# WORLDS BEYOND

*Here . . . Anything is possible.*

**By Frank S. Shewmake**

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## By Frank S. Shewmake

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**Dedicated To the late Robert A. Heinlein**

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# Worlds Beyond

*Worlds Beyond* is a role-playing game set in a future some six hundred years from now where Mankind shares "Known Space" with three other sentient space-faring species: the Dolf, the Swarr and the Sher'tazi. In this future the frontiers are expanding faster than any one government can control, where the prizes are new worlds to populate, develop or conquer. In this universe trade and free enterprise flourish making independent traders wealthy, interstellar corporations sovereign, powerful crime syndicates billions, political leaders kings and offering more adventure and risk than any wanderer, gambler, entrepreneur, or soldier of fortune could ever hope to experience in several lifetimes.

In the following pages you will learn to create your own adventurer, by choosing to play either a Dolf, a Human, a Swarr or a Sher'tazi. Then you will select from eight different adventurer occupations.

*Worlds Beyond* provides each player character with a science fiction-rich environment inspired by characters from many of our favorite books and movies: from the soldiers of the future in Gordon R. Dickson's *Dorsai* to the Colonial Marines in the movie "Aliens"; from the streetwise independent agents in Harry Harrison's *The Stainless Steel Rat* to the *Demon Princes* series by Jack Vance; from the corporate raiders portrayed in the movie "Outland" to the devious power hungry executives in "Robocop"; and finally from the technocrates in Robert A. Heinlein's *The Moon is a Harsh Mistress* to Scotty from *Star Trek*. There are any number of settings possible to those with imagination and the *Worlds Beyond* universe provides the political, economic and species' backdrop on which to expand, as well as plenty of room to create your own universe.

*The universe will not come close to being explored in a million life times, so who's to say what lies out there for us to imagine.*

*F.S.*

## Adventurers

Player-characters in *Worlds Beyond* are those adventurous souls who succeed by using their wits and accumulated skills to outwit the universe at large. Success means many different things to each adventurer: to

Humans it means the freedom to come and go as they please; to the Dolf it means turning a profit when and where no one else can; to the Swarr it means honor, recognition, and power; to the Sher'tazi it means gratifying all wants and needs in the fulfillment of their fate. Whether it is peaceful trade, dealing with the underworld, managing the resources of huge corporations or hijacking and piracy in space, each player character must decide what their standards for success are, and then go after them.

Adventurers need not be anything like the people who play them. It can be far more rewarding and enjoyable for players to create characters totally unlike themselves: Dolf Startraders, Human Spacers, Swarr Merks, Sher'tazi Monitors, only you can decide.

## Playing The Game

*Worlds Beyond* is an interaction between players, who control (run) characters, and the "Gamemaster" (referee-judge), who controls the universe in which adventures occur. Most of the play centers around verbal exchanges between player-characters and the referee. The players make statements of intent such as "My character is going to..." or, "If such and such happens my character will..." and, "What do I know about...?" The referee then tells them what they can or may do, and, if not, what happens instead.

The actual game rules and the use of a skill are important only when there is some question of success or failure, for the game rules are the *'reality'* by which players resolve problems. The rules are the very core that make the game universe understandable and playable. This is not to say that if the gamemaster and players agree to omit some rules in favor of something more or less complicated, they may, since *Worlds Beyond* basic intent is to encourage the creativeness of those who want a fertile playing environment.

In *Worlds Beyond*, the Gamemaster has the immense and enjoyable task of creating the scenario. The responsibility should be carried out without bias toward either side; whether it is player vs. player or player character vs. non-player character, fairness is the key to having a fun. It is also the Gamemaster's duty to make the opposition smart and mean, or you will have a group of very bored and unchallenged players. Yet, the Gamemaster must abstain from any arbitrary decisions even if the players out-wit, out-guess or out-fight their opponents in the end.

One of the hardest things for players to do is to consistently remain within the set limits of the characters they run. So players also have the responsibility of remaining just as unbiased and fair as the Gamemaster. After all, isn't that what *role playing* is really all about--players using their imagination to act out the persona of the character they choose? Just because a player is a student of aerospace engineering and knows practical design theory does not mean that their ex-marine Merk character (without prior training) could pass him or herself off as a qualified En-Tek aboard a starship.

Each player's ability to role-play a character well is just like anything else. It gets better each time you do it. To better know and understand your character, create an image, a *reputation*, being known for some special trait or ability. This will give your character more depth, and you, the player, a greater sense of ownership. This will allow the events that you encounter to have more meaning and help shape the character, allowing them to grow. Also give yourself room to play different roles for different characters.

Developing adventurers is also dependent on the species, occupation, skills and the abilities *you choose to emphasize* while creating them. Remember, your character really is only a piece of paper with numbers on it. You, the player must breathe the life of your own imagination into giving it substance. That, after all, is the real essence of any role-playing game imagination.
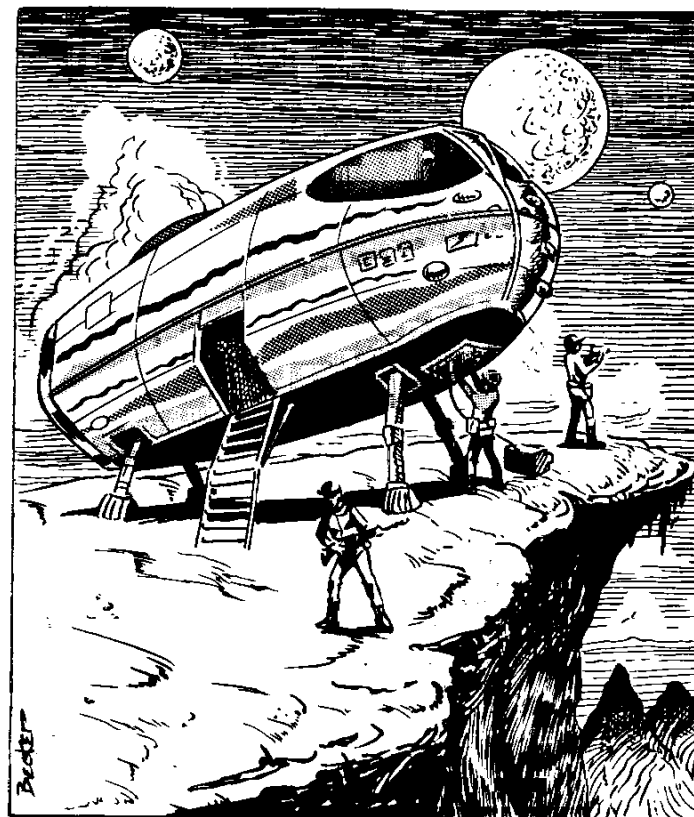


## Partners or Predators?

When you have finished creating your character and everyone is sitting around waiting patiently (ha, ha) for the game to begin, take a moment to look at each player. What you see is a social gathering, one in which each person is committed to a cooperative effort. You could have stayed home to exercise your imagination by watching a favorite video, reading a book or playing a computer game, but then you would have missed the magic that comes from being with people who create and share a communal fantasy—one far more riveting, exciting and enjoyable than any single person's imagination. The result is a far more satisfying experience for all involved.

Each player must share this *cooperative* spirit if they are to work together. For instance, if you and the rest of your crew are stranded on a backward frontier world that is a known pirate haven, waiting for repairs on your ship to be completed, none of you might ever leave that world if you are not willing to back each other up against that worlds unsavory inhabitants. This is not to say that you shouldn't play a double-dealing back stabbing partner, but be prepared to deal with the consequences of your actions. There is an old saying: "Honor among thieves." Translation: Everyone needs friends at some point in time, or you might become familiar with another old saying, "Space the bastard!"

Along with cooperation there needs to be communication between players and Gamemaster. Even though the Gamemaster creates the

scenario and runs each encounter it's a game for him too, and he wants to have fun playing and be entertained just as much as any player. Adventurer should pit him or her self against the universe at large as presented to them in the scenario, not the Gamemaster. Both the Gamemaster and players should not be afraid to ask each other for their opinions on game matters, as to how a rule is being applied in a specific instance. But the Gamemaster's ruling should be final, if the Gamemaster is unwilling to reverse a decision.

## Gamemaster's Beware!

Ideas for a good scenario are easily obtained through reading or watching any of the hundreds of science-fiction novels or movies made over the last forty years. Anyone desiring to run a game might take the time to read or watch some of the following books and movies for they are representative of some of the best science-fiction has to offer:

> The Foundation Series by Isaac Asimov
> The Chanur Series
> Merchanter's Luck By C.J. Cherryh
> "2010" by Arthur C. Clark
> Star Tide Rising by David Brin
> The Dorsai Series by Gordon R. Dickson
> "Alien(s)"
> The Man Who Used The Universe and
> "Outland" by Alan Dean Foster
> Dune by Frank Herbert
> The Stainless Steel Rat by Harry Harrison
> The Moon Is A Harsh Mistress
> Starship Troopers and
> Time Enough For Love by Robert A. Heinlein
> The Mote In God's Eye by Larry Niven & Jerry Pournelle
> The Demon Prince Series by Jack Vance
> THX 1138 and other films of/by George Lucas
> "Blade Runner"
> "Robocop"
> "Enemy Mine"
> "Ice Pirates"
> "Battlestar Galactica"
> "The Forbidden Planet"
> and many, many more...

If the Gamemaster can read or watched even half of these, he or she will be more than prepared to run a game. We have included several scenarios to get you started in exploring the universe.

## Playing Aids

**Other Worlds** uses a number of different dice. Each player should have their own set which can be purchased at almost any gaming or hobby store. Four types of dice are used: 10-sided, 8-sided, 6-sided, and 4-sided. When two 10-sided dice are rolled together, or when one is rolled twice, a number between 01-100 is generated—a "percentile roll." Different dice are used for spacecraft and planet generation, economic and trade modifiers, and weapon damage.

Abbreviations are used to designate these dice. The Letter 'D' stands for the word dice. This letter will be followed by a number denoting the type of die to be used. For instance, a D10 is a 10-sided die, a D8 is an 8-sided die, and a D100 is two D10's or two 10-sided dice

used to generate a percentile. Also, when two or more dice are used, a number will precede the letter 'D' to tell the player how many of that particular dice they should roll, like 2D6 or 3D8. If you have only one of each die, roll the one you have a number of times equal to the value of the first number and total the result.

Modifiers are made to some dice rolls. You might see "1D4+1" or "2D10+2." The number following the plus sign must be added to the die roll. The result depends on the actual roll of the D4 (1 to 4+1) or the 2D10's (2 to 20+2).

## Citizen Profile Sheet

Included with the game book are six **Worlds Beyond** citizen profile sheets. Each sheet holds all the important information you'll need concerning your adventurer. In addition, you'll find four starship profile sheets, four robot/android control cards and four star system/planetary profile sheets. The following chapters tell you how to fill out each sheet and what the entries mean. You may photocopy them, so you can have as many as you want.

## Miniatures and Focus

The use of miniatures is highly recommended, since it provides a focus for each players' imagination. Battlemats are also useful as they allow the Gamemaster to draw in things that the imagination might miss. Battle mats also provide a scale for movement, and when miniatures are present, it is possible to see when your assault blaster's field of fire is being obstructed by a companion. It might show who will be fired on or attacked first in a bar at a spaceport. The use of miniatures and battlemats will answer many questions and clear up many misunderstandings if everyone pays attention to where their miniature is.

## Odds and Ends

Paper and pencils, a small notebook for notes , a calculator (a must), a computer if you are fanatic, and either a great imagination or several decades of experience out in the frontier worlds as a Spacer will also help.

# Adventurer Generation Process

A. Generate adventurer statistics.
B. Choose a Species (see Species) and add species' modifiers.
C. Choose an Occupation and make a note of the prime statistic requirements and associated skills on the Citizen Profile record.
D. Figure character's hit points, healing rate, stun, knockout and consciousness roll.
E. Determine agility skills; allocate additional points gained from PHY statistic. Determine movement rate, figure lift, carry and throw.
F. Determine your character's skill maximum, associated skill base (equal to INT), and any other skills derived from other statistics on the citizen profile record. Add associated skill base if applicable.
G. Allocate starting skill points derived from intelligence statistic (INT x 10) to adventurer's associated skills, up to skill maximum.
H. Generate combat skill maximum. Note skill level and number of weapons allowed. Figure PHY damage bonus and defense factor.
I. Determine character age, figure Life Experience points (Age -20 x 5% = Life Experience points), allocate into associated and combat skills up to the characters skill maximums. Choose additional new skills if desired.
J. Assign at least three personality traits.
K. Determine character's remaining luck.
L. Determine starting money and equipment.

This section will detail how to create a **Worlds Beyond** character and prepare you for your travels into the known universe of the Twenty-seventh century, where each voyage brings with it the certainty of high adventure. The first step is to choose your character's species, occupation and name. The species are Dolf, Human, Swarr and Sher'tazi. Each have their own strengths and weaknesses; all are intelligent, articulate and capable of dealing with every opportunity or danger the universe has to offer. There are eight different adventurer occupations open to each species, covering a variety of fields.

In **Worlds Beyond**,*characters are created to reflect what actually might be needed in an adventurer of the future. It is not enough to say X, Y and Z equals the best formula to create the optimum role-playing character—a computer or a robot, maybe. But in order to get the optimum role-playing character, you must have depth in ways that surpass how well a weapon is fired or how much bonus damage is done.*

The characteristics used in **Worlds Beyond** distinguish how different each person and species are. Some occupations need strong leadership to demonstrate how well they do in the business arena, whereas others need great dexterity to reflect the skills of a doctor or pilot. Soldiers or policemen, would need both dexterity and agility to represent their skills in handling weapons and their ability to move quickly. Other characteristics deal with a character's general health or physical conditioning (whether someone works out or is a couch potato). How big (Size) tells whether you not only a person is short or tall, and combined with their physical characteristic, whether they are trim, overweight, or look like they could bench press 200 kg on a 2-gee world.

## Generating Statistics

Each adventurer has nine statistics. These statistics are generated one of two ways. The Gamemaster should decide which of these two methods bests suits their campaign (or, if you're the generous type, let the player decide). Species' modifiers and maximums apply to both methods.

> 1.) Randomly generate nine statistics by rolling four six-sided dice (4D6). Discard the lowest roll and arrange them in a way that best suits your adventurer's occupation. This method produces a more realistic type of adventurer and, if your dice are hot, a real super-hero.

> 2.) With a base of 90 points, roll five ten-sided dice (4D10), adding the result together with the 90 starting points. Allocate these points in a way that best suits your adventurer's occupation; no statistic can be lower than seven (7). This method allows you to create an adventurer more like a galactic super-hero.

Make note of Species' maximums and add or subtract the modifiers listed on the following table. Feel free to reroll any character that does not interest you. As a matter of fact, you are free to do whatever you want with the game rules or the character occupations! After all, it is you the players who will determine the shape, texture and flavor of the **Worlds Beyond** universe in which you adventure.
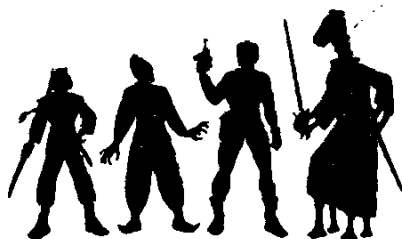
| | Human Max/Modifier | | Dolf Max/Modifier | | Swarr Max/Modifier | | Sher'tazi Max/Modifier | |
|------|------|------|------|------|------|------|------|------|
| INT | 18 | - | 19 | - +1 | 18 | - | 18 | - |
| LDSHP | 18 | - | 19 | - +1 | 18 | - | 16 | - -2 |
| SENS | 18 | - | 18 | - | 19 | - +1 | 20 | - +2 |
| DEX | 18 | - | 18 | - | 18 | - | 18 | - |
| AGL | 18 | - | 16 | - -2 | 19 | - +1 | 18 | - |
| PHY | 19 | - +1 | 18 | - | 17 | - -1 | 17 | - -2 |
| HE | 19 | - +1 | 18 | - | 18 | - | 18 | - |
| SZ | 18 | - | 18 | - | 16 | - -2 | 19 | - +2 |
| APP | 18 | - | 18 | - | 18 | - | 18 | - |

(See character species profiles starting on page xx.)

### Introducing Damon Lavette (Human)

Throughout these rules, Damon Lavette, a Spacer from the frontier world of New Chicago, will be an example for play. The experiences of him and his friends, Marla Hagen a Human Merk, Lasster Dara'kiis a Dolf En-Tek, Aszurrac a Swarr Monitor, and Tukk'tispa a Sher'tazli Med-Tek will help us to better understand the rules and game mechanics.

### Characteristic Definitions

The nine basic characteristics that make up a character are Intelligence (INT), Leadership (LDSHP), Sensitivity (SENS), Dexterity (DEX), Agility (AGL), Physical (PHY), Health (HE), Size (SZ), and Appearance (APP).

**INT** is Intelligence. How intelligent your character is will help determine how successful they are in their occupation. A smart character will generally have a higher skill maximum, whereas a less INT one will have lower skills overall. INT is the character's ability to learn new information, understand it and use it successfully. Players have to run their characters within the confines of the character's species and occupation. It is almost impossible for the player to know everything about the character's skills or the milieu, so the Gamemaster sometimes needs to give information to the player that the character might normally know. For that reason, each character can make an *"Knowledge Roll"*. The character's INT is multiplied by four, and the character tries to roll equal to or less than this number on a D100 *to come with an idea.* (Damon has an **INT** of 14. This is important, it means Damon is above average, and he has a starting *Knowledge* roll of 56%).

**LDSHP** is Leadership: This is your character's ability to convey his/her ideas verbally and Fast Talk or Negotiate with others. Sometimes your character will try to get the best price, con someone, or talk someone into something and when this happens, the character's LDSHP will help determine the outcome. (Damon's **LDSHP** is 11--not so good. Damon's Negotiation skills will start at 33%. He probably won't be making the best deals if they remain that low.)

**SENS** is Sensitivity. This measures how observant your character is of things going on around him/her and of how he/she is affected by those things. High SENS gives the character a better chance of noticing events that might affect how he/she deals with a situation. (Damon's **SENS** is 16. He doesn't miss much, his Observation skill will start at 48%. A high SENS may also help any weapons skills he has).

**DEX** is Dexterity. This reflects your character's eye-hand coordination. It enables your character to work controls, handle weapons and move implements quickly and accurately. (Damon's **DEX** is 16--kind'a quick, above average. DEX contributes to his agility and combat skills as well as his defense factor).

| Size | Ht. cm |
|------|--------|
| 1 | 121-127 |
| 2 | 128-134 |
| 3 | 135-142 |
| 4 | 143-150 |
| 5 | 151-158 |
| 6 | 159-164 |
| 7 | 165-170 |
| 8 | 171-173 |
| 9 | 174-176 |
| 10 | 177-179 |
| 11 | 180-182 |
| 12 | 183-185 |
| 13 | 186-188 |
| 14 | 189-193 |
| 15 | 194-198 |
| 16 | 199-204 |
| 17 | 205-211 |
| 18 | 212-218 |
| 19 | 219-225 |
| 20 | 226-232 |

cm x .39 = Inches

**AGL** is Agility. This measures your character's speed of movement and physical control. AGL is also what determines the order in which actions are taken in combat. (Damon's AGL is 14--just above average. AGL contributes to his athletic ability, combat skills, and defense factor).

**PHY** is Physical. This is a measure of your character's overall physical conditioning and strength. A character with a 6 PHY would be considered emaciated and lacking all muscle tone. A character with a 12 PHY would be considered in average condition and a character with an 18 PHY would be in incredible condition and abnormally strong. From PHY and HE together, you determine a character's hit points (HP's). (Damon's PHY is only 17--really buff. Damon's been taking his vitamins and working out on a regular basis--he'll deal out a fair amount of physical abuse, if any one get's in his way)

**HE** is Health. This measures your character's stamina and resistance to shock as well as his or her ability to remain conscious after having sustained serious injury. (Damon's HE is 15--really good. It means Damon has good stamina and combined with his PHY characteristic make him hard to hurt in a fight).

**SZ** is Size. This term is self-explanatory, being how tall and how heavy you are. Some players either put a lot or very little emphasis on this statistic. It all depends on how menacing, how average or how wimpy you wish to appear to other characters. It's wise to remember that it's not how big you are but how skilled you are with what you have. (Damon's SZ is 15--a fairly big guy, in great shape. Damon does not spend his time sitting around on the ship between planet falls, he works at staying in shape).

**APP** is Appearance. This measures how handsome or beautiful your character is to someone of their own species, as well as how appealing you are to the opposite sex. High APP is not required, but in some cases it could open a few doors, while looking like a Drakkan Puff monkey will almost always get doors slammed in a character's face (unless, of course, the person happens to *like* Puff monkeys). (Damon's APP is 12--just average looks. Damon is no beauty, but he doesn't make others of his own species run in fear either).

## Statistic Measurement Table

| Statistic | 3 - 6 | 7 - 9 | 10 - 13 | 14 -16 | 17 - 20 |
|-----------|-------|-------|---------|--------|---------|
| Intelligence | Illiterate | Uneducated | Educated | Intellectual | Genious |
| Leadership | Annoisome | Ignored | Listened to | Advice taken | Obeyed |
| Sensitivity | Oblivious | Inattentive | Attentive | On guard | Misses nothing |
| Dexterity | Inept | All-thumbs | Capable | Skillful | Gifted |
| Agility | Really Slow | Clumsy | Nimble | Athletic | All-pro |
| Physical | Emaciated | Wimp | Sound | Muscular | Weightlifter |
| Health | Sickly | Frail | Able-bodied | Robust | Perfect |
| Size | Runt | Little | Average | Large | Towering |
| Appearance | Butt-ugly | Homely | Ordinary | Attractive | Gorgeous |



Withdrawl Denied

Account Balance     0000.00
Account Overdrawn   -2378.65
--------------------------------
Please remain where you are.
you are under arrest for
credit fraud.

1-RENT-A-PRINT

## Making a Living

Every character starts the game with some money. Every adventurer's occupation provides the character with the ability to earn a living, but how they earn that living is up to them. It would be a dull game indeed if the Gamemaster made every character work at a 9 to 5 job until they saved up enough money to go exploring the universe. So, it is recommended that once the game begins, the Gamemaster allows the characters equal shares in, or partial ownership of a starship with an unseen non-player character partner. The spaceship might be a small merchant or scout (see spacecraft) of low sophistication with light armaments in need of some repairs and with a long term loan to be paid off (see ship financing). Included with the ship should be a small operating fund--say, between one and two million credits.

Ownership of a starship gives the players mobility, and responsibilities to share. It also helps set up a chain of command, with each player-character taking an active role in what needs to be done, and in the decisions that must be made. The Gamemaster also has the advantage of instantly *SLIP'ing*, (see S.L.I.P. drive) characters into a scenario anywhere in Known Space.

The players are allowed to choose one of the following adventurer occupations. Read about each occupation before making a hasty choice since each occupation gives a slightly different slant on how you can deal with the universe.

