



UNIVERSAL UPGRADES

ADVANCED CHARACTER OPTIONS

N.E.W.
science fiction role-playing game

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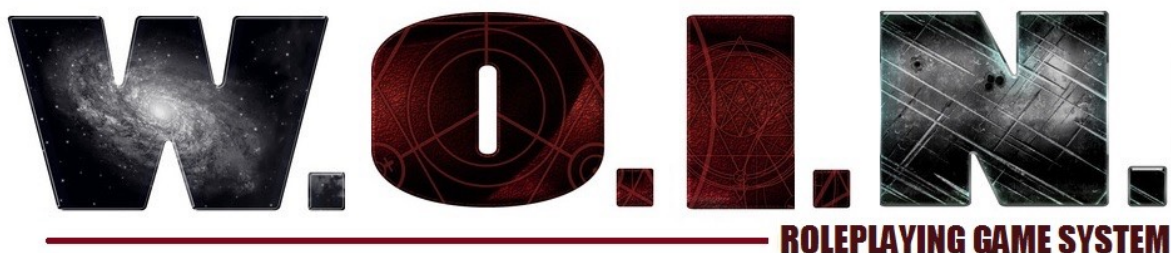
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NEW UPGRADES FOR ANDROIDS

THE ANDROIDS IN THE CORE RULES come with a variety of customizations, from wheels to inbuilt weaponry; and, of course, androids have access to many careers which enable them to specialise in medicine, piloting, even assassination. Androids, additionally, can take the android-only Systems Upgrade career to gain additional modifications. This article presents a variety of new android exploits to choose from.

Androids have a wide variety of names, including synthetics, replicants, droids, automatons, and robots. They differ from cyborgs in that the latter have both organic and artificial parts; an android is wholly artificial, even if it is designed to appear human.

An android's appearance – or basic frame – depends on the exploits taken. At a base level, it has an armature frame – essentially a mechanical bipedal skeleton. Exploits like Organic Appearance, Organic Replicant, Armor, Multiple Legs, and so on will modify that appearance in obvious ways.

"Greetings. My name is Dr. TikTok. My brain is a superposition quantum calculator with a performance of 243 exaflops, and I am powered by a 300-watt micro-capacitive power supply capable of 9 months' continuous operation."



CORE RULES

Androids all have the following exploits from the core rules:

Mindless. Androids are immune to any attacks which target MENTAL DEFENSE.

Deterministic. An android's PSI or LUCK attributes can never rise above zero, and an android can never form a LUCK pool.

Electronic vulnerability. As mechanoids, androids are vulnerable (1d6) to electricity damage, vulnerable (2d6) to ion damage.

Automaton. Androids do not need to eat, sleep, or breathe, and weigh 150% normal. Note that repairing damage to an android uses the engineering skill, not the medicine skill.

FRAME CHOICES

The following options may only be selected when the android is first built. Only one of these options may be chosen.

Standard frame. The standard frame is free, has no mechanical effect on the character, and does not cost an exploit.

Combat chassis. The android has a stronger, armored endoskeleton. This exploit can be taken multiple times but only when the android is first built. See Armor & Chassis, later.

Replicant. The android is bioengineered rather than mechanical, and is virtually indistinguishable from humans. This upgrade makes the android almost indistinguishable from a real human (or other species) without a thorough inspection. Clues such as blood color or eating habits can give it away.

GENERAL UPGRADES

The android may also choose the following exploits at any time.

360-degree sensors. The android has visual sensors which cover a full 360-degree circle, or a fully rotating head or sensor apparatus, giving it all-round sight. It is not affected by crossfire or flanking.

Access ports. The android can “plug in” to a computer or computerized system, granting it a +1d6 bonus to computer checks.

Armor. The android is plated with armor, giving it SOAK 5. The android's weight is 200% normal instead of 150%, and it cannot swim (sinking to the bottom of any liquid, although it does not need to breathe and can walk on the bottom). See Armor & Chassis, later.

Carrying capacity. The android doubles its carrying capacity.

Chameleon system. The chameleon system allows the android to change color to match its environment, granting it +1d6 to stealth-based attribute checks.

Chrome skin. The android has a chrome skin which grants it +5 SOAK vs. heat damage (not compatible with Organic Appearance).

Compute. The android can absorb a large document (the equivalent of a major novel or textbook) in a minute, or make complex calculations, including FTL calculations which require no check at FTL factors equal to or lower than the android's LOG attribute.

Durable infrastructure. The android gains 1d6 HEALTH.

Electrical discharge. The android can shock a target by using a regular unarmed attack; this increases the android's unarmed damage by +1d6 and changes it to electricity damage. If this exploit is taken a second time, the electrical discharge can be upgraded to a ranged attack with a range increment of 4.

Forcefield. The android can generate a protective forcefield which operates just like a worn forcefield generator. It grants the android +4 DEFENSE, but takes an action to activate and can only operate for one minute at a time before needing an hour to recharge.

Improved armor (requires Armor). While the base armor is a steel composite which gives SOAK 5, further upgrades can improve the android's armor by another +1 SOAK per upgrade. This exploit can be taken multiple times. See Armor & Chassis, later, to determine what type of armor corresponds to each SOAK score.

INTEGRATED EQUIPMENT

The following list contains some examples of equipment which can be integrated into an android. This list is by no means exhaustive. Gear must usually be of a smaller size than the android itself.

Backpack
Beacon, subspace
Binoculars, electronic
Bugsweeper
Communicators
Fire extinguisher
Geiger counter
Flashlight
Magboots
Parachute
Toolkit (medical, engineering, etc.)
Cutting torch
Holographic projector

The quality of an item of equipment can be increased by simply selecting the same upgrade a second or third time. Each time the upgrade is taken, the item is increased in quality by one category. However, the android still requires an appropriate skill level to make use of higher quality equipment.

Infrared sensors. The android's visual sensors can see in the dark as well as in the light. The android effectively gains superior darksight.

Integrated equipment. Gear like fire extinguishers, communicators, even magboots or parachutes can be integrated into the android. See the sidebar, above.

Organic appearance. The android has an outer covering resembling a human (or other species) although not so alike that it would fool anyone. This is achieved from synthetic or organic tissue which covers the interior endoskeleton. Any injury will clearly reveal the android's true nature, as will any interaction for more than a minute or so.

Memory backup. If the android's body is destroyed, its memories and personality may still be accessed, and, indeed, placed in a new android

body. The new body has its own attributes and exploits, but the old character's skills and memories. To do this, an engineer must make a LOG check with a difficulty equal to three times the android's grade.

Memory wipe. An android can have its memory wiped and a new factory-default base skillset installed. The android's attributes remain the same, but it loses all of its skills. Total up the android's current skill point total, and then divide them evenly between five newly selected skills. The unfortunate side-effect of this procedure, of course, is that the android loses all its memories.

Mimicry. The android has a voice synthesizer which can mimic any voice or sound.

Multiple legs. The android has four or more legs. It ignores difficult terrain.

Protocol package. The android is able to read, speak, and understand any language fluently. This does not enable it to break codes, cyphers, or encrypted data, however.

Rocket boosters. The android's JUMP scores increase to 30' horizontally and vertically.

Repair nanites. Once per day, the android can activate its repair nanites to recover 2d6 HEALTH. This costs two actions.

Scanner. The android has an inbuilt scanner (equal to a hand scanner) which it is always considered to be carrying. This scanner might be part of its body, or simply part of its sensory equipment, and may or may not be visible.

Self-destruct system. While not popular with intelligent androids, self-destruct systems do exist. They can be combined with a memory backup. When an android self-destructs, it spends two actions to activate the systems and then explodes at the start of its next turn. It causes 1d6 heat damage per size category to all within 30'. Alternatively, it is possible to automate the self-destruct system to activate when the android reaches zero HEALTH.

Tracks (requires Wheels). Wheels can be upgraded to Treads, which removes the difficult terrain penalty.

ANDROIDS IN FICTION

From C3PO to Data, from the Terminator to the replicants of *Blade Runner*, androids have always been a popular staple of science fiction. Indeed, Frankenstein's monster could be argued to be an early example of a robot in 1817, and mechanical men were popular in the pulp fiction writings of the early 20th century. The word "android" comes from the Greek, and means "manlike".

C3PO is one of the most well-known android characters around. A bipedal android, he is a protocol droid with the Mimicry and Protocol Package upgrades. His companion, R2D2 is a small android with 360-Degree Sensors, an inbuilt Scanner, Wheels, Electrical Discharge, and Access Ports. C3PO once had a memory wipe; and R2D2 once had Rocket Thrusters which have long since been removed.

The Terminator is an android with Organic Appearance, Mimicry, and a Scanner. Its metal chassis is a hyperalloy endoskeleton.

Data also has an Organic Appearance, along with the Compute upgrade.

It's important to remember that androids, just like other characters, gain most of their skills and attributes through careers rather than upgrades. Data's scientific expertise does not come from an upgrade exploit, but rather from his training as a scientist and starship officer. However, it is perfectly reasonable to treat 'careers' as 'programming' in the case of an android; the android in effect simulates the benefits of a career. The Terminator's skill in firearms was not learned through practice and experience, but simply through software installations.

Weapon integration. The android has some kind of ranged or melee weapon integrated into its body. Choose a weapon from the core rules. The weapon must be the same size category as the android or smaller, and worth 100cr or less. This

exploit can be taken multiple times to incorporate multiple weapons, or to double the value of the weapon each time (so taking it three times results in a weapon with a value of up to 400cr).

Wheels. The android moves on wheels instead of legs. This reduces its SPEED to 2 across difficult terrain, but increases its SPEED by 2 on normal terrain.

OPTIONAL UPGRADES

The following upgrades are optional, and can only be taken with the GM's approval. These are upgrades which change some of the core power level assumptions of a setting.

Amorphic*. An amorphic robot is made of liquid metal. The android gains the shapechanger creature type in addition to its existing mechanoid type. The android cannot form complex moving parts. An amorphic android is vulnerable to extremes of heat and cold, and has Vulnerability 1d6 (heat, cold).

Flight jets (requires Rocket Boosters). The android gains flight as a natural movement mode at a speed equal to its regular SPEED score.

Programming restriction. This exploit is a disadvantage, and directly affects an android's free will. The android might be unable to harm humans, compelled to obey them, be rendered unable to lie, or be prevented from roaming with software or a restraining bolt. A programming restriction allows the android to take two upgrades for free. This benefit can only be gained once, no matter how complex or multi-parted the programming restriction.

Psionic android. While androids cannot use psionics by default, some GMs may choose to allow psionic androids to exist in their setting. An android which takes this upgrade may begin to train its PSI attribute in the normal way by taking relevant careers.

Regeneration (requires Amorphic). The android recovers from physical damage at a rate of 1d6 HEALTH per turn. This is a very powerful upgrade.

*Amorphic is a frame choice and can only be selected when the android is first built.

WHAT THE NUMBERS MEAN

Taking an android's statistics it is possible to describe its components, especially when it comes to armor and processing units. Here is what those scores mean in terms of an android's technical specifications.

ARMOR & CHASSIS

The Improved Armor upgrade increases the android's armor by +1 SOAK each time it is taken. The base armor type (which grants SOAK 5) is an integrated lightweight steel composite. As the SOAK is increased, the type of armor is upgraded.

SOAK 5. Lightweight steel composite.
SOAK 6. Hardened plastic polymer.
SOAK 7. Carbonium.
SOAK 8. Alumisteel.
SOAK 9. Duraplastic.
SOAK 10. Durasteel.
SOAK 11. Duralloy.
SOAK 12. Neosteel.
SOAK 13. Residium.
SOAK 14. Polonium.
SOAK 15. Bonded titanium.
SOAK 16. Hyperalloy.
SOAK 17. N-Metal.
SOAK 18. Valorium.
SOAK 19. Vulcanium.
SOAK 20. Duranium.
SOAK 21. Magnetium.
SOAK 22. Crystal carbon.
SOAK 23. Iridium.
SOAK 24. Dwarf star alloy.
SOAK 25. Tritanium.

The availability and advancement level of an armor type is typically equal to 4 + one-fifth the SOAK value (round down).

Armor can also refer to the makeup of a robot's endoskeleton, or chassis. In this case, the SOAK value of the armor is halved (round up); however, it can then be hidden beneath an organic outer shell. An android with an armored endoskeleton and exterior armor uses the better of the two; the two values do not get added together.

