	3/9	6	6	4	5	5	6	4	5
Art (Commercial)	2	2	3	1/4	3	3	1/2	3/5	3/9	2/6	3/5	3	2/7	3
Armor Working	3/9	4	2/7	3/6	3/5	4	4	3	4	4	4	1/4	3/8	3/7
Cookery	2/6	2/7	2/6	2/4	2/6	2/5	2/5	2/5	2/4	2/7	2/4	2/5	2/4	2/5
Communications	5	8	2/4	4	2/5	8	8	8	8	2/5	8	3	5	5
Crafting	2/4	2/6	2/5	2/5	2/5	2/6	2/4	2/5	2/6	2/6	2/5	2/6	2/4	2/5
Driving	1/5	1/5	1/3	1/5	1/4	1/6	1/5	1/5	1/6	1/6	1/5	1/3	1/5	1/5
Efficiency Expert	3	2/6	2	3/7	2/7	2/7	4	4	3/5	1/3	2/6	3	3/5	3/5
Electronic Diagnosis	2/5	3/9	2/6	2/6	2/4	3/9	3/8	3/7	3/9	3/9	3/5	3/5	3/6	2/7
Emerg Env Suit Repair	2/5	3/7	1/4	2/5	1/3	3/7	3/7	2/7	3/5	3/7	3/5	1/3	3/5	2/5
Fabrication	3/9	4	3/6	3/7	2/5	4	3	4/8	4	4	4	2/7	3/6	3/5
Fashion	3/7	2/5	3	2/7	3	2/6	1/4	1/2	2/6	2/5	2/6	3	1/4	2/7
Fletching	2/6	3/9	2/5	3/6	2/7	3	2	3/7	3	3/9	3	2/6	3/7	3/6
Food Processing	2/6	2/7	2/7	2/5	2/5	2/7	2/6	2/6	2/5	2/7	2/6	2/7	2/5	2/6
Gimmickry	2/5	3/9	2/7	3/5	2/6	3/8	2/5	2/7	3/7	3/8	3/7	22/4	1/3	3/5
Health Care	2/6	2/6	2/5	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/5	2/6	2/4	2/6
Heavy Machine Operation	3	4	2/5	3/5	1/4	4	4	3	4	4	3	3/5	3	2
Horticulture	3/5	2/6	3/5	2/7	3/5	2/4	2/6	2/6	2/5	2/6	2/5	3/7	2/5	2/6
Interior Design	3/5	2/6	3/6	3/5	3/7	2/7	1/2	2/5	2/7	2/5	2/6	3/7	2/4	2/7
Leather Working	3/5	3/7	3/5	2/5	2/7	3/6	2/7	3/5	3/5	3/7	3/5	3/5	2/7	3/5
Mechanical Diag.	2/7	3	2/6	2/7	2/5	3	4	4	3/9	3	3/9	3/5	3/7	3/6
Music Technology	3/5	3/5	3/7	2/6	2/6	2/7	2/5	1/2	2/6	2/7	2/5	3/8	2/7	3/5
Painting	2/6	2/5	2/7	2/6	2/7	2/6	1/2/2	2/4	2/6	2/6	2/5	2/7	2/6	2/7
Play Instrument Cat. #1	2/6	2/6	2/6	2/5	2/6	2/5	1/4	1/2	1/5	2/6	2/5	2/7	2/6	2/6
Play Instrument Cat. #2	2/7	2/7	3/7	2/6	3/5	2/7	2/6	1/3	2/5	2/7	2/6	3/8	3/6	3/7
Play Instrument Cat. #3	4	3/5	4	3/5	3/9	3/5	2/7	1/4	2/7	3/5	3/6	4	3	3
Photography	2/4	2/5	2/6	2/5	2/6	2/5	1/2	1/4	2/6	2/5	2/6	2/7	2/5	2/5
Rope Mastery	3/5	3	2/7	3/5	1/3	3	4/6	4/7	3/9	3	3	3/5	3/6	3/6
Sculpting	2/6	2/6	2/7	2/6	2/7	2/5	1/2	2/7	2/6	2/5	2/6	2/7	2/6	2/6
Skinning	3/6	3	3/5	2	2/6	3	3/7	3/8	3/9	3	3/9	3/6	3	3/6
Smithing	4	6	3/9	4/8	3/5	6	5	5	6	6	5	3	6	5