> **Adexec** (administrator, corporate executive)
> **C-Tek** (computer programmer/hardware designer)
> **En-Tek** (engineering specialist)
> **Med-Tek** (doctor, scientist)
> **Merk** (soldier, bodyguard, thug)
> **Monitor** (bounty hunter, spy, assassin)
> **Spacer** (pilot, tek, smuggler)
> **Startrader** (merchant, opportunist)

*"The person who's willing to risk it all or goes broke in a big way never misses any meals. But, the poor jerk who won't even think about taking a risk and saves every penny. Well he won't go hungry, but he'll never be full either".*

Tukk Tis'pa (Sher'tazi)

# Adventurer Occupations

**Adexec:** The Adexec is an entrepreneur, administrator, executive, bureaucrat and aspiring interstellar CEO. Many Adexecs gain their skills and experiences from managing in a variety of organizations in either the private sector or government. They are experts in cutting through or in creating red tape. And, like any power hungry financial empire builder, they are seeking to carve out their own place in the universe, one in which they own or control all they see. (Two good examples of the typical Adexec would be Carter Burke from the movie "Aliens" and the devious, shady, calculating executives in the movie "Robocop".) *The Adexecs prime statistics are: INT, LDSHP, SENS.*
*Associated skills:* Administration
Custom
History
Intimidation
Intrigue
Language/Literacy: species tongue (INT x 5)
plus two others.
Law Knowledge
Negotiation
Plus one more of player's choice
Weapons Skill: Untrained
Unarmed Combat: Normal

**C-Tek:** The C-Tek is a computer junkie, a software and hardware designer, a programmer and hacker. You'll always find them talking with the computer and either looking very guilty or grinning ear to ear with that "I know something you don't know" look on their face. C-Teks with a 17 or higher in both INT and SENS can become *"Hotwired"* or *"Linked"* (as it is called). A nanoprocessor is implanted into the cerebral cortex of the brain allowing direct access into many computer systems. (Some examples of for the C-Tek can be found in the book "When Gravity Falls" by G. Alex Effinger and "The Moon Is A Harsh Mistress" by Robert A. Heinlein). *The C-Teks prime statistics are: INT, SENS, DEX.*
*Associated skills:* Computers
Computer Espionage
Engineering
Computer Tek
Language/Literacy: species tongue (INT x 5),
plus one other.
Observation
Plus three more skills of player's choice
Weapon Skill: Untrained
Unarmed Combat: Normal

**En-Tek:** The En-Tek is a systems designer, engineering specialist, technician and inventor. It seems the only thing they ever say is,"Of course it won't work, stupid, it's broken," or "You know they're not meant to take that kind of abuse!" The En-Tek is the glue that binds the techno society of the future together. Without them spacecraft would not navigate between the stars, orbital power stations would fail, and worlds would eventually grind to a halt. More simply put, when it breaks or has to be built, it falls on the En-Tek to take care of it. (Examples of the En-Tek are Parker from the movie "Alien" and Scotty from "Star Trek"). *The En-Teks prime statistics are: INT, SENS, DEX, HE.*
*Associated skills:* Chemistry
Engineering
Starships Tek
Robotics Tek
Language/Literacy: species tongue (INT x 5)
plus one other.
Vehicle Operation
Plus two more skills of player's choice
Weapons Skill: Untrained
Unarmed Combat: Normal

**Med-Tek:** The Med-Tek is a surgeon, psychologist and scientist. The Med-Tek mends and reconstructs broken bodies and diagnose diseases or creates them. Keeping your body burn or bullet-free is their business. You will get many a lecture if you keep coming back for repairs. Their knowledge of species' physiology and custom make them invaluable as advisors. The Med-Tek restores 1D4+2 when administering EMT. (The best example of the Med-Tek is Bones from "Star Trek"). *The Med-Teks prime statistics are: INT, LDSHP, DEX.*
*Associated skills:* Custom
Language/Literacy: species tongue (INT x 5),
plus three others.
Biology
Chemistry
EMT
Observation
Psychology
Plus three more skills of player's choice
Weapons Skill: Untrained
Unarmed Combat: Normal

**Merk:** The Merk is a professional soldier, a hired gun, a thug and an adventurer. Merks, regardless of species, never run out of work. They are always in demand, doing anything from planetary assaults and boarding actions in space to, wearing expensive suits and mirrored *sensorwrap* glasses while acting as security and opening doors for their employers. (Some good examples can be found by reading *Starship Troopers* by Robert A. Heinlein, the *Dorsal* books by Gordon R. Dickson and the Colonial Marine characters in the movie "Aliens.") *The Merks prime statistics are: INT, AGL, PHY, HE.*
*Associated Skills:* Custom
EMT
Gunnery
Intimidation
Language/Literacy: species tongue (INT x 5),
plus one other.
Operate Vehicle
Systems Tek
Vacsuit Operation
Zero gee
Plus one more of player's choice
Weapons skill: Expert
Unarmed Combat: Master

**Monitor:** The Monitor is a bounty hunter, spy, informant and assassin. A specialist in intrigue from the lowest to the highest levels of society. They operate in a world where their skill earns them the respect and fear of their peers. The Monitor is motivated by success--success in outwitting their opponents and in getting a premium reward for their services. (A good example of a Monitor is Dekkard, played by Harrison Ford in the movie "Blade Runner" and Harry Harrison's series *The Stainless Steel Rat*). *The Monitors prime statistics are: INT, LDSHP, SENS.*
*Associated skills:* Computer Espionage
Custom
Disguise
EMT
Intrigue
Pickpockets
Psychology
Languages/Literacy: species tongue (INT x 5),
plus two others
Security Countermeasures
Plus one other of player's choice
Weapons skill: Expert
Unarmed combat: Master

**Spacer:** The Spacer is a pilot, technician, smuggler and born wanderer. The Spacer comes from the ranks of various navies scattered throughout Known Space, and from the huge interstellar corporations that monopolize the space lanes. Spacers are a breed apart and feel they are above most laws, owing allegiance only to themselves and their ships. (Two good examples of the Spacer are Han Solo from the movie "Star Wars," and Rippley from the movie "Aliens"). *The Spacers prime statistics are: INT, DEX, AGL, HE.*

*Associated skills:*    Astronavigation
　　　　　　　　　　Astronomy
　　　　　　　　　　EMT
　　　　　　　　　　Gunnery
　　　　　　　　　　Languages/Literacy: species tongue (INT x 5),
　　　　　　　　　　　　　　　　　　plus two others
　　　　　　　　　　Pilot Spacecraft
　　　　　　　　　　Starships Tek
　　　　　　　　　　Vacsuit Operation
　　　　　　　　　　Zero gee
　　　　　　　　　　Plus one more of player's choice
　　　　　　　　　　Weapons skill: Marksman
　　　　　　　　　　Unarmed Combat: Trained

**Startrader:** The Startrader is a merchant, opportunist and interstellar profiteer. Always on the look-out for a good deal, the Startrader sees everything in terms of how much profit can be generated from the least amount of effort. Whether it is a con to squeeze some poor citizen out his/her last few credits, or a scam to sell as new, used *SLIP* drive parts to a frontier world, you can bet the Startrader will get the best price for it. (Two good examples of the Startrader are Horace Hussein Bury from the book *The Mote in God's Eye* by Larry Niven and Jerry Pournelle and Harry Mudd from "Star Trek.") *The Startrader's prime statistics are: INT, LDSHP, SENS.*

*Associated skills:*    Custom
　　　　　　　　　　Fast Talk
　　　　　　　　　　Gambling
　　　　　　　　　　History
　　　　　　　　　　Intimidation
　　　　　　　　　　Intrigue
　　　　　　　　　　Language/Literacy: species tongue (INT x 5),
　　　　　　　　　　　　　　　　　　plus three others
　　　　　　　　　　Law Knowledge
　　　　　　　　　　Psychology
　　　　　　　　　　Plus one more of player's choice
　　　　　　　　　　Weapons skill: Marksman
　　　　　　　　　　Unarmed Combat: Normal

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### Character Skill Measurements

01-20 %  Knows the theory and basics on the skill.
21-40 %  Has sound practical knowledge, combined with some actual experience.
41-60 %  Knowledgeable, able to resolve most problems, has good experience in most matters.
61-80 %  Competent, thoroughly versed on subject, can handle almost any situation that should arise.
81-99 %  Expert, on the leading edge of current technology, can successfully handle practically everything thrown in their direction.

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## Hit Points

Hit points (HP's) are based on the total of each character's PHY and HE statistics. The higher these two statistics are, the more hit points the character will have. The more hit points a character has, the more damage they can withstand before being stunned or knocked unconscious.

**PHY + HE = Hit Points**

## Healing Rate

Healing rate is the number of hit points a character will get back *naturally* over the course of a week. Proper bed rest and care with little or no exertion are the prerequisite for restoring the character's full healing value. If a character insists on continuous or strenuous activities with less than 50% of their total hit points, reduce their healing rate to half, and if they have less than 75% of their total hit points, no natural healing is possible. (The use of an autodoc can accelerate the character's healing rate by a precentage equal to the autodoc's SOPH level over the course of the week). To determine your character's healing rate divide their total hit points by five.

**Hit Points/5 = Healing Rate**

Pummelling damage heals at twice the rate as all other types of damage. Pummelling damage is defined as the damage inflicted by unarmed combat with fists, feet, head butts, throws and grappling.

## Consciousness Roll

The consciousness roll is used whenever a character is about to be stunned, knocked out, choked into unconsciousness, drowned or suffocated. The consciousness roll simulates a character's physical power to hold onto consciousness long enough to survive and fight his/her way out of a deadly situation. In some cases, more than one consciousness roll will be required and the result of failing a roll is unconsciousness. To determine your character's consciousness roll multiply his or her PHY statistic by four (4), the result being expressed as a percentile that must be rolled equal to or under to be successful.

**PHY x 4 = Consciousness Roll**

## Stunned and Knockout

Whenever a lot of damage is inflicted all at once there is a chance of being *stunned* or even knocked out. Stunned means being momentarily 1D3 *action rounds* dazed, disoriented and unable perform any skill until the effects of being stunned have worn off. To determine your character's stunned value, divide his or her total hit points by three (3), the result being the amount of damage they can take in one hit without being stunned.

**Hit Points/3 = Stunned**

The *knockout* occurs in the same manner, except that instead of just being dazed, the character is out cold for 2D6+2 action rounds. To determine your character's knockout value, divide his or her total hit points by two (2), the result being the amount of damage he or she can take in one hit without being knocked out. Your character can be revived after being knocked out if a successful EMT roll is made on them.

**Hit Points/2 = Knockout**

*EXAMPLE: Damon's PHY is 15, his HE is 17, so his hit point total is 32—not bad. His healing rate is 6 points per week—also not bad. His consciousness roll is high, 68%—excellent. His stunned value is 11—not bad, and his knockout value is 16—again, not bad. Damon is pretty damned tough, someone you'd want on your side in almost any kind of fight.*

# Agility Skills

Characters will have physical agility skills that represent how good an athlete they are. To determine your character's agility skills use the formulas below. This will establish your agility skill base. Once you have done this, your character will receive additional agility skill points by multiplying their PHY x 4 and allocating these additional skill points as they choose.

Dodge = AGL x 3
Climb = DEX + PHY
Jump and Swim = (AGL + PHY) x 1.5
Hide and Sneak = SENS + AGL

## Run, Jog and Sprint

Movement in meters per action round:

| Modified Agility | Walk x 2 = | Jog x 2 = | Sprint |
|---|---|---|---|
| 3- 9 | 2 | 4 | 8 |
| 10-13 | 3 | 6 | 12 |
| 14-15 | 4 | 8 | 16 |
| 16-17 | 5 | 10 | 20 |
| 18-20 | 6 | 12 | 24 |

## Lift, Carry and Throw

To figure out how much your character can lift, carry and throw, add their PHY and SZ statistics together and then multiply the result using the following tables. Lift means the number of kilograms your character can lift above his/her head or carry over his/her shoulder for short distances. Carry means the number of kilograms a character can carry in the form of a backpack. Throw is the number of kilograms your character can throw over-handed a distance equal to their walk in meters.

| PHY Plus SZ | Multiplier |
|---|---|
| 16 to 20 | 2.00 |
| 21 to 24 | 2.50 |
| 25 to 28 | 3.00 |
| 29 to 32 | 3.50 |
| 33 to 35 | 4.00 |
| 36 to 37 | 4.50 |

*EXAMPLE: Damon's starting agility skills are: dodge 42%, climb 33%, jump and swim are both 31%, and hide and sneak are both 30%. To these he can add an additional 68 (%) points gained from his PHY statistic modifying the following skills: to his dodge he adds 20 (%) points, making it 62%, to his climb he adds 15 (%) points, making it 48%; to his sneak he adds (20%), making it 50, and the last 13(%) points he adds to his hide, making it 43%. The balance of his agility skills go unchanged.*

*Damon's AGL is 14, so he will be able to move the following distances per action round: walk 4 meters, jog 8 meters and sprint 16 meters. Of course, these might be modified depending on how encumbered he is or if conditions prevented full movement.*

*Damon is in great physical condition, he is also a fairly big man,-this enables him to. Lift 112 kg. Carry 56 kg. and Throw 14 kg.*

*1 hex = 1 meter*
*1 kg = 2.20 lbs*

*Lift, Carry and Throw*

*Lift is equal to your character's PHY and SZ times the above multiplier, carry is equal to your character's lift divided by 2; throw is equal to your character's carry divided by 4.*

*(PHY+SZ) x Multiplier = Lift, Lift/2 = Carry, Carry/4 = Throw*

# Character Skill Generation

## Skill Maximum

Each occupation has a set of minimum prime statistics that enable the character to perform their various skills at a reasonable level of competency (the higher the statistic, the greater the skill will be). Every character is limited in how good they can be at any one thing; this limit is known as the skill maximum. The character's skill maximum is determined by taking the average of all the character's prime statistics for their chosen occupation and multiplying them by five. The result will be their skill maximum expressed as a percentile (%). This skill maximum can not be exceeded when allocating either starting skill points or life experience points. The exception to this is when the character receives a check during play for making a critical success roll, which qualifies them for a chance to raise that particular skill by 1% point.

## Associated Skill Base

Each occupation, whether it was achieved through education or experience, will have certain other skills associated with it; these associated skills help provide for a generally well balanced character. The starting base for each associated skill is the character's INT expressed as a percentile. There are also other skills common to all characters under the heading of *Skills* on the Citizen Profile sheet. These skills are derived from different statistics. Some are included as associated skills for certain occupations. If this is the case for your character's occupation add your associated skill base into these also.

## Starting Skill Points

Before a character enters an occupation they will have skills representing their training in that occupation. To determine the character's starting points multiply INT x 10. This is the number of starting skill points a character can allocate into his/her associated skills (some skills will require Gamemaster's approval). To choose the character's languages, see languages in the occupational descriptions section.



*EXAMPLE: The prime statistics for a Spacer are INT, DEX, AGL, and HE. Damon's statistics are: INT 14, DEX 16, AGL 14, and HE 15. His skill maximum is the average of these four statistics multiplied by five. 14.5 x 5 = 73% as Damon's skill maximum (always round decimals below .50 down). Damon may raise any skill up to his skill maximum that he chooses.*

*EXAMPLE: The associated skills for a Spacer are Astronavigation, Astronomy, EMT, Gunnery, Language Literacy, Pilot Spacecraft, Starships Tek, Tek Languages, Vacsuit Operation and Zero Gee. Damon's INT is 14, so all his associated skills will have a base skill of 14%. Then multiply Damon's INT x 10. He gets another 140 skill points to allocate to his associated skills (up to his skill maximum).*

# Combat Skill Generation

To determine the character's combat skill maximum take the average of their combat statistics, which are SENS, DEX and AGL. Multiply the result by four (4) for all occupations except Merk, Monitor and Spacer, which will multiplied by five (5). Note this number on the citizen profile sheet. No character's weapon or unarmed combat skill can exceed this maximum unless, the character receives a check for making a critical success roll which qualifies the character for a chance to increase the weapons skill by 1% point. After establishing the character's skill maximum use the following tables to determine the character's starting skill base. These can be increased by using life experience points.

*( SENS + DEX + AGL, Averaged ) x 4 or 5 = Skill Maximum )*

## Combat Skill Generation

All characters can use weapons and engage in unarmed combat. The degree of their skill depends greatly on their chosen occupation and the amount of training they have had. Occupations such as the Merk or the Monitor would have had more training than an En-Tek or Med-Tek might have, so initially the latter's beginning skill base will be lower. Just as each character can only be so good in their occupation *(skill maximum)*, the same holds true for just how good they can be in using weapons or in unarmed combat.

### Projectile/Energy and Melee Weapons Attack Table

| Skill Level | | Weapons Allowed per level |
|---|---|---|
| Untrained | x 1 | (2 weapons) |
| Marksman | x 2 | (2 weapons at Marksman & 2 at Untrained) |
| Expert | x 3 | (2 weapons at Expert & 3 at Marksman ) |

### Unarmed Combat Attack Table

| Skill Level | | Attacks per Round | Damage Bonus |
|---|---|---|---|
| Normal | x 2 = | 2 | 0 |
| Trained | x 3 = | 3 | +1 |
| Master | x 4 = | 4 | +2 |

### Damage Bonus Table

| PHY plus SZ = Damage Bonus | | |
|---|---|---|
| 03 | to 10 | - 4 |
| 11 | to 14 | - 3 |
| 15 | to 17 | - 2 |
| 18 | to 20 | - 1 |
| 21 | to 24 | 0 |
| 25 | to 27 | + 1 |
| 28 | to 30 | + 2 |
| 31 | to 34 | + 3 |
| 35 | to 37 | + 4 |

## Defense Factor

Defense Factor is your character's ability to take evasive action in combat. It does not represent the ability to dodge bullets, knives, clubs or other such blows, but just how difficult you are to hit while in motion. Motion is defined as walking, running, jumping, rolling and falling. If these conditions are not met, the defense factor modifier is void. Defense Factor works this way: The opponent attempting to shoot, stab, club or strike will subtract the intended target's Defense Factor from their combat skill as long as the target continues to be in motion. Defense Factor is the average your character's DEX and AGL statistics.

**(DEX + AGL/ Averaged = Defense Factor)**

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*EXAMPLE: Damon's combat skill maximum is higher due to his occupation (x 5 for being a Spacer), his combat statistic is 15.33, multiplied by five equals a 77% skill maximum. His skill level with projectile and energy weapons is Marksman, so he starts with two weapons at 31% and two at 15%. His skill level in unarmed combat is trained, so he starts with an attack % of 46% with two attacks per round and a +1 damage bonus.*

*Just by looking at Damon you'd know he works out (PHY 17), he has definition in his arms, shoulders and chest. Add to this that Damon is fairly big (SZ 15) and you know why he gets a +3 damage bonus when in unarmed combat. For a big guy he also moves pretty fast, his defense factor is 15%.*

*All of the foregoing examples represent the skills Damon acquired during his internship as a Spacer. As he gets older he will improve in his occupation and in any other skills picked up along the way.*

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# Life Experience Points and Character Aging

Life experience points are awarded for experience gained in the character's occupation or in other interests. The way life experience points are earned is through character aging. The older the character is, the more experienced they will be when they first start the game. However, there is a price to pay for character aging; characters lose SENS, DEX, AGL, PHY conditioning and HE as they get older. This is true for each race, but this process doesn't usually start until a character reaches seventy. So most characters will lead long productive lives.

Life experience points are awarded starting at age 21. For every year after 20 and up to the character's beginning age at the start of the game, five percentile (%) points will be awarded. These may be used to increase an associated or combat skill, or some new skill, up to the character's maximum.

> No player may start their character older than 90 years old and any character 70 years old or older must roll on the aging table. The aging table must be consulted every five years thereafter before they may play their character. If any statistic should decrease the player must refigure all skills that statistic affects.

## Average Lifespan For Each Species

Dolf-136 years
Humans-127 years
Swarr-119 years
Sher'tazi-140 years

## Determining Character Age

To determine your character's age use one of the following methods:

    A.) To randomly determine how old your character is roll 4D10+30 years. This generally produces a character between 50 and 60 years old.

    B.) Assign how old you would like your character to be at the start of the game.

**Inexperienced** characters are between 21 and 40 years old.
**Experienced** characters are between 41 and 70 years old.
**Very experienced** characters are between 71 and 90 years old.

### Aging Table

| 1D10 | 70 - 100 Years | 105 - Plus Years |
|---|---|---|
| 1 | -1 SENS, AGL | -2 SENS, AGL, PHY |
| 2 | No Effect | -2 DEX |
| 3 | -1 DEX | No Effect |
| 4 | No Effect | -2 HE |
| 5 | -1 PHY | No Effect |
| 6 | No Effect | -2 SENS |
| 7 | -1 HE | No Effect |
| 8 | No Effect | -2 AGL |
| 9 | -1 AGL | -2 PHY |
| 0 | No Effect | No Effect |

-1SENS = -2% to all Weapon and Unarmed combat skills, Observation, Vehicle Operation, Hide and Sneak.
-1DEX = -2% to all Weapon and Unarmed combat skills, Vacsuit and Vehicle Opration, Zero gee, Climb and Swim.
-1AGL = 2% to all Weapon and Unarmed combat skills, Vacsuit Operation, Zero gee, Dodge and Jump, check Walk, Jog and Sprint.
-1PHY = -2% to Jump, Climb, Swim, check Hit Points, Healing rate, Consciousness roll, Stun, Knockout, Lift, Carry, Throw and Damage bonus.
-1HE = Affects Hit Points, Healing rate, Consciousness roll, Stun and Knockout.
**-2 to any statistic = -5% to all the above skills and affects others.**

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*EXAMPLE: Damon is 62 years old when he starts the game. He will be awarded life experience points for 42 of those 62 years. This works out to be 42 x 5% = 210 life experience points that can be allocated into almost any skill of his choosing (some skills may require Gamemaster approval).*

*EXAMPLE: Damon decided to become a Spacer and see the universe. He has an INT of 14, so all of his associated skills start at 14. To these he adds 140 starting skill points gained from his INT and he can add these skill points into any associated skill up to his skill maximum.*

*His Language/Literacy skill in Esperanto is 70% (INTx5 for his native tongue). His associated skills include two additional languages of his choice--he decides to learn Galacta and Jhar'shat (Swarr-common). He uses 20 points to have a 34% skill in Galacta and 10 points for a 24% skill in Jhar'shat. Next, he adds 55 points to his skill in Pilot Spacecraft, raising it to 69%. Now he has 55 points left, adding 25 points into Computers, 10 points into Technical Languages, 10 points into Astronavigation, and 10 points into Starships Tek.*

*Now Damon has the following skills of 39%, 24%, 19%, 24%, respectively in the afore-mentioned skills. The rest of his associated skills all start at 14%. These are representative of Damon's skills after completing his training as Spacer.*

*We catch up to Damon on his sixty-second birthday, forty-two years after completing his training. Damon has become an experienced Spacer. This fact is reflected in the number of life experience points he has gained in those forty two years. He gets 210 more skill points to add to any of his associated or combat skills (he may choose new ones). He uses 4 skill points to max out his pilot starship skill at 73%, 30 to bring Computers to 44%, 20 to bring Spacecraft Engr. to 44%, 20 to Galacta for 54%, 10 to Astronavigation for 49%, 30 to EMT for 44%, 30 to hand held blasters for 61% and 40 to assault blasters for 71%, 20 to Observation for 62%, and the remaining 26 points goes to Fast Talk for 49%.*

# Learning and Training

# Reputation and Personality
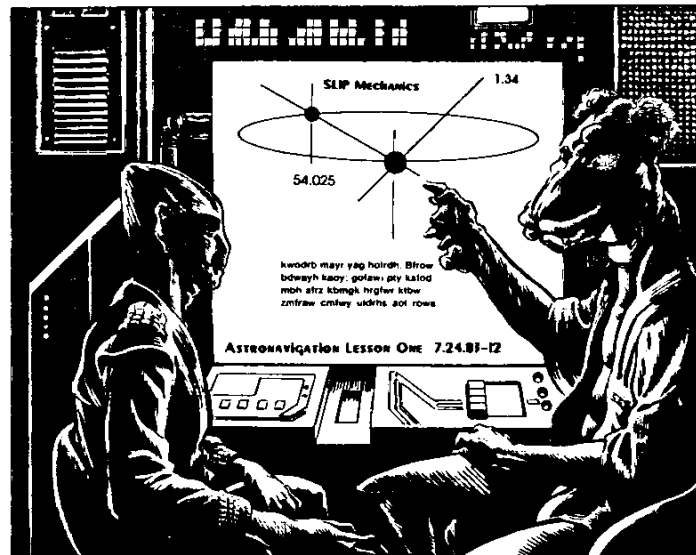


New or existing skills (excluding combat skills) lower than twice the character's **INT** have a chance of being increased through personal study or professional training. *Personal study* involves spending time studying or practicing a skill or ability. *Professional training* involves learning from someone who is experienced in that skill or ability; the instructor must have at least 60% in a skill to be qualified to train.

For every 30 days of continuous study or professional training the character is entitled to see if they have increased their ability in the skill studied. To do this the character must roll equal to or under than their INT x 5. If successful the character may add two (02%) percentile points for personal study, and three (03%) percentile points for receiving professional training. This can be repeated until a skill is twice the character's INT—after that *only* successful use in play will increase a skill. Only one skill at a time may be increased using the personal study method, and only two skills may be increased using the professional training method.

In **Worlds Beyond** players create their characters to a template formed in their mind's eye. This template holds the images and traits that clearly define to all other characters who your character is (Reputation and Personality). What each character does and why they do it is decided by more than just the roll of the dice. You, the player, instill in each character you create idiosyncrasies that will let those around you know what kind of individual you are. If you are treacherous or fair, fast on the draw or a smooth talker, known for keeping your word or being the hottest pilot in known space, all these things define your character's reputation and personality.

The interplay between characters of different reputations and personalities can provide much of the drama in role-playing. Where one character's soul may be darker than a black hole, another may be brighter than the light of a sun gone nova. Having any kind of reputation or personality will add depth to the character and bring many an interesting twist to the game itself.