PROCESSORS

Androids possess artificial brains, known as processors. The processor is what gives an android its LOGIC attribute, and can include neural net processors, positronic brains, syntronics, quantum arrays, and more.

An android with a LOG attribute of 2 or lower is not considered to be real artificial intelligence - it is more akin to early 21st century simulations of intelligence designed to answer questions and complete simple tasks. It takes a LOG of 3 or higher to pass a Turing Test.

Like with armor, an android's LOG attribute determines the type of processor it has.

LOG 3. Dedicated CPU array.
LOG 4-5. Quantum CPU.
LOG 6-7. Leptonic processor.
LOG 8-9. Superposition quantum calculator.
LOG 10-11. Neural net processor.
LOG 12-13. Positronic brain.
LOG 14-15. Omnicore processing unit.
LOG 16-17. Hyperstring quantum brain.
LOG 18-19. Syntronic brain.
LOG 20-21. Biolattice artificial intelligence.
LOG 22-23. Quatronic processor.
LOG 24-25. M-fold cogitator.
LOG 26+. Multidimensional AI matrix.

While not all mechanoids are free-willed, androids are. A non-free willed mechanoid is called a robot.

Processing power is measured in exaflops and zettaflops (one exaflop is a billion billion floating-point operations per second). Home computers around the beginning of the 21st century had the performance of around 10 gigaflops, with the best supercomputers reaching 20-30 petaflops. An android's processor performance is equal to three times the square of its LOG attribute in exaflops (1,000 exaflops is a zettaflop). It should be noted, however, that the LOG attribute does not contribute to aspects of intuition, common sense, "emotional intelligence" or other factors of the INT attribute.

A exaflop is abbreviated EFLOP. Therefore an android with 14 LOG has an omnicore processing unit with a performance of 588 EFLOPS (588 billion billion operations per second, or 0.58 zettaflops).

While computer processing power vastly exceeds these scales by many orders of magnitude (even the smallest navcomp operates in billions of yottafllops), these values are appropriate for PC androids.

POWER SUPPLIES

While the processor is what governs a mechanoid's LOGIC attribute, it's the power supply which is linked to its END attribute.

- END 1-2. Rechargeable lithium batteries.
- END 3. Micro capacitive power supply.
- END 4. Modular micro power connector.
- END 5. High voltage power supply.
- END 6. Hydro-glycolic fuel cells.
- END 7. Magnetic ionized plasma turbine.
- END 8. Nuclear power cell.
- END 9. Microfusion pile.
- END 10. Iridium power cell.
- END 11. Electroplasma micro-reactor.
- END 12. Radioisotope thermoelectric generator.
- END 13. Twin hydrogen fuel cells.
- END 14. Miniature antimatter plant.
- END 15. Ionized fusion pile.
- END 16. Negative energy force reactor.
- END 17. Antimatter conversion matrix.
- END 18. Gravity tap.
- END 19. Dimensional energy generator.
- END 20. Dark matter ionization pile.

Alternatively, power supplies can be doubled to provide greater resources. In this case, simply total the END scores of each.

The amount of power provided is measured in watts (W). An android doesn't need a vast amount of power in order to function, but that power does need to be reliable and enduring. The high-END, exotic energy types are able to power an android for extremely long periods of time without any need for replacement or recharging.

To determine the power rating of an android's power supply, simply multiply its END attribute by 100. An END 4 android, therefore, has a power rating of 400W. An END 10 android has a power rating of 1kW.

The operational duration of a power supply is the square of the END score in months. After that, it must be recharged, which takes 24 hours.



For comparison purposes, lightbulbs tend to be in the 60 watt range, a refrigerator in the 400 watt range, and an air conditioner in the 1,200 watt range. The average early 21st century domestic household usage is around 2kW. In terms of weaponry and damage, 1d6 energy damage is roughly equal to 20W. A phased plasma rifle which does 2d6 heat damage might be in the 40W range.

ROBOTS vs ANDROIDS

Typically, in the common parlance of the future at least, what distinguishes between a "robot" and an "android" is the issue of free-will. An android is self-aware and has rights; a robot does not. Player characters are androids, not robots.

When creating a mechanoid character, you can simply choose to designate it a "robot" rather than an android. This represents the millions of non self-aware machines in operation; these robots are able to mimic intelligence, but they do not actually have any concept of self. They are as much a machine as a 20th century automobile is, albeit with verbal and audio interfaces. Such a robot can certainly have a high LOG score, but it is not conscious, and most certainly not free-willed in the way an android is.

The role of a robot is largely defined by its career selection, just like an android. Robots can include domestic droids, assassins, bodyguards, miners, explorers, police and security, medics or engineers, combat forces, farmers, even teachers, performers, or pleasure workers. Robots are used to haul cargo, deliver goods, work in construction or salvage recovery, even to act as pets and companions. The one thing they can't do is decide their own fate.

DESIGNING ROBOTS

A robot is created much like a player character. The cost of a robot is based on the normal XP cost to advance through those grades - so a grade 3 robot costs 10 XP + 20 XP + 30 XP, for a total of 60 XP. Simply multiply the final result by 1,000cr. Alternatively, refer to the table to the right.

Robots do not heal. A robot must be repaired if it takes damage. This costs 100cr per point of HEALTH, and takes one hour per five points or part thereof.

UPGRADING ROBOTS

A robot does not learn, and cannot gain Experience Points. Upgrading a robot is, instead, merely a question of cost. Instead of spending XP, to upgrade a robot you must spend 1,000cr per XP-equivalent. This represents both programming (skills) and physical upgrades (attributes). For example, if the owner of an X-238 Security Bot wanted to install a stealth module, he might choose to invest in the *stealth* skill in the form of programming. Gaining the first rank in *stealth* costs 3 XP normally, or 3,000cr for a robot. The next rank costs 6 XP normally, or an additional 6,000cr. A third rank would cost another 9,000cr. The robot's owner decides to spend 18,000cr on a stealth package which gives his X-238 Security Bot a skill of *stealth* 3 (2d6).

The X-238 model is a grade 5 non player character. If its owner wanted to add a new exploit, he would need to have the robot take the Systems Upgrade career, just like an android would. This would cost him 60,000cr; the robot would then be a grade 6 robot.

ROBOT PURCHASE COSTS

The base cost to purchase a robot is as follows.

Grade 1 robot	10,000cr
Grade 2 robot	30,000cr
Grade 3 robot	60,000cr
Grade 4 robot	100,000cr
Grade 5 robot	150,000cr
Grade 6 robot	210,000cr
Grade 7 robot	280,000cr
Grade 8 robot	360,000cr
Grade 9 robot	450,000cr
Grade 10 robot	550,000cr

The term "grade" is actually used by characters when referring to robots.

A robot will follow its owner's commands. Many commercial robots operate under the classic Three Laws of Robotics put forward by Isaac Asimov in 1942.

SOLURIALS

NOT ALL ALIEN SPECIES NOURISH themselves by consuming the carcasses of life around them. Plant-based life-forms are often able to convert solar energy directly through the process of photosynthesis. Species such as these often regard the devouring of animals and plants to be abhorrent and barbaric, in much the same way that humans regard cannibalism. Of course, carnivorous plants do exist, but this article takes a look at one particular species, the peaceful Solurials. Solurials may be pacifistic in nature, but beneath their nurturing demeanour resides the potential for great anger.



Solurials are tall, plant-based creatures. Patient and slow to act, they are known for their artistic natures; Solurial art fetches a steep price from dealers.

Solurials differ from each other as much as humans do; indeed, there are as many subspecies (or "families") of Solurials as there are trees on Earth. Each family is slightly different in colouring, and shape, but most share similar traits. These extended families form a major part of Solurial society, and a Solurial prides itself on knowing the names of everyone within its extended family, which can extend to hundreds, or thousands of Solurials. Indeed, Solurials have evolved to have a memory for names unlike any other species - to the best of anybody's knowledge, no Solurial has ever forgotten a name.

ABHORRENCE

Solurials are absolutely appalled and revolted by the very concept of consuming animal or vegetable matter for sustenance. Indeed, when they first ventured into space and discovered that most of the universe's species could not survive unless it killed and consumed those around it, the entire species went into a lengthy deliberation about whether the universe really was a place they wanted to be. In typical Solurial fashion, these deliberations took the better part of a century; in the end, the entire species agreed to maintain relations with other races, although most individuals find it near impossible to be around people eating.

TECHNOLOGY

Solurial technology is plant-based. Everything from a starship to a computer is living, organic matter (although not necessarily sentient). Solurials respect and tend to equipment, which they are able to maintain using the *nature* skill rather than the *engineering* skill. Solurial computers are unique organic intelligences, and typically bear names; a Solurial will interact with

Solurials

Size: large

Attributes: STR +1, END +2, AGI -1, WIL +1

Skill Choices: *[outdoor]*, *[artistic]*

- ▶ **Plant.** Solurials have the plant creature type. This makes them vulnerable (1d6) to fire, and grants them +5 SOAK. They are immune to the Bleeding and Tiredness status tracks, and ignore natural difficult terrain unless it is fire or heat-based.
- ▶ **Barkskin.** Solurials have a thick bark covering, more so than most plants. This gives them 5 natural SOAK (plus the +5 from their plant creature type, for a total of SOAK 10).
- ▶ **Lashing vines.** Solurials have a natural ranged attack with a range of 20'. Vines whip out to lash a target within range; the vines only have one range increment.
- ▶ **Ponderous.** Solurials suffer a -2 SPEED penalty (this cannot reduce the Solurial's SPEED to less than 2) and -1d6 to INITIATIVE (to a minimum of 1d6).
- ▶ **Pacifists.** Solurials are horrified by the idea of killing, and take 1 psychic damage if an ally within sight kills another creature. If the Solurial itself kills another creature, it takes 1d6 psychic damage instead.
- ▶ **Photosynthesis.** Solurials do not eat animal or vegetable matter. Instead, they absorb sunlight directly. A Solurial's requirement for sunlight is similar to a human's requirement for food - it can go a few days without, but if left too long, the Solurial will grow weak before withering to death.
- ▶ **Extended Families.** Solurials will never forget a name.

a computer by connecting tendrils and exchanging information in a complex, organic, chemical language.

Their cumbersome shapes and natural armor has meant that Solurials have never developed armor or personal weapons of their own. Indeed, conflict between Solurials is incredibly rare; most

disagreements results in a lengthy, ponderous debate which can go on for hours or days.

Their terror of fire has led Solurials to develop a fireproof "spray" which they call *Sorramath*. This spray takes 5 minutes to apply, and lasts for one hour, granting the recipient SOAK 10 (fire); however, it is extremely expensive, at 500cr per dose (one dose can treat one large creature, two medium, or four small). The spray has a strong, flowery scent which Solurials find quite pleasant but which many other races find sickly and overpowering.

A Solurial starship looks like a giant, organic mass of vines and bark. Powered by solar energy, with organic computers and sensors, Solurians have learned to utilize the energy of stars for both propulsion and protection. Indeed, the very hull of a Solurial starship can regenerate at a rate of 1d6 SS per hour. The inside of the vessel is a twisting maze of vines and bark-lined tunnels, with the crew's recreational and resting facilities consisting of a single large arboretum.

SOLURIAL SHARMARIN CLASS VI SCOUT

Weight 69,775 tons; **Cargo Units** 800 (409.0 available; capacity 20,450.0 tons)

Hull Class VI (INIT -1d6)

Crew 28 (cost 5600cr/m); **Troops** 0; **Passengers** 0 (0 standard, 0 luxury)

COMMAND & CONTROL SYSTEMS

Computers 1x Solurian Organic Generation 2 Computer (CPU cycles: 16; max FTL: 4; checks: +0d6)

Sensors Solurian Generation 3 Sensor Bud (range 4; check +0d6)

ENGINE & PROPULSION DATA

Subluminal 1x Solurian Generation 3 Spore Rocket (power 35 ; SPEED 5.8; fuel efficiency 0.5)

FTL 1x Solurian Generation 2 Tachyon Sail (power 15; FTL 2.5; fuel efficiency 1)

Backup FTL -

Operational Range 216 parsecs

DEFENSIVE DATA

Superstructure 38 (regen 1d6/hour) **DEFENSE** 15 **E-DEFENSE** 22

Armor 18x ablative (SOAK 5 ballistic, 3 energy)

Shields -

Point Defenses -

WEAPONS DATA

1x Solurian Generation 1 Solar Energy Emitter (range 3; damage 4d6 heat; attack +0d6)

FACILITIES

Luxury 214% (Decadent: -1d6)

Facilities Arboretum (30)

Shuttles 0; **Fighters** 0; **Vehicles** 0

Market Value 705 MCr

CAREERS

Solurials usually - although not always - grow up tending to non-sentient plants in a nourishing, peaceful environment. Indeed many Solurials do that their entire life, for it is an activity which brings solace and tranquility to a Solurial. To the right, you will find the Solurial Shepherd origin career.