Stone Crafts	3	4	3	3/5	3/6	4	1/2	2/7	3	4	4	4	3	3/8
Tactical Games	2/4	2/5	1/4	2/6	2/6	2/5	3/5	2/7	2/5	1/3	2/5	1/4	2/6	2/5
Teleporter Operator	3	5	3/9	6	3/8	5	7	7	5	6	6	7	6	5
Urban Design	3/5	3/7	2	2/5	2/6	3/7	2/7	4	3/5	2/7	3	2	3	3/7
Wood Crafts	3/5	3/9	3/5	2/5	2/6	3/9	1/3	3/5	3/8	3/9	3/6	3/6	3/7	3/5
Gymnastic														
Acrobatics	1/3	2/7	1/3	2/5	1/3	3/5	1/4	1/3	3/6	3/6	3/5	1/5	2/7	1/5
Contortions	1/3	5	1/4	3/7	1/2	5	3	1/3	5	5	4	2/4	2/5	2/4
Gymnastic Events	1/3	2/7	1/4	2/6	2/4	3/7	2/5	2/6	3/7	3/5	3/5	1/5	3/5	2/7
Juggling	2/4	2/7	1/4	2/5	2/5	3/5	2/6	2/5	3/5	2/7	3/5	2/7	2/5	2/7
Jumping	1/5	3/6	1/5	2/6	1/3	3/6	2/7	2/5	3/6	2/5	3/5	1/5	3/5	2/6
Pole Vaulting	2/6	3/7	2/5	3/5	2/5	3/7	2/7	2/6	3/6	3/7	3/5	2/6	2/7	2/7
Stilt Walking	2/6	2/7	2/6	2/5	2/4	2/7	2/5	2/5	2/6	2/6	2/5	2/6	1/5	2/6

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Investigator	Lawyer	Law Enforcer	Merchant	Rescue Worker	Evolutionist	Artist	Entertainer	Theologist	Administrator	Teacher	Anarchist	Con Artist	No Profes'n
Tightrope Walking	2/7	3	2/9	3/6	2/5	4	3/7	3/5	3	3	3/9	2/7	3	3/6
Tumbling	2/5	3	1/5	3/5	1/3	3	2/4	1/3	3	3	3	1/4	2/5	3/5
<i>Linguistic</i>														
Cryptology	2	3/7	4	5	6	4/9	3	3	4	6	3	3	3	4
Journalism	1/2	1/4	2/7	3/6	3/6	2/6	3/7	2/6	2/4	2/4	1/3	3/5	3/5	2/7
Language	2/*	1/*	3/*	2/*	3/*	1/*	3/*	1/*	1/*	1/*	1/*	2/*	2/*	2/*
Lip Reading	2/4	2/6	2/7	2/6	3/5	3/6	3/6	2/7	2/6	3/5	3/5	2/7	2/5	3/5
Mimicry	3/5	3/5	3/7	2/6	3/5	3/7	2/7	1/2	3/5	3/5	2/6	3/7	3/5	3/5
Music	2/6	2/6	2/7	2/6	2/7	2/6	1/2	1/3	2/6	2/7	2/4	2/7	2/5	2/7
Poetic Improv.	2/6	2/7	2/7	2/6	2/7	2/6	1/2	1/3	2/7	2/7	2/4	2/7	2/5	2/6
Propaganda	2/5	2/4	2/4	2/5	2/5	3/8	3/5	2/5	1/4	1/2	3	1/3	1/2	3/5
Public Speaking	2/6	1/3	2/5	2/4	2/6	2/6	2/5	1/4	1/4	1/2	1/2	1/4	1/2	2/5
Signaling	2/6	2/7	1/2	2/6	2/4	2/5	2/4	1/2	1/2	1/3	2/7	1/3	2/4	1/5
Singing	2/6	2/7	2/6	2/6	2/6	2/6	2/4	1/3	1/5	2/6	2/5	2/6	2/6	2/6
Tale Telling	2/6	2/4	2/6	2/5	2/6	2/6	2/4	1/3	2/6	2/7	2/4	2/6	1/3	2/5
Trading	2/6	3/5	2/7	1/2	3/5	3/6	2/4	1/5	2/5	1/4	3/5	2/6	1/4	2/5