Each character is entitled to any reputation or personality they want (three of each), whether it coincides with their species and cultural background or is totally fabricated. All four species have traits that set

them apart from each other. Of course, a reputation means using the same name all the time and that you in operate the same area where you built-up your reputation. The farther away you travel from that place the less weight your reputation will carry. Your character may, in fact, be the dread *space pirate Roberts*, but if you are fifteen or twenty light years from your usual haunts going by the name of the dread *space pirate Gonzo*, don't expect anyone to take notice of you. Just remember, saying you're known for something and really acting the part are two different things. A reputation that's not backed up by role-playing is a sham and should be treated as such by the other characters and the Gamemaster. *Another way to make up your character's reputation is to develop it as the campaign progresses (see Character Origins). This enables the player to tailor each character's reputation to a specific style of role-playing or to the direction the campaign takes.*

How to decide if anyone recognizes your character by sight or by reputation: First, if you are flaunting your name about, or if you are in a port you frequent or with people you associate quite often, it's likely you may be recognized (use a straight Knowledge or Observation roll). Second, if you are going by your reputation name, but have only been in the port a few times, subtract 20% from the Knowledge roll. Third, if you are using an alias, dealing with people you think you've never met, or you're on a world you've never been on before, subtract 40%. (The same rules apply when characters are meeting other famous non-player characters.)

The Gamemaster should modify the knowledge roll up or down depending on each situation. The result of the Knowledge roll should be treated much like a successful skill roll:

| | |
|---|---|
| Normal success, | "Hey! Aren't you ———— ? |
| Normal Failure, | "Sorry, I've never heard of you." |
| Critical success, | "I'm really honored/frightened to meet you. What can I do for you?" |
| Critical failure, (Worst case) | "Oh my god, it's the *dread Pirate Roberts*, help, murder, help, security, help, fire, help, help...!" |

Being lucky is a characteristic of any successful **Worlds Beyond** character. It is that unseen and sometimes-elusive force that by chance causes circumstances to go our way. There is no way of predicting which way a character's luck will turn, as each character's luck is different. When your character's luck runs out, their chances of surviving hazardous circumstances do too. *Luck is determined by adding up the seven prime statistics (INT, LDSHP, SENS, DEX, AGL, PHY and HE) on the citizen profile record.* This is your character's luck base. As your character grows older he/she will use up their luck a little at a time. To simulate this, subtract half your character's age from your luck base. This becomes his/her remaining luck expressed as a percentile at the start of the game.

Luck can be used in many ways: to save your character's life under special circumstances, to escape punishment (or at least reduce the severity of it), or to gain some special knowledge. The ways to use up your luck are endless. It does not mean you could use luck to survive a super nova, or decide the outcome of an entire encounter with a single roll of the dice. Luck is that unpredictable force that just might weight the scales in your character's favor. Each time you use your luck, you will lose at least one point from your remaining luck total and if the situation warrants it maybe more. The Gamemaster is the final arbitrator in all cases of how much luck is used up and **the Gamemaster's decision is final**. Win, lose or draw, whenever a luck roll is made, at least one point of luck must be subtracted.



# Character Luck

*Aszurrac and Damon just smiled at the guard as he reached for his weapon. Aszurrac's 3 cm canines glistened in the light as he spoke the guards epitaph. "Human, I've got a 15 mm slug thrower pointed at your head, at this range it'll blow it clean off and into the next galaxy. You've got to ask yourself just one question Human, do you feel lucky? Well Human, do you. . .?"*

# Starting Money and Equipment

To determine your character's starting money, roll a d4+2-- the total that comes up will be the number of digits in your bank account, from 100 to 100,000 credits. If a six is rolled, it will always be 100,000 credits and no more. For the other digits roll a D10 and record the result in the order rolled *(Adexecs will multiply their result by 5 and Startraders by 8)*.

Equipment means those things your character would need to be successful in the pursuit of their occupation. Any other item will require Gamemaster's approval. If for any reason you think you should be allowed to have something that the Gamemaster says is not an item likely to be had by your character, you may ask for a luck roll to acquire it. If the Gamemaster agrees and you make a successful luck roll, you get the item and loose a point of luck; if you fail, you will loose the point of luck anyway.

## Starting Equipment

**ID Jack** *(ship-board security access & communicator).*
**ID Card/History/Credit Voucher** *(passport & credit card).*
**Laptop or Pocket Computer** *(personal record keeping, business, links into most communication and computer networks).*
**Entertainment Unit** *(Any)*
**Clothing 3 sets each** *(any style--work, outdoor, leisure, formal).*
**Bodyarmor** *(Merks, Monitors and Spacers may have 2 sets of their choice, all other occupations will have to buy theirs).*
**1 Vacsuit/Vacarmor** *(if applicable to character occupation, ie., En-tek, Merk, Spacer; otherwise 1 Emergency bubble).*
**Weapons** (The character's skil level determines the number of weapons the character starts off with).

# Character Origins

You've reached the point where you can start playing if you'd like, but we would like to throw one more thing at you. Yes, you guessed it, like the name in the sidebar suggests, *Character Origins*. Sometimes it difficult to get right into a character. Questions arise like, what has my character been doing for most of his or her life, why has he or she come to be where he or she is now, and finally, who are my friends and enemies? So, we have added a way for you to flesh-out your character's back around with a little color, flash and danger.

Your character's origin's are important and the hand the universe has dealt them can lead them on a path to wealth and power or poverty and despair. As you create your character's past using the flowcharts, you will get a sense of milestones being crossed as your character gets older. We have broken the tables into three sections, feel free to roll randomly or choose at will from each.

**The Beginning Years:** The first table lets the character establish their earliest memories of family and how they were raised.

**The Adult Years:** The second series of tables will trace meaningful events that have occured in the character's adult life. These events fall into three categories: The first, Friends and Contacts, Enemies. The second, Random events. The third, Living on the Edge.

# Character Origins

## The Beginning Years

### Dolf Family History
1D8
1   Your Family was assasinated during a hostile corporate take-over. You were raised in a corporate orphanage.
2   Your family was indentured for failure to pay outstanding debts and sent to an industrialized frontier world.
3   You were raised by your mother in an affluent home. Your father was away most of your life pursuing his career.
4   Both of your parents had careers, so they hired professional pseudo-parents to raise you.
5   Your parents were both crew on a corporate spaceliner. You were raised and educated onboard this vessel.
6   You were brought up in boarding schools and spent little time with either of your parents
7   Your parents were colonists, they were killed by Sher'tazi pirates. You were raised by family friends.
8   Your mother was murdered shortly after your birth by her rich and powerful lover. You grew up on the streets.

### Swarr Family History
1D8
1   Your parent(s) were declared Rogue shortly after you were born. You have always been clanless.
2   You grew up on a harsh frontier world. Your parent(s) were the colonies leaders.
3   Both of your parents were killed in a clan power struggle. You were raised by your grandfather, a famous warrior.
4   Your family were rich and powerful merchants. You were spared nothing as a child.
5   Your father was a high lord in clan government. You were raised amidst power struggles, intrigue and wealth.
6   Your parents were both in the clan military. You were raised in a spartan communal environment.
7   Your parents never distiguished themselves in anything, as a result you grew up ridiculed by your peers.
8   You grew up on the streets of a frontier world after your parents were killed by Human pirates.

### Human Family History
1D8
1   You were abandoned at an early age and grew up on the streets of a provincial world.
2   You were the sole survivor found in escape-pod in cryo-sleep; that had been drifing in space for over 60 years. You were raised by colonists.
3   You were raised in an affluent home by parent(s) who loved you very much.
4   You were raised by parents who sacrificed everything for your education.
5   You were brought-up primarily by servants. Your parents were involved in politics.
6   All you know about your real parents is that they were assasinated for their political views.
7   Most of your youth was spent on the run. Your parents were murdered by the Swarr before they could reveal the reasons for this.
8   You were raised as a slave, but escaped to another world in your mid-teens.

### Sher'tazi Family History
1D8
1   Your immediate family, lost everything in an inter-family dispute; you grew up in the shadow of their shame.
2   Your parent is a great lord, who, after you failed advancement testing disowned you and sent you packing.
3   Your family and house unknown, you were raised by the Swarr for ten years before being turned over to the Sher'tazi.
4   You were raised in one of the great royal houses. To impress the family you have gone on the eternal pilgrimage.
5   You were raised on a family merchant starship until bad debts forced its sale and the breaking up of the family.
6   What little you know of your immediate family is that they were executed for treason against the family.
7   In your youth you were forced to flee your home world after killing a member of another powerful family in a duel.
8   You rebelled as a youth and left to seek your own fate among the races.

# The Adult Years

## Friends & Contacts

*You get a number of rolls equal to your chacacter's LDSHP divided by 3.*

**1D10**

1 Is a known and hunted illegal. Saved your life many years ago, you owe them.
2 A childhood friend, now a powerful Startrader. Owes you a favor.
3 Is like a Father/Mother figure to you.
4 A former Teacher or Mentor.
5 A former Enemy.
6 An ex-lover, who is still in love with you.
7 A Co-worker, maybe a member of this group (your choice).
8 A good party buddy, always good for a few credits and a place to crash/hide.
9 A minor Government Official (consult GM for the place and government).
0 A Customs Official on a major world.

## Enemies

*You get a number of rolls equal to your chacacter's Luck divided by 20.*

**1D10**

1 An Interstellar Crime Lord
2 An Adexec of a large interstellar corporation
3 An Ex-Friend
4 An Ex-Lover
5 An Ex-Partner
6 Relative
7 Former Employer
8 A minor Planetary Official
9 A famous Pirate Captain
0 A Lord In a Swarr clan



# Using The Game System

## Making Skill Rolls

During the course of the game each player will take actions that best suit his or her idea of what his or her character is all about. Whether or not these actions are benign or malevolent, each player will want his or her character to be as successful as possible. In **Worlds Beyond** there are two ways for the player to accomplish this: 1.) *Routine actions.* 2.) *Critical action rolls.*

## Routine Actions

Routine actions are those things your character does routinely. These actions include normal observation and communication, walking, running, and driving. It is assumed that no die roll would be required to do these things, since success is almost guaranteed under normal conditions.

Conditions that could change this are: the character has been injured or is under close surveillance and is attempting some activity that would prevent a normal or routine action. Actions such as these might require a critical action roll.

## Critical Action Rolls

Critical action rolls are made whenever events or circumstances go beyond the normal or routine ability of the character. Simple things such as dodging an object, climbing stairs, driving a vehicle, or putting on a vacsuit can become almost impossible if attempted under stress. To determine if your character is successful while doing these and other actions during play, a critical action roll will need to be made.

To do this, the player makes a **statement of intent** as clearly as possible as to what their character's desired action will be. At that time the Gamemaster will ask for the appropriate skill roll using a D100. There will be times when the Gamemaster will modify the skill roll depending on the degree of difficulty or ease of the action. If the die roll is equal to or under the character's skill level, you are successful; if not, you have failed (combat skills are also in this category).

## Critical Success Rolls

When a skill roll is made successfully, the reward is success itself. When a skill roll is made incredibly well we call it a "Critical Success." To make a critical success you must roll equal to or under 10% of the skill being used. This entitles the player to an automatic skill check. It also means he/she carried out or performed that skill in the best way possible and should get some special consideration.

## Critical Failure Rolls

The same holds true when a skill roll is failed. If the failure is one percentage point higher than the character's skill and less than 99% this is called a normal failure. Normal failures can occur at any time; a failure can spell disaster or mean another effort will have to be made to gain success. A "Critical Failure" means the worst possible thing has happened. This occurs when the player rolls 99 (bad) or 00% (the very worst), while attempting to successfully make a skill roll. The Gamemaster has the option of inflicting almost anything that could go wrong on the character. From blowing a Negotiation and losing money on a deal to being unable to repair the protection screens of your spacecraft during combat. One thing is for sure when a critical failure is made—only a character's being lucky will reverse the consequences of that failure.

**EXAMPLE:** Damon is manuevering the Farside into docking position with a derelict spacecraft, when suddenly an explosion aboard the other ship causes it to rocket directly toward his ship. Desperately he manipulates the controls, trying to avoid a collision. His Pilot Spacecraft is 72%, so he must roll 72% or less on a D100 to succeed in getting the Farside out of the way of the onrushing derelict spacecraft.

## Rewards for Experience

The reward for making a successful skill roll is the success itself. If this were the rule no one would ever benefit from their experiences, so when a character uses a skill successfully during play, the Gamemaster can allow that character's player to check the box next to that skill. Characters are rewarded for trying and succeeding. Not succeeding at a skill carries with it a different kind of consequence--failure. Regardless of how many times a character succeeds in making a skill, they usually get only one chance per adventure to increase that skill. Players may only check a skill with the Gamemaster's permission. The exception to this is when the character's player rolls an 01% when making a skill roll. this entitles the character to an automatic increase of 1% to that skill.

After the adventure is completed, and in the presence of the Gamemaster, each character who has received a check to a skill may roll a D100. If the die roll is higher than the current skill level the skill increases by 1%, but if it is equal to or less than the character's skill level no increase is allowed.

## Taking Damage

Damage is the measure or amount of physical hurt which a character's body can take. Damage is inflicted whenever there is a physical cause, such as being shot, slugged, poisoned, suffocated or falling from a great height.

Whenever a character is hit, the amount of damage he receives is subtracted from his or her hit point total. In *Worlds Beyond* there is a penalty for taking too much damage. A character can be stunned or even knocked out for a few action rounds if they take too much damage from one hit. On the citizen profile you determine what your character's stunned and knockout values are. If at any time, damage in excess of his or her stun value (but not more than their knockout value) is inflicted from one hit he or she is stunned for 1D3 action rounds (unless they can make a successful conscious roll). And, if damage in excess of their knockout is inflicted from one hit, they will be out cold for 2D6+2 action rounds unless a successful conscious roll is made. To revive anyone who has been knocked out it will take a successful EMT roll and about four or five action rounds.

Any character functioning on less than 80% of his or her total hit points should have their skills reduced by at least 20%. One example of this is if you have ever seen a fighter stumbling around the ring unable to protect himself. You know why the referee stops the fight and calls for the doctor.

*Once a character's total hit points have been reduced to 0 or less they die.* The only way a character could hope to be brought back after this is for the following conditions to be met: 1.) The dead character has not been left unattended for more than a few minutes (100 action rounds). 2.) A successful EMT roll is made to resuscitate the character. 3.) A successful Luck roll is made. If all these conditions are met the character's vital signs are restored. If a Med-Tek, Porta-Doc or a Auto-Doc is readily available to treat the victim consciousness will be regained in 1D4+2 hours. Otherwise they will remain in a coma for 1D4 x 10 hours.

## Healing

Healing unaided by modern medical technology is still a slow process wherein the body regenerates HP's. The rate at which a character regains HP's naturally is their healing rate value per week. If the character is attended by a competent Med-Tek, an EMT roll can be made once per week and, if successful, 1D4+1 additional hit points are added to the character's healing rate. If the character is in an Auto-Doc continuously, his/her healing rate will be increased by a percentage equal to the Auto-Doc's SOPH level.

## Hit Locations *(Optional)*

For those wishing to simulate a higher degree of realism in combat *(questionable)* and who don't mind the added time it will consume, these optional rules are offered. Any decision to use the optional hit location rules is entirely up to the Gamemaster, since he or she will bear the burden of enforcement.

## What Exactly is a Hit Location?

Whenever an attack is made successfully the physical blow must strike a particular part of the body. Hit locations are those particular portions of the body struck. You determine which area has been struck when the player makes his or her attack skill roll. The die designating the ones place indicates the part of the body that has been hit. If the die roll was 45, the five would represent that part of the body struck (refer to the following table).

### Hit Location Table

| Die Roll | Location Description |
|---|---|
| 1-5 | Torso--above the hip to below the neck |
| 6 | Right Arm--Hand to shoulder |
| 7 | Left Arm--Hand to shoulder |
| 8 | Right Leg--Right leg from foot to hip |
| 9 | Left Leg--Left leg from foot to hip |
| 0 | Head--head and neck |

The amount of damage each hit location can take is based on the character's *total hit points* called *body points*. The following table shows that each hit location point will have a specific number of body points. Added up they will always be more than the character's total hit points. This represents how much physical punishment any portion of the body can take before it becomes disabled. It does not mean the character can take any more damage than their actual total hit points.

### Body Hit Point Table

| Location | 19-23 | 24-28 | 29-32 | 33-38 |
|---|---|---|---|---|
| | Total Hit Points | | | |
| Head | 4 | 5 | 6 | 7 |
| Each Arm | 5 | 6 | 7 | 8 |
| Torso | 12 | 14 | 16 | 18 |
| Each Leg | 6 | 7 | 8 | 9 |

Whenever a character is injured, poisoned, etc. and exhausts all their hit points they are dead. No one area of the character's body may have been totally disabled, but the character is dead from either loss of blood, traumatic blows or general shock. Each time a character takes damage, the player must mark off the damage from the body point locations actually hit and add up the total hit points inflicted ("HP" box).

## Effects Of Damage

No one portion of the body can absorb damage greater than its total body points. So, a 7-point leg hit for 8 points, subtracts only 7 points from the character's "total hit points" and the remaining damage has an effect only as it applies to being stunned or knocked out. A limb that takes twice its total body points in a single blow is disabled/maimed, and if more than three times it has been either fractured or severed. The injured character will bleed to death at 2 points per action round unless the bleeding is stopped with a successful EMT roll.

*"Always try and get a shot off fast. This unnerves the opposition long enough for you to make your second shot perfect."*

Marla Hagen *(Human)*
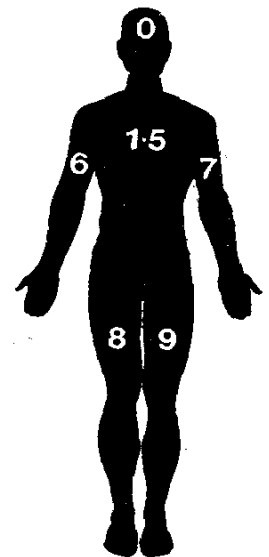
*EXAMPLE: There are two types of hit points, total hit points and body points. An adventurer with 27 total hit points has 5 body points in their head, 6 in each arm, 14 in their torso and 7 in each leg. The total body points total 45, however, when the adventurer loses 27 total hit points, he is dead !*

**Head Hits:** When a character's head is reduced to 0 body points they will fall unconscious.

**Arm Hits:** If an arm is wounded for half its total body points, reduce any skill by half which requires its use. If an arm is disabled, the limb becomes useless and the character must drop anything held in that hand.

**Torso Hit:** When the torso is reduced to 0 the character falls and begins to bleed to death at the rate of 1 hit point per action round. They will continue bleeding until a successful EMT roll is made to stop it.

**Leg Hits:** If a leg is wounded for half its total body points, the character's movement rate is halved. A character with only 2 body points remaining in a leg can only move if assisted by another person. If the leg is disabled, the limb is useless and the character must fall and can do nothing else for that round. In the following rounds the character may attempt to crawl or continue to fight from a prone position.

## Falling

When characters fall from heights they take 1D6 points of damage for every six meters fallen. If they were to make a successful jump roll when they first fell, they would take 1D6 points less damage on impact. The same basic rule applies to colliding with something in a weightless environment. For every ten kilometers per hour traveled at the time of impact the character will take 1D6 points of damage unless they were to make a successful zero-gee roll. In this case they would take 1D6 points less damage on impact.

## Time and Movement

It always happens that one player will ask, "How long will it take to do this?" and when the Gamemaster answers, a discussion bordering on interstellar war ensues. So, in an attempt to make it as simple and clear as possible to both player and Gamemaster alike, the following descriptions are offered.

**One Action Round = Three Seconds.**

*Examples of what could be done in one action round are:*
Unlock a door, and take one or two steps into a room.
Turn and warn another character.
Pick up a com-link and punch in a number.
Draw a weapon, take aim and get one shot off.
Activate "the screens" around the ship.
Walk, jog or sprint your character's full movement.

## Initiative

Who goes first in combat? The order in which actions are taken is important. It is resolved through each character's AGL statistic. When combat starts, whoever initiates it, whether they are a player or non-player character, goes first. At the start of the following action round all combatants with a 19 AGL will act first. Then those with 18 will act, then 17, 16, 15, and so forth, until each combatant has had the opportunity to shoot or strike.

The order in which weapons fire or strike is as follows. All energy and projectile weapons aimed and ready will go first, before any melee combat takes place. This simulates the relative ease of pulling a trigger as opposed to swinging a melee weapon or throwing a punch, except when a character has initiative and is close enough to block/grab the weapon. Then those striking with melee weapons (knives, clubs or with their hands) will go next. In combat those using firearms will divide their weapons fire rate in half, taking one or two shots at the beginning of the round and the balance at the end of the round. Immediately after these first shots, all characters wielding melee weapons or wishing to engage in unarmed combat may do so.

.5mm Needler

1mm Needler
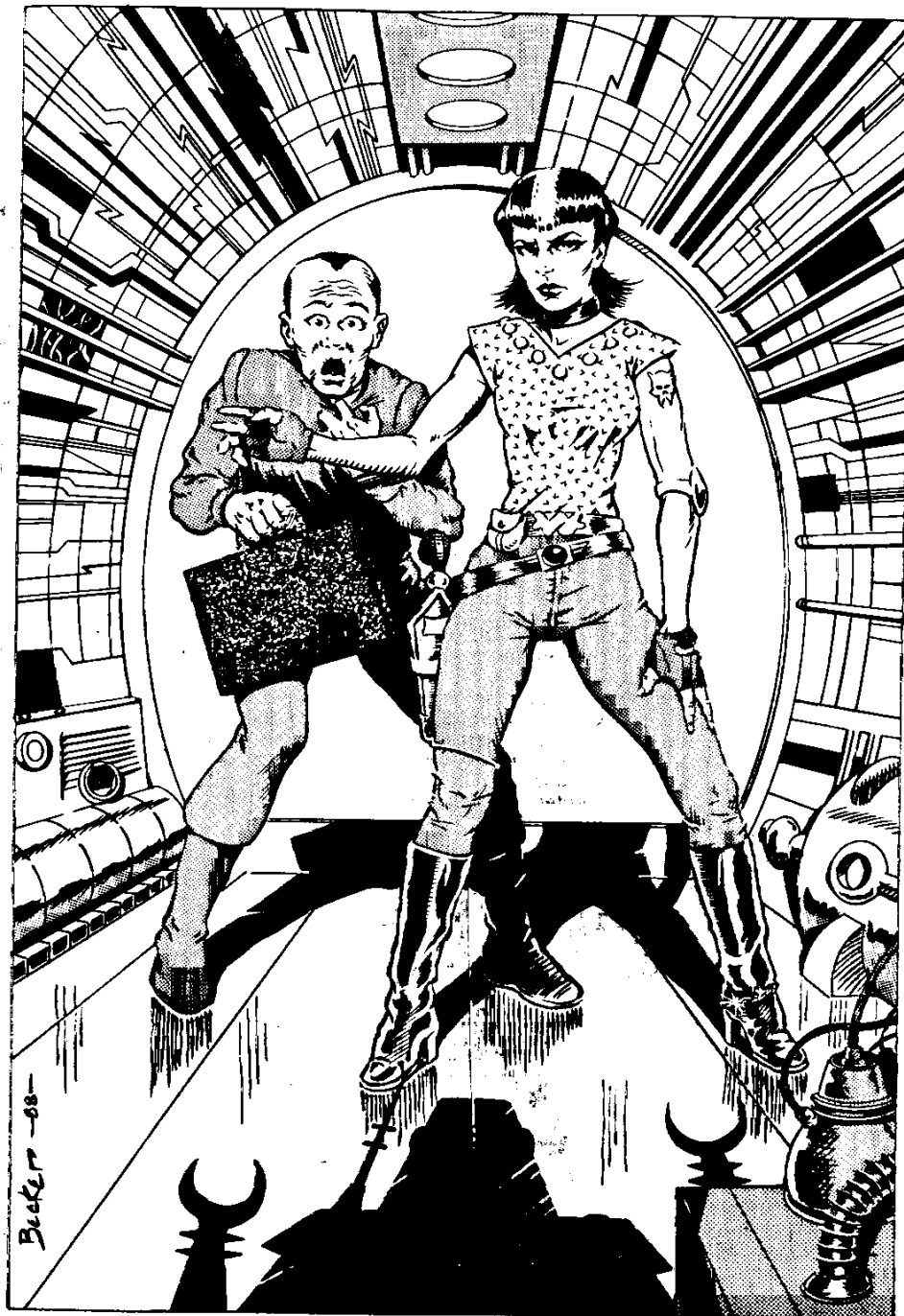
# Combat, Weapons and Other Stuff

When to use force or violence depends a lot on the structure of the culture you happen to be in. Some cultures are rigidly controlled, with the severest of penalties for violent behavior--others do little or nothing to prevent violence from happening. So, before you decide to intimidate or otherwise use force to gain what you want, consider the following points. A.) Is what I'm after worth risking my life and the lives of my companions for? B.) Can I gain the required results through negotiation, compromise, deceit or verbal threats? C.) Do I have the necessary force to carry out my threats when I make them? D.) When no other course of action is offered to me, can I follow it through to its naturally bloody end and *live* with the outcome?