LIFESPAN

Solurials are long-lived, much like trees. Indeed, a Solurial can live for many hundreds of years. A Solurial reaches adulthood at 120 years, and old age at 820 years.

SOLURIAL SHEPHERD [10D6 YEARS]

Prerequisites: Solurial.

Attributes: INT +1, LOG +1, WIL +1, PSI +1

Skill choices: *philosophy, art, gardening, nature, ecology*

You spent many years tending to plants, flowers, and saplings on your home planet.

Plantspeak. You can talk to non-sentient plants, and gain information from them about recent events they have witnessed. These plants can only communicate basic concepts.



DRAHZIK

WHEN IT COMES TO warrior cultures, the fearsome Drahzik can make the most ferocious of species look like cowards. To the 6'-7' tall Drahzik, combat isn't just about warfare - it is a sport which is part of their DNA going back millenia. The Drahzik do not value life at all - indeed, they are incapable of understanding the importance other species put on what they consider a disposable concept. That's not to say they are boorish or aggressive - they can be unfailingly polite, even to their most despised foes. They are, however, merciless to those they fight or hunt; anyone declared as prey by the Drahzik can expect no quarter.

This article presents a new alien species for the WOIN system suitable for player characters. PC Drahzik can work alongside other species towards a common goal, and while they may not value life itself, they do have an understanding of loyalty.



HUNTERS

The Drahzik have a culture of hunting. Indeed, it is so ingrained into their makeup that most Drahzik found outside Drahzik space tend to be trophy seekers or bounty hunters, although many take up gladiatorial combat.

There is only one criminal penalty in Drahzik culture, and that is to be declared *prey*. Once designated as such, Drahzik will hunt their target down methodically and doggedly; there is nothing which will deter them from this task.

The Drahzik hunting genes are so powerful that Drahzik find it difficult to eat food they have not killed themselves. Doing so is - in their eyes - extremely distasteful.

LANGUAGE

Drahzik find it difficult to speak the languages that humans use, and their words are grunting and guttural. Their own language sounds like clicks and snarls, and is very difficult for humans to replicate.

TECHNOLOGY

Drahzik firearms are plasma-based, and they greatly favor traditional bladed weapons, including swords and spears. Many Drahzik wear arm-mounted swords made of sharpened duranium. Drahzik cloaking technology is also very advanced, and their traditional armor is able to render them almost invisible to the naked eye.

Drahzik Plasma Emitter. These weapons are mounted on a Drahzik's shoulder. While they require an action to fire just like a normal firearm, they leave both the Drahzik's hands free for other activities. This weapon is considered a rifle for the purposes of skill choices.

Drahzik Wrist Blade. This 2-3' blade protrudes from a wristguard; it is not subject to disarm attempts, and can be used with the *brawling* skill.

Drahzik Wrist Flechette. Also mounted on a wristguard, this small plasma weapon is suitable for close-range combat, firing an energy blast out to about 30 feet. This weapon is considered a pistol for the purposes of skill choices.

DRAHZIK

Size: Medium

Attributes: STR +1, INT +2, END +1, REP+1

Skill Choices: *hunting, tracking, stealth, rifles, spears, brawling, climbing.*

EXPLOITS

Scent. A Drahzik's tentacles, which cover the lower portion of its face, contain highly receptive scent glands. A Drahzik gains +1d6 to all perception checks as long as scent can be a factor.

Fast Healing. Drahziks heal faster than many races, gaining double the normal healing for an overnight rest.

Cold-blooded. Drahzik's do not operate well in cold environments and are vulnerable 1d6 (cold). In arctic environments, or environments of a similar temperature, they move at half SPEED (treating all terrain as difficult terrain) and do not heal naturally.

Drahzik Spear Gun. This vicious weapon launches a barbed metal spear, 2-3 feet in length, with incredible force. The weapon has been known to pin a human to a wall with ease. This weapon can use either the *rifles* or *spears* skill.

Drahzik Hunting Armor. Engraved with traditional Drahzik symbols, this medium armor is designed for flexibility and durability. Drahzik hunting armor is always camouflaged (each has its own suitable terrain type), granting the wearer +1d6 to *stealth* attempts.

Drahzik Ceremonial Armor. "Ceremonial" is something of a misnomer, as this armor is very, very functional. Advanced stealth technology helps the Drahzik hunt its prey. Drahzik Ceremonial Armor is rare, and very expensive; any non-Drahzik found using this armor is immediately declared *prey*.

This armor renders the wearer almost invisible, discernible only by a slight shimmering. The wearer gains +3d6 to hiding attempts. The armor also contains a number of spikes which cause anybody attempting an unarmed attack at the wearer 1d6 piercing damage.

The armor includes a Drahzik Wrist Flechette and Wrist Blade.

Weapon	Cost (cr)	Size	Weight (lb)	Damage	Type	Range	Special
Drahzik Plasma Emitter	400	M	5	2d6	Heat	6	Auto
Drahzik Spear Gun	100	L	10	3d6	Piercing	4	Heavy
Drahzik Wrist Blade	100	M	3	1d6+4	Slashing	-	-
Drahzik Wrist Flechette	75	S	2	1d6	Heat	3	Sidearm

Below is the new Drahzik Hunter origin career. This origin career very closely resembles the basic race, since the hunting tradition is so well-ingrained into the Drahzik makeup.

DRAHZIK HUNTER (2D6+6 YEARS)

Prerequisites: Drahzik

Attributes: STR +1, AGI +1, INT +1, WIL +1

Skill Choices: *hunting, tracking, stealth, rifles, spears, brawling, climbing.*

You were trained from birth to hunt your prey for honor and glory.

EXPLOITS

Traditional Gear. The Drahzik begins play with a suit of Drahzik Hunting armor and a choice of either a Wrist Flechette or a Wrist Blade.

Some Drahzik adopt the hunt as their life, and continue with the Drahzik Manhunter career. Of course, every society needs engineers, farmers, miners, scientists, and so on, and only a tiny percentage of Drahzik actually spend their life hunting prey. Others become bounty hunters, especially in areas like The Cauldron. Nevertheless, even for those who do not become Manhunters, the hunting instinct is strong within them.

DRAHZIK MANHUNTER (1D6 YEARS)

Prerequisites: Drahzik

Attributes: STR +1, END +1, INT +1, REP +1

Skill Choices: *hunting, tracking, stealth, rifles, spears, swords, brawling, climbing.*

You continued in the most honorable of Drahzik traditions.

EXPLOITS

Seeker's Challenge. A Drahzik Manhunter can bellow out a challenge to a specific foe within 30' it considers honourable and worthy of combat; this takes two actions and is a REP mental attack. The Drahzik can not attack another creature until that foe is defeated - it takes 1d6 psychic damage any time it attempts to do so; however, it does +2d6 damage per attack to the challenged foe. The target must be able to see and hear the trophy seeker to be challenged in this manner. A challenge, if not resolved, can last for years, and cannot be undone. Only one creature may be challenged at any given time.

Hunter's Sense (requires Seeker's Challenge). While within one mile of a target designated by Seeker's Challenge, the Drahzik Manhuter can intuitively sense the direction of its prey.

Ceremonial Armor (requires Seeker's Challenge). Once a Drahzik has killed at least 10 foes designated with Seeker's Challenge, it is awarded a suit of Drahzik Ceremonial Armor.

Armor	Cost (cr)	Type	Weight (lb)	SOAK	Special
Drahzik Hunting Armor	750	Medium	50	7	Camouflage
Drahzik Ceremonial Armor	16,500	Heavy	70	9	Stealth
Drahzik Gauntlet*	500	-	2	-	Inbuilt wrist flechette; +1 STRENGTH

*Only one Drahzik Gauntlet may be worn at a time.

Fatality (requires Seeker's Challenge) When a Drahzik Manhunter reduces a foe designated with Seeker's Challenge to zero HEALTH, it can instantly kill its target with a spectacular, gory move. This often involves physical dismemberment, and is a free action.

Infravision. While they cannot do this naturally, Drahzik are able to train themselves through a series of rituals to see in the infrared spectrum. The Drahzik Manhunter gains *darksight* to a distance of 10' times its INT attribute.

Immunities. The Drahzik Manhunter can train itself through a series of painful rituals, to withstand acid, fire, or cold. It gains natural SOAK (5) vs. one of these damage types. You can take this exploit multiple times, and select a new damage type each time. If cold is selected the Drahzik loses its racial weakness towards cold environments.

Hyperglad. Drahzik have a gland which releases a powerful hormone into the bloodstream similar to adrenaline, but far more potent. Some learn to control this gland, gaining temporary hyper-aggression. The Drahzik can do this once per day, and enter a battlerage for one minute which grants them +1d6 to physical attribute checks (STR, END, AGI). After the rage ends, however, the Drahzik takes 3d6 damage and moves at half SPEED for one hour.

DRAHZIK STARSHIPS

Drahzik starship technology is distinctive. Their weaponry is plasma-based, and cloaking technology is common. Drahzik prefer shields to point defenses, energy weapons to torpedoes, and agile ships rather than cumbersome dreadnoughts.

THE CAULDRON

In *The Cauldron* sci-fi setting, Drahzik space borders the titular neutral region, with the First Union on the other side. The Drahzik exist in a permanent state of cold war with the First Union, and many conflicts are played out by proxy within *The Cauldron*. The uneasy truce is the result of a treaty signed at Junction, a small agricultural world located at the intersection of the two empires.

BUYING DRAHZIK GEAR

The costs of Drahzik weapons and armor are the amount it costs a Drahzik to buy this gear. For non-Drahzik, the gear can sometimes be found on the black market, but costs five times the listed amount.

LIFESPAN

Drahzik reach adulthood at age 20 and old age at 70. They typically have a lifespan of about 110 years.

HOUSEKI, PAJAK, JAMILA, & ZETAN:

4 N.E.W. ALIEN RACES

The following races should be added to the list of races in the core rules. In particular, these races are all found in *The Cauldron* campaign setting.

The **Houseki** are a race of good-natured, ponderous crystalline beings. The **Pajak** are greedy insectoids. The **Jamila** are beautiful humanoids who exude strong pheromones. And the **Zetans** are a race of phased beings who move with incredible speed. All of them are suitable as player-character races.

HOUSEKI

It's hard to find a bad-natured Houseki. The Houseki are a crystalline race often found in the Cauldron sector. Humanoid in shape, Houseki grow constantly throughout their lives, getting larger and larger as the years pass. Their joints tinkle and grind as they move; they speak slowly, and their voices have a very deep bass timbre to them. A Houseki often very much typifies the strong-but-silent type.

It can take a long time for a Houseki to come to a decision. Not only do they move slowly, they also think slowly; not though lack of intelligence (indeed, they are a very intelligent race) but because they carefully weigh up every option before ponderously reaching a conclusion. A conversation with a Houseki often involves long silences.

Houseki can alter their color at will, choosing from blue, green, and red hues. Changing color takes 24 hours, so it is not done trivially.

Houseki are technically inclined, and make for great engineers and miners. They are also a psionic race, although many do not take advantage of their latent psionic abilities.

A notable feature of the Houseki is that they are functionally immortal, and continue to grow forever. A young Houseki (up to 40 years) is about the size of a human child; by

adulthood (40 to 150 years) they are the size of a human adult (albeit a big one!), and older specimens grow larger still. It is rumored that the Houseki homeworld contains ancient Houseki, hundreds of years old, and tens of feet tall.

Houseki do not breed. Their origin is lost to the depth of time, but when a Houseki dies, an offshoot crystal grows into a new, young Houseki. Because of this, the Houseki population tends to remain fairly constant.

Houseki feed on energy rather than raw material. A Houseki can literally drain electrical energy from a circuit, and a small hand-held device (a phaser or a hand scanner) provides a meal for a Houseki. They do not need to breathe, however, and can operate in space without protection.

Typical names: Polk, Burk, Chugg, Lugg, Bork, Grumm, Cork.