Ventriloquism	3/7	3/6	3	3/5	3	3	2/6	1/3	3/5	3/7	3/7	3	2	3/9
<i>Magical</i>														
Attunement	6	5	8	7	8	5	9	9	5	4	7	10	6	6
Channeling	20	17	20	20	18	15	20	20	10	17	20	20	16	20
Circle Lore	3	4	5	4	5	3	4	7	2	5	3	7	4	5
Directed Spells	8	7	9	8	9	6	8	8	5	7	7	12	8	7
Divination	3/6	3/5	3/9	3/5	3/7	3/5	2/7	2/5	1/4	3/5	3/5	3/9	2/4	3/5
Magic Languages	6	5	8	7	8	4/*	6	6	3/*	5	5	9	6	6/*
Magic Ritual	7	6	9	6	9	7	8	8	4/9	6	7	9	8	7
Power Perception	3/9	4/8	6	3	6	4	3	6	3/5	5	5	6	4	5
Power Point Development	8	8	12	7	12	6	7	9	5	8	8	15	9	8
Power Projection	12	10	15	10	13	9	9	10	7	10	10	15	9	13
Psionic Perception	4	5	5	3	4	3	3	4	2	5	5	5	5	5
Psionic Training	4	4/8	5	4	5	3/9	3	4	3/8	4	4/9	5	4	4
Runes	3/9	4/9	5	5	6	4	6	6	2	4/9	4	6	6	5
Spell/Psion Acquisition	12	10	15	12	15	8	10	11	7	8	9	20	12	14
Spell/Psion Mastery	6	5	7	6	7	4	5	4	3/9	4	7	7	5	6
Symbol Lore	4	3/7	4	4	5	3	4	4	3/5	3	4	5	3	3
Targeting (psionic)	7	7	8	7	8	6	7	8	5	7	7	9	8	7
Transcend Armor	12	12	10	10	9	8	9	12	8	10	10	15	10	11
Warding Lore	3/5	3/7	6	4	5	3/6	3	4	3/5	4/7	3	6	4	4
<i>Perception</i>														
Detect Traps	2/4	3	1/4	3/5	2/7	4	3	3	4	3	3	2/5	3	3/7
Direction Sense	1/4	2/5	2/4	2/4	1/3	2/5	2/6	2/6	2/5	2/6	2/5	2/6	2/5	2/5
Electronic Surveillance	1/4	3	2/5	4	3/7	4	5	5	4	3	5	3/5	3	3
General Perception	1/2	2/5	2/4	2/6	2/6	2/4	2/5	2/5	2/5	1/4	2/5	1/3	1/2	2/5
Lie Perception	2/5	1/3	2/4	2/6	3/5	3/7	3/5	2/6	2/7	3/6	3/5	3/7	1/3	3/5
Locate Secret Opening	2/5	3/5	2/6	2/7	3/5	3/7	3/5	3/6	3/7	3/7	3/5	3/7	3/5	2/7
Poison Perception	1/4	3	2/6	3/5	2/5	4	3	3	4	4	4	2/5	3	3/6
Read Tracks	1/3	3	2/5	3/5	2/7	4	3	3	4	3	3	2/7	4	3/6
Sense Ambush	2/6	3	2/4	3/7	3	4	4	4	4	4	4	1/3	4	3
Sense Reality Warp	4	5	5	4/8	5	4/8	4	4	3/9	4	5	5	3	4
Surveillance	1/2	3/6	1/4	2/5	2/4	2/7	3/5	3/5	3/5	2/7	3/5	2/4	3/7	2/7
Time Sense	1/4	2/6	2/4	2/5	2/6	2/7	2/6	2/6	2/5	2/4	2/6	2/5	2/7	2/5
Tracking	1/4	4	2/6	2/6	2/7	4	4	5	5	5	4	3/7	4	3
<i>Social</i>														
Diplomacy	2/6	1/3	2/5	1/5	2/5	2/4	2/7	1/4	2/3	1/2	2/5	2/7	1/2	2/4