You may have the best bodyguards, the best armor, the best weapons, the most impressive combat skills, but it all boils down to this. Any character who puts his/her life on the line without first thinking through their alternatives is asking to be killed, and there are those out there more than willing to accommodate you in this pursuit.

In **Worlds Beyond** characters have developed their skills to the point of being able to survive most of what the universe can throw against them. They use their accumulated knowledge and experience to deal with each dangerous situation and profit from it. A brush with death should be just that, a gentle brush.

In **Worlds Beyond** intrigue and negotiation can be easier to use than a blaster in settling disputes or arguments (and a whole lot safer). This is not to say that you should try to talk your way out of every situation. If your back is against the wall and there's no place left to go, shoot first, and worry about whether or not you said the right things later--you may not get a second chance.

As explained under combat skill generation each occupation starts off with a base skill. This can be increased using life experience points (practice). To determine if your character has hit someone, you must roll on a D100 under or equal to your skill with weapon in hand, adding or subtracting any modifiers that apply.

During combat, things can get confusing, especially if you're in vacarmor and weightless. Even if you're not, things are not always as they appear. One moment no one is shooting at you and the next it's like some one painted a bullseye on your back. Because of this, the Gamemaster should feel free to modify a character's base attack skill accordingly.



Besler '78

## Unarmed Combat

Unarmed combat represents skill in any one of the dozens of styles of martial arts taught throughout known space. The skill levels given in the occupations section represent the amount of training a character might naturally have received. You can equate the level of training and experience to: 1.) *Normal*, two untrained people brawling at a gravball game. 2.) *Trained*, two students of martial arts competing for the next higher belt in a tournament. 3.) *Master*, two warriors entering an arena from which only one may leave alive. To increase an unarmed combat ability from a lower skill level to a higher one, life experience points must be used. Each time the combat statistic is added to the current, skill level a new level and all the benefits of that level are gained.

Unarmed combat is divided into two attack forms. The first is a character's ability to fight using the following attacks: Punch, Kick, Throw/Sweep, Head Butt, Block, Grab and Disarm. Depending on the individual skill level, they will have from two to four actions each. Combat begins with the opponent with the highest **AGL** attacking first, and the opponent being attacked going second. The opponent who strikes first states what his or her attack will be; the opponent at whom the blow is aimed at then responds with his or her action. Only then are the dice rolled to determine the outcome. This is repeated until all unarmed attacks have been completed by both combatants, and the process begins anew until one or the other is left standing or surrenders.

*Blocking* an attacker's blow means that it has been deflected doing no damage. This can be repeated as many times as the character has attacks. The *grab* is used to wrench a weapon away from an opponent or to snatch up something up, within 1 meter. When a grab is made the character making the grab will roll his/her attack skill, subtracting any modifiers that apply. If successful, they have grabbed the item. The opponent who has been grabbed must successfully roll their attack skill to break the hold, otherwise the item is taken away from them (characters may add 05% for every point of **PHY** over fifteen to their skill). *Disarming* means the weapon or item has been knocked out of the opponent's hand. To disarm an opponent, the distance separating them can be no greater than 1 1/2 meters. (Both the grab and the disarm can only be attempted once per action round.)

When an opponent has been thrown or swept off his/her feet it will cost them two actions, to get up. Any attacks made from a horizontal position will reduce the attack skill by half.

The second attack form is the grapple attack. *Grappling* is a special attack that allows one character to gain control over the other. If a character decides to grapple with something he/she must successfully make their grapple attack; the only way the target can counter a grappling attack is by successfully making his/her own grappling attack in return. If both characters are successful neither gains control over the other and the combat continues. But if one character fails the character who succeeds has gotten a hold on the other.

Once a character is held the only action he or she may take is to break free. This is done by rolling equal to or under half the character's combat skill. Meanwhile the Character who has the target held has two options. The first is to knock the target down. This succeeds automatically if used; or second is to strangle the target causing unconsciousness and even death. This is done by successfully rolling under the character's combat skill. If successful, the target takes grappling damage plus any PHY bonus the character may have. If the skill roll fails, no damage is inflicted. In addition, the target who is being strangled must make a consciousness roll each time the opponent makes a successful attack to remain conscious. If the target fails two successive consciousness rolls they are out cold.

## Example of Combat:

Damon and Marla have taken a cargo of "Dental Equipment" to the Hertzsten system just inside the Chezkaldian empire (one of the original Sleeper World colonies). As instructed they landed at a private pad and waited. Within the hour a truck and a grav limo came down an unpaved road. They stopped to within 50 meters of their ship. Six armed men in uniforms jumped out of the truck and fanned out in an irregular line. Marla didn't like the looks of this set up and told Damon as much. Damon said she was overreacting, but drew a blaster from the weapons locker anyway.

Marla decided to take out some insurance, so she targeted the ship's lasers on both the limo and the truck just in case things went to hell. She also armed herself with an assault rifle and made her way back to the cargo area. Damon, in the meantime, had been on the Tri-dee arranging for the cargo to be offloaded. He then told Marla he would exit through the airlock at the same time she opened the cargo hatch and to cover him if anything happened.

The men on the ground unshouldered their weapons as both the airlock and cargo hatches began to open, and as soon as Damon stepped out they ran forward in unison, spraying both the airlock and cargo areas with suppression fire. The first four attacker's normal skill was 60%, half of that is thirty, and they rolled 36%, 74%, 45%, and 62%, missing their suppression attack rolls altogether. The last two succeeded with rolls of 25% and 16%. The attacker aiming at Marla hit with six shots inflicting 8, 11, 7, 8, 12 and 9 points of damage with each hit. Luckily for Marla, she's wearing 8 point body armor, so she takes only 8 points of damage total.

*Cont'd on next page*

# Weapons

There are several types of weapons, broken up into six classes. They are Slug Throwers, Energys and Melee weapons. Each weapon class contains several different configurations, each inflicting damage appropriate to caliber or power output. A character with a skill in Slug Throwers may fire any type of handgun in that class with the same % chance for success. The same is true for any other weapon, as long as the character has a skill in that weapons class.

## Projectile Weapons (Slug Throwers)

The evolution of the projectile weapon by each species has taken many different turns before settling into its present form. For instance, the Dolf still manufacture a compressed gas weapon which has a very limited range and stopping power. The Swarr were using large caliber chemical reaction weapons up until the time they came into contact with the Sher'tazi, who introduced them to the magnetic pulse mass accelerator. The Sher'tazi and the Humans have had accelerator weapons for quite a while (Sher'tazi 600 years, Humans 500 years). These weapons come in a variety of calibers, firing several types of loads from gyidar bodyarmor piercing needles to explosive rounds.
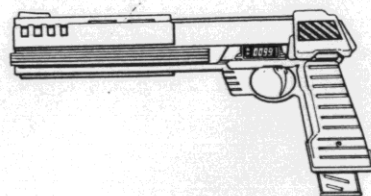
## Handguns

**5mm** (throw-away) The 5mm is your basic throw-away gun. It is a very popular back-up, being small enough to fit neatly into a jacket pocket without giving away its presence. The 5mm is configured two ways. The first is the standard over-the-counter version made of plasti-steel. The second is an illegal version made of bio-engineered organic polymers, totally undetectable by any form of electronic sensory detection device. After the last shot is fired the weapon bio-degrades in a matter of minutes, removing any trace of the user's fingerprints or DNA residue. The 5mm does not have great stopping power, but in a pinch and at point blank range one of these babies can be a real life saver.

Damage: 1D8+1
Mass: .20 kg fully loaded
Length: 11 cm

**9mm & 10mm** These two handguns are the most common type of slug throwers carried for personal defense. The 9mm has slightly less stopping power but is much more concealable than the bigger 10mm. Both of these guns are sold through out most of known space, especially by Humans and the Swarr (as these two species are still fond of slug throwers). Both of these weapons have seen service in thousands of wars over the centuries and have become the mainstay sidearm for many armed forces.

Damage: 9mm 1D10+1, 10mm 2D6
Mass: .75 - 1.2 kg fully loaded
Length: 16 - 22 cm

# Weapon Classes

| Type | Damage | Rate of Fire SA / BRST / SPR | | | Capacity Ammo | Effective Range | Concealment | Cost C |
|---|---|---|---|---|---|---|---|---|
| **Handguns Class One** | | | | | | | | |
| *Slug Thowers* | | | | | | | | |
| 5 mm | 1D8+1 | 4 / | | / | 30 | 40 m | Excellent | 275. |
| 9 mm | 1D10+1 | 3 / | | / | 25 | 30 m | Good | 450. |
| 10 mm | 2D6 | 3 / | | / | 20 | 30 m | Average | 575. |
| 15 mm | 2D8+1 | 2 / | | / | 15 | 30 m | Poor | 825. |
| *Needlers* | | | | | | | | |
| .5 mm | 1D6+1 | 4 / | 8 | / | 100 | 20 m | Excellent | N/A |
| 1 mm | 1D8+1 | 2 / | 6 | / | 60 | 10 m | Good | N/A |
| **Semi-Auto & Assault Rifles Class Two** | | | | | | | | |
| *Semi-Auto* | | | | | | | | |
| 7 mm | 2D6+2 | 3 / | | / | 10 | 450 m | None | 650. |
| 12 mm | 3D6+2 | 3 / | | / | 8 | 500 m | None | 750. |
| 20 mm *Shotgun* | 2D10+2 | 2 / | | / | 8 | 40 m | None | 350. |
| *Assault Rifles* | | | | | | | | |
| 5 mm | 1D10+2 | 4 / | 8 | / 16 | 50 | 200 m | Good | 1000. |
| 10 mm | 2D6+2 | 3 / | 6 | / 12 | 30 | 300 m | Fair | 1400. |
| 12 mm | 3D6+2 | 2 / | 4 | / 8 | 30 | 500 m | None | 1800. |
| 20 mm *Shotgun* | 2D10+2 | 2 / | 3 | / | 20 | 40 m | None | 850. |
| **Hand-Held Blasters Class Three** | | | | | | | | |
| MK 4 | 1D10+ | 3 / | | / | 20 | • 10 m | Good | 550. |
| MK 5 | 2D6+2 | 2 / | | / | 15 | • 20 m | Average | 750. |
| MK 6 | 2D8+2 | 2 / | 4 | / | 10 | • 30 m | Poor | N/A |
| N-Stunner | 1D2 | 2 / | | / | 20 | • 5 m | Excellent | 350. |
| **Assault Blasters Class Four** | | | | | | | | |
| AB 70 | 3D6 | 4 / | 8 | / 16 | 80 | • 40 m | Fair | N/A |
| AB 80 | 3D8+1 | 3 / | 6 | / 12 | 70 | • 80 m | None | N/A |
| AB 90 | 3D10+2 | 2 / | 4 | / 8 | 60 | • 120 m | None | N/A |
| **Flamers & Missiles Launchers Class Five** | | | | | | | | |
| CRSPR-451 | 4D6+4 | 1 / | | / | 30 | 8 m | None | N/A |
| AMPL-48 | 8D6 | 2 / | | / | 10 | 200 m | None | N/A |
| **Melee Weapons Class Six** | | | | | | | | |
| Club/Sap | 1D6+1 | | | | | | Fair | 25. |
| Fighting Knife | 1D8+1 | | | | | | Average | 35. |
| Garrote | 1D6 | | | | | | Excellent | 50. |
| Rapier | 1D10+1 | | | | | | None | 900. |
| Sword | 2D6 | | | | | | None | 1000. |
| Stun Baton | See N-Stunner | | | | | | Good | 100. |
| Throwing Knife | 1D6+1 | | | | | | Excellent | 50. |

> When in melee combat, each character receives a number of melee weapon attacks equal to **half** of his or her unarmed combat skill each round.

• Maximum range for weapon type. Grenade damage: Fragmentation 4D6+12, Concussion -40% to all skills.
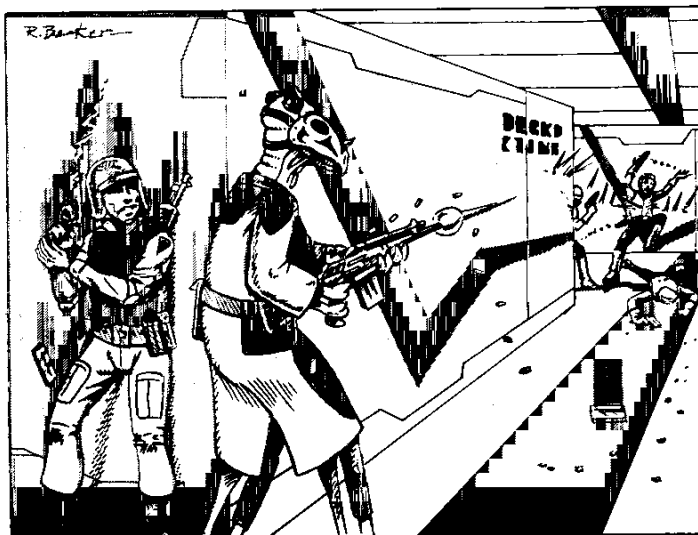
*Damon, on the other hand is not so lucky, even though he, too, is wearing 10 point body armor. His attacker hits him with ten shots inflicting 6, 11, 7, 13, 9, 12, 5, 11, 6 and 12 points of damage. Damon takes 9 points of damage and staggers back into the airlock.*

*As soon as the firing started Maria activated the ship's lasers by the means of her pocket computer she'd kept in her hand. Instantly there was a blinding flash and seconds later two explosions. Rather than try and return fire Maria ducked behind the containers, the action made even simpler by the impact of the shots hitting her.*

*In another part of the ship Damon was thinking if Maria and he lived through this he was never going to hear the end of it, but right now he had better things to do than think about how Maria would torment him. As he was hit repeatedly by automatic weapons fire, he half stumbled and dove back into the airlock. Out of the corner of his eye he saw the lasers dancing a zigzag pattern toward the truck and limo, cutting four of the attackers into neat little chunks as they tried in vain to escape the laser's searing*

**15mm** This weapon is most popular with the Swarr. It has the greatest stopping power of any slug thrower, but is not readily concealed and has a lower rate of fire than do the other slug throwers. It has been romanticized in many Tri-Dee dramas as a weapon carried by heroes and villains alike, especially in dramas produced about the blood-thirsty Swarr. There are always scenes in which the exaggerated length of Swarr canines and a big accelerator gun are seen bursting through an airlock door during the of pillage a poor defenseless Human ship.

Damage: 2D8
Mass: 1.7 kg
Length: 26 cm

**.5mm & 1mm** *(Needler)* Needlers have been around for centuries and have been proven to be effective against light vacsuits and bodyarmor. It may be concealed and it is capable of firing either single shots or short bursts with devastating effect. As a result, needlers are illegal practically everywhere (even the Swarr marginally object to their use). Recently an even deadlier combination has emerged--the usual .5mm or 1mm together with a 4 round 20mm shotgun attachment. This combination is truly a perverse weapon and has been outlawed. But as is always the case for such weapons, they can be purchased on the blackmarket.

Damage: .5mm 1D6+1, 1mm 1D8+1
20mm 2D10 (Attachment)
Mass: .5 - 1 kg
Length: 7 - 12 cm

## Sport Weapons

**Semi-Auto Rifles** Many different types of semi-automatic rifles are produced today primarily for hunting and target shooting. Some of the favored calibers are 5mm, 7mm, 12mm and the 20mm shotgun. They provide a wide range of fire power and utility. The 12mm has been adopted by many military units for use as a sniper weapon. Most of these weapons come equipped with a MOES device. *(see Fire Modifiers for a complete discription of the MOES device.)*

Damage: 7mm 2d6+2, 12mm 3D6+2,
20mm 2D10+4
Mass: 3 - 4.5 kg
Length: about 1 meter

**Assault Rifles** Assault rifles are weapons capable of full automatic fire. For the most part it is illegal to own them unless special permits are acquired (almost impossible without a bribe). This has not stopped their wide-spread use by those (illegals) determined to have them. The most favored calibers are 5mm, 10mm, 12mm and the 20mm auto-shotgun. They provide a wide range of fire power and fire rates. The smallest, the 5mm, can be concealed under a jacket, but the rest are too large and bulky for concealment.

Damage: 5mm 1D10+1,
10mm 2D6+2,
12mm 3D6+2,
20mm 2D10+4
Mass: 2.5 - 4 kg
Length: .5 - .75 meters

**Missile Launchers** *(AMPL-48)* The missile launcher has specific applications where it is most effective. It may be used to penetrate various types of bodyarmor or vacarmor. It can knock out small light armored vehicles or for opening secured doors (not to mention creating doors where they don't normally exist). There are several types of loads for these weapons and they can be tailored to a specific need. Most missile launchers have MOES device which can make them extremely accurate.

Damage: 8D6
Mass: 3.5 kg
Length: .50 meters

## Energy Weapons *(Blasters)*

All energy weapons operate in much the same way as a lite-wand (flashlight). They convert stored energy from a power cell (called a clip) into a pulse-beam (or bolt) of coherent light. The energy emitted from a blaster however is not harmless, but spews out as raw killing energy. Blasters are configured two ways: hand held (pistol) and assault rifle. Hand held blasters are side arms and are not easily concealed. Assault blasters are large and bulky weapons impossible to conceal.

## Hand Held Blasters

**MK IV** *(Bodyguard)* The most commonly owned blaster ever produced. The MK IV is favored by law-enforcement, security forces and illegals everywhere. It is a 40 megawatt powerhouse, yet small enough to go almost completely unnoticed when concealed. By far, the MK IV is the most accessible blaster to civilians without criminal records. Whenever a legal (or an illegal) draws a blaster on the Tri-dee, it is almost always a MK IV *Bodyguard.*

Damage: 1D10+2
Mass .30 kg w/energy clip
Length: 18 cm

**MK V** *(Enforcer)* The regulation issue sidearm of the Geosynk Confederation armed services, the Union of Free Worlds Space Navy and the Imperial Sher'tazi Space Navy. The MK V has been the weapon to carry for almost one hundred years. Whether front line marine or corporate mercenary, the MK V provides unequalled firepower and reliability. It is a legend against which all other sidearms pale by comparison. It is available to most civilians, law enforcement and the military.

Damage: 2D6+2
Mass .65 kg w/energy clip
Length: 22 cm

*path. The lasers made their way through the limo and back again, and the limo exploded knocking the other two attackers to the ground.*

*Immediately following the explosions Maria stood up and looked to see the remaining two attackers getting to their feet. She leveled her assault-rifle at them and fired a six shot burst, three shots at each attacker. Maria's attack skill is 58%, but since she's firing a burst she will subtract 05%, making it 53%. Maria rolls a 27%--a hit! She also rolls 1D3 to determine the number of bullets hitting. The result is 2 and she inflicts 25 points to the first attacker who is wearing 6 point insulmesh armor--useful against blasters, but totally useless against slug-throwers. He falls back to the ground dead. On the second attacker she rolls 78%, a complete miss, and that attacker gets to his feet, aiming his weapon toward Maria.*

*Just as Maria was putting one attacker down and missing the other, Damon was getting a bead on the second with the MOES scope of his blaster. Damon's attack skill is 70%, but since he's taking only one shot he adds +10%. Because he's using a MOES scope he can add another 10% making his attack skill 90%. He takes careful aim for the attacker's head and squeezes the trigger, a 74% is rolled--a hit! Now he must roll under his DEX x 3 to have hit the targeted location. Damon's dex is 16, so he must roll under 48%. He rolls a 24%--a hit! The attacker is flung to the ground dead (he took 16 points of damage to his head).*

*Now it's time to get out of there while the getting is good!*
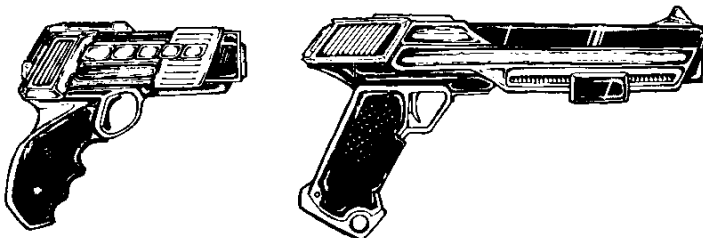
**MK VI** *(Striker)* A recently developed sidearm that may one day very well replace the MK V, the MK VI was designed as a military officer's sidearm. It was intended to replace the AB-70 (the assault blaster carried most often by front line commanders). It packs almost as much firepower as the AB-70, but gives the field commander greater mobility. The sale and use of MK VI's is restricted to authorized governments.
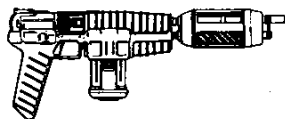
> Damage: 2D8+2
> Mass .84 kg w/energy clip
> Length: 25 cm

**Neural Stunner** *(N-Stunner)* N-stunners fire a pulsed beam of incoded electrically charged particles. The affect it has on the neural synapses of the victims nervous system causes total paralysis and unconsciousness from a few seconds to a few hours depending on the setting. When a character is hit by a stunner he or she gets a save verses his or her PHY x 1, if the character fails the saving roll he or she is stunned, if successful they are unaffected until shot again. Stunners must be specially modified (5 x the normal cost) to work on the Swarr. Stunners have the reverse affect on the Swarr causing them to go into a berserker rage. Stunners are carried by law enforcement and are owned by the average citizen.

> Damage: 1D2
> Mass: .25 kg w/clip
> Length: 12 cm

*Stunners will not work against anyone in full bodyarmor or vacsuit, behind plastisteel, wood or glass table, door or wall.*

## Assault Blasters

**AB-70** *(Compact)* If the MK IV is the most commonly owned hand held blaster ever produced, then the AB-70 assault blaster is second most. Small for an assault blaster, it is the most concealable of all assault blasters. The forerunners of the AB-70 were born of fire and blood during the *"Corporate wars"* of the late 22nd century. Legend has it that it was a similar weapon that Admiral Jarl Clarendon personally used to execute the heads of several corporate syndicates after he had deceived them into accepting his surrender. The AB-70 is sold in either semi- or fully-automatic versions. It is among the most favored assault weapons carried by spacers, law enforcement personnel and illegals.

> Damage: 3D6
> Mass. 2.3 kg w/energy clip
> Length: .40 meters

**AB-80** *(Elite)* Down through the ages some weapons have taken on a mystique of their own. In the 20th century it was the .45 calibbr semi-automatic pistol, in the 24th century the Dolf JG-2.3 mm assault needler. The AB-80 *Elite* is just such a weapon. It has been unanimously accepted into the exclusive ranks of weaponry used by the majority of contemporary armed services. Its versatility is unequaled. It comes with the MOES device. Sale is restricted to authorized governments only.

> Damage: 3D8
> Mass. 3.5 kg w/energy clip
> Length: .75 meters

**AB-90** *(Neutralizer)* The ultimate in state-of-the-art Light Infantry firepower. The AB-90 is an integral harness-mounted assault blaster. The Neutralizer was developed to help reduce the size and cost of maintaining large combat units, giving smaller units the necessary mobility and firepower to cope with any strategic situation. The AB-90's standard equipment includes the MOES helmet, complete with motion, audio and video sensors. The Neutralizer can also be equipped with a flamer or an anti-personnel mini-missile launcher. Possession is restricted to authorized governments only.

> Damage: 3D10+2
> Mass. 10.5 kg fully loaded
> Length: 1 meter

**Flamers** *(CRSPR-451)* The flamer (affectionally known as the CRSPR) has few applications as a field combat weapon. It has a very limited range, is bulkier than most other types of weapons, and it sometimes can backfire, turning the surrounding area into a living hell. The flamer is primarily used in areas where its destructive power is the least of the concerns of those using them. Flamers have been used to put down mutinies on starships or in prisons where interior construction is fire resistant. In these types of applications, or where the need for high levels of destruction are desirable, the flamer is the ideal weapon.

> Damage: 4D6+4
> Mass: 9.5 kg
> Length: 1 meter

## Explosives *(grenades)*

How to determine if you have hit an intended target after having thrown a grenade. Simple, first every character can throw a grenade a distance equal to one and a half times the characters PHY stat in hexes, and has a chance to hit the area the target is in equal to their unarmed combat skill. Rolling a critical of the characters skill means the grenade landed in the same hex as the target and whatever is in that hex takes maximum damage (4D6 +12). Rolling a normal success means the grenade landed within three hexes of the target. Use the following steps to determine exactly where the grenade landed and how much damage the target has taken.

1.) If the the characters skill roll was a normal success, roll 1D6 to find out which direction the grenade went in.
2.) After the direction is fixed roll 1D4-1 to determine how many hexes away from the target the grenade landed.
The hex the grenade lands in is designated *ground zero*.
3.) Roll the appropriate number of damage dice (anyone or thing on ground zero takes full damage). For every hex up to four hexes from ground zero subtract 1D6 starting with the highest die rolled. Anyone or thing in the area of affect (4 hexes) receives damage equal to the remaining dice total +10 points.