STATISTICS

Size: Varies (see below)

Attributes: STR +2, LOG +1, AGI -1, WIL +1, PSI +1

Skill Choices:
[technical], brawling, zero-g, carousing, mining, hardy

EXPLOITS

Crystalline. As crystalline creatures, Houseki can be tough to damage. They gain a natural 5 SOAK, but are vulnerable (1d6) to sonic



damage and take double damage from falling, due to their more brittle nature. Houseki are immune to the Bleeding status track.

Always Growing. A Houseki's size category depends on its age category. Young Houseki are small, adult Houseki are medium, and old Houseki are large. In theory, Houseki can continue to grow forever, barring an accident.

Crystal Healing. A Houseki's crystalline body repairs itself at a rapid rate. Houseki gain 1 HEALTH every hour (up to their maximum HEALTH). This repair can be visibly seen as new crystals form and grow on the Houseki's body.

Jagged Crystal. The jagged protrusions all over a Houseki's body mean that their natural damage type is piercing.

Slow & Careful. Houseki are naturally slow; they suffer -1d6 INITIATIVE (to a minimum of 1d6), and -1 SPEED.

Non-breather. Houseki can exist comfortably in a vacuum. They do not need to breathe, and their crystalline structure means that pressure differences do not cause them damage.

PAJAK

With compound eyes and segmented bodies, humanity originally believed the Pajak were similar to other insectoid races they'd met—hive minded and generally unpleasant. They were only half right. Pajak are a species that is incredibly individualistic and materialistic, taking greed and avarice to new levels.

The Pajak are unable to pronounce the letter "s"; any "s" in a word comes out as a prolonged "zzzz" — "Yezzzz, I think zzzo." All Pajak names begin with "Zz".

An unscrupulous race as a whole, many Pajak are thieves and bandits. Individualistic, they don't band together well; for this reason, Pajak tend to be lower on the socio-economic scales than many races.

Pajak have shorter lives, on average, than humans, and tend to have very large families. A Pajak becomes adult at age 15 and old at age 50.

Typical names: Zzorlazz, Zziva, Zzorax, Zzill, Zzazz.



STATISTICS

Size: Medium

Attributes: AGI +2, END -1, INT +2, CHA -1

Skill Choices: *[subterfuge], [scientific], bureaucracy, hypnotism*

EXPLOITS

Insectoid. As insectoids, climbing is a natural movement rate for the Pajak; they gain a CLIMB speed equal to their regular SPEED. Pajak can move across walls and ceilings with ease.

Compound Eyes. The compound eyes of a Pajak give it +1d6 to perception checks and all-around sight, making it immune to flanks and crossfires.

Thin Bones. A Pajak is light (weighing half what a creature its size normally would) and thin. Its carrying capacity is half normal. However, they are double-jointed, and any attempt to escape a physically restrictive situation gains a +1d6 bonus.

Bite. Pajak have a bite attack which does 2d6 piercing/poison damage.

JAMILA

The Jamila are the perfect, idealized humanoid form and are shockingly beautiful to other humanoid races. Not known for their skills in

technology or their strength of body, these androgynous beings are some of the best diplomats, manipulators, and con artists in the galaxy. They also have a gland which constantly excretes a mist of pheromones that can make other creatures more pliable to their wishes. This is often used by less ethical Jamila in conjunction with their ability to drain a victim's life force to heal themselves, persuading a victim to willingly allow the process (this is actually part of the Jamila mating ritual, with both parties draining each other). For these reasons, they are colloquially known as "vamps", especially because victims have been known to become addicted to the practice.

People are wary around Jamila, for they know the potency of the race's power. However, in the presence of a Jamila it is hard not to like the charming race.

Jamila are slightly longer lived than humans; they become adult at age 25 and old at 75.

Typical names: Ilona, Aaron, Iris, Adam, Meena, Mira.

STATISTICS

Size: Medium

Attributes: INT +2, CHA +2, PSI +1

Skill Choices: [social], [subterfuge], [artistic]

EXPLOITS

Pheromones. Jamila are surrounded by a cloud of pheromones which extends 5' around their body. Once per day, using two actions, the Jamila is able to manipulate one target within the cloud with a CHA-based mental attack; the target will do whatever the Jamila suggests, but will stop short of harming itself or allies, or acting against its nature, for up to one minute. The target is thereafter immune to the effect for one day. Targets always know when a Jamila attempts to do this, and will almost always resent it. Any damage caused to the target ends the effect.

Draining Life Force. Jamila are able to make a melee attack against a target; on a successful attack, they drain their victim's life force (HEALTH) by 1d6 psychic damage, and gain the same HEALTH back themselves. The experience is intensely pleasurable for the victim. A victim reduced to zero HEALTH in this manner does not form a death dice pool.

Any given target can only be affected by this attack once per day. The 1d6 damage cannot be increased beyond a flat 1d6.



ZETAN

The Zetan are a rare race which are naturally in phase with subspace. This astonishing ability gives them a speed of thought and motion which makes them but a blur to observers, often accompanied by a quiet "zipping" sound.

Zetan look human, and tend towards the thin. Their accelerated metabolism makes it very hard for them to put on weight (indeed, they need to consume three times as many daily calories as a human).

The Zetan tendency to talk incredibly quickly can annoy others. Their words blend into one, often making it hard to understand them. While a Zetan can talk more slowly, it takes a conscious effort on their part.

Zetan are considered flighty and undisciplined; their attention flits from one subject to another, and it is hard to make them concentrate. It is rare that a Zetan will focus on one career, not having the patience for the time it takes to advance.

Zetan have short lives, about half those of humans.

Typical names: Keela, Zoon, Leena, Seela, Deera, Joorna, Maana.

STATISTICS

Size: Medium

Attributes: INT +2, AGI +2, LUC +1, WIL -1

Skill Choices: [artistic]

EXPLOITS

Blur. Zetan can move at astonishing speeds. They gain one extra action each round (although they still cannot normally attack more than twice in a round).

Speed Dodge. A Zetan gains +4 to both MELEE and RAGED DEFENSE.

Unfocused. Zetan suffer a -4 penalty to MENTAL DEFENSE.

AGE CATEGORIES

Race	Young	Adult	Old
Houseki	0-40	40-150	150+
Pajak	0-15	15-50	50+
Jamila	0-25	25-75	75+
Zetan	0-12	12-40	40+

ATTRIBUTE MODIFIERS

	Houseki	Pajak	Jamila	Zetan
STR	+2			
AGI	-1	+2		+2
END		-1		
INT		+2	+2	+2
LOG	+1			
WIL	+1			-1
CHA		-1	+2	
LUC			+1	+1
REP				
PSI	+1		+1	

HOUSEKI ELDER

Enormous sentient crystalline humanoid (10d6)

Giant, ponderous, crystal beings who rarely move.

STR 25 (6d6) AGI 3 (2d6) END 20 (5d6)
INT 6 (3d6) LOG 10 (4d6) WIL 30 (7d6) CHA 6 (3d6)
LUC 3 (2d6) REP 6 (3d6)
PSI 10 (4d6) (100 PP)

HEALTH 96 (regeneration 1d6)
MELEE DEFENSE 27; RANGED DEFENSE 10;
MENTAL DEFENSE 39
SOAK 10 (crystalline); VULN 1d6 (sonic)

INITIATIVE 2d6
PERCEPTION 3d6
SPEED 4; CLIMB 2; JUMP -; *heavy*
CARRY 900lb (max lift 2500lb)

ACTIONS 3
NATURAL DAMAGE 3d6+6
REACH 10'

Brawling 10d6 (3d6+6 piercing damage; reach 10')
Crystal spear 6d6 (4d6+6 piercing damage; reach 15')
Hurl object 8d6 (3d6+6 blunt or piercing damage; range 12)
Psychic cone (2) 8d6 (3d6 psychic damage; cone 6)

Skills *engineering* 10 (4d6), *zero-g* 10 (4d6), *history* 10 (4d6), *concentration* 10 (4d6), *hardy* 10 (4d6), *brawling* 10 (4d6), *telekinesis** 10 (4d6), *telepathy** 10 (4d6)
Gear crystal spear

Crystal Healing. A Houseki's crystalline body repairs itself at a rapid rate. Houseki Elders regenerate 1d6 HEALTH every turn. This repair can be visibly seen as new crystals form and grow on the Houseki's body.

Non-breather. Houseki can exist comfortably in a vacuum. They do not need to breathe, and their crystalline structure means that pressure differences do not cause them damage.

Telekinesis. Houseki Elders can freely move objects of size small or smaller within 5' per PP spent. They may only manipulate on such object at a time.

Hurl Object. Using telekinesis, a Houseki Elder can hurl a single object at a target. This uses PSI (*telekinesis*) as its attack roll, does the House's natural damage, and has a range of 60'. The damage type may be blunt or piercing depending on the object thrown.

Psychic Cone (2). Houseki can emit a 30' cone of psychic energy which does 3d6 psychic damage to anybody within the area (subject to an attack, as noted above).

THE KRYTE

Kryte are looming barbarians that resemble humans made entirely of pink crystal. Lacking both mouths and legs, kryte hover several inches off the ground and communicate via telepathy. Though nearly twice the size of humans, kryte rely on their inherent psionic prowess instead of physical might. These bizarre features and abilities instantly identify them as intergalactic interlopers, trespassers in worlds dominated by more homogenous races. Subtle reconnaissance is virtually impossible for the Kryte, who find themselves entirely out of place in humanoid civilizations.

The Kryte reputation for barbarism is not unfounded. On their home planet, Kryte live in small villages of thirty to fifty, sleeping in huts constructed of stone, wood, and iron pillaged from other worlds. Children learn the psionic disciplines at an early age, and participate in training duels until adulthood. Once they are old enough, they take part in the



interplanetary raiding parties that are critical to their way of life.

The crystal chasms of Kazjazal, the Kryte homeworld, yield no workable building materials. It is impossible to construct homes or tools out of endless pink crystal. Instead, the Kryte tribes send raiding parties out to other worlds, and bring back workable materials such as wood, iron, and stone. The Kryte tribes on Kazjazal are still in cultural infancy, more barbarians than a true civilization. They measure status by their relative psionic power, the success of their interplanetary raids, and the quality of treasures returned home.

Kryte are typically tribal, adhering to their own vague rules of honor and succession but otherwise without true order. They see warfare and raiding as a way of life, and they relish in the rewards without celebrating pain and death. Kryte worship war gods from a thousand worlds and religions, and often

STATISTICS

Size: Large; crystalline

Attributes: STR -1, LOG +2, WIL +2, PSI +3

Skill Choices: *Religion, [psionic], axes, astrogation, piloting*

EXPLOITS

Hover. Kryte move by hovering. Their SPEED is based on their WIL and LOG attributes instead of their STR and AGI attributes. They float 6-12 inches from the ground, and lower to the ground only when unconscious. They cannot be tripped or knocked prone, and can hover over any solid or liquid surface including water and hazards such as quicksand (they may fall or rise through liquids at a rate of 10 feet a round). They ignore any difficult terrain, do not trigger effects based on weight (such as a pressure plate), and do not suffer effects which require the target to touch the ground. Any creature trying to track a Kryte takes a -2d6 penalty on its INT check to do so. Kryte still take falling damage, however, and falls do double damage to their brittle bodies.

Language Telepathy. Lacking vocal cords, Kryte have evolved to communicate telepathically with any creature within 100 feet. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Unlike other telepathic creatures, Kryte project words rather than thoughts. They can only communicate with and understand creatures with whom they share a language.

Mouthless. Though they possess the eyes and nose-slits of many humanoid creatures, Kryte lack mouths. They cannot speak and do not need to eat or drink. Kryte do need to breathe, and do so through their nostrils. Though the process is unpleasant, Kryte may imbibe liquids by pouring the substance down their nasal cavities. Drinking a liquid takes two actions for a Kryte, and a Kryte who imbibes a liquid of any kind becomes sick (the moderate Nausea status). Kryte are similarly sickened while underwater.

Rigid Reactions. The flesh of a Kryte is rigid, preventing it from quickly responding to complex physical attacks. Kryte suffer a -1d6 penalty to INITIATIVE.

Kryte Subspecies. Roll 1d6 to select one of the following subspecies.

1-4) Crystalline. As crystalline beings, Kryte have SOAK 5, but are vulnerable (1d6) to sonic damage.

5) Metallic. Rarely, a Kryte is born with metallic scales instead of crystalline flesh. These degenerate are hated and reviled, driven out of their tribes if not killed outright at birth. Metallic Kryte have 7 SOAK instead of 5, suffer -1 SPEED, and are not vulnerable to sonic damage, but they are vulnerable (1d6) to electricity damage.