Duping	3/5	2/4	3/6	2/6	3/7	3/7	4/5	2/7	3/7	2/5	3/6	3/6	1/2	3/5
Gambling	2/4	2/6	2/5	1/4	2/6	2/7	2/5	1/5	2/6	1/4	2/6	2/6	1/3	2/5
Interrogation	1/2	1/2	1/3	2/7	3/5	3	2	2	2	3	3	1/5	1	3/7
Labor Relations	3/6	2/4	3/5	2/7	3/5	3/7	3	3	2/5	1/2	3/5	3	2	3/5
Leadership	3/5	3/7	2/4	3/5	1/3	3/8	3/7	3/5	2/7	2/5	2/6	1/4	3/5	2/6
Seduction	1/5	2/4	2/6	2/4	2/6	2/7	2/5	1/3	2/4	1/5	2/6	2/6	1/4	2/5
<i>Survival</i>														
Caving	2/7	4	2/6	3/5	1/2	5	3/7	5	5	5	4	3	4	3
Foraging	3/5	4	3/5	2/5	2/5	2/7	3	3	3	5	4	2/7	3	3/5
Hazard Control	3/7	4	2/5	3/7	1/2	4	3	3	4	4	3/7	1/4	4	3/7
Hostile/Alien Environment	1/4	2/4	1/3	1/4	1/2	2/4	1/4	1/4	2/4	2/4	2/4	2/4	2/6	1/5
Region Lore	1/4	2/6	2/5	1/3	2/6	2/4	2/5	2/5	2/4	1/4	1/2	2/5	2/4	2/6
Scrounge	2/5	3/7	2/5	2/4	2/4	3/7	2/7	3/5	3/6	3/9	3/5	2/7	2/4	2/6
Streetwise	1/2	2/7	1/3	1/4	2/5	3/7	2/6	2/5	2/5	3/5	2/7	1/4	1/5	2/6
Survival	1/4	2/4	1/3	1/4	1/1/2	2/4	2/4	1/4	2/4	2/4	2/4	1/4	2/4	1/4
<i>Technical</i>														
Computer Technics	3/8	4	3	2	3	5	5	5	5	4	2	3	3/8	3
Crime Technics	2/4	3	1/4	3/5	3/7	5	3/8	2/5	6	2/4	5	1/3	1/4	3
Cybernetic Technics	3	5	3	3/9	3/8	5	5	6	6	5	5	4	5	4
Electrical Technics	2/7	4	2	3/7	2	5	4	5	5	4	4	2	3/5	3
Genetic Technics	5	5	5	5	5	3/9	6	6	5	6	5	6	6	5
Mechanical Technics	3	4	3	2	3/9	5	5	5	5	4	4	3	3/5	3
Medical Technics	3	5	4	3	2	5	5	5	5	5	5	3	4	4
Power Systems Technics	4	5	4	4	3	6	6	6	6	5	5	4	5	4
Teleporter Technics	5	5	5	4	3/9	3	5	5	4	5	6	5	6	4
Weapons Technics	3	5	2	3	3	5	5	5	5	5	5	1/4	4	4

12.1 MASTER DEVELOPMENT POINT COST TABLE

	Investigator	Lawyer	Law Enforcer	Merchant	Rescue Worker	Evolutionist	Artist	Entertainer	Theologist	Administrator	Teacher	Anarchist	Con Artist	No Profes'n
Other Technical Areas														
Abnormal Psychology	3	3/8	3	4/9	3/9	2	4	4	2	3	3/9	3	3	3
Animal Healing	4	5	4	3/8	3/5	4	5	4	4	5	3/7	5	4	4
Astronomy	2	2/7	2	2/6	2	2	2	2	1/2	1/2	2/7	3	2	2
Astrophysics	2/4	3/7	3/5	2/6	3/5	2/7	3/7	3/7	2/7	3/7	3/5	3/9	3/7	2/7
Atmospherics	3/7	4/9	3/9	3/5	2/7	3/5	4	4	3/5	4/9	3/5	3	3	3/6