## Melee Weapons

Melee weapons are classified as swords, axes, knives, clubs, stun batons, thrown weapons and bows of all types. Any weapon that relies on the user's physical strength to put it into motion is classified as a melee weapon.

## Semi-Automatic Fire

Semi-automatic weapons can fire from one to a fullclip. When firing in this mode a skill roll is made each time the weapon is fired. The benefit of shooting this way is that the attacker can select to fire at one or more targets in almost any direction. Also the aimed shot rule may apply.

Damon's ship (the Farside) has been illegally confiscated, and he is determined to take it back. The Spaceport authorities have assigned two security guards to watch over it, one inside and one outside. Damon has worked his way across the field unseen (a successful Sneak roll) and is approaching the patrolling guard who is armed only with a N-stunner. As Damon approaches, he begins to stagger back and forth pretending to be drunk. The guard stops, eyeing what appears to be just another high Spacer, so he is caught off guard for what happens next.

Damon stops about a meter away and starts to ask the guard a question, but instead lashes out with a punch (Damon is a master at unarmed combat with an unarmed attack skill of 68% and four attacks per round) and rolls a 48% on his first strike--a hit--and does 5 points of damage. Damon again punches, rolling an 87%--a miss! With his last attack Damon does a kick to the guard's chest, rolling a 05%--a critical hit which does maximum damage plus a normal die roll--a total of 14 points of damage. This exceeds the guard's consciousness roll by two full points and he falls to the ground out cold. Damon drags him quickly out of the way and proceeds to the airlock.

Upon reaching the airlock, Damon tries his ID jack in the hope they haven't changed the access codes. Much to his delight, the airlock opens. Damon quickly enters and opens the hatch leading to the interior of the ship. From the galley he hears someone cursing the menu selection. Damon draws his MK-Four blaster and sneaks down the companionway. Without any warning, the guard leans out into the companionway with his N-stunner in hand and fires at point blank range,

## Automatic Weapons (Firing Bursts & Suppression)

Fully automatic weapons produce three types of fire: semi-automatic as described above, controlled bursts, and suppression. The burst is when the attacker fires a fixed number of rounds directly in front of them, at 1 to 3 targets. The attacker may choose how many shots each target receives, but must subtract 05% from his or her normal attack skill for each additional target selected and make a successful roll on each one in turn. Suppression fire is not as effective, but has the advantage of covering up to 8 targets at a time. When an attacker sprays an area with fire he/she is actually swinging their weapon in a wide arc with no specific target in mind. The number of shots that hit will be divided equally among the targets. Suppression is always made at half of the attacker's normal skill plus any modifiers that may apply (when firing in either burst or suppression mode at very close ranges the Gamemaster may opt to increase the attackers skill rather than reduce it).

To determine how many shots actually hit, roll an appropriate die for that weapons burst or suppression fire rate. For example, a burst of 6 shots is fired. 1D6 is rolled to determine the number of hits. If 4 shots are fired, 1D4 is rolled. Only the first bullet of a burst or spray is eligible for a critical hit, if a critical hit is rolled.

## Fire Modifiers

**MOES Device:** MOES™ (Multiple Optic Enhanced Sighting device), uses several methods to help zero in on a target, they are: Laser optics (LO), Infared scanning (IS), Starlight amplifier (SA), Motion detection (MD) and Audiovisual amplification (AVA). The MOES device or scope as it can be called comes configured three ways. First as a sporting or assualt weapon attachment, it employees only the LO, IS and SA features. Second in Sensorwrap ™ glasses employing the LO, IS, SA, and MD features. And, thirdly in combat helmets, vacarmor and shockarmor, employing all the MOES device features.

The MOES device gives the following benefits and bonuses. When used to zero in on a target (LO, IS, SA and AVA), while taking an aimed shot +10%. Motion detector pinpoints approximate position to plus or minus 1 meter, out to a maximum of 100 meters.

**Aimed Shots:** Characters wishing to take only one aimed shot per action round at a specific location on a target gain a bonus of +10% to their normal % chance for a successful hit. If the weapon is a type that has a MOES device they gain another 10% to their % chance for a successful hit (The same rule may be applied to unarmed combat as well).

It is reasonable that at sometime an adventurer may want to shoot an opponent in a specific location--for the purposes of disarming, winging an opponent, preventing their escape so they may be questioned, or hitting an alerted guard in the head before he can sound the alarm. This rule is only useful when used with the optional hit location rules. To make such a shot the attacker must first roll under their modified attack % successfully and then roll under their DEX x 3. If both die rolls are made the targeted location is struck, but if the DEX roll failed the target is hit in a random location. This random roll may result in the hitting of the original target, so the adventurer's chance for a successful aimed hit is better than it first seems.

**Point-Blank:** When a weapon is used at point-blank range (under 3 meters) the firer's chance to hit is increased by 20%. All weapons do maximum damage at point-blank range, with the exception of the shotgun which does maximum damage plus a normal die roll.

**Extreme Range Shots:** Firing at and hitting targets beyond a weapon's effective range is done at half the character's normal % chance to hit, and for shots attempted at twice the weapon's effective range, only a critical of the normal skill roll will hit. (All other modifiers apply.)



**Size:** Something big is easier to hit than something small. For every 5 SZ points that an object is over SZ 20 add 5% to the attacker's base skill roll. Of course, if it is a specific target on something really big that the attacker is aiming at the SZ modifier does not apply and the aimed shot rule will have to be used.

**Cover:** Cover reduces the shooter's ability to accurately hit their intended target when firing multiple shots. This means that when two or more shots are fired at someone behind cover the shooter will have to reduce his/her skill by the modifier for that amount of cover. If, on the other hand, a single shot is taken from a stationary position the shooter fires at his/her normal % chance for success plus any bonus this may include. The Gamemaster should feel free to modify this if the circumstances warrant it.

| Cover | Skill Modifier |
| --- | --- |
| Kneeling | -10% |
| Lying prone | -20% |
| 25% cover | -10% |
| 50%   • | -30% |
| 75%   • | -50% |
| 100%  • | No shot |
| Darkness | -50% |

**Movement:** Movement reduces the shooter's ability to accurately hit their intended target. Just walking will throw off the shooters aim (-5%), whereas jogging (-10%) or sprinting (-15%) would affect the shooter's ability to hit a target even more. Trying to successfully hit a target while rolling, tumbling or jumping (RTJ) would be even harder (-25%).

| Movement | Skill Modifier |
| --- | --- |
| Walking | -05% |
| Jogging | -10% |
| Sprinting | -15% |
| R.T.J | -25% |

gaining a bonus of 20% to his skill of 50%, but since Damon is in motion, the guard must subtract Damon's Defense Factor of 14% from his skill, so the guard needs to roll 56% or less. He misses with a roll of 74%. Damon fires his blaster at point blank range, also gaining a bonus of 20% to his skill of 54%, making it 74%, but from this he must subtract 30% for the amount of cover the guard has, so Damon needs to roll 44% or less. He rolls an 87% and misses.

In the following action round Damon has Initiative (because his AGL is 14, higher than the guard's AGL which is only 13). Damon is decidedly disadvantaged being without cover, so he will fire only one shot this round. This gains him a bonus of 10% to his modified skill of 44%, making it 54%, and rolls a 51%--a hit, inflicting 10 points of damage to the guard. The guard fires his stunner. He no longer has to subtract Damon's defense factor from his skill as Damon is standing still, so his modified skill is now 70%. He rolls a 99% and his weapon malfunctions. The Gamemaster rolls a D4 and comes up with a one--the stunner overloads, inflicting 3 more points of damage to the guard.

Damon again shoots first firing both his shots as he moves forward, subtracting 5% because he is walking. His skill is now a modified 39%. He misses rolling 78%. The guard, who appears to be badly hurt, drops the N-stunner, reeling back into the room. Damon turns as he reaches the door and fires at the guard who is just inside the door fumbling with a communicator. Damon no longer has to subtract the modifier for cover, so his modified skill is 69%. He rolls 06%--a critical hit--and inflicts 20 more points of damage to the unlucky guard. This kills him.

### Critical Hits

All weapon types except the shotgun (see point blank range) are capable of making critical hits. A critical hit is a D100 roll that is equal to or less than 10% of the character's modified skill with a particular weapon. Making a critical hit indicates that a target took maximum damage plus a normal dice roll. *(Even at Point Blank range)*

### Weapon Concealment

Weapons are rated for concealment, and their ratings are based on weapon length and weight. Poor +20%, Fair +10, Average 0%, Good -10, Excellent -20%; all % modifiers are added to or subtracted from the character's Observation skill roll.

### Weapon Malfunctions

Sometimes when we least expect it a weapon can jam or prematurely discharge. Nothing can be more life threatening than when this happens. For a projectile weapon to jam the character makes a attack roll of 99 or 00%. This means a round has misfired or jammed in the firing chamber. To correct the problem the character must successfully roll their skill with that weapon. It will take one to four action rounds to do this (a 1D4 roll), or one action to draw another weapon if that's what the character decides to do. In the case of energy weapons, the weapon fails to discharge and has a one in four chance of overloading. This will cause the weapon to melt inflicting 1D4 points of damage to the character's hand. If a one is not rolled the weapon will function normally the next action round.

### Melee Combat

Melee weapons are edged and blunt weapons which include knives, swords, clubs and stun batons. Melee combat is the same as unarmed combat, except the characters gets only half of his or her unarmed attacks using a melee weapon in an action round. Thrown weapons gain no PHY damage bonus. Any character using a garrote on an opponent gains just the garrote's normal damage the first round used, in the following rounds the character adds his or her damage bonus if any to all successful attacks. For a character to successfully break free from a garrote attack, follow the procedure for ungrappling.

S. G.
mat

**Melee Combat Attack Modifiers**

+20%   From behind
+10%   From the side
-20%   When prone



Becker '89

# Skill Descriptions

THE FOLLOWING DESCRIPTIONS will help to clarify how skills may best be used to accomplish specific tasks. A few skills can be used in tandem, gaining a greater chance for success. Some skills may become modifiers to others, as with Bargain, Hide and Sneak. The difficulty rating for a specific task can also affect a character's ability to perform at their maximum skill level. Gamemasters can consult the following chart when characters attempt tasks with varying degrees of difficulty.

**Routine:** No modifier, since the character has no time constraints placed upon them.

**Pressured:** -10% to skill, the character is under some slight physical or mental limiting condition.

**Difficult:** -20% to skill, the character is attempting an action that several minor outside forces are opposing.

**Hard:** -30% to skill, the character may be watched, has been injured, or the task is something that someone or system is set-up to counter (or all three).

**Very Hard:** -40% to skill, the action the character is attempting is being diliberately opposed for all of the above reasons.

**Administration:** This skill enables the user to manage their own business affairs, balance financial records, understand the ins and outs of tax laws and wade through bureaucratic red tape. It also enables them to examine records to see if errors have been made or whether the records have been falsified. It can also help them to discover if someone is earning his/her money through smuggling, slave trading, drug trafficking, payoffs and kickback, and where these funds have been spent or diverted.

**Archaeology:** The use of this skill allows the user to identify (through careful study) the time period and source of an ancient artifact. It will also reveal what the culture and the former inhabitants may have been like. Given enough time or a critical skill roll, the character may stumble onto an important find of some worth.

**Astronavigation:** This skill enables the user to find a position in space and plot a course using star charts alone. It also tells the user the amount of fuel and length of time it will take to get there. This skill is the only means by which a character can navigate in space if their navigational computer should be damaged or destroyed. When a character is forced into using this skill they are entitled to two skill rolls: one to get a fix and one to double check their work. If a failed skill roll is made, the Gamemaster will randomly determine where they wind up and the process will start again (the Gamemaster should make these skill rolls for the player).

**Astronomy:** This skill enables the user to identify the stars overhead as well as the star's type and the number of planets (if any) in a solar system. This skill also allows an astronomer to become aware of any abnormal activities going on in the system they are in. For the character to succeed they will need to have the equipment necessary to make accurate observations and at least one day to spend on the task.

**Biology:** This skill represents the character's knowledge of the basic workings of life and how various life forms may have developed on their individual planets. It includes the specialty fields of bacteriology, microbiology, genetics, pharmacology and pathology. This skill also allows the character to diagnose the illnesses of other species and to treat them.

*Potha (pottha)*
*Height: .25 meters, Weight: 10-20 kg. The Potha (or Brain Monkey, as it has been nicknamed) is native to Ishmael. It was found to have highly developed senses analogous to those of the Bat of Terra. So developed are the Potha's senses that it is used as a barometer in predicting the systems Empee storms. When the electromagnetic pulses start to build in Ishmael's sun, the Potha go into a mating frenzy, giving a ten to twenty day warning that the storms are about to begin.*

**Chemistry:** This skill enables the character to make fairly complex chemical compounds, including explosives, poisons, gases and acids by successfully rolling under his or her skill. It will be necessary to have all the equipment needed as well as the correct chemical compounds and at least six full hours to devote to the work. They may also perform detailed analysis of an unknown compound if they have the equipment and at least twelve hours to do the the work.

**Climb:** Climb is self-explanatory. A successful Climb roll must be made every 3 to 10 meters. Much depends on the difficulty of the climb. If a character is attempting to climb quietly he or she will need to roll his or her Climb or Sneak skill. If the character succeeds in Climb but fails Sneak he or she is considered to have climbed successfully but made noise in the process. (The base skill for Climb is DEX + PHY = %.)

**Computers:** This skill represents the user's familiarity with computers. Computer use is critical to almost every activity performed in the future . Instructing the computer to perform simple jobs is a fairly routine task given enough time, but trying to do so on in just a few moments is quite a bit harder. A simple error in instruction can start a totally unexpected chain of events. (The base skill for Computers is INT x 1 = %.)

**Computer Espionage:** This skill enables the user to break through a computer's security systems to retrieve or modify information. The degree of difficulty will cause the users skill to be modified downward accordingly. Difficulty indicates the type and number of security locks on the system. If the character fails to make the skill roll there is a chance he or she was detected or even traced. To see if this has happened the Gamemaster takes the difference between the character's modified skill and the failed skill roll and attempts to roll under this. The Gamemaster may exploit this as he or she chooses.

**Custom:** This skill enables the user to draw conclusions about correct social behavior through observation. It allows the character to recognize current trends in fashion and entertainment. It also includes the ability to recognize features of the political climate, and how to approach local bureaucrats. It may take more than one skill roll to assimilate all these pieces of information, but it will be worth it.

**Disguise:** The use of this skill allows the character to change his/her general appearance, but they can not change finger/retinal prints or their DNA. If the normal methods for establishing identity are used, the disguise becomes useless except to momentarily confuse those doing the checking. If a character tries to disguise him or herself as another species, only a critical success will insure the disguise has worked. For a disguise to succeed, the Gamemaster must make the character's skill roll for them. Whether successful or not, the Gamemaster will inform the other player characters if they notice anything out of the ordinary about the player or non-player character involved.

**Dodge:** This skill allows a character to avoid being struck by moving vehicles, falling objects, etc. (The base skill for Dodge is AGL x 3 = %.)

**Ecology:** This skill enables the user to understand how a species of animal or plant life interacts with its environment. It helps the character to decide which species will thrive on worlds other than their own. It also incorporates a wide variety of general knowledge about geology, oceanography and meteorology.

**EMT:** EMT stands for Emergency Medical Treatment. When the skill is used successfully the user restores 1D3 hit points (1D3+2 for Med-Teks) of damage to almost any type of injury, open wounds, broken bones, poisoning and burns. EMT can only be performed once initially, but each time the character is reinjured it may be attempted again. If the EMT skill roll is failed it means that no healing is done. The character's injuries are treated and they will survive. The exact amount of game time required to treat an injury will vary with the injury, but if a proper med-kit is available or a Med-Tek administers the treatment it will take almost no time at all (on the average, about three action rounds or 9 seconds).

Anyone making a critical skill roll will double the normal amount of healing and anyone fumbling a skill roll will inflict 1D3 of damage to the injured person. (EMT also represents the Med-Teks skill at Surgery; the time it takes to perform surgery is measured in hours not action rounds.)

**Engineering:** This skill is used whenever a character designs or redesigns something. It is also used to analyze how a device was constructed and what it was designed for. Engineering is general knowledge about how things work, and normally is related directly to a character's occupation skills. It should not allow characters without prior training to design or create things they are are not capable of.



**Fast Talk:** This skill causes the victim to believe almost anything the fast talker is saying. The victim is so overwhelmed that they will agree to almost anything the fast talker wants. Given time to think the victim will come to their senses (if they make their Knowledge roll successfully). When a character fails a Fast Talk skill roll it means the intended victim is unconvinced and will not fall for that particular line again. (The starting base skill for each character is INT + LDSHP = %.)

**Example of Computer Espionage:**

   Damon and his crew have brought a cargo of agricultural goods to Restlivon, a mining world, in the hopes of making a huge profit. Unfortunately, one third of their cargo has been rejected for not having the correct import documentation. Damon knows they can't afford to take the loss of profit, so asks Lasster to attempt to break into the Import Authority's computer and change their records to reflect that their cargo is acceptable. Lasster's Computer Espionage skill is 68%, the degree of difficulty is hard, so Lasster must subtract 30% from his skill, making it 38%. Lasster rolls 46%--a failure. Now not only do they have to worry about the loss of income, but whether or not Lasster's failed attempt was detected in the process of breaking into the Import Authority's computer.

**Example of Fast Talk:**

*Damon has stumbled upon a plot to drive up the price on unrefined thorium by an unscrupulous Adexec and his investment firm. He figures that he can make a few credits if he can con the investment firm into selling him a few thousand CuM of thorium. Damon goes to their office during lunch (when almost everyone will be out) and tries to Fast Talk a harried broker into selling him the thorium. Damon tells the broker he is a friend of his boss who has told Damon this would be his last chance to cash in on a good deal. The broker doesn't want to jeopardize his bosses' plans or endanger his own job (and, after all, this guy seems to know exactly what's going on), so without thinking he sells Damon the thorium. Later that same day the broker wonders if he did the right thing or whether he should tell his boss. He'd better not, the boss has got a lot on his mind.*



Fast Talk will not work on any victim that has previously made up his/her mind about the facts surrounding an incident--Negotiation must be used instead. The advantage in using Fast Talk is that facts that are obviously false take on a semblance of truth and become totally believable. It also takes less time (about a minute or so) to work. Negotiation usually takes at least five minutes to work.

**Gambling:** This represents the character's skill at games of chance--the higher the skill the higher the probability of a win. To determine who has won, each player must roll equal to or under their skill, and the player who rolls the lowest wins. When playing in a casino where the odds are always with the house, modifiers from -10% to -30% are about right. If a player criticals their Gambling skill roll, the Gamemaster may increase the player's winnings. In case of ties, players will roll again to determine the winner. (The base skill for Gambling is luck/2)

**Gunnery:** This is a characters skill in operating the ships fire control system when the battle computer is inoperable (see battle computer). The character's skill and the weapon system SOPH level are averaged, the result is the character's chance to hit a target.

**Hide:** This skill allows a character to conceal or camouflage him or herself and objects from view. Of course, this assumes there is appropriate cover available. When a character has hidden him or herself or an object, the searchers must roll equal to or under their Observation skill minus the Hide skill of the character doing the hiding. If a searcher is successful they find the object or person searched for. (The base skill for Hide is SENS + AGL = %.)

**History:** The history skill enables a character to recall portions of history, from the character's own species and important historical facts about other species. The history skill may help a character remember facts (or supposed facts) about a planet and its founders, the origins of a belief, and recent events. Modifiers to the character's history skill may be added depending on the degree of obscurity surrounding the event.

**Intimidation:** This skill involves the character's ability to overpower, cow, frighten or bully an opponent through the use of verbal and physical posturing. Intimidation will work in many situations. For example, in a stalemate between antagonists who are about to draw or have weapons drawn; someone unwilling to give up information through normal questioning *(intrigue)* can be *"convinced"* to rethink their position; an encounter where you intimidate your way through instead of trying to talk it out.

To successfully intimidated an opponent(s), both parties make an Intimidation roll until one or the other fails. The individual doing the intimidation wants the other person to fail their roll while he or she succeed. If both fail to make successful skill rolls, it's a wash and the other guy won't be intimidated. The successful use of this skill results in the intimidated person backing down, easing off, becoming temporarily confused or answering questions grudgingly. There is always the veiled hint or suggestion that something unpleasant is going to happen to them personally. (The base starting skill for Intimidation is LDSHP x 2.)

**Intrigue:** This skill enables the user through the use of clever conversation, leading questions, personal contacts, bribery and outright lies to uncover hidden facts; it can also be used to interrogate prisoners, gain facts that will help a character in their business endeavours and lead to clues in a mystery they are trying to unravel. A success means that a character has learned something useful. A critical roll means a character has pieced together most of a plot or knows the exact time and place an event will happen. A failure means that nothing important was discovered and a fumble means the character was lied to or even deliberately set up. Gamemasters can exploit this as they choose.

**Jump:** This skill allows a character to leap through or across openings up to 1/2 their walk in vertical meters and up to their full walk in horizontal meters. Any character who falls from a height and who makes a successful Jump roll, can subtract 1D6 from the damage received. (The base skill for Jump is AGL + PHY = %.)

**Languages/Literacy:** This skill represents a character's ability to speak, read and write his or her own and other specie's language. To calculate a character's ability in his or her specie's language multiply INT x five --this equals the skill level proficiency. Occupation may entitle a character to additional languages, if so, INT x 1 is the start skill. To this may be added life experience points to reach the skill level desired. To determine if a character understood someone, the Gamemaster will tell you to add half of the other person's language skill to yours. If you roll equal to or under this (%) you understand what has been said. If you fail you can try again. Three failed attempts and you are unable to communicate with that person.

**Languages of Known Space:** Each species developed many cultures during the millennia before faster than light travel allowed them to reach the stars. Many species cultures have come into existence since that time, some quite different and altogether unique. Each of these cultures evolved new languages with one or more dialects. Many of these languages have passed into obscurity, giving way to completely new ones. At some point in time each species developed a common language that was used for commerce and political dialogue in the regions under their dominion. Eventually all four species agreed to use a common language, "Lingua Galacta", to bridge the gap created by the myriad of species languages spoken throughout known space.

Every character is assumed to know the common tongue of their own species plus at least one more language. It is highly recommended that the second language be Galacta. If not then the character should be prepared to spend time listening and talking to a translator device (which, by the way, is not 100% reliable in getting across everything you want to say).

**Species Languages**

| | | | |
|---|---|---|---|
| Dolf | : Sije'ta | Swarr | : Jhar'shat |
| Human | : Esperanto | Sher'tazi | : Cham'sak |
| Common | : Lingua Galacta | | |

**Law Knowledge:** A character's knowledge of the laws of the Geosynk Confederation (Human), the Union Of Free Worlds (Dolf), the Sher'tazi Empire or the Clans of Swarr Space (and the independent worlds that make up each) can greatly aid them in their travels throughout the inhabited worlds of the known space. Having a high skill in law does'nt make a character a lawyer, but it does give him/her an advantage over those who do not (if a successfully skill roll made, that is).

*Civil/Criminal Law:* A successful use of this skill allows a character to understand laws which pertain to the personal rights of individual citizens. It also allows a character to use the legal system to his/her full advantage when in violation of those laws.

*Contract Law:* When a character successfully uses this skill in making a contract he or she cannot be cheated in the terms of the contact. It can help to improve an existing contract in a character's favor when used in conjunction with a few successful Negotiation skill rolls. Law skills can also be used to escape unfavorable contracts (of course, the Gamemaster is free to modify the concerned party's skill should the situation warrant it). A critical skill roll indicates that the contract is as favorable as possible to that party, or that the character may get out of an undesirable contract easily and quickly.

*Interstellar Law:* This skill helps a character to understand laws governing interplanetary and interstellar trade, as well as agreements and treaties between the four species governments. The successful use of this skill

along with a few successful Fast Talk or Negotiation skill rolls would enable a Startrader or Adexec to bring almost anything through customs on any world in known space.

**Negotiation:** This skill lets the user successfully resolve disputes and make deals, anything from getting a preferred seat on a shuttle, to convincing a bureaucrat that your papers are in order, or making a favorable business agreement. Negotiation is the character's ability to *reason things out coolly and logically*, embellishing certain facts while obscuring others. Both parties try to convince the other that their position is right. Both roll their skills simultaneously, continuing until one or the other succeeds. A critical success roll indicates that the other party has been overwhelmed by your factual statements regardless of whether or not they made their skill roll, unless of course they, too, made a critical success roll. In this case the process starts anew and if both fail to make their skill rolls they have reached a stalemate, from which they can back out or postpone talks until a later date. Negotiation can take as little as five minutes or up to several hours (or more!). (The base skill for Negotiation is LDSHP x 3 = %.)