6) Reflective. Other Kryte are born reflective; unlike the metallic Kryte, these ones are venerated and elevated to high social position. Reflective Kryte gain +2 DEFENSE vs. heat-based energy weaponry as well as the abilities of a crystalline Kryte.

bring back religious beliefs in addition to prizes. Whether they were influenced by Earth's Vikings, or vice-versa, is a mystery debated endlessly by xenologists and historians. Their names and traditions certainly bear a similarity to Viking culture. Perhaps it is simply a cosmic coincidence, or

perhaps both were influenced by the same source.

Kryte adventurers are serious, intelligent and resourceful, not known for their senses of humor. Usually out of place among humanoids, and subject to the prejudice that their race receives, they stick to common grounds. Kryte revel in a good fight, respect

psionic power, thoroughly believe in group coordination, and take the equal distribution of earned goods seriously.

Barbaric though the Kryte's raiding custom seems, they are not cruel. They will fight honorably, will not needlessly slay the defenceless, and never take slaves. They do, however, believe they have a divine right to the spoils of their raids.

Kryte live about the same number of years as a human, becoming adult at 26 and old at 60.

Typical names: Snækol, Ragnvald, Iogæir, Kollsvein, Ulfjot, Æirik, Hakon, Thorleik, Ozur, Arn.

KRYTE STARSHIPS

Kryte starships are an astonishing mix of organically grown crystal and telepathic control systems. They are quite unlike most starships.

Each village typically grows its own starship, a process which takes about six years. These vessels are all unique - none look alike - and are formed of jagged crystal. They are controlled telepathically; the vessels have no manual controls of any kind. These *Raiders* carry about 30 crew (a large portion of a village). Rather than a bridge, a *Raider* features a large chapel where the crew joins in telepathic union and guides and controls the vessel. This also fill the role of ship's sensors, as the crew reaches out with their minds into the surrounding space.

Raiders are not heavily armed, and their psychic weaponry typically attacks the psyche of the target ship's crew rather than the vessel's structure itself. Additionally, Kryte vessels are able to cloak themselves using a psychically projected perception filter.

Raiders typically attack other worlds alone, but once every twenty years a grand raid takes place where dozens of *Raider* ships join together in a massive raid on another planet.

Kryte *Raiders* unusually use transporters rated for cargo rather than personnel; their crystalline bodies makes them able to use such systems with comfort. They do not typically have shuttles on board, as such vessels would need to be grown separately.

PSYCHIC PROJECTION PULSE

The psychic projection pulse on a Kryte starship emits a burst which affects all ships within 5 hexes of the Kryte.

Make a mental attack against each PC in the

KRYTE RAIDER CLASS VI TRANSPORT

Weight 65,175 tons; **Cargo Units** 800 (593.0 available; capacity 29,650.0 tons)

Hull Class VI (INIT -1d6)

Crew 30 (cost n/a); **Troops** 0; **Passengers** 0 (0 standard, 0 luxury)

COMMAND & CONTROL SYSTEMS

Computers Telepathic Union Chapel
(Max FTL 4; range 11)

Sensors Telepathic Union Chapel

ENGINE & PROPULSION DATA

Subluminal Crystal Fuel Rocket (power 25 ;
SPEED 4.2; fuel efficiency 0.6)

FTL Antimatter Crystal Engine (power 20 ;
FTL 4.0; fuel efficiency 1)

Backup FTL -

Operational Range 216 parsecs

DEFENSIVE DATA

Superstructure 50 **DEFENSE** 15 E-
DEFENSE immune

Armor -

Shields Telekinetic Shield (power 23; SOAK
3)

Point Defenses -

WEAPONS DATA

1x Psychic Projection Pulse (burst 5; damage
special; attack +0d6)

FACILITIES

Luxury 100% (Adequate: -)

Facilities Chapel (30), Transporter, Cargo
(20)

GENERAL SYSTEMS

Fueling -

Electronic Warfare -

Tractor Beams 1x Telekinetic Field (STR 8,
range 8)

Cloaking Device Psychic Perception Filter
Engineering -

Hangars & Bays -

Shuttles 0; **Fighters** 0; **Vehicles** 0

Market Value 2,682 MCr

area. On a hit, the PC takes 2d6 psychic damage.

The pulse automatically inflicts 2d6 crew casualties to a ship hit by the pulse. These

casualties recover naturally the next day - they are rendered psychically catatonic.

Psychic damage is not SOAKED by typical shields or armor unless it is specifically rated for psychic energy.

Using the pulse costs a Kryte ship 3 actions.

KRYTE MARAUDER

Large sentient crystalline humanoid (7d6)

STR 6 (3d6) **AGI** 6 (3d6) **END** 6 (3d6)
INT 10 (4d6) **LOG** 6 (3d6) **WIL** 10 (4d6) **CHA** (0d6) **LUC** 6 (3d6) **REP** 2 (1d6)

HEALTH 28

MELEE DEFENSE 28; **RANGED DEFENSE** 17; **MENTAL DEFENSE** 25

SOAK 5 (crystalline body); **VULN** 1d6 (sonic)

INITIATIVE 6d6

PERCEPTION 7d6

SPEED 7 (hover); **CLIMB** -; **JUMP** -
CARRY 180lb (max lift 450lb)

ACTIONS 2

NATURAL DAMAGE 2d6+3

Psychic burst 6d6 (3d6+3 psychic damage; range 3)

Crystal axe 6d6 (2d6+3 slashing damage)

Skills *telepathy* 6 (3d6), *telekinesis* 6 (3d6), *religion* 3 (2d6), *astrogation* 6 (3d6), *piloting* 3 (2d6), *concentration* 6 (3d6), *precognition* 6 (3d6), *axes* 6 (3d6)

Gear crystal axe

Precognition. The Kryte Marauder's natural precog abilities allow it to add its *precognition* skill to INITIATIVE and PERCEPTION dice pools.

Hover. Kryte move by hovering. They float 6-12 inches from the ground, and lower to the ground only when unconscious. They cannot be tripped or knocked prone, and can hover over any solid or liquid surface including water and hazards such as quicksand (they may fall or rise through liquids at a rate of 10 feet a round). They ignore any difficult terrain, do not trigger effects based on weight (such as a pressure plate), and do not suffer effects which require the target to touch the ground. Any creature trying to track a Kryte takes a -2d6 penalty on its INT check to do so. Kryte

still take falling damage, however, and falls do double damage to their brittle bodies.

Language Telepathy. Lacking vocal cords, Kryte have evolved to communicate telepathically with any creature within 100 feet. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Unlike other telepathic creatures, Kryte project words rather than thoughts. They can only communicate with and understand creatures with whom they share a language.

Mouthless. Though they possess the eyes and nose-slits of many humanoid creatures, Kryte lack mouths. They cannot speak and do not need to eat or drink. Kryte do need to breath, and do so through their nostrils. Though the process is unpleasant, Kryte may imbibe liquids by pouring the substance down their nasal cavities. Drinking a liquid takes two actions for a Kryte, and a Kryte who imbibes a liquid of any kind becomes sick (the moderate Nausea status). Kryte are similarly sickened while underwater.

Rigid Reactions. The flesh of a Kryte is rigid, preventing it from quickly responding to complex physical attacks. Kryte suffer a -1d6 penalty to INITIATIVE (included, above).

KRYTE CRYSTALS

While abundant on their homeworld, Kryte crystals are utterly unknown elsewhere. The crystals are highly psionic, and can act as a psionic battery to anybody with psionic abilities. A crystal grants 10PP per 1,000cr value, and recharges at a rate of 1PP per day.

To use a crystal, a psionic character or creature must be attuned with that crystal. A creature can attune with only one crystal per day, and the process takes a full day. Kryte themselves cannot use their crystals as PSI batteries.

Not all crystal from the Kryte homeworld is suitable for this purpose, thus the high value of such crystals.

VARIANT HUMANS

Throughout humankind's history, it has spread as far as it can. On Earth, humans live in hot deserts and arctic wastelands; they build cities and live in jungles; some live underground, or high in the mountains.

This trait pushes humankind towards every more extreme environments. In the future, people have occupied asteroids, high gravity worlds, and more, and over generations those people have adapted to suit those environments. Thus, in addition to the humans described in the core rules, we have **Clones**, **Belters**, **Jovians**, and **Warped**.

These races all have the same lifespan as regular humans, with the exception of Clones.

CLONES

Genetic engineering is easy in the far future, and many babies are grown artificially. There's not much stigma to this, although the fact that those humans tend to be slightly better at most things than others can

inspire occasional jealousy. The jealousy is unfounded, however - while it is true that clones are slightly stronger, faster, and smarter than regular humans, they also tend not to excel in the same way, often remaining above average but not exceptional.

Most clones, grown in tanks, emerge into the world with the body and mind of a five-year old.

Size: Medium

Attributes: STR +1, END +1, AGI +1, INT +1, LOG +1, WIL +1

Skill Choices: *[developmental]*, *[physical]*

Exploits

Ingrained Skill Package. You come into being with existing skills and abilities. Choose one category from the following: *[combat]*, *[physical]*, *[academic]*. You gain four skills at one rank from your chosen category. This does not increase a skill to higher than one rank.

Slow Aging. Clones age at half the speed of regular humans.

Fast Healing. Clones heal an extra 1d6 HEALTH each day.

BELTERS

Belters live on asteroids and low gravity worlds; some communities even exist in outer space, living on starships for generation after generation. Tall and spindly, they have adapted to move in zero-



g, and are more flexible than those from Earth and similar planets.

Belters were originally so named after those who worked asteroid belts, before the first major human colonies on low gravity worlds. The name stuck, however, and refers to both groups.

Belters tend to be transient, and do a lot of menial work.

Belters often wear elaborate hairstyles reminiscent of the “punk” styles of 20th Century Earth. Mohawks, shaved patterns, dyed hair, tattoos, and piercings, are not uncommon. Most Belters are very pale, although there are some exceptions on small, hot worlds.

Size: Medium

Attributes: AGI +2, INT +2, LUC +1

Skill Choices: *acrobatics, low-g, zero-g, jumping, astronomy, carousing, appraisal, mining, engineering, zero-g sports, gambling*

Exploits

Frail Form. Belters are tall and spindly. Their STRENGTH attributes can never exceed 6.

At Home in Space. Belters gain low-g and zero-g as natural movement rates, gaining those speeds equal to their regular SPEED.

Flexible. Belters can contort themselves into unusual positions and fit into the smallest spaces. When restrained, unless they have been restrained by somebody trained in Belter restraint techniques, they can escape within one minute. If the captor is aware of this, they can make an opposed AGI check to nullify this ability.

Hard-to-Hit. Belters often have to dodge flying debris and rocks. They gain +2 RANGED DEFENSE.

Hold Breath. A Belter can hold their breath for 10 minutes before having to form any kind of suffocation dice pool. This



enables them to move in vacuums and ignore noxious fumes.

JOVIANS

The diametric opposite of Belters, Jovians are powerful, short humans from high gravity worlds. They were named after the highest gravity planet in the Sol system, despite no human ever having lived on Jupiter itself.

Rarely exceeding 5' in height, Jovians are known for their strength and endurance. Serious and slow to laugh, they regard Belters as spindly, weak cowards. Jovians feel at home in high-g environments, and struggle in low and zero-g spaces.

Size: Medium

Attributes: STR +1, END +2, WIL +1

Skill Choices: *hardy, carrying, mining, high-g, [technical]*

Exploits

Sturdy Frame. Jovians are short and powerful. They gain +2d6 HEALTH and natural SOAK 3.

Crushing Environment. Jovians gain high as a natural movement rates, gaining that speeds equal to their regular SPEED.

Set in their Ways. Jovians are serious, almost dour, and hard to change. Something about high gravity results in inflexibility of mind in humans, and Jovians display this in abundance. Jovians gain +2 MENTAL DEFENSE.

Hard to Move. When a Jovian would normally suffer forced movement (from a push, knockback, or similar attack), they can spend a LUC die to remain in place.

Inexhaustible. Jovians are immune to the Tiredness status track.

WARPED

There's something strange about black holes, and those who come from planets orbiting these mysterious bodies are always a little bit different. Visitors to those planets often report hallucinations and nightmares, but those who evolved there have adapted to these phenomena.