Autopsy	3	8	5	8	6	8	8	8	8	8	8	5	7	7
Biology (general)	2/5	2/4	2/6	2/6	2/4	1/2	2/7	2/7	2/6	2/6	1/2	2/7	2/6	2/6
Biochemistry	2	1/4	2	2	1	1/2	2	2	1/2	2	2/5	2	2	2
Botany	2	2/7	2	2	2	1/2	2	2	1/2	2	2/5	2	2	2
Chemistry	2/5	2/7	2/7	2	2	2/6	3	3	3	2	1/4	2	3	2/7
Cryogenic Emerg. Resuscitation	3/7	4	3/7	3/5	2/4	3/9	4	4	3/9	4	4	2	3/7	3
Cryogenic Operation	3/7	3/5	3/7	2/7	1/2	3/5	3/9	3/9	3/5	3/7	3/6	3/5	3/6	3/6
Cryonics	8	8	8	8	6	7	8	8	7	8	8	8	6	6
Cybernetics	5	6	6	6	5	7	7	7	7	6	7	5	5	5
Drug Therapy	4	4	5	5	4/8	4	5	5	4	5	5	4	5	4
Drug Tolerance	2/6	3	2/4	3/5	2/7	5	3/9	1/4	5	4	4	1/2	2/4	2/5
Ecology	3/5	2/7	3/7	2/6	3/6	1/2	3/5	3/7	2/6	3/5	2/5	3/6	3/7	3/5
First Aid	1/3	1/4	1/3	1/4	1/2	2/4	2/4	2/4	1/4	2/4	1/4	1/3	2/4	1/3
Genetics	5	5	5	5	4	1/2	5	5	1/4	4	3	5	5	5
Hypnosis	6	7	7	6	7	4	7	6	4	7	6	7	3	6
Internal Medicine	5	4	5	5	3/9	4	5	5	4	5	5	5	5	5
Medical Diagnostics	8	8	8	8	6	7	8	8	8	8	8	8	8	8
Medical Practice	8	8	8	8	6	7	8	8	7	8	8	8	8	8
Medical Sciences	8	7	7	8	5	3	8	8	7	7	6	8	8	7
Metallurgy	3	4	3	2	3	3	4	4	4	3	4	3	4	3
Midwifery	3/5	3/5	2/7	2/7	2/4	3/7	3/9	3/9	2/6	3/5	2/6	4/8	3/8	3/6
Nuclear Physics	3/7	3	3/8	4/8	3/6	4/7	4/9	4/9	4	3	2	2/7	4	3/9
Oceanography	3	3/9	4	3	3	2/6	5	5	3/9	4/7	3/5	4	5	3/9
Physics (general)	1/4	1/2	1	1/2	1/4	1/2	2	2	1	1	1/3	1	2	1/2
Planetology	2/5	2/6	2	2	1	1/4	2	3	2	2/4	2/4	2	2	2
Psychiatry	6	6	8	8	5	6	8	7	6	8	6	8	6	7
Second Aid	1/4	2/7	2/5	2/6	2/4	2/7	2	2	2/7	2/7	2/7	1/4	2/7	2/6
Surgery	8	8	8	8	5	8	8	8	8	8	8	8	8	8
Tachyon Physics	3	3	3	3	3	2	4	4	3	3	3	3	4	3
Temporal/Dimensional Physics	7	7	9	9	8	6	9	9	7	9	9	9	9	8
Zoology	2	2	2	1	1/4	1/2/2	2	2	1/2	2	2/4	2	2/5	2

12.2 LEVEL BONUS TABLE

Profession	Academic	Animal	Astronautic	Athletic	Body Development	Combat	Concentration	Criminal/Law	Deadly	Engineering	Evaluation	General	Gymnastic	Illegal/Shr'tuge	Linguistic	Magical	Medical	Outdoor	Perception	Sciences	Social	Survival	Technical
Administrator	+2	—	—	—	—	—	+2	—	—	—	—	—	—	+2	—	—	—	—	+2	—	+3	—	—
Anarchist	—	—	—	—	+1	+2	—	+1	—	—	+1	—	+1	—	—	—	—	—	—	—	—	+2	+3(+1)