**Observation:** This skill lets the user to hear or see things out of the ordinary, such as a hidden camera/microphone, secret door, concealed weapon, a hushed conversation, or suspicious actions. (The Base skill for Observation is SENS x 3 = % .)

**Pickpockets:** This skill allows the user to remove or place an item unobtrusively on a victim. This skill, when used to steal (regardless of the reason) is a criminal act and should be treated as such if the user is caught or with the stolen goods on him/her. Any object that is being stolen and is in intimate contact with the victim (rings, bracelets, necklaces, etc.) will reduce the user's % chance for success by half.

**Pilot Spacecraft:** This skill enables the user to pilot various spacecraft as well as most atmospheric craft. During routine dockings, takeoffs and landings a skill roll is not required, but if something out of the ordinary happens a skill roll will be necessary. If a character attempts to pilot a spacecraft designed by another species which has not been modified to accommodate him or her a successful Language/Literacy skill roll will allow piloting the ship at a normal % chance for success. A failed skill roll indicates the character will need several hours (1D4) in which to familiarize him or herself with the controls and operating procedures. An attempt still can be made to pilot the spacecraft at half the character's normal % chance for success in an emergency.

**Psychology:** This skill allows the user to decide if an individual is behaving in an abnormal matter. A second successful use will reveal some very basic information centered around either the persons body language or the way in which the person carries on a conversation with the user. A critical success roll will allow the user to make a very sophisticated guess as to what is really on the individual's mind.

**Security Countermeasures:** This skill allows a character to penetrate security systems as simple as mechanical or electronic I.D. card locks, or as complicated as breaking into businesses with highly sophisticated security systems. The user will need to possess the following tools: lock picks, a Universal I.D. Card emulator and a Computer Mimick. Using either of the latter two items will increase the user's skill by 5% (cumulatively). (A Computer Mimick will not mimic the necessary information needed to activate a Credit Voucher transaction, as the CV samples not only the user's finger print but their DNA structure each time it is used.)

**Sneak:** This skill is used when a character needs to move silently without being detected. Of course, this assumes the appropriate conditions exist to do so. When a character is attempting to Sneak without alerting those watching for intruders, he or she must first successfully make their Sneak roll. If successful, the observers must roll under their Observation skill minus the character's Sneak skill. If the watcher successfully makes an Observation roll, something has attracted the watcher's attention. The

character can continue Sneaking or attempt to Hide. In either case the character must successfully make his or her skill roll or be discovered. (The base skill for Sneak is SENS + AGL= %.)

**Swim:** Swim is the character's ability to stay afloat and in motion. When a character is in the water he/she will need to make a Swim roll every 10 to 20 action rounds to insure staying afloat. If a character should fail a swim roll it means the character is in trouble, and in the following round the character must make another swim roll. If the roll is failed the character starts to drown. In each of the following rounds the character must first roll under his or her consciousness roll (to avoid drowning and taking 2D4 points of damage) then successfully make a Swim roll to reach the surface. If the character succeeds in making a Swim roll for two successive rounds the character may continue in motion. If a character fails the second Swim roll the character again begins to drown.

**Systems Repair:** These four skills allow the user to repair broken and malfunctioning equipment within the context of the skill by making a successful skill roll. The categories are Starship Tek, Robotics Tek, Computers Tek and Systems Tek. Training in any one skill does not automatically make one an expert in the other skills. Even though they may share a common foundation in principle it is the specific application of those principles that sets each apart. This does not prevent anyone from trying to use a skill to attempt a repair, but it *does* mean there will be a degree of difficulty. The Gamemaster must decide in each incident on the appropriate difficulty rating for the task being attempted.

*Starships Tek:* This skill enables them to maintain and repair just about any type of spacecraft in known space, as well as a wide variety of other equipment. Anything from a malfunctioning SLIP drive to tuning up a high performance gravbike is included.
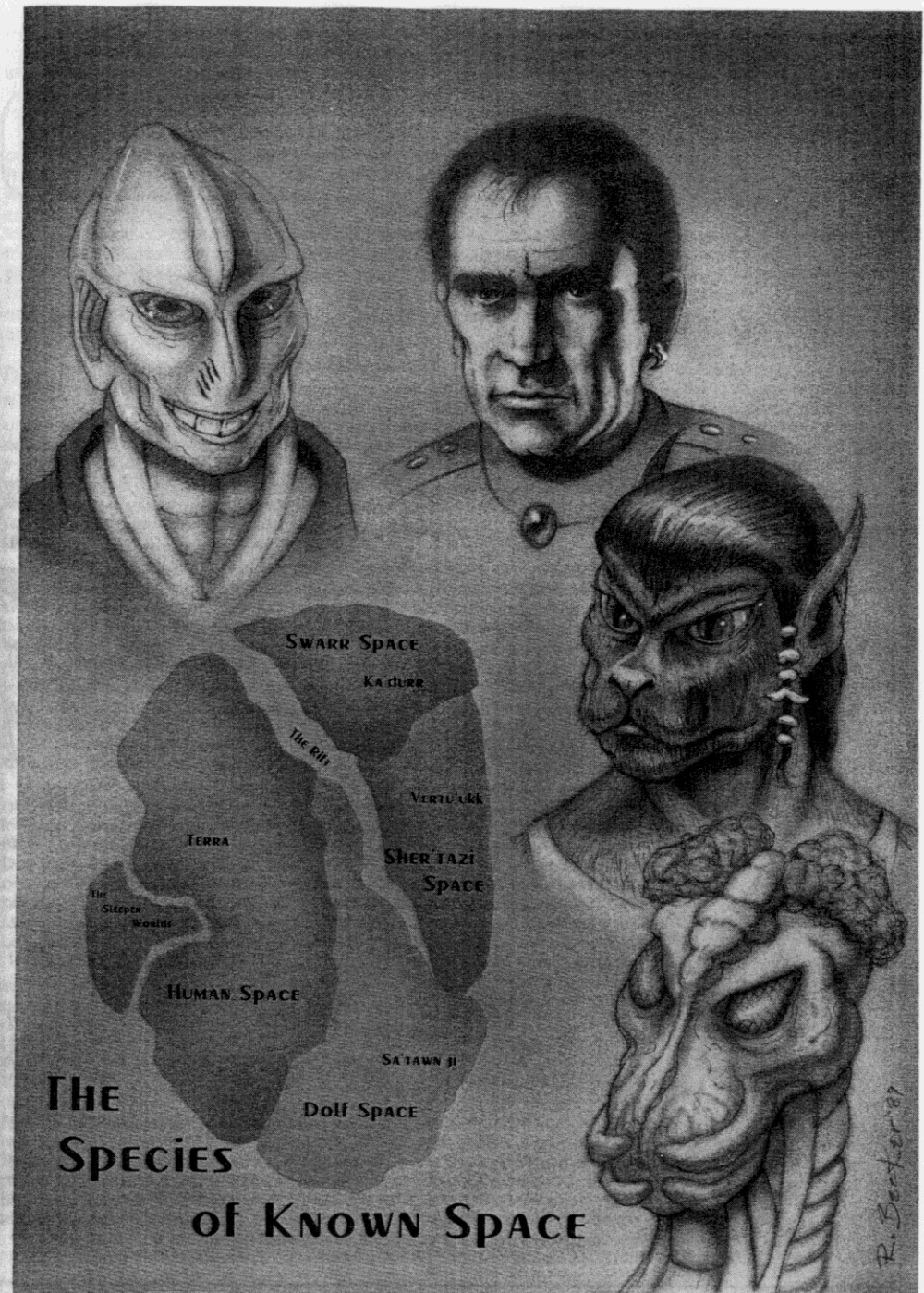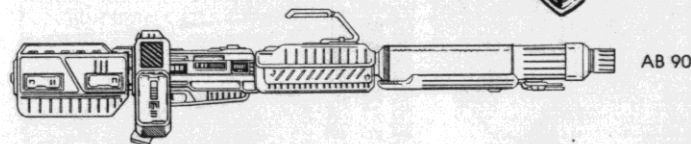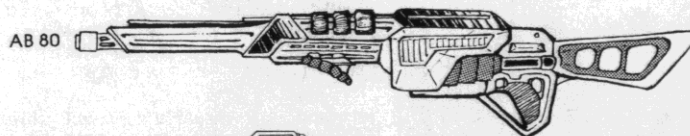
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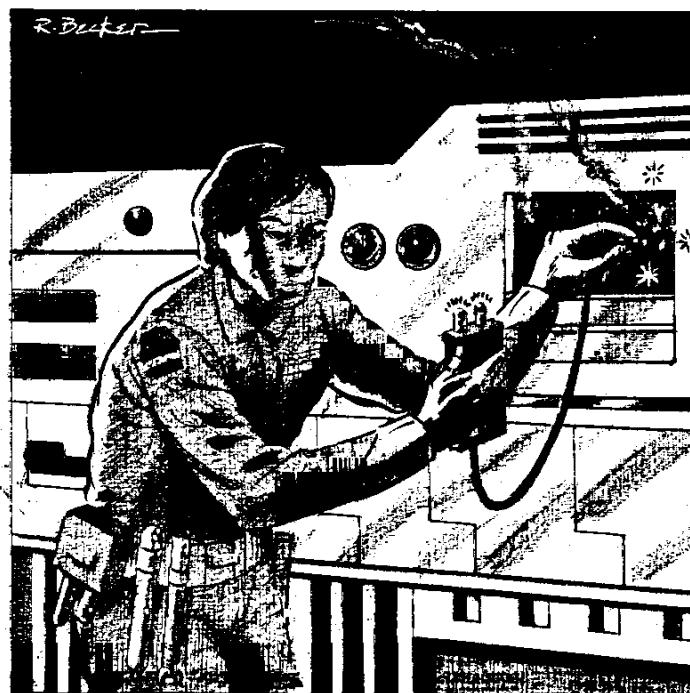
capital offense and is treated as if the user committed the crime.

*Computer Tek:* This skill allows the user to repair or modify existing computers or, if given enough time and the proper materials, build from scratch a complete computer system. As just about everything is controlled by nanoprocessors, the Computer Tek skill is indispensable, there is no limit to what a talented person could do.

*System Tek:* This skill makes the user a basic "mechanic." The character is qualified to repair gravcars, turbocopters, gravjets, life support equipment and other low tech equipment. The user may attempt to repair more complicated equipment, but at a greatly reduced skill level. *In all cases special tools or parts may be required to do some repairs and others may require complete facilities to even attempt the repairs.*

**Vacsuit Operation:** This skill measures the user's familiarity with each Vacsuit type. It also represents the user's ability to get in and out of a Vacsuit successfully in stressful situations. The majority of all of Vacsuits take a minimum of 3 to 5 minutes to put on and make operational with two exceptions--Shock Armor (which requires a minimum of 5 to 10 minutes) and the Emergency Bubbles (which can be gotten into in under 20 seconds). When a character attempts to put on a Vacsuit under routine conditions no skill roll is necessary. But when conditions are not routine and the character's life depends on getting into a Vacsuit, a skill roll will be necessary. A successful skill roll means that the normal amount of time required. A critical success means that half the normal time required, a failed skill roll means that one-and-a-half times the normal time is required and a fumble means the worst possible thing has happened (missing helmet ?). Gamemasters can exploit this as they choose. (The base skill for Vacsuit Operation is DEX + AGL = %.)

**Vehicle Operation:** This skill enables the user to operate various land, air and seacraft in common use through out most of known space. These vehicles are gravcars, aircars, groundcars (surface only), aircraft (gravjets, turbocopters, areoplanes, etc.), seacraft (hovercraft, jet boats and sailing boats (at half normal skill)). If a character is trying to lose a pursuer or trail someone, Vehicle Operation skill rolls are made until one fails and the other succeeds. A skill roll will need to be made under unusual conditions such as bad weather, rough terrain and difficult maneuvers at high speed. If a skill roll is failed under these conditions, it indicates that a character has lost control of the vehicle and another skill roll will have to be made successfully to regain control. If not, they crash or suffer a mishap. (The base skill for Vehicle Operation is SENS + DEX = %.)

**Zero Gee:** This skill enables a user to control their movements in the absence of gravity and it allows them to move about pretty much as desired. A successful use means the user winds up the correct place and orientation desired. The reverse is true if the skill roll is failed. If a propulsion unit is used in conjunction with a attempted Zero gee skill roll the user may add 10% to their normal skill. (The base skill for Zero gee is DEX + AGL = % ).

AB 80

AB 90



THE
SPECIES
of KNOWN SPACE

Swarr Space

Ka durr

The Rift

Vertu'ukk

Terra

Sher'tazi
Space

The
Sleeper
Worlds

Human Space

Sa'tawn ji

Dolf Space

R. Berker '89

# Dolf Profile

*The Dolf have been known to travel from one end of known space to the other in search of a bargain. They are always willing to pay a bribe to get what they want, but they never tip and they always count their change.*

**Dolf Modifiers**
+1 Intelligence
+1 Leadership
-1 Agility

**Special Abilities/Resistances**
Stunners--Successful Consciousness Roll = Sav
May consume alcoholic Drinks = to twice their HE

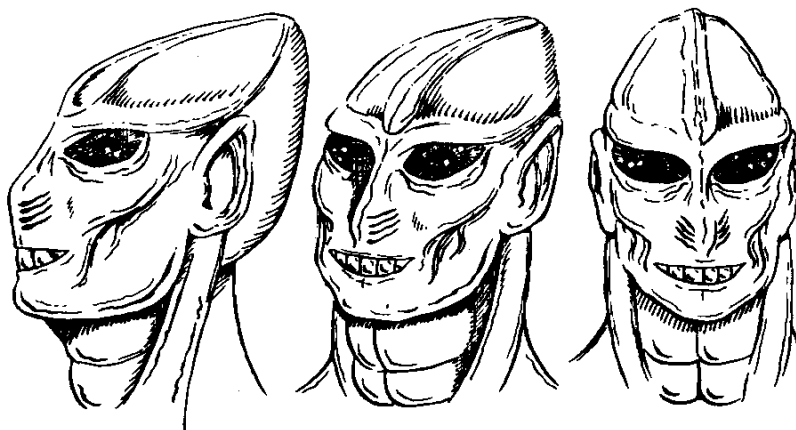**Average Size:** (11), 180 cm, 75-85 kg
**Eyes:** Turquoise to Pale Green
**Coloration:** Blue-Grey to a washed out Blue-White
**Reputation/Personality:** Accommodating, Calculating, Greedy, Nosy, Over zealous, Shrewd and Superstitious.



—Becker—

**Dolf** *(Dol'ph).* A species of intelligent, warm blooded bipeds. In describing the Dolf, you must first imagine a Human face that is completely featureless; instead of the normally rounded head, imagine the forehead gradually sloping back and up to form a cone with a very rounded end. Looking at the face you would see two close- set eyes, varying in hue from turquoise to pale green. Below the eyes is an almost nonexistent nose and centimeters below this a hint of what might pass for lips on a Human, with a permanent grin fixed to the lower portion of the face. This is due to the fact that their mouths never quite close. Their skin is very smooth in texture, almost silky to the touch. Coloration varies from a pale blue-grey to a washed out blue-white, with the exception of a diamond shaped white marking that starts low on their abdomens up to the center of their necks. Dolf have no body hair.

The average Dolf stands about 180 centimeters in height and weighs between 75-85 kilograms (SZ 11). They tend to be slender in build, slightly shorter than the average Human and with longer arms and hands. Dolf have three fingers on each hand several centimeters longer than a Human's, but the most striking feature of all is that they have two opposing thumbs on each hand. Their wrists are double jointed, giving them greater flexibility and their metabolisism functions at a slower rate

than either Human or Swarr. As a result, they move just a little slower than the average Human. This slowed metabolic rate has some interesting side affects. Dolf need less sleep and nourishment than do Humans. It also seems that the Dolf have an almost supernatural tolerance to fermented alcoholic beverages.

Dolf are very conservative in their attire. Most seem to be in competition as to how plain, or destitute in appearance they can dress. This is especially true of Dolf who deal primarily with their own kind. But when living and working among the other species, they adopt the style of dress that will accommodate or impress their business associates. Traditional Dolf attire is much like the style worn in the middle east during the nineteenth century on Terra. A simple white form of the Arab gallebeya (long robe), matching head dress worn by the Arabs called a keffiya (turban) and rope belt called akal are common. The traditional colors are tan, earth brown and deep blue, with the latter being worn on holidays or at funerals.

## Dolf Culture and Outlook

Dolf culture is business-oriented and orderly in nature. Dolf see the universe as a Hi'wati berry *(hallucinogen valued at 5,000 credits a dram)* ripe for the picking and each new opportunity as a challenge to succeed. They are fanatical in their belief that luck plays a major role in every success. This is reflected in the way they greet each other, trying to out-bless and out-compliment the other in the hope that the gods of fortune will smile on them as they squeeze one more credit out of a deal.

Dolf take great pride in doing a job well, for not to do so might bring the curse of bad luck upon them. When a Dolf says he will have the work done on time he means just that--on time. This doesn't mean you won't be charged for all the over time, expediting fees and any other costs he can possibly tag on to the bill, after all, "business is business." At the core of every Dolf's existence is this one statement: "To be successful I must be lucky and to be lucky I must succeed." The Dolf have many different religions, most to gods of good fortune. There are even a few gods of misfortune which are acknowledge, so as not to bring down their curse upon them. The individual Dolf will in no way admit to these superstitious attitudes and will deny them if questioned.

Dolf society revolves around the idea that each person is valuable and talent is not to be wasted. As a result, most Dolf have a slightly inflated notion of their real worth and will attempt to bargain or negotiate their way into the highest salary or largest shares possible. Dolf pride themselves on their ability to make the most of a good deal or situation, and when things don't always go their way they take it philosophically. They quote sayings like, "What is lost today may be found tomorrow, and in my search, who knows what treasures I might uncover?"

The way in which the Dolf govern themselves is almost incomprehensible. To be an elected official, you must give the appearance of being deeply religious, humble and completely destitute. In fact, most are corrupt to one degree or another, and humble in so far as not wanting to admit how shrewd and manipulative they really are. They use the appearance of being destitute as a cover. The more financially ruined an official appears, the larger the political contribution (bribe) is needed to keep him in office. Power in Dolf society is split between two factions. The first is the common Dolf: religious, decent by their standards and with a need to be successful. The other is what might be called the corporate mentality. There are small as well as huge interstellar companies whose sole purpose is to become successful and powerful. They recruit the best and the brightest into their ranks for the purpose of economic conquest.

*A sensible person reviews their options, gathers facts, then makes a decision that will bring them the greatest gain for the least amount of effort or credit expended. Well, that's what any smart Dolf would do, but these other species ?*
*The Swarr will starve themselves to death or commit ritual suicide before breaking their word, even if it means losing millions; the Sher'tazi would let you take them for every credit they have if they thought it would increase their oneness with the universe. Humans are the only other species that seem to grasp the fundamentals of life:* **More really is better !**



**Traditional Dolf Dress**

The Dolf have no central governing body like the Geosynk with its Great Congress, but instead have a body of officials formed into an association known as the *Union of Free Worlds*. This association is more of a high court than a governing body. Any world that chooses to join pays a yearly fee for the support and privilege of holding a voting seat on the One Quorum. The One Quorum dispenses justice forthrightly and without bias (if both sides in the dispute bribe an equal number of judges, that is).

To Humans, Swarr and Sher'tazil, this form of government seems totally corrupt and lacks any semblance of justice. On closer inspection, however, an observer would notice that since its inception two hundred years before the first Dolf reached the stars, there have been only three wars on their home world and only four incidents (as they refer to them) involving wars between different star systems. Compared to the other three species (who have had dozens of altercations, with more to come), it would appear they have reached an ideal compromise. To enforce its decisions, the Union of Free Worlds has a small but powerful fleet. This, combined with economic sanctions and the military support of the rest of the Quorum members, insures that a business-like and orderly peace is maintained.

The Dolf family structure is unlike anything Humans, Sher'tazi or Swarr are used to. Adult males are compelled by Dolf culture to seek out prospective mates (the wealthier the better) and marry. Males are bound to their mates in name only, and may leave at any time; but if the female has given him offspring he is bound to stay and support both of them until the offspring reach maturity. In the case of female offspring support continues until a suitable mate is found. Dolf males hold the female of the species in high esteem. No male who desires good fortune rejects the giver of life. Dolf females are believed to impart the luck of their ancestors and the blessings of the gods upon their children at birth, so to marry increases their luck (*figuratively speaking only*).

Dolf were first thought to be a very passive species. This image was due to the fact that the official delegation sent by the One Quorum to negotiate with Geosynk, had no military escort. It seemed that they were willing to negotiate away their rights to vast areas of space that separated the Geosynk Confederation from the Union of Free Worlds. This would give them no room for expansion in that direction. All they requested was that a few of their existing colonies be allowed to remain free and independent for twenty-five years before being incorporated into Geosynk, that trade and an exchange of non-militaristic technologies begin almost immediately; that neither the Union of Free Worlds or the Geosynk Confederation allow any of their member world governments the right to charge tariff, tax or import-export fees during that same twenty-five year period.

Geosynk couldn't believe that the Dolf could be so naive that they would literately just give away the riches of hundreds of undeveloped worlds for so little in return (unless, of course, they were an extremely passive species), so they accepted the agreement with virtually no amendment. What Geosynk didn't know was that the Dolf had sent their best warriors to the negotiation table and that the Dolf's concepts of the military, war and weapons were entirely different from theirs.

The Dolf aided and assisted Geosynk's expansion into the new territories, capturing market places up and down the new borders as well as deep into the Confederation itself. What was first thought of as a passive, almost naive species soon became known as the shrewdest, most calculating masters of the art of business in existence. Only the combined efforts of both governments and a few huge interstellar corporations on both sides, avert an economic collapse unparalleled in the histories of both species from happening.
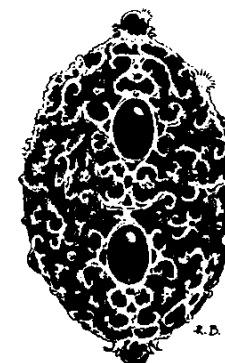


**Dolf Anatomy**

## Dolf Society Today

The Dolf have managed in the past two hundred years to make inroads into most species groups, with the exception of the Swarr (who they still fail to understand). Nothing is sacred to them--they will give the appearance of giving away almost anything, including "The Sacred Egg" (a mythical artifact that would bestow eternal luck on its owner) if it will help them succeed in establishing a market share. Dolf have made themselves the most welcomed of all species due in part to their willingness to invest so heavily wherever they think a greater long term return will be realized from such expenditures.

The last few generations of Dolf have changed by their association with other species. Those who have settled on other worlds where Dolf are in the minority have become less concerned about the almighty credit and more concerned with their personal life styles. Some have decided not to marry, remaining single; Dolf seem to assimilate into whatever social group they settle in. (It should be noted that these are by far exceptions to the Dolf norm.)

Today, the Union of Free Worlds and their ruling body, the One Quorum, are busier than ever arbitrating between one corporation or another's claim of violations supposedly committed in Geosynk space. The Confederation has taken a considerable interest in these disputes and sometimes enters into the fray with their two voting seats. They use the same tactics as the Dolf when they want a decision to go their way.
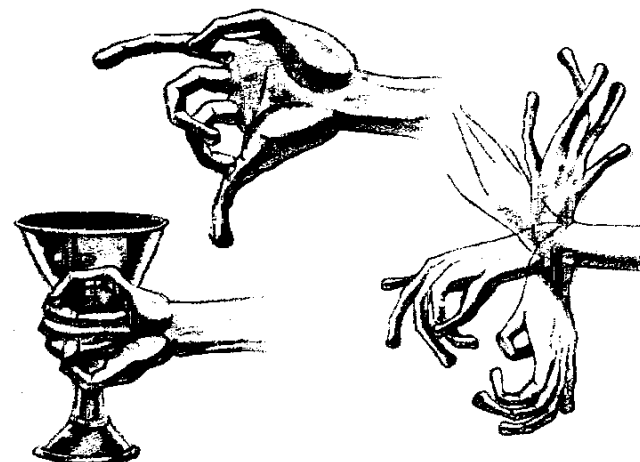


**The Sacred Egg**

There is an old saying attributed to the first Ji'Difey (First Arbitrator) of the One Quorum: "If you can't put a price on it, it must be worthless. Ruling denied, case closed."