The Warped are generally regarded as freaks. They talk funny, and have staring, violet eyes which tend to make people feel uncomfortable. Those who do not know them assume that they are some kind of recreational drug - their mannerisms are sudden, often seemingly random, and they tend to twitch in an unnerving manner and suddenly address people who aren't there.

Size: Medium

Attributes: INT +2, PSI +4, CHA -1

Skill Choices: [psionic], perception,

insight, foresight, astrogation

Exploits

Crazed Minds. The Warped really are a bit different. They think differently, and act strangely. They gain +2 MENTAL DEFENSE.

Warped Psionics. Warped begin play with two clairsentience or clairvoyance psionic powers.

See Ghosts. Warped claim to be able to see ghosts. Whether these are hallucinations or some strange artifact of the black holes they grown up near, these ghosts are able to impart information. Once per day, a Warped can spend a LUC die and ask one yes/no question which the GM will answer truthfully.



NEW UNIVERSAL EXPLOITS

THE FOLLOWING PAGES LIST A RANGE of new universal exploits for the WOIN roleplaying game.

These exploits can be taken by anybody who meets the prerequisites.

An exploit costs half the price of a new grade (a new grade costs ten times the next grade, so a new exploit costs five times the next grade; for a grade 5 character a new universal exploit costs 30XP).

As always, each exploit can only be used once per turn, although they can be 'stacked' onto a single attack or action. Only one free action and one free reaction can be used per turn.

These exploits should be added to those found in the WOIN core rules. They consist of a mix of exploits suitable for various campaign types, from fantasy to modern, to science fiction.



Alertness (requires INT 6). Gain +1d6 to your INITIATIVE checks.

Blindfighter. Skilled at using senses other than sight for combat, you may ignore the Sight status track for melee combat.

Cleave (requires STR 8+). When using STR as your attack attribute, you follow through in one mighty swing, and make an additional attack at -1d6 against an adjacent foe if the first one hits.

Dart In (requires Charge). You move your SPEED, make a melee attack at -1d6, and then move your SPEED back again to your starting position. You cannot combine this exploit with other exploits, nor can you dart in while on difficult terrain.

Deadly Critical. Critical hits on one specific designated weapon occur on a roll of double sixes, not triple sixes. You must designate the weapon when you take this exploit. You may take it multiple times for multiple weapons; if you lose the weapon, the exploit does not transfer over to a new weapon of the same type.

Die Hard (requires WIL 8+). While at negative HEALTH you are still conscious, and can take one action per round. You still form the death countdown pool as normal. If you take any further damage, you fall unconscious as normal.

Dual Defense (requires AGI 8+). When dual-wielding, you can use both weapons defensively; you count as wielding a large shield until your next turn, but you cannot attack until your next turn.

Far Shot. You increase range increments by 50%.

Fleet. You are faster than you look. You gain +2 SPEED beyond that granted by your STR and AGI attributes. This does not stack with other SPEED bonuses.

Improviser. You are adept at using bar stools and other items as weapons. You suffer no attack penalties for improvised melee weapons.

Iron Will. You gain a permanent +2 to MENTAL DEFENSE, able to shrug off many mental attacks.



Fortitude. You gain a permanent +2 MELEE DEFENSE, able to shrug off many attacks.

Leaping Attack (requires AGI 8+, Charge). You leap into the air as you make a melee attack. You gain +1d6 damage, but if you miss your opponent gets a free attack against you.

Lightning Reflexes. You gain a permanent +2 to RANGED DEFENSE, able to dodge many ranged attacks.

Lunge. You increase your reach by 5' for one attack at a cost of -1d6.

Mighty Blow (requires STR 8+). When using STR as your melee attack attribute, you may use all of your actions to make one gigantic swing. If you hit, you do double damage (the combined total of the damage you would have done had they been separate attacks) in the one attack.

Mighty Sunder (requires Sunder). Half the damage from your sunder also applies to the target weapon's wielder.

Opportunity Strike. You can take a free action attack against a foe which disengages from melee combat with you.

Point-Blank Shot. You get +1d6 to hit ranged targets within 10'. This does not stack with the +1d6 from using a sidearm against an adjacent foe.

Quickstep. You can move 5' as a free action.

Stop Right There! Enemies which try to move past you (move within your reach) are subject to a free action attack, which stops their movement if successful.

Spellbreaker. Gain a free attack (free action) against anybody who casts a spell or uses a psionic power adjacent to you. If you hit, the power is disrupted; the caster still loses the MP/PP.

Sunder. You target your opponent's weapon or shield with the intention of breaking it. The weapon has same MELEE DEFENSE as its wielder; you take -2d6 to strike a weapon and no penalty to strike a shield.

Shield Bash. You may now strike with your shield as a free action, retaining your shield's DEFENSE bonus.

Strafe. When using a weapon designated "auto" you may, as a single action, spray an area 15' x 15' with fire. Everyone in that area takes 1d6 damage of the appropriate type. This is the only attack you can make with this weapon this turn.

Strike Back. You attack the limbs of a foe attacking you with reach greater than your own as a free reaction to their attack; this is a regular attack, and you may not attach any extra exploits to it.

Throw Anything. You suffer no attack penalty for improvised ranged weapons (including throwing melee weapons, which count as improvised when used in this way).

WEAPON & SHIELD DAMAGE

When using the Sunder ability, you will need to know the HEALTH of your foe's weapon or shield. Remember, an object is broken at half HEALTH and destroyed at zero HEALTH.

The rules on objects from the core rules apply here.

Steel weapons or shields have SOAK 10; wooden weapons have SOAK 5.

Small weapons or shields have 10 HEALTH, medium weapons have 15 HEALTH, and large weapons have 25 HEALTH.



HOBBIES & QUIRKS

NEW HOOKS

Some players find it difficult to come up with an appropriate hook for their character; and others find it difficult to remember to use their hooks in play. This article brings hooks to the front and center, making them the defining character trait that they should be. To this end, you'll find here d66 tables of character hooks, along with a new type of hook - the quirk - and a small boost to the effectiveness of the default hook type, the hobby.

When forming a character's descriptor, the player must decide whether to choose a **hobby** or a **quirk**. Each works differently and has different rules associated with it. The player should note which type of hook she has.

HOBBIES

The default hook type, as presented in the core WOIN rules, is a **hobby** - a free skill which improves with age, something like "...who reads ancient poetry" or "...who collects insects". This type of hook grants +1d6 to

activities related to it, and grants +2d6 to old characters.

With this optional rule, the bonus gained from the skill increases. Young characters get +1d6, adult characters get +2d6, and old characters get +3d6. Using this rule, the Engrossing Hobby exploit from *EONS #24: Aging With Grace*, works differently - it instead adds +1d6 to the skill check (increasing an old character from +3d6 to +4d6).

Remember that a hobby cannot grant a combat bonus. A boxing fan may remember who won a famous match, but can't necessarily throw a punch!

One very useful application of a hobby can be when an NPC shares your interest. This means that your hobby becomes relevant when making social attribute checks regarding that NPC.



HOBBY LIST

The table to the right contains a wide range of hobbies. Simply roll d66 to randomly determine a character's hobby. It can be fun to have your hobby randomly determined, and some GMs might choose to adopt this as a rule.

You may need to adjust them slightly for genre or era, depending on your game setting.

GMs may enjoy creating new d66 lists of hooks, especially ones designed for specific eras of play.

BROAD HOBBIES

Some hooks (especially hobbies) are so broad that they get selected by players all the time. "...who loves extreme sports" is a common one, because players like to lump all manner of physical activities into one broad phrase.

Broad hobbies are fine. After all, some people *are* into extreme sports.

The GM can designate any hobby as a broad hobby. This means that the bonus from that hobby can never increase to above +1d6. Extreme sports still includes climbing, snowboarding, waterskiing, cliff jumping, white water rafting, base jumping, and all the other things encompassed by that broad category, but the character is essentially a "jack of all trades and master of none".

QUIRKS

Alternatively, a character can choose a **quirk** instead of a hobby. This type of hook differs from a hobby - rather than being a skill, it is a personality characteristic such as "... who cannot lie" or "...who always sees the worst in people". Quirks do not grant skill dice; instead they reward characters for roleplaying their characters.

Every time a character roleplays their quirk, their LUC pool recharges by one die. There are a couple of caveats to this:

1. The usage must be to the character's disadvantage.
2. The usage must be in response to a GM-instigated challenge.

HOBBIES

11. ...who reads poetry and ancient literature.
12. ...who loves automobiles.
13. ...who collects 50s music.
14. ...who composes haikus.
15. ...who collects exotic flowers.
16. ...who loves to watch sports.
21. ...who collects insects.
22. ...who believes in ancient myths and legends.
23. ...who loves playing card games.
24. ...who plays classical music.
25. ...who enjoys fine dining and wine.
26. ...who collects antiques.
31. ...who engages in historical reenactments.
32. ...who has an eye for art.
33. ...who is in a jazz band.
34. ...who plays a lot of games.
35. ...who enjoys amateur drama.
36. ...who is obsessed with riddles.
41. ...who paints subversive graffiti.
42. ...who avidly follows boxing.
43. ...who collects comic books.
44. ...who builds scale models.
45. ...who takes pride in their cooking.
46. ...who collects starship registries.
51. ...who is an avid gardener.
52. ...who enjoys watching wildlife.
53. ...who reads tarot cards.
54. ...who enjoys stargazing.
55. ...who follows celebrity gossip.
56. ...who always knows the latest fashions.
61. ...who is fascinated by WW2.
62. ...who is interested in a foreign culture.
63. ...who solves crossword puzzles and word games.
64. ...who researches genealogy.
65. ...who enjoys cosplay.
66. ...who does magic tricks.

For example, the PCs might be trying to sneak into a guarded castle. One of the characters, a Grand Elf, has the quirk "...who cannot tell a lie". The guards challenge the PCs, demanding to know their business, and the Grand Elf replies "We're here to steal the crown jewels!" Chaos and merriment ensue!

A character's quirk is their most obvious, primary characteristic. While their descriptor contains a trait, race, career, and possible age, the quirk is the thing which really sets them apart from everybody else.

Quirks provide an incentive for players to roleplay that particular characteristic without being a bludgeon which forces them to. Nobody likes to be told how to play their character, and quirks allow a player to choose exactly to what degree they embrace their character's hook. It is possible to play through

an entire campaign without referencing it once, but with luck (no pun intended) the incentives will be enough to tempt them.

QUIRK LIST

Like the hobby list on the previous page, the table to the right contains a d66 list of quirks. You can roll randomly to determine a character's quirk. As before, GMs may find it useful to devise new d66 lists of quirks.

WHAT ABOUT ANDROIDS?

Androids don't have LUC scores, which means they have nothing to recharge. However, they can still benefit from using their quirk. Instead of recharging a LUC pool, when an Android uses its quirk in the prescribed manner, it gains a single bonus d6 which it must use within one minute and which has the same properties as a LUC die. The Android can never hold more than one of these dice at a time.

An Android's quirk could indicate that the Android is programmed to operate in a particular way. While making it follow Asimov's famous

Three Laws of Robotics would probably be far too limiting for a player character, quirks like "...who cannot tell a lie" and so on are very appropriate. Consider the following d6 quirks (from the longer quirk list above) for Androids:

1. ...who is obsessed with cleanliness.
2. ...who cannot tell a lie.
3. ...who is obsessively punctual.
4. ...who is strongly atheistic.
5. ...who does not have a sense of humor.
6. ...who strongly respects authority.

THE ICONICS

The iconic characters from the core rulebooks have the following hooks. Some are hobbies, and some are quirks.