Armsman	—	—	—	+1	+2	+3	—	+1	—	—	+2	—	—	—	—	—	—	—	—	—	—	+2	—
Arms Tech	+1	—	—	—	—	+1	—	—	—	+2(0)	+1	+2	—	—	—	—	—	—	+1	—	—	—	+3(+1)
Artist	+2	—	—	—	—	—	+1	—	—	—	+1	+3	—	—	+2	—	—	—	+1	—	+2	—	—
Con Artist	+1	—	—	—	—	—	+1	—	—	—	+2	—	—	+2	—	—	—	—	+2	—	+3	—	—
Criminologist	—	—	—	—	+1	—	+1	—	—	+1	—	+1	—	+2	—	—	—	—	—	+1	—	+1	+3(+1)
Electrician	+1	—	—	—	—	—	—	—	—	+2(+1)	+1	+2	—	—	—	—	—	—	—	+1	+1	—	+3(+2)
Engineer	+2	—	—	—	—	—	—	—	—	+3	+2	—	—	—	—	—	—	+1	+1	—	—	—	+2
Entertainer	—	—	—	—	—	—	+1	—	—	—	—	+2	—	+2	—	—	—	—	—	—	+2	—	—
Evolutionist	+3	—	—	—	—	—	+1	—	—	—	—	—	—	—	+2	—	—	—	+2	+2	+1	—	—
Explorer	—	—	+2	+1	+1	+2	—	—	—	—	—	+1	—	—	+1	—	—	+1	—	—	+1	+2	—
Investigator	—	—	—	—	+1	—	+1	—	—	+1	+1	—	+1	—	—	—	—	+3	—	+2	+1	—	—
Law Enf. Officer	—	—	+1	+1	+1	+2	—	+2	—	—	—	—	—	+1	—	—	—	+1	—	+1	—	—	—
Lawyer	+2	—	—	—	—	—	+1	+3	—	—	—	—	—	—	+2	—	—	—	+1	—	+2	—	—
Medical Tech	+1	—	—	—	—	—	—	—	—	—	—	+2	—	—	—	—	+2	—	—	+2	—	+1	+3(+1)
Merchant	+2	+1	+1	—	—	—	—	+1	—	—	+3	—	—	—	+2	—	—	—	—	—	—	+1	—
Physician	+2	+1	—	—	—	—	+1	—	—	—	—	—	—	+2	—	+3	—	—	—	+1	—	+1	—
Pilot	+1	—	+3	—	+1	+1	—	—	—	+1	—	—	—	—	—	—	—	+2	—	—	—	+1	+1
Planetologist	+2	+1	—	—	—	—	+1	—	—	—	—	+1	—	—	+1	—	—	+1	—	+2	+1	+2	—
Rescue Worker	+1	+1	—	+1	+2	—	—	—	—	—	+1	+1	—	—	—	—	+1	—	—	—	—	+3	—
Researcher	+2	—	—	—	—	—	+1	—	—	+1	—	—	—	+2	—	+1	—	+1	+3	—	—	—	—
Semi Telepath	—	+1	—	—	+1	—	+2	—	—	—	+1	+2	—	—	+2	+1	—	—	—	—	+1	—	—
Systems Tech	+1	—	—	—	—	—	—	—	—	+2(+1)	+1	+2	—	—	—	—	—	+1	—	+1	—	—	+3(+2)
Teacher	+3	—	—	—	—	—	—	—	—	—	+2	—	+1	—	+2	—	—	+1	+1	+1	—	—	—
Theologist	+3	—	—	—	—	—	+1	—	—	—	—	+1	—	—	+2	+1	—	—	+1	—	+2	—	—
True Telepath	+2	+1	—	—	—	—	+3	—	—	—	—	+1	—	—	—	+2	—	—	—	—	+2	—	—

This table provides suggested level bonuses by skill category. Bracketed values indicate level bonuses for non-specialty skills within the category (e.g., a computer technician, a specialty within trician profession, would get a +3 bonus per level with his Comp Tech skill and a +2 level bonus with a Weapon Tech skill).