**Dolf Male Names**
Ach'kuun   (ash-koon)
Hon'jeff   (Haan-giff)
Lasster   (las-ter)
Tan'ji   (tawn-gee)
Vey'tucin   (vay-to-sin)
Wa'kilda   (wa-key-daa)

**Dolf Female Names**
Cin'daaji   (sin-doge-ee)
Fey   (fay)
Ji'tari   (gee-ta-rree)
Les'see   (les-cil)
Ruu'tandi   (roo-tawn-dee)
Vee'cuun   (ve-coon)

# Human Profile

*You ask the average Human why their species left their solar system and you'll get as many answers as there are Humans. They don't seem to know what they want or where they're going, and once they get there they can't wait to leave again. Humans, who can figure them out anyway?*

**Human Modifiers**
+1 PHY
+1 He
**Average Size:** (11), 180 cm, 75-85 kg
**Eyes:** Brown, Blue and Green
**Coloration:** Washed out Tan to Black
**Reputation/Personality:** Arrogant, Bigoted, Distrustful, Fair, Generous, Impulsive, Openmined and Sentimental.

**Special Abilities/Resistances**
+1 Damage bonus

—Beeter—

**Humans** (Hue-man), are a species of warm blooded bipeds. Humans are almost completely hairless compared to the Swarr, and the hair they do have is confined primarily to their head. It ranges in color from black to light brown and from blonde to red. It is worn in varying lengths and styles. Skin tones range from a washed-out tan to black and their eyes come in shades of brown, blue and green. The average Human stands a little under two meters tall and weighs from 80 to 90 kilograms (SZ 11). Because they are more heavily muscled than the Dolf, the Sher'tazi or the Swarr making them stronger and more resistant to physical abuse.

Humans are less concerned about their attire than any other species. Styles that suit the individual's taste is more important than dressing for social status (exception the military). Humans exhibit two fetishes in choosing fashions, partial nudity and cosmetics. Males and females enjoy exposing or accentuating their anatomies by wearing few articles of clothing, and by decorating, tattooing and dyeing their skin. This practice is peculiar only to Humans and fascinates the Dolf and the Sher'tazi to no end.

Humans have no clear preferences when it comes to personal weapons, but they do have innumerable injunctions against their ownership and use. This is especially true on the older core worlds. However, on provincial and frontier worlds it may be completely legal and sometimes necessary to carry them. Humans are perceived as being nearly as violent as the Swarr by the Dolf and the Sher'tazi.

## Human Culture and Outlook

Human culture is considerably more splintered than the cultures of the Dolf, the Sher'tazi or the Swarr. Humans are never satisfied with the way things are run. They are always impatient for changes to happen, and feel compelled to make it happen. This is the predominant reason why Humans have ventured out to the stars; they have gone not out of a sense of wonder or for adventure, but for the freedom to decide their own destinies without political or social interference. This is still a fundamental Human trait and explains why the frontiers of Human space expand faster than any other species.

## Politics

The vast majority of the cultures that now make up Human space bare little resemblance to those that originated on Terra. Even though Terra still holds sway over many worlds, it has lost much of its control and influence. The Geosynk Confederation and its Great Congress still meet on Terra, but legislation and enforcement are shared equally by all member worlds. Of the more than two hundred known worlds settled by Humans, little more than half are members of the Confederation and not all of those are represented in the Great Congress. There are other coalitions and alliances of worlds carrying on diplomatic relations with Geosynk (with the exception of the Sleeper Worlds) and many enjoy the protection of the Confederation space fleet.

Terra still remains a major center of technology in Human space, but many other industrial worlds are catching up quickly. Restivon, close to Dolf space; New Chicago a provincial world, both are prime examples of worlds now rivaling Terran scientific dominance. Of the two, Restivon is probably the most powerful since it is a major conduit for Dolf commerce into Human space. Over the last hundred years, Human and Dolf interstellar combines have been funding the colonization of frontier worlds, with some seeking to influence Dolf and Human politics. This has lead to a greater scrutiny of these huge conglomerates by the Confederation, but less so by the Dolf who encourage this form of exploitation.

## Human Society Today

In the last century fewer colonies have sought representation in, or even formal negotiations with Geosynk, and some are openly hostile. Geosynk is stretched to its political and economic limits and is unable to extend its protective umbrella to all who ask. Tensions that may lead to open conflict are developing between provincial and frontier worlds. New alliances are being forged and less attention is being paid to Geosynk.

## Economics

Human and Dolf interstellar economies are closely tied together, so close in fact, that economic ripples started in Human space are felt seventy five light years away in Dolf space. It is commonplace for Dolf and Human traders to ply their goods deep into the others territories. Borders are becoming more indistinguishable as the two species interact and settle on the same worlds.

Human relations with the Swarr and Sher'tazi have not faired as well. There still exists a great deal of tension between Geosynk and the Swarr, but this is slowly dissolving and tolerable relations are being established by colonies no longer affiliated with Geosynk. Humans would welcome increased trade with the Sher'tazi, except for the Sher'tazi's long standing treaties with the Swarr and the great distances separating them.

There now exists a power void throughout Human space. No longer is Geosynk and its Confederation of worlds the sole promoter of interstellar unity (on its terms). Mankind has had contact with several different species for well over two hundred years. Man has seen himself in their alien likeness, and Man does'nt always admire what he sees. Man is always moving toward the next horizon, laying claim to all he surveys, a trait that he shares with his alien brothers.

# Sher'tazi Profile

*The Sher'tazi never just walk into a room, they make an entrance with as much pomp and ceremony as they can get away with, and then pause just long enough for all to notice them. This never seems to catch the eye of other species, so the Sher'tazi have resorted to using noise makers just as they enter a room to get everyone's attention on them.*

**Sher'tazi Modifiers**
-2 Leadership
+2 Sensitivity
-1 Physical
+2 Size

**Special Abilities/Resistances**
None

**Average Size:** (13), 186 cm, 85-95 kg
**Eyes:** Iridescent Green
**Coloration:** Light-Blue to Magenta
**Reputation/Personality:** Fair, Flamboyant, Inquisitive, Outspoken, Perfectionistic, Pompous, Pranksters, Retaliative, Uninhibited

**Sher'tazi** (*shur-taa-zee*), are a species of warm blooded semi-bipeds. They resemble (to a certain vague degree) tall slender insects like the grasshopper or preying mantis. Their faces are triangular, with large faceted eyes and multi-layered frond like sensory antennae. Their mouthes are very insectile, having four small manipulators for holding food. They are covered with a fine layer of spicule which looks very much like short Human hair. Sher'tazi skin coloring ranges from light blue to magenta, and their eyes are an iridescent green that constantly shift in hue.

The average Sher'tazi stands about 186 centimetres tall and weighs about 84 kilograms (SZ 13). They are gaunt and frail to the point of looking emaciated. But, the most striking feature of the Sher'tazi is their arms and legs; they have four of each. Their arms are set close together on either side of their torso. One arm by itself is not very strong, so each side works in tandem. Their hands are semi-prehensile, making them dexterous craftsman and artisans. The Sher'tazi legs are arranged on either side of an insect-like abdomen. These additional legs do not give them greater speed, as one might suspect, but operate as do the arms

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when walking or running. Their metabolism operates at a much higher rate than do the other species and as a result they have enormous appetites. It is more than likely that you will see them constantly munching on something. Music has the same affect on the pleasure centers of their brains as does alcohol and drugs for other species especially music that is heavily syncopated. Rumor has it, that classical music from mid-twentieth century Terra has an almost orgasmic affect on them.

The Sher'tazi choice of clothing runs towards the flamboyant, colorful and exoticly embellished full length robes for holidays and festivals, complete with grotesque masks. They love to compete among themselves, to see who can outdress or glitz everyone else. They have, what can best be described, as a fetish for glittering jewelry, chosen more for its appearance than its worth. When in places or situations where jewelry can not be worn, they carry some in their pockets, which they will occasionally pull out and admire. The Sher'tazi prefer energy weapons over slug throwers, except for the use of needlers, weapons they are especially fond of. Both blasters and needlers are usually fancifully embellished, which is almost as important as whether the weapon actually fires or not. Most Sher'tazi carry weapon of some kind, it could be anything from small rapier like swords to stilettos hidden away on their person.

## Sher'tazi Outlook and Culture

The Sher'tazi perspective on life is cosmic in nature. The universe is like a finely crafted tapestry, into which all species are woven, each having a place no matter how small or seemly insignificant. The Sher'tazi see themselves at center stage of course, playing as large a role as possible, and experiencing every part of the story just for the sake of it.

Sher'tazi culture appeals to the senses. From their flamboyant style of dress, to the garish artwork that fill their homes. Even their starships are decorated to signify their position and status. From the heraldic crests of their families to Great Battles scenes; Legendary Monsters, Heroes and Heroines from the past, Concubines and Treasure are some of the most popular themes used. This penchant extends to incorporating huge fangs and bulging eyes into the hull of starships.

The Sher'tazi are very uninhibited and will go to great lengths to satisfy their personal wants and desires. To balance this almost wanton zeal to fulfill their needs, is the need to maintain the fabric of the universe. This is expressed in the word Pzotski (pa-zot-ski). Pzotski is the face or honor the individual brings to a situation. To reduce the pleasure an individual brings or gets out of a situation, is not something the Sher'tazi deliberately do, unless a great deal of Pzotski could be gained in the process or a particularly good joke could be played. But even then everyone is gratified by the joke (including the butt of the joke as they are placed at center stage gaining Pzotski in the process.) All the Sher'tazi seem to be concerned in making the best out of each situation, regardless of the circumstances.

The Sher'tazi are overly concerned with the appearance of things. This theme extends into all aspects of their daily lives. When a room is decorated and if the colors are not exactly right, it is done over. If the details of a contract do not satisfy all concerned, it is rewritten. They are always quite frank and deliberate when discussing why they don't like something, especially if there is Pzotski to be gained or lost. There is an old saying among the Sher'tazi, "When the eye is appeased, then all is made perfect."

Sher'tazi government resembles a form of feudalism practised by Humans in ancient times on Terra. The Sher'tazi heads of state carry the rank of emperor or empress; there are many other levels of nobility similar to that of Terran feudalism. The lowest of these ranks is equal to that of knight and they fill the bulk of responsible jobs (military officers,

managers), in government and private enterprise. Below them are the freetazi (professionals), and below them are serfs (unskilled labor). The nobles owe fealty to the royal office, not the royal family, as the position of emperor or empress is an elected one (life time).

The Sher'tazi finance their government through a form of tithe, called the shirzari (shear-zar-ee), rather than through taxes. The emperor or empress is the chief executive over all Sher'tazi holdings, and as has the authority to levy tithes against a few or all of the nobility. The tithe is in the form of goods and services used to carry out the policies and programs decreed by the ruling monarch. There is great pomp and ceremony tied up in the giving of tithes; nobles will travel many pattras to participate in this mardi-gras-like celebration which may last for weeks. Nobles will try to out Pzotski each other in how lavish and extravagant a presentation they can make in giving their tithes; great Pzotski is gained by these outlandish pageants.

Although the government is feudal in appearance, the Sher'tazi use achievement tests to qualify individuals for the civil service and to determine future advance. These achievement tests are administered once every Sher'tazi year on all worlds that have a large enough enclave or embassy. The tests are long and arduous, measuring not only the recipient's intellect, but give a complete psychological and social profile. Only the very best are allowed to enter the ranks of the privileged few. Epics have been written about the extremes that youthful Sher'tazi have gone, to get qualifying scores on these tests. Passing or failing these tests will set the boundaries of a Sher'tazi's Pzotski and more clearly define the individual's pilgrimage later in life.

Part of this coming of age for young Sher'tazi is an experience known as Saz'arat pazif (says-arot-pah-zeef) or epic journey. Not all Sher'tazi participate in this religious pilgrimage of enlightenment. In fact less than 1% percent actually start Saz'arat pazif, and only about .01% ever finish. Those who start gain much Pzotski, but those who finish are elevated to the status of living saints. Of the last eighty two monarchs, sixty three of them completed pilgrimages.

The Sher'tazi family is centered around the child-rearing group. As all Sher'tazi are hermaphrodites (both sexes) and can be either male or female depending on the need or mood, it is not uncommon to see multiple or single parent families. Sometimes Sher'tazi young never discover who their original parent was/is, and since there are no formal marriage contracts among the Sher'tazi, a partner is free to leave as long as the family unit is solvent. The Sher'tazi are very curious when it comes to the sexual habits of other species; they are fascinated by the difference in attitudes and behavior exhibited in other species courting rituals.

The first spacefaring species the Sher'Tazi met were the Swarr. The Swarr were first astonished by Sher'tazi ships and how boldy they approached their worlds, without showing token fear (or even commonsense). The Sher'tazi were just as astonished when, without warning, their ships were destroyed; in retaliation several Swarr ships were destroyed to maintain Pzotski of course. Then suddenly and inexplicably, the Swarr initiated peaceful dialogs, veiled with threats of complete annihilation if negotiations broke down. The Sher'tazi made similar threats and peaceful overtures to maintain the balance of things. Within a few short years the Sher'tazi made treaties with several Swarr clans and have had a reasonably stable peace ever since.
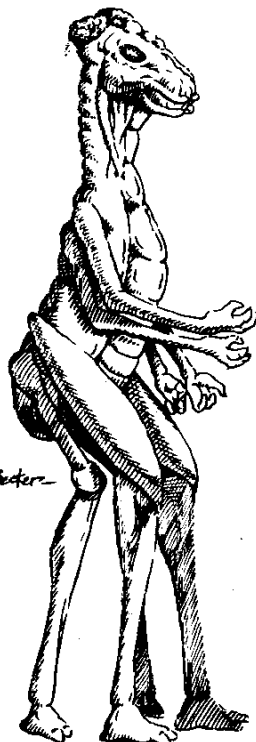
**Sher'tazi Anatomy**



**Traditional Sher'tazi Dress**

## Sher'tazi Society Today

The Sher'Tazi have been exposed to the Swarr for almost two centuries, and to the Dolf and Humans for about half that time. During the last hundred years they have taken steps to develop strong political and economic ties with both Dolf and Human. After initial failures in interpreting the philosophic meaning of the term profit *(Pzotski)*, trade with the Dolf is developing, but at slow rate. Their relationship with Humans has developed slowly, but that is due in part to the distances that separate them, through the establishment of the demarcation zone known now as the Rift.

In recent years, the Sher'tazi have become a major manufacturer of starships, giving the Dolf a real run for their credits (40% of all ships now used by the Swarr are being built by the Sher'tazi). Many interstellar corporations operating out of Human space, are becoming more active in the Sher'tazi market place, since they have discovered that the Sher'tazi are compulsory buyers, never wanting to out done by their neighbors. The Sher'tazi have entered into the genetic construct (Genies) market, a place Humans have always dominated. It seems the Sher'tazi have been doing genetic research/construction for somewhat longer than Humans have, and that it is entirely accepted and used throughout their culture (soldiers, servants). Unlike the vast majority of humanities feeling about genetic constructs (barely tolerated).

Today the Sher'tazi are in the unique position of being the only species that carries on normal relationships with many of the Swarr clans. This enhances their political value to both Dolf and Human governments. The opportunities for untitled Sher'tazi have expanded beyond their wildest dreams. Where once the individual was ordained to remain a prisoner of the caste system, they can now rise and attain positions never before dreamt. The Sher'tazi culture is in a renaissance of individual opportunity. The ancient experience of Saz'arat pazif has taken on new meaning, as young and old alike venture into cultures unlike anything they have ever known before in search of enlightenment.

*Symbol of the Imperial Sher'Tazi Marines, saber and blaster.*

*If the player character has chosen to be on an epic journey, they will advertise it to all other Sher'tazi they meet. As a result many Sher'tazi will be awe struck and appear to be rude, not wanting to remain in their presence for very long.*

R.B.

# Swarr Profile

> They may well be some of the greatest braggarts the universe has ever seen. They won't accept credit for deeds not their own, but if it was their plan or bold action that brings success to an endeavor you will never hear the end of it.

| Swarr Modifiers | Special Abilities |
|---|---|
| +1 Sensitivity | 1 Bite, 1D6 |
| +1 Agility | 2 Claws, 1D6+2 |
| -1 Physical | Stunners will cause berserker rage for 1D10 x 3 |
| -2 Size | actons rounds |

**Coloration:** (Fur), Golden-Brown to Rust-Red
**Eyes:** Yellow-Green
**Average Size:** (9), 174 cm. 55-65 kg
**Reputation/Personality:** Boastful, Honorable, Loyal, Proud, Reckless, Ruthless, Scheming, Uncompromising and Vengeful.

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**Swarr** (sw'ore): a race of intelligent warm blooded cat-like bipeds. Their fur is short, except for what looks like a mane and is either worn long, in a pony-tail or in braids. Their fur varies in hue from golden-brown to rust-red. Their eyes are oval with yellow-green pupils and their noses are slightly darker in color than their fur--flaring of the nostrils is quite common. When their noses pale visibly it is a sign of violent anger. Their ears are pointed and lie flat against their heads when they are angry. Swarr have no tails.

The average Swarr stands about 174 centimeters in height and weighs from 75 kilograms (SZ 9). They are compact in build and evenly muscled until late middle age, when they develop a small paunch around their middles. Swarr have very good night-vision and acute hearing and sense of smell. The Swarrs metabolism functions at a higher rate than either Dolf or Human. As a result, they are lithe and agile, able to move swiftly and quietly over almost any type of terrain or surface. The palms of their five-digit hands and the bottoms their feet are covered with a soft but very tough suede-like covering, dark tan in color.

*Swarr and the N-stunner*

*The neural-stunner used through most of known space has the most interesting effect on Swarr. Instead of causing unconsciousness it sends them into a berserker rage. While in this rage they will attack whoever is closest to them, whether they are friend or foe.*

*The Swarr abhor these weapons, because they rob them of all dignity and self-control.*

Che'dann  (she-dawn)
Han'lurr  (hon-lure)
kirr  (kk-ear)
Ma'tirr  (ma-tear)
Ranyur  (ron-your)
Sa'hirr  (saw-hear)

**Swarr Male Names**

Aszurrac  (as-zur-rack)
Charr  (sha-are)
Gu'jirr  (guu-jeer)
Nansurr  (non-sir)
Sasa'hurr  (saw-saw-her)
Yirr'bann  (year-boon)



**Swarr Anatomy**

Swarr were first thought to be carnivores, because when in unarmed combat they will attack with a bite, using canines slightly larger than humans, as well as with the remnants of sheathed claws. They are, in fact omnivorous with one exception--they prefer tubers and leafy plants over succulents. It seems that anything that might mat the fur around their mouths is embarrassing, offending their sense of dignity.

Swarr are very proud of their coats and will go to great lengths to maintain a lustrous and manicured look. Scars earned in battle are considered badges of courage. Typical Swarr attire is brightly colored: red, crimson, gold, orange and black are their most favored colors. A cloth vest, with matching lose fitting breeches, soft animal hide boots, no jewelry, a weapon's belt with a 15mm slug thrower and a 40 cm short sword is common attire. Body armor is discouraged, as 'A warrior's skill is enough protection!" Energy weapons are scorned because the static discharge causes most of the hair on a Swarr to stand on end, and hair burnt off in this manner leaves bare patches of hide (something no Swarr would wish on another Swarr). This is not to say that some *rogue* would not stoop so low as to use both.

When first encountering a Swarr, most humans think of a child or teenager dressed up for a costume party. This illusion soon ends as they get within a meter or two and notice the gliding steps that appear to float over the ground, and the unwavering gaze that causes warm blood to run ice cold. Swarr can be dangerous when angered, and no sane creature would think of trying to stand up to one in single unarmed combat (unless suicide is their goal).

## Swarr Culture and Outlook

In the Swarr culture the clan is everything. It gives a purpose to living and dying, and without purpose the individual Swarr is lost. The worst pronouncement the clan can make on one of its own is that a member is useless. A Swarr so shamed is known as a "Rogue." A rogue has few options: either to leave or face death at the hands of his/her clan. Once declared rogue they are severed forever from mainstream Swarr society. No other clan will take the refuse thrown out by another. The rogue no longer has clan, a purpose or a reason for living, a shame worse than death. Some commit ritual suicide--others leave and attempt to make new lives for themselves among the Dolf, Human and Sher'Tazi societies, seeking new purpose and recognition; and attempt to forget the name of their clan.

Then there are some Swarr who of their own volition separate themselves from the clan way of life. These Swarr are known as the "Forsaken"; they are treated in much the same way as the rogue, except that they remain proud of who they are and what their clan stands for. The rogue and the forsaken share much in common, but the rogue is burdened with shame and hatred for the clan that rejected them; the forsaken on the other hand are arrogant and proud and flaunt their clan in everyone's face.

Swarr are proud, and honorable, cunning creatures, loyal and brave to the point of suicide. They can also be the greatest braggarts in the universe. They won't accept credit for deeds they haven't performed, but if it was their plan or bold action that brought success to an endeavor you will never hear the end of it. On the other hand, if they fail, it will be as if it never happened. When accused of failure or if they are publicly humiliated they respond with a challenge that can only be satisfied in combat or by the humiliation of the accuser (*Swarr do not lose face gracefully*).

Swarr have very little patience for those unwilling to commit themselves to a common goal and have even less for those unable to make quick decisions. These narrow-minded and uncompromising attitudes make them almost impossible to negotiate with. To think of haggling or bargaining over something borders on insult. It is far better to state what you want from them in the most direct manner possible and simply wait for the response.

The need for purpose and clan acceptance is so strong in each Swarr that they have an unwritten code of honor: *'No action that would cause blemish or stain on the clan is conscionable. Your word, once given, is a sacred bond.'* For this reason most Swarr would rather die than disgrace their clan.

Recognition for single-mindedness to purpose brings great reward in Swarr society. The individual seeks this recognition and the rewards it brings above all else. Cunning beyond anything another species could imagine, is a way of life for the Swarr. Each action is plotted to enhance one's image and the chance of being recognized. Secretiveness and intrigue are common among Swarr--no one would willingly give away something for nothing, as a result, politics enters into everything. Factions develop and rivalries exist which sometimes explode into violence. Honorable challenges must be issued, deaths occur and recognition is achieved for the survivors.

Swarr are unrelenting and totally unforgiving when it comes to their honor. *They will ignore most insults aimed at making them angry*, but even the slightest hint as to where their loyalties lie and you may not live long enough to be apologetic. It is not unusual for the individual Swarr to declare a blood feud against another who has offended them. The worst possible thing that could happen to any individual is for an entire clan to declare a blood feud against him or her. It is said that Swarr have long memories when it comes to revenge.

There are eight major clans that control the vast majority of Swarr space, and twice that many smaller clans that control individual worlds. Each clan is presided over by a ruling council of leaders who have achieved the greatest recognition (Hero-status). From this council a leader is chosen to guide the clan. The clan leader is known as the Sharr, meaning *high ruler.*

Periodically a few of these clans realign themselves into what can best be translated as sects. The formation of a sect happens when two or more clans agree on a particular point of view. It can be a philosophic or political issue that brings about a union. This can take years, since each clan wants to be assured that their best interests are being looked after. A sect is governed by a council made from the councils of each participating clan. They, in turn, elect the Swarr who has achieved the greatest recognition to the position of Sharr'Dy, meaning *high ruler of all.* If a Sharr'Dy should ever lose the recognition of a majority of council members, they will attempt to dispose of him, either through public humiliation or by declaring him to be useless, even rogue.

After a sect is formed, it will use its new size and strength to maneuver neighboring clans into recognizing its authority over the locale. If a neighboring clan refuses, threats are traded back and forth until the neighboring clan either gives in or declares war on the sect. Wars are uncommon, since the leaders of opposing clans know it would be clan suicide to engage in war against two or more clans. But, at the same time, to not show token resistance would cause the clan to suffer a humiliating loss of prestige.

When Humans first encountered the Swarr, there were many misconceptions as to who held power. One sect or clan would make agreements which none of the others would (or could) honor. To do so would be recognizing another clan or sect's authority, something no clan would do without threatening war. It was this behavior, coupled with the Geosynk's (mankind) need to have laws, agreements and treaties governing every political contingency, that brought about the Human-Swarr wars.

*Rogue Swarr have been known to emotionally adopt their new-found companions as family, in an attempt to recapture their lost lives and giving the same loyalties as they would to thier clan.*

*Forsaken Swarr will act more independently than do Rogue Swarr and will require new companions to prove themselves worthy of respect, loyalty and trust before accepting them. And after they have, god help any who stand between them and their family.*

**Traditional Swarr Dress**

## Swarr Society Today

Swarr society today is more open to interactions with other-species now than in any time in the past hundred and fifty years. Swarr lack sophistication in computers and spacecraft design. As a result, the lesser militant factions and smaller clans are more than willing to trade and send some of their young to schools on the worlds of other species.

The Swarr mentality has changed in regard to the way they deal with their Human or Sher'tazi neighbors. They now take into consideration how their actions will affect their prestige with their neighbors. If a clan can gain recognition of an initiative through involving either or any independent planetary government, they will do so. On the surface this has done little to affect any real change in Swarr/Human/Sher'Tazi political relations, except in gaining recognition for the clans sharing those borders. Playing at politics with the Swarr has always been a hazardous pastime for all species.