QUIRKS

- | | |
|----|--------------------------------------------------------------|
| 11 | ...who believes in fairytales. |
| 12 | ...who loves to gamble. |
| 13 | ...who loves animals. |
| 14 | ...who hates other people. |
| 15 | ...who is obsessed with cleanliness. |
| 16 | ...who wears trophies of vanquished foes. |
| 21 | ...who likes to drink. |
| 22 | ...who is obsessed with correct speech and grammar. |
| 23 | ...who is a pathological liar. |
| 24 | ...who cannot tell a lie. |
| 25 | ...who is obsessively punctual. |
| 26 | ...who is painfully shy. |
| 31 | ...who agrees to almost anything, no matter how dangerous. |
| 32 | ...who avoids danger at all costs. |
| 33 | ...who loves it when a plan comes together. |
| 34 | ...who cannot resist a bet or a dare. |
| 35 | ...who constantly mispronounces words. |
| 36 | ...who is extraordinarily chivalrous. |
| 41 | ...who has a ridiculous sense of dress. |
| 42 | ...always sees the good in people. |
| 43 | ...always looks for the worst in people. |
| 44 | ...who has over-the-top military mannerisms. |
| 45 | ...who is abnormally superstitious. |
| 46 | ...who is terrified of the opposite sex. |
| 51 | ...who is a hypochondriac. |
| 52 | ...who flirts constantly. |
| 53 | ...who is afraid of insects. |
| 54 | ...who loves celebrity gossip. |
| 55 | ...who is strongly atheistic. |
| 56 | ...who does not have a sense of humor. |
| 61 | ...who rebels against authority. |
| 62 | ...who strongly respects authority. |
| 63 | ...who is very secretive about their real name. |
| 64 | ...who will never show pain or discomfort. |
| 65 | ...who always tries to impress. |
| 66 | ...who has a burning, insatiable curiosity about everything. |

- **Agathe Drake** reads poetry and ancient literature (hobby).
- **Alejandra Vanistos** loves automobiles (hobby).
- **Ashonn** believes in fairytales (quirk).
- **Ben Madjos** likes to drink (quirk).
- **Duke Roosevelt** loves 50s music (hobby).
- **Eternal Senpai** composes haikus (hobby).
- **Dr. TikTok** is fascinated by religion (quirk).
- **Gimnor** collects exotic flowers (hobby).
- **Gorrat** loves to watch sports (hobby).
- **Holmes** collects insects (hobby).
- **Krute** wears trophies of his vanquished foes (quirk).
- **Lady Anarchy** fights for ecological conservation (quirk).
- **Mack Marlowe** misses the golden age of cinema (quirk).

- **Mandallan** believes in ancient myths and legends (hobby).
- **Marla** is obsessed with cleanliness (quirk).
- **Sasha Bolotnikov** loves playing card games (hobby).
- **Selena** loves to gamble (quirk).
- **Talik** plays classical music (hobby).

EXAMPLE OF PLAY

What follows is an example of these hook rules in play. The characters in this scenario are the *O.L.D.* iconics Gimnor, Marla, and Agathe. There's a countdown pool running every minute until the guard next walks down the corridor, and in this example, Marla's player decides to use her quirk to recharge her LUC pool before the characters set off.

GM: Gimnor has managed to pick the lock. That took another minute; rolling the countdown pool, another die gets removed. You're down to two dice now.

Agathe: That's not long. We need to move fast! Let's get out of here before the guard comes past.

Marla: I really need to recharge my LUC pool a little. I'll use my quirk of being obsessed with cleanliness and waste a minute removing any prison cell first or grime from my clothes before I leave the cell.

Gimnor: You must be kidding! We don't have time for this!

GM: Marla, you recharge one LUC die; the wasted minute was to your disadvantage. Rolling the countdown pool, you're all unlucky - that's another one gone! Only one die left.

Agathe: Dammit, Marla! Sometimes a little dirt doesn't hurt. Right, now, c'mon. We need to run!

Marla: It always pays to look your best, even in prison!

Gimnor: Grrrrr.....



AGEING WITH GRACE

Most roleplaying game characters start play young, with their whole lives ahead of them. However, there are many benefits to playing an older character.

The core WOIN rules grant certain benefits to characters in different age categories. Young characters get to declare exploding dice, while old characters not only get to declare careful dice, but also get an additional +1d6 when using their hook.

Additionally, in Cinematic Mode, adult characters gain an extra LUC die, and old characters gain a further LUC die. Old characters, however, cannot increase STR, AGI, or END any further (although some races are exceptions to this).

Remember that when taking a career, players may add as many years they wish to the time they roll.

This article introduces additional ways to give older characters a different feel without penalizing them with crippling attribute penalties.

EXPLOITS

The following universal exploits are only available to characters in the old age category. This list includes the default old age exploit (named *Careful*, below), and old characters may select any of these as their bonus old exploit.

Broad Knowledge Base. You've learned a lot over the years. Choose five skills which you do not already know; you gain those skills at 3 ranks (2d6).

Careful. Once per day, when rolling a dice pool, you may declare it to be a careful dice



pool. Any 1s that you roll may be rerolled, with the new roll replacing the 1. If you roll a 1 a second time, however, you must keep the 1.

Engrossing Hobby. Normally an old character gets +2d6 when using their hook. Some are so involved in their chosen area of interest, that the bonus increases to +3d6.

Mentor. You are able to pass your experience on to those younger than you. Once per day, you may replenish the LUC pool of a young ally by spending five minutes offering sage words.

Old Dog. Old characters are often set in their ways. You gain +4 MENTAL DEFENSE.

Old Friends. An old character will have made many friends over the years. Choose a skill; you have an old friend with 3d6 ranks in that skill. As long as you have some way to communicate with your friend and ask for their advice, you effectively gain the benefit of

that skill. It takes five minutes to acquire the advice, and it must pertain to one specific task you intend to carry out within the next day.

Poison Immunity. You've eaten and drunk everything known to man, and many things not. You have developed a complete immunity to poisons.

Resistances. Over the years, you've been exposed to many illnesses and built up a resistance. Any time you would normally be affected by an illness or disease, you may make a LUC check vs. the difficulty rating of the disease; on a success, the disease does not affect you.

Seen It All Before. You've seen so much in your life. You are immune to the Fear status track.

Seen That One Before. It can be a hard to surprise an older person. You become immune to ambushes.

This Old Trick. You know some old tricks which youngsters may not be aware of. You gain a bonus LUC die.

Wizened. You are old - and you look it! Fortunately, this works in your favor, granting you +1d6 to CHA checks vs. young people.

CAREERS

The weary hero called out of retirement for one last mission is an age-old trope. The following careers are available to old characters.

RETIRED [1D6 YEARS]

Prerequisites: old.

Attributes: INT +1, WIL +1, CHA +1, REP +1

Skill Choices: [crafting], [miscellaneous hobby], [trivia]

You are retired, and have left the heroics to the youngsters.

Nest Egg. You saved wisely and have some money put away. Roll 1d6 and multiply the result by 1,000cr.

Protégé. You have a young protégé. Choose an NPC stat block with a maximum dice pool



lower than your own; that NPC accompanies you.

Heirloom. You have an old item acquired during your travels. Choose one item that you own; this item becomes an artisanal item.

WISE HERMIT [2D6 YEARS]

Prerequisites: old; LOG 8+

Attributes: INT +1 LOG +1, LUC +1, REP +1

Skill Choices: [outdoor], [lore], [artistic]

You live alone, a source of aid for those willing to travel to seek your counsel.

Serenity. You are calm and at ease at all times. Once per day, you may ignore an attack against your MENTAL DEFENSE.

Parable. You can tell a short anecdote, parable or story which has some relevance on a situation. This grants an ally a +1d6 bonus which they can use to accomplish a specific goal specified by you.

Intuitive. You cannot be lied to directly. Any creature which attempts to lie directly to you fails to fool you.

Soothsayer. You may enter a meditative trance for one hour and consider a question. At the end of the hour you may ask the question, which must be a yes/no question, and gain an accurate answer.

BUCKET LIST

Old characters should compile (with their GM's approval) a list of five things the character would like to do before shuffling off this mortal coil. Suggestions include:

- skydiving
- running a marathon
- swimming with sharks
- bungee jumping
- climb a mountain
- fly in a hot air balloon
- see the Northern Lights
- watch an eclipse
- learn a musical instrument
- visit a specific place
- bury a hatchet
- ride a roller coaster
- experience zero-g
- fly a plane
- watch a volcano erupt
- jump off a waterfall

Whenever the character crosses one item off their bucket list, they gain experience points equal to their grade (thus a grade 10 character gains 10 experience points by, for example, learning a musical instrument). Each item can only be achieved once.

The achievement must take place in the normal course of adventuring.

Only old characters can gain XP from a bucket list.

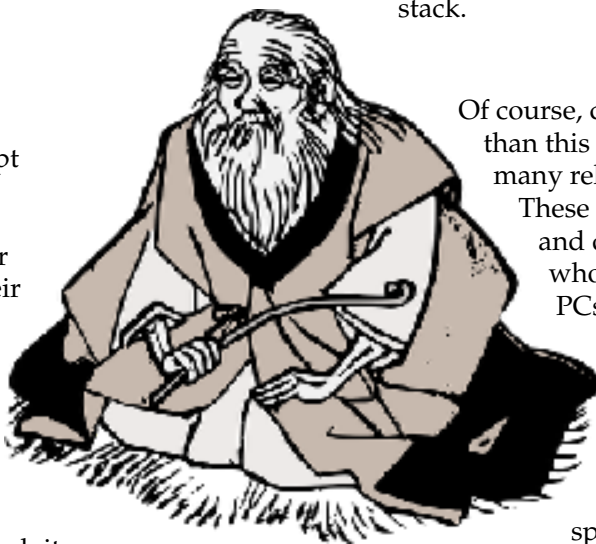
LIFE EVENTS

Careers aren't the only things that happen to characters during their lifepath. Characters have children, suffer illnesses, gain inheritances, and suffer losses.

Adult characters should roll 1d6 once on the following table, and old characters should roll twice.

1. **Child.** You have a child or children. If you are old, and already have a child, this is a grandchild; otherwise it is an adult son or daughter. Roll 1d6 and divide by 2 (round down, minimum 1) to determine the number of children.

2. **Illness.** You survive a major illness. Choose one illness from the core rules; you are now immune to that illness.
3. **Inheritance.** You inherit 3d6 x 100 gold coins, credits, or dollars.
4. **Loss.** You suffered the heartbreaking loss of a partner or child. You gain perspective and mental fortitude from this, and gain +2 MENTAL DEFENSE.
5. **Injury.** You suffered an accident which left a visible mark on you - an eyepatch, a cane, a scar, etc. You are able to compensate, so it causes you no disadvantage.
6. **Crime.** You were the victim of a crime, which affected your ability to trust others. You gain +1d6 to INITIATIVE. If you roll this a second time, the bonus does not stack.



Of course, characters have much more than this going on - they may have many relationships, and so on.

These life events are major ones, and designed for characters who lead adventurer's lives - PCs are not normal civilians!

LONG-LIVED RACES

Some races live a long, long time. Not all of that is spent constantly

adventuring - the odds of surviving so long would be pretty low if the character spent 300 years in mortal danger. Much of the time, therefore, is spent in non-dangerous activities. When you ask an elf what he was doing for the last 75 years, he might just answer "Thinking."

The core rules allow PCs to add years at any time. However, for long-lived races, a Slow Advancement rule is also available.

SLOW ADVANCEMENT

For longer-lived races, GMs may decide to use this optional rule. During character creation, the time taken to complete one career is multiplied by 5 for long-lived races. A long-lived race is one which enters adulthood at age 50 or higher (Borians, Dwarves, Elves, Venetians). This represents the fact that longer-lived species advance at a more leisurely pace. The rule does not apply during character advancement after play has begun.

REPUTATION

CONTACTS & CREDIT

"I'll call my old Academy professor - he's an expert in Xenobiology!"

Reputation brings many things. It affects your wealth, your fame, even your credit-worthiness. It's hard to come by - often harder than any of the other attributes - but its value should not be underestimated. A character with

a high REP can be a valuable resource to a team, with access to contacts, services, and resources. Using your REP score, you can get credit, use a sage, obtain information or advice, or influence events you would not normally be able to.



Contacts

Each character has a number of contacts equal to the size of his REP dice pool. Therefore, a character with REP 6 has 3 contacts.

A contact is a person from your past with whom you have formed a relationship. It might be a past mentor, boss, lover, friend, student, patient, or teacher.

You should choose your contacts. Give them a name, and a brief description. Note how you know them, using a format like the following.

Name Dr Albert Finney
Location Ceres
Relationship Teacher at the Academy
Expertise Xenobiology

Skills

You can use contacts to gain expertise and resources normally not available to you. For each contact, choose one skill. This skill is your contact's area of expertise - it might be physics, or history, or bureaucracy; it might be law, medicine, or politics. Any skill is valid - and remember, in WOIN, anything can be a skill.

You can call on a contact once per grade. Once you have called on your contact, you cannot call on that contact again until you gain a new grade.

To call on a contact, you must be able to contact them in some way. You might visit them, telephone them, send a pigeon, use a spell, or a communicator, depending on your game setting. As long

as you can contact your contact, your contact is able to provide assistance.