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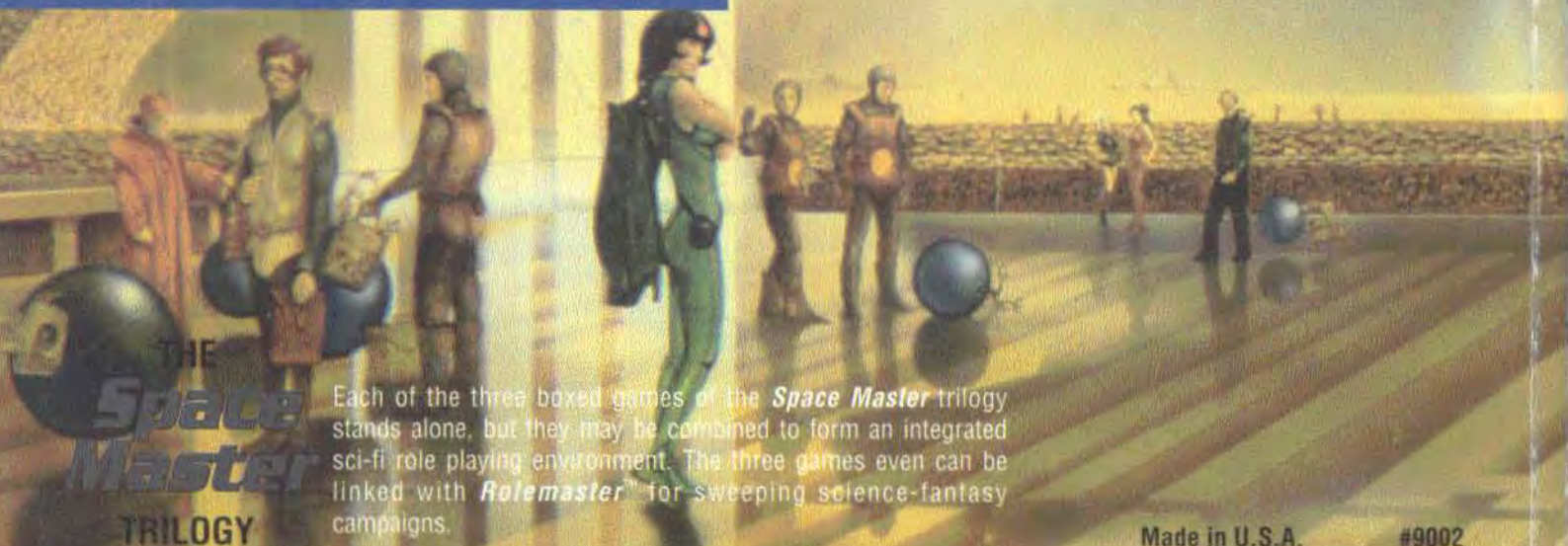
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