There is an old saying among Startraders who deal with the Swarr, "Ask a Swarr what they think it's worth and they'll walk away. Demand twice its real value and they'll threaten your life and offer you a fair price. Demand too loudly or too much and they'll take your merchandise and your life!!"

## The Swarr Clans

Of the eight major clans, five originated on the Swarr home world Ka'durr. The Swarr have been a spacefaring species far longer than any of the other species (by about 800 to a 1000 years if their recorded history is accurate). It seems that the Swarr have a long, violent history of interstellar war perpetrated entirely upon themselves. Some of these wars destroyed entire worlds and most of their populations. As a result, survivors were forced to flee deep into space where many developed into entirely new clans, the largest three are known as the "Rogue Clans."

The Sher'tazi were the first species to encounter the Swarr, and they believe that the Swarr have spent the past several hundred years recovering from the worst of these wars. Evidence to support this has been found in Swarr space in the form of ruined worlds that are highly radioactive. However, trying to confirm this with the Swarr has proven impossible.

## The Five Original Clans

Yur'hirr    (The most open to inter-species contact)
Forr'nan    (The most strident against alien contact)
Gur'xurr    (Allies of Forr'nan clan and the most treacherous)
Kra'surr    (The largest and most powerful of all the Swarr clans)
Hirr'ban    (Known for its powerful and far ranging tradefleet)

## The Rogue Clans

Taw'durr    (The pirate clan, also the smallest)
Arr'kirr    (The warrior clan, will hire out its warriors to any species who can pay)
Char'kur    (The most advanced of all Swarr clans)

## Clan Symbols

Here are the symbols of the eight major clans; each of the smaller clans have their own. These symbols will be found on most Swarr clan starships.

Yur'hirr
Forr'nan
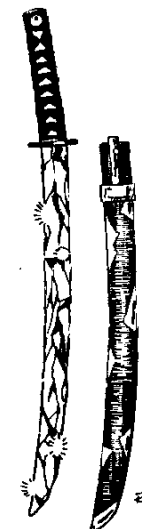Gur'xurr
Kra'surr
Hirr'ban
Taw'durr
Arr'kirr
Char'kur

The Swarr crystal blade, found only on the Swarr home world Ka'durr. It is capable of cutting through 4, 6, and 8 point bodyarmor.

# The Rift



Kirrtadd
Cha'Karr
Mur'dakk
New Chicago
Khaldoon
Anduss
Antir
Ishmael
Burr'lan
Toda Maru
Sapphire 5
Corby
Restivon
Taga
Sslarga
Rekii'na
Few'indi
Kann ji
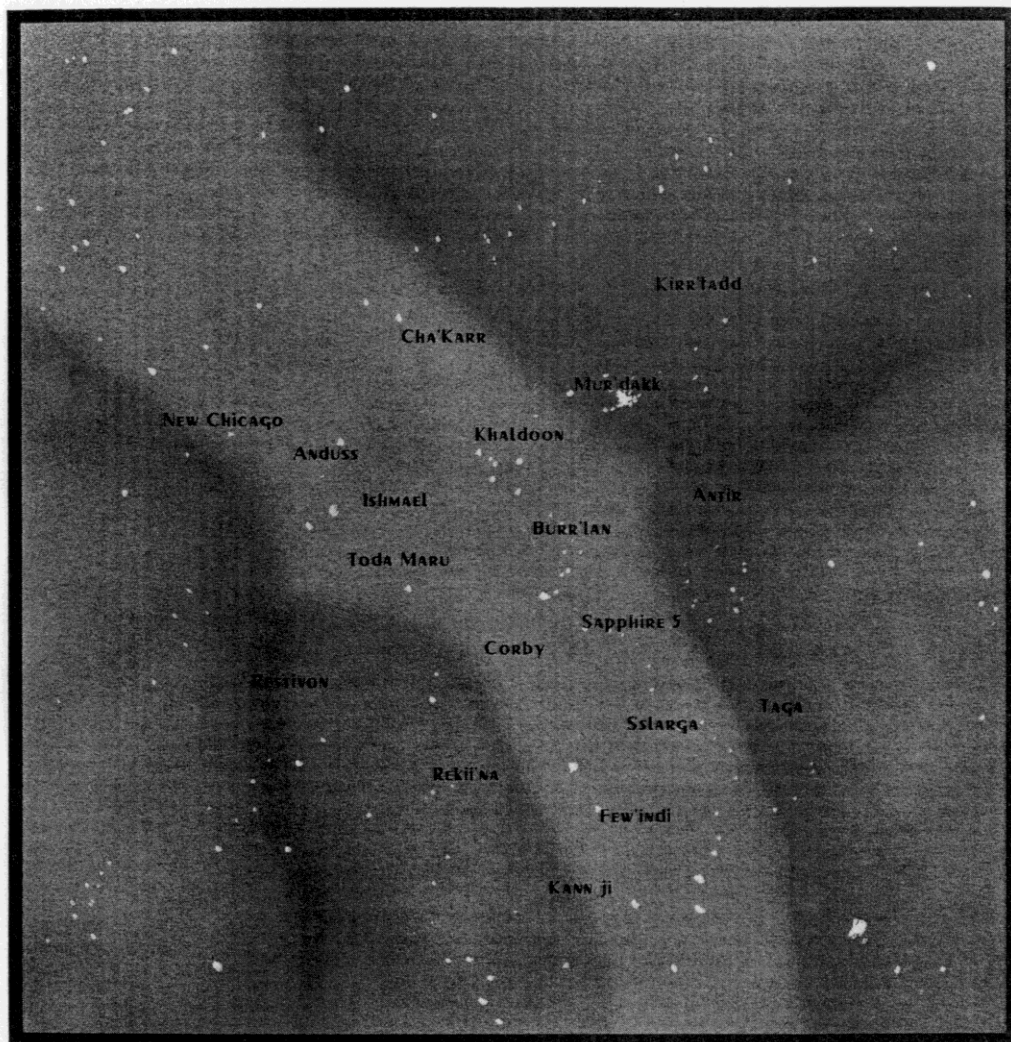
## The Rift Worlds

THE FOLLOWING PAGES contain descriptions of several star systems under the control of each species, as well as a number of systems inside the Rift. In all there are 22 worlds to help you begin exploring the **Worlds Beyond** universe. Feel free to create more worlds and put them wherever they will best fit into your campaign. Each profile provides a brief historical and cultural outline. We have purposely left out world profiles. It was felt this would be something the Gamemaster and players would want to share in, creating a universe more in their own images.

There are hundreds of charted and colonized worlds that make up the expanse of known space. It has been conservatively estimated that from five to ten habitable worlds are discovered each decade by all species combined. After these worlds are discovered, colonies eventually established (in time) and new cultures develop.

## Dolf Space

The Dolf have been colonizing their portion of space longer than any other species except the Swarr, but the Dolf mind-set has hindered their rapid expansion. Without conclusive evidence that a stable, self supporting colony will result. They will wait until every fact is known and then and only then will they act to establish a colony. This slow exploration helped to create the Union of Free Worlds and make their colonies among the most technologically developed and wealthy of the four species. Perhaps the best example and the greatest exception to the slow-but-sure method is Rekii'na (ree-key-naa) a habitable world close to Human space. Rekii'na's location had been known for decades, but little or nothing had been done to develop it until contact between the Dolf and Humans had occurred. In the years following that contact Rekii'na was developed and now rivals in population and in industry worlds colonized hundreds of years earlier. This shows that among the Dolf commitment to a project brings swift results.

### Sa'tawn ji  (Dolf Home World)  Coordinates X 5, Y 17, Z 13.6

Sa'tawn ji (saw-tawn-gee) is for all its beauty, wealth and power a world ravaged by its inhabitants. The Dolf did not consider the consequences as they consumed and depleted its natural resources. If the Dolf had not been able to tap the abundant resources of the entire Sa'tawn ji system they probably would have devoured their planet down to its molten core. Over the last few hundred years efforts have been made to restore Sa'tawn ji's ecologic balance. This undertaking has cost the government and corporations there many hundreds of trillions of credits. Although much of Sa'tawn ji's native flora and fauna are now extinct, genetic reproductions specially designed to thrive in this new ecology have been substituted.

Sa'tawn ji remains the economic and governmental hub for most of the worlds in Dolf space. Membership in the Dolf governing body (the One Quorum) is considered to be the greatest privilege a colony world can be granted, and permits a world to enter fully into the political and corporate intrigues that forge the webs of influence dominating Dolf society. It is also essential for all interstellar corporations large and small, Human and Sher'tazi to be represented here if they are to do business with the Dolf.

To the more religious or superstitious Dolf, Sa'tawn ji is believed to be hallowed and the source of all life. To most however it is the source of fabulous wealth for those lucky enough to make the right connections. Anyone coming to Sa'tawn ji with determination and enough money to pay the necessary bribes will eventually prosper. The way to succeed on Sa'tawn ji is to accumulate as many contacts as possible, then pick and

*Diameter: 13,000 klm
Gravity: 1.0  Terra Normal
Density: 5.5
Atmosphere Type: Optimum
Water Presence: 80%
World Climate: Temperate
World Type: Garden
Mineral Resources: Poor, due to centuries of consumption.
Moons: 3 small
Population Level: 10
Species Mix: Dolf 99.99 %
Others .01
SOPH Level: 90 / 90
Society Type: Corporate-Democracy
L.E.L. : 4
Economy Type: Administrative, Government*

choose your endeavours with care. There certainly is no shortage of fools of every species, who are unable to learn the game and pay by losing everything they have. Only the adventurous and the wealthy can afford the high stake games of commerce played among the Dolf; they play for keeps, winners take all.

## Rekii'na    Coordinates X 8 , Y 13 , Z 8.9

Rekii'na (ree-key-na) was the sight of the signing of the first series of agreements between the Dolf and the Humans. Its location has made it a central meeting point close to Human space and the Rift. In just over two hundred years it went from being a minor corporate colony to one of the most wealthy and powerful worlds in all of known space. Rekii'na's population is primarily Dolf and Human and it has the distinction of being one of two worlds holding membership in both the Union of Free Worlds and the Geosynk Confederation. Representation in both governments has made Rekii'na an open world, a sort of neutral world where anyone is free to make planet fall.

Being an open world has many clear advantages, especially for one as powerful as Rekii'na is. It has a strong central planetary government made up of elected representatives from corporations, trade unions and the general population. Rekii'na's laws make it attractive for those wanting to do business there and taxes and governmental interference are minimal. The Union of Free Worlds and the Geosynk Confederation have tried repeatedly and unsuccessfully to infiltrate and influence Rekii'na's politics , but in spite of their efforts Rekii'na remains free of their influence, while at the same time has extended its own influence into the Rift and Sher'tazi space.

Rekii'na's position, in a narrow corridor of space claimed by the Dolf lies between Human space and the Rift. Its accessibility to all species has made Rekii'na a natural trade center. Almost anything considered tradable can be brought into Rekii'na with few questions asked, if the price is right. Little can be done to prevent this illicit trade, since many systems inside the Rift are young frontier worlds that must exploit every economic opportunity. Rekii'na is the place where proscribed high SOPH technology can be had and where illegal contraband from inside Swarr and Sher'tazi space keeps turning up. These illegalities are not condoned by Geosynk or the Union, but neither is willing to risk alienating Rekii'na would bring by enforcing its interstellar treaties.

## Kannji    Coordinates X 7, Y 15, Z 10.9

Kannji (conn-gee) is an enigma to the Dolf. Colonized by militant Dolf discontents in the early days of expansion, it remained outside the veil of Dolf culture and politics for almost two hundred years. The Dolf of Kannji and its two colony worlds Few'indi and Wani'da are unlike the Dolf that other species have come to expect. Kannji is a harsh desert world and it has produced a severe people whose natural competitiveness has turned into ruthless.

Long before the Dolf of Kannji were reunited with their less aggressive brothers they raided the rich core worlds of Dolf space. This fact was not revealed until years after contact was reestablished, when it finally became obvious that only the worlds closest to Kannji were suffering from acts of piracy. The Union was obliged to confront the Kannji government with these facts, they responded by murdering the Unions delegation and capturing their ships. Union justice was swift and final; the Union fleet was dispatched to Kannji and the longest recorded embargo in Dolf history started. For twelve years they prevented virtually all interstellar traffic from entering or leaving the system. The Union never interfered with Kannji's government or sought retribution other than to destroy any ships that defied the embargo.

Today the Dolf of Kannji and its sister worlds are still ruthless but a little smarter. They have spread out into the Rift, the Human Confederation and the Sher'tazi Empire. Kannji pirates are among the most vicious marauders in all of known space. They are cold and calculating making each decision based on how much profit can be had from a raid. If it is cost efficient to take prisoners that can later be sold they will do so, if not, they kill them. Their worlds are run in much the same manner; they welcome all who wish to trade with them legal or illegal.
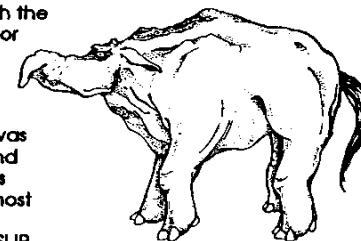
# Human Space

Human expansion to the stars has two beginnings. The first exodus was short lived, it began in the second half of the twenty-first century and ended before the beginning of the next century. These first voyages were made aboard generation ships. The second exodus came almost two hundred years later early in the twenty fifth century with the invention of the Sameulsen Linear Interstellar Pulse drive (SLIP). The SLIP drive enabled Humanity to reach the closest stars in weeks instead of the three more decades the generation ships had taken. Once knowledge of the SLIP drive got out almost overnight millions of Terran citizens were prepared to leave for the promise of new lives off-world.

Within half a century after the discovery of the SLIP drive Humans had established over twenty five colonies. They discovered four flourishing systems inhabited by the descendants of those who left on the Generation ships, and in less than four decades would have an interstellar war with them. Humans continued to expand in this manner for the next century and a half. Eventually the Geosynk Confederation could no longer support new colonies. In the ensuing years Human expansion slowed down, but showed no signs stopping. Corporations began colonizing and governing worlds, dictatorships sprang up in places along with new forms of feudalism. The majority of these new worlds would develop some form of free society and manage to survive and prosper.

## Terra    (Human Home World)    Coordinates X 12, Y 6, Z 9.9

Terra is a very average world as inhabited worlds go, but this very average world has given birth to the most prolific of the species exploring the stars. Terra is an overcrowded and overburdened world and for that matter, the entire solar system is becoming crowded. At last count there were over 70 billion Human inhabitants calling the Terran system home. Just as with the Dolf, Humans wrecked much of their ecology. Unlike the Dolf, Humans have never tried to restore the worlds ecologic balance but instead they used technology to prevent their world from dying. Strategically placed all over the planet are atmospheric processing plants that filter out harmful pollutants and at the same time help to control Terra's weather.

The birthplace of Humanity is a technologic wonderland. The surface of the world is an interconnection of cities adjoining lush green farmland, broken-up by only the highest mountains and widest bodies of water. From space, Terra looks much like huge pincushion, this affect is created by the thirty beanstalks extending out from around its equator and near the poles. Each beanstalk has its own small space station

handling all incoming and outgoing traffic for its sector. Looking up into Terra's night sky the observer would see one large moon and dozens smaller ones. Terra's orbit is filled with habitats and factories providing the goods that the people of Terra depend on to keep the planet running smoothly.

Terrans on the whole are a smug, superior and arrogant people totally unimpressed by anything that doesn't parallel the achievements of the Human home world. These elitist attitudes are prevalent throughout the bureaucracy of the Geosynk Confederation and spills over into the administration of the Great Congress. These attitudes are mirrored in many high ranking Terrans in Geosynk's fleets. Causing resentment and division among non-Terrans comprising the rest of space navy. For more than a century Terra has slowly been losing its place of leadership. Seeking consistently to enforce isolationists policies on the Great Congress, more and more this is alienating other member worlds. If the powers that govern Terra are not careful they may once again be alone in a sea of stars and not because they can not reach them, but because no one will have them.

### New Chicago   Coordinates X 13, Y 11, Z 13.5

New Chicago was colonized in the early half of twenty fourth century. The original colonists were members of a faction still holding on to archaic nationalistic sentimentality. Many of these factions, like the one that discovered New Chicago were among the first pioneers to strike out in search of new worlds during the second exodus. There they could live according to their own philosophies unhindered by Geosynk's decrees. The name New Chicago strongly suggests their descendants were once citizens of a nation called the United States of America. This connection with the old U.S. of A. is most likely why New Chicago evolved into one of the most vocal members in the Great Congress. Demanding rights and protection for newly colonized worlds from the unscrupulous bureaucrats in the Geosynk Confederation or huge interstellar corporations.

The extents to which New Chicago has gone in championing the rights of new colonies, and defying Geosynk's dictates has placed it in direct opposition with the Great Congress on more than one occasion. In 2514 T.S., when the Human-Swarr wars broke out, New Chicago refused to allow the fleet to port in the system for repairs. Geosynk's fleet was in no position to threatened New Chicago because of the on going war, but their charter in the Great Congress was suspended indefinitely. Less than two years later agents of New Chicago's government helped negotiate the peace agreement on Ha'tullurr between Geosynk and the warring Swarr clans. It has been bold actions like this in New Chicago's past that has added stability to the region. Along with its small fleet coming to the aid of its near by neighbors in the early days of corporate intrusion, Riff pirates and raiding Swarr clans.

Today, New Chicago represents the expansionists view in the Great Congress. The stagnation of the last century has left the door open to corporate raiders and empire builders, leaving little chance for new and independent colonies to survive. New Chicago is a driving force behind trade with the Swarr and the Sher'tazi in the region. It also encourages free enterprise on a much lower level too, by supporting and acting as the base of operations for hundreds of trader's who survive on the barest of profit margins. New Chicago's people share a single "word" principle with their ancestors that has span the centuries, the word is independence.

**Home coming, Damon Lavette:**

*My home world New Chicago, what a place. You can be away for twenty years and you can count on two things never changing. First the import authority still goes over every centimeter of your ship treating you like you are the dread space pirate Roberts. The second is, New Chicago will always have the most beautiful and obliging women and anywhere in known space. Oh god, how I love coming to this place.*

### Restivon   Coordinates X 10, Y 11, Z 7.3

Restivon (res-te-von) is an entirely corporate governed world. Since its discovery in the mid-twenty fifth century Restivon has traded hands twice in bloody clashes between two of the most powerful interstellar corporations in known space. Cassell Resources Inc. a Terran based company, and Mi'taw-Honshu a Dolf-Human conglomerate with headquarters on Terra and Rekii'na. The dispute centers around which of the two actually holds title to the Restivon system. Since Restivon lies in an unclaimed part of space neither the Union or Geosynk was in a position to exercise jurisdiction in settling the dispute.

Cassell Resources was the first to establish a colony and began mining the mineral rich solar system. Two decades passed while Mi'taw-Honshu tried to litigate in the interstellar courts as to who held title of the system. When it became obvious to Mi'taw-Honshu they would never succeed in getting either court to take a stand, they took matters into their own hands. Mi'taw-Honshu invaded Restivon with its own security forces supported by several veteran mercenary cohorts. Cassell had only a token security force in the system, the brief battle that ensued amounted to a massacre. Mi'taw-Honshu was now master of the Restivon system and began reaping the rewards of Cassell's labours. It would take another decade of war before Cassell finally had its revenge and regained possession of Restivon. In the following decades Cassell only made superficial improvements and was unable to take full advantage of its hard won spoils. The colony there eventually became self sufficient with the help of the mercenary cohort that remained to garrison the world. This garrison would form the nucleus for Cassell's future security forces.

Today, Cassell is using Restivon as its base to intimidate and harass the competition throughout the sector. Restivon has become a refuge for many illegals on the run from the Union and Geosynk. Cassell has been known to employ these free lancers for the odd job now and then; however, it has never been proven that any of these goings on are in fact true. To date, Cassell has been successful in covering its tracts with the cosmic dust between the stars.

## Sher'tazi Space

Exploration is in the soul of all Sher'tazi and it is in their nature to sample and experience all that is new. This is why they have settled so many worlds in such a relatively short time. In the first century of Sher'tazi expansion they explored more systems that all the other species combined. Colonization though happened at a much slower pace. Of the thousands of worlds charted, only a small percentage were actually habitable. This didn't stop the Sher'tazi from attempting colonies on many marginal worlds and even openly hostile ones. The Great families of the Scout-Explorers took pride in running against the most terrifying odds to show off what their family could accomplish in the name of the Empire. One such world was Taga Anfa Nizik (ta-ga-ann-fa-ne-zic) on the Sher'tazi frontier of the Rift. The colony was founded by a Nizik family, the world was no great find, but the persistence of the Nizik gained them much Pzotski (pa-zot-ski).

### Vertu'ukk   (Sher'tazi Home World)   Coordinates X 12, Y 18, Z 18

Vertu'ukk (vare-toe-uk) is the Sher'tazi home world and the capitol and Eternal Imperial Sher'tazi Empire. It is a lush jungle world with a dense oxygen rich atmosphere. Unlike the Humans and the Dolf, the Sher'tazi did not ravage their world with pollution and consumption. Instead they have taken great care in maintaining the beauty and diversity of their home world's ecology. This care and the Sher'tazi's miraculous proficiency in genetics probably saved their world from the horrors that have plagued the other species. The Sher'tazi claim that every species

**According to Tukk'tiss-pa ti Kaxa Taga Anfa Nizik on Sher'tazi etiquette:**

*"If you are not willing to dignify your family and the royal house by wearing formal and ritualistic dress, you will never be allowed to set foot on Vertu'ukk. It is left to likes of the Dolf to look shabby in such a glorious place."*

of fauna that existed before the time of their industrial age still exists. All of these species and many new ones created by their gene-masters exist in an exquisitely tuned and balance planet-wide park ecosystem.

Vertu'ukk reflects the Sher'tazi themselves. It is both the center for art and culture throughout the Empire and the center of the government. The illuminated and Compassionate Council of the Noble Lords works to entertwine the many divergent Sher'tazi worlds into a continuous whole that will span the ages. All Families, Great and Small have representation in the capitol, even if it is only a family retainer to insure that the Family is on all the right mailing lists. Large business though is strikingly absent from the affairs of government, most of the corporations are family owned and operated more easily from off world locations. As not to interfere with the harmony that holds the Sher'tazi Imperial house together, it has taken generations to mould the families into complimenting each other in politics and business, insuring that peace and prosperity rule supreme.

### "Taga" Anfa Nizik   Coordinates X 9, Y 17, Z 12.2

"Taga" Anfa Nizik (ta-ga-ann-fa-ne-zic) is colony world for the Nizik family and center of the Sher'tazi operations for the Rift. The colony was founded by Kis'ja Sarku ni Nizik fa Tarrh a free trader that was operating outside the prescribed limits of the Nizik family trading routes. Taga was the only habitable system in the immediate region and had abundant indigenous life. The entire system was granted to the Nizik family in perpetuity and only later was it discovered that the indigenous life was ripe for genetic manipulation which is what made the Nizik family rich.

Taga was so far off the main trade routes that it would never have gained the Nizik family the notoriety that they now bask in. If the Swarr had not finally revealed to the Sher'tazi the location of Dolf and Human space it would have remained an obscure world. Taga's location immediately propelled it to center stage as the Sher'tazi's (Nizik family) governmental headquarter. It is rumored that some of the great families of the Empire believe that Taga may outshine Vertu'ukk once the trade routes thru the Rift are solidified. The laws of Taga are Sher'tazi laws and as such they care little for Dolf or Human likes or dislikes in trade manners. The extensive fleet of the Nizik family is the main peace keeping force for the system. Even the Swarr bordering Sher'tazi space respect the Double headed Axe of the Nizik Marines. It is said, that retaliatory raids have been carried out against the Kannji with impunity. The Sher'tazi will tolerate much in the way of competition, but deal harshly with acts of piracy.

### "Antir" Anfa Aktiz   Coordinates X 12, Y 16, Z 13.3

Antir Anfa Aktiz (ann-tear, an-fa, ak-t-is) is a colony world of the Aktiz family and a gateway world between the Swarr and the Sher'tazi. It is a frigid world of savage beauty and extreme weather. The Aktiz family discovered the world some 200 years ago during an extended survey of the region. The world was considered marginal at best by even Sher'tazi standards, but Sherak ni Aktiz managed to get a colony going by sheer force of will. For decades its primary industry was that of tourism, the stunning beauty of its treacherous mountain-islands and wildly unpredictable storm season.

Aktiz scouts came upon the Swarr quite suddenly. Antir is about a five days travel from the nearest Swarr colony Kr'mail. Kr