Assistance takes the form of the "loaning" of a skill. You may use your contact's skill ranks in their area of expertise as though you had that skill yourself. The contact, in effect, has given you detailed and valuable advice. This advice is valid for one task, although that task may be a simple or extended task.

Your contact's skill ranks in their area of expertise are equal to your REP score. If you have a REP of 10 (4d6) then your old physics professor has a *physics* skill of 10 (4d6) - in other words, people with higher REP have access to people with greater expertise. However, while you may borrow your contact's skill ranks, you must use your own attribute.

Influence

You don't have to use your contact's skills. At the GM's discretion, you can ask for any favour within your contact's area of expertise. Your contact might leave a certain door unlocked at the museum where she works, for example. Contacts will not perform favours which put them in any danger.

Getting Credit

In settings where credit is available (probably not in medieval settings, but certainly in modern or future settings), your REP score is also your credit rating. Getting credit is a simple REP check (skills like *persuasion* and *accountancy* can help) - you can obtain any item on credit, but you must record your credit balance.

This differs from a starship mortgage in that it involves no collateral.

Credit must be repaid at a rate of 10% every month (in a modern or sci-fi game, this happens automatically). If you default on a loan, the character's REP attribute drops permanently by 1 point. This does not alleviate the debt, of course, and bounty hunters will seek constantly to recover it, and arrest warrants will be issued for the character.

If your REP reduction reduces your number of contacts, you must choose a contact to lose. That person has turned their back on you, unwilling to associate with you any longer.

Loan Sharks

Refused credit? You can always use a loan shark. You can get access to twice the normal amount (thus lowering the difficulty of any given value), but must repay 200% of the amount you borrow.

If you fail monthly payments to a loan shark, things get nasty. It is up to the GM how this manifests, but it will not be pleasant for the PC - they will be hounded, hindered, and attacked at every turn. In addition, the loan shark replaces one of your contacts. In place of a friendly contact, you now have a hostile one. Your existing contact is driven away, harmed, or intimidated by the loan shark. Finally, your REP score drops as described above.

Credit Value (\$ or cr)	Difficulty
Less than 10	1
10	2
15	3
20	4
30	5
40	6
50	7
70	8
85	9
120	10
150	11
200	12
275	13
350	14
500	15
650	16
900	17
1,200	18
1,500	19
2,000	20
2,750	21
3,500	22
5,000	23
6,500	24
9,000	25
12,000	26
15,000	27
20,000	28
27,500	29
35,000	30
50,000	31
65,000	32
90,000	33
120,000	34
150,000	35
200,000	36
275,000	37
350,000	38
500,000	39
650,000	40
900,000	41
1.2M	42
1.5M	43
2M	44
2.75M	45
3.5M	46
5M	47
6.5M	48
9M	49
12M	50

What Does My LOGIC Score Mean?

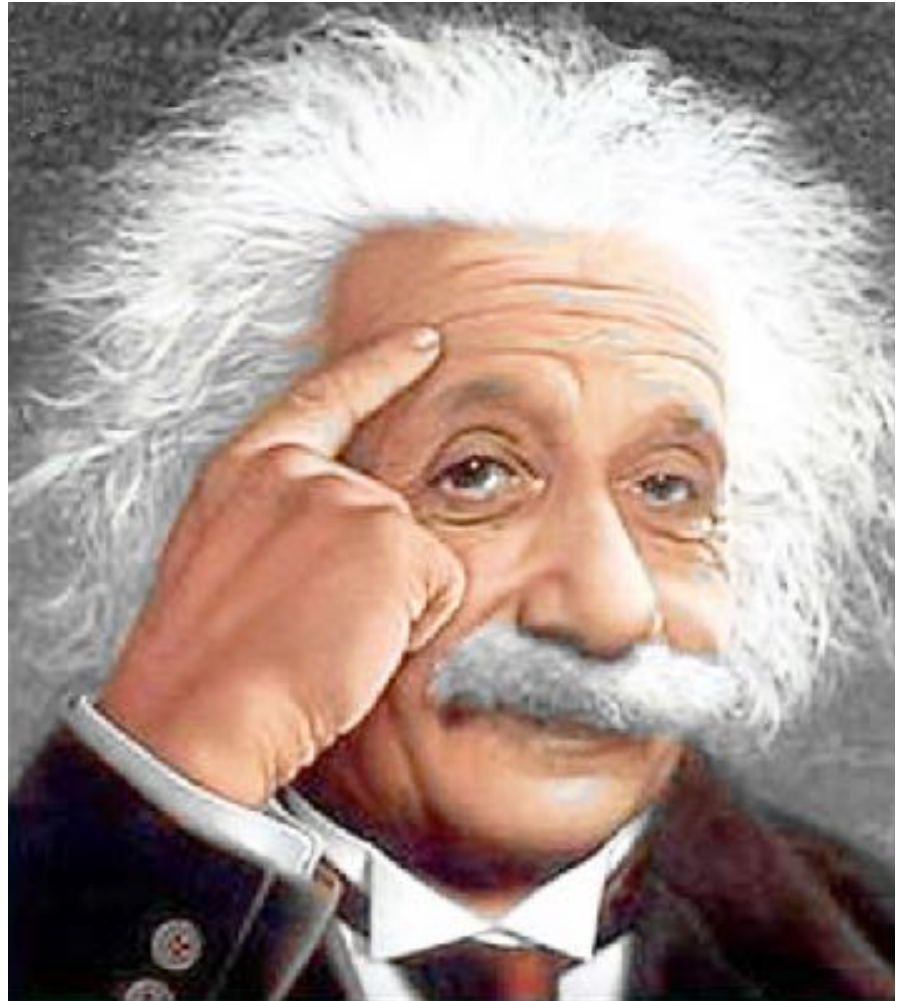
Can I read? How many languages can I speak? What, exactly, does my LOGIC score mean?

LOGIC is a measure of your knowledge and reasoning ability. It's the basis of most academic, scientific, and technical skills, and has a big impact on how you play your character. This article takes a deep dive into the LOGIC attribute and describes what each score means.

THE BASICS

As indicated in the WOIN core rules, a LOGIC of 1-2 indicates a semi-sentient creature, 4 is the average for a human adult, 12 is a genius, while a LOGIC of 20 or more indicates a super-sentient creature. Semi-sentient characters are not the norm; these characters struggle to articulate themselves, cannot read, and cannot perform fundamental tasks. For this reason, most players should regard 3 as the minimum playable LOGIC score.

Very roughly, IQ is equal to $60 + (\text{LOG} \times 10)$ in the mid-range, but below 3 or above 12 that formula does not follow. A MENSA member with an IQ of 150, therefore, has a LOGIC attribute of 9.



SKILLS & TRAINING

LOGIC measures basic aptitude, reasoning, and knowledge. Individual skills, especially academic and scientific skills, can provide characters with additional knowledge and capability in specific areas. Einstein didn't just have LOGIC 12, he also had about 15 ranks in *physics*.

1-2	Semi-sentient
3	Minimum playable
4	Human adult average
12	Genius
20	Super-sentient

LANGUAGES

Semi-sentient creatures cannot speak any languages.

The number of languages a sentient creature can speak is equal to the size of its LOGIC dice pool. The average human adult, with a LOGIC attribute of 4, can speak two languages - likely common (or standard, or whatever the lingua franca of the setting may be) and her own native language. Players should note which languages they can speak.

If a character has the *linguistics* skill, add that dice pool to the LOGIC dice pool to determine how many languages they can read.

READING

Characters with LOGIC scores of 1-2 cannot read. Those with scores of 3 can read at an elementary school level (human age of 6-8).

If they can read, characters can read any languages they can speak.

LOGIC 1: DUMB ANIMALS

Creatures with LOGIC 1 are dumb animals - they cannot speak, have very little by way of reasoning capability, and act mainly on instinct. A woodland creature or bird is a good example of a creature with LOGIC 1. The creature has no concept of numbers, but is aware of "single" and "many".

LOGIC 2: BRIGHT ANIMALS; TODDLERS

Bright animals such as dogs, some primates, elephants, parrots, and pigs fall into this category. Unable to speak any languages, or read, these creatures have some task-based reasoning ability and are able to understand basic commands or phrases in one language. The creature can count up to about 10.

Very young human children (toddlers, age 2) have a LOG score of 2.

If you are playing a character with a LOGIC of 2, you cannot read, and you can barely communicate.

LOGIC 3: ELEMENTARY SCHOOL

This score is where humans typically begin (with some exceptions). While it does not mean that a human child is less intelligent than a human adult (there is no "intelligence" score in WOIN, after all), a human child does have less knowledge and undeveloped reasoning capabilities, and is not as cognizant of consequences.

At this score, a character has the basic knowledge and reasoning of a human child. The character can read as a human child can, and can speak two languages, but may have trouble expressing himself.

Some individual very bright animals (chimps, dolphins) might have LOG 3.

If you are playing an adult character with LOGIC 3, you are notably lacking in the brains department. You are an adult with the knowledge and reasoning powers of a child, and may have trouble speaking clearly. You can read to an extent, but nothing too complex.

LOGIC 4: HUMAN ADULT

This is the average score for a human adult civilian. Able to speak two languages, with fully developed reasoning, a character with this score has knowledge equal to a full high-school level education.

LOGIC 5: SMART GUY

These characters are slightly above the average; still in the region of a high-school education, these would have been towards the top of their class - good students, but not noteworthy. Speaking a couple of languages, these characters do not have quite the level of knowledge of a college education, but they do know a little more than your average bear. They will tend to be supervisors and middle-managers.

LOGIC 6: BRIGHT HUMAN

Able to speak three languages, with the equivalent of a college education, these characters are above average in intelligence but not so much that they stand out from the crowd. They usually have a specialist area of knowledge and can be found in many academic and scientific careers.

LOGIC 9: MENSA MEMBER

People with this score are amongst the brightest in the world. They have an IQ of 150, and are very literate. They can speak three languages, and are frequently found in highly academic professions.

Characters with LOGIC 9 are gifted, exceptional individuals.

LOGIC 10: ACADEMIC LEADER

World renowned physicists, research directors, leading professors and experts, and world-leading businessmen, people this intelligent

are probably people you've heard of in the media. Able to speak 4 languages without any particular training, and experts in their fields, these people often become very successful in life.

LOGIC 11: GIFTED

At this level of intelligence, an individual has an intellectual ability rarely seen. They perform exceptionally well, are generally leaders in their fields, and are often consulted for their unique knowledge and reasoning capability.

LOGIC 12: GENIUS

This level of knowledge and reasoning is the province of Nobel Prize winners, scientific geniuses, and people with deductive capabilities bordering on superhuman. Einstein and Sherlock are good examples of people with LOGIC 12. Able to speak four languages, these people are the very cream of the crop.

LOGIC 13: NOTEABLE GENIUS

Famous academics of history such as Sir Isaac Newton and Galileo Galilei make up this group. A character with this level of intelligence will likely be remembered for centuries to come.

LOGIC 14: EXTRA-ORDINARY GENIUS

Geniuses beyond the capability of most humans throughout history; even Einstein looks up to such individuals.

LOGIC 15: SAVANT

Where do you go when you're cleverer than Einstein? The mental proficiency of people with LOGIC 15 looks like magic to normal people. Naturally able to speak 5 languages (remember, this is before taking any *linguistics* training!), such characters are able to perform feats of mental acuity, recall, reasoning, and deduction which defy belief.

Somebody with this level of LOGIC holds the knowledge of entire encyclopaedias in their head.

Leonardo da Vinci is an example of a savant.

LOGIC 20: SUPRA-GENIUS

Creatures with scores this high are "super-sentient" - their intelligence is godlike. These creatures have the power of *truesight* - they can automatically see through illusions, invisibility

and disguises; they can speak and understand any language; they can even see in the dark or through obscuring effects like smoke (it's not that they can actually see any better, but their deductive capabilities are such that they can *reason* the existence and exact location and configuration of anything nearby).

You cannot ambush a supra-genius; they predicted your tactic before it even occurred to you.

LOG	Description	IQ	Lang
1	Dumb animals	-	-
2	Bright animals	-	(1)*
3	Elementary school	80 or below	2
4	Average human adult	100	2
5	Smart guy	110	2
6	Bright human	120	3
9	Mensa member	150	3
10	Academic leader	160	4
11	Gifted	170	4
12	Genius	180	4
13	Notable genius	190	
14	Extra-ordinary genius	200	
15	Savant	-	5
20	Supra-genius	-	All

**The creature can typically understand basic phrases in one language, but cannot speak or read.*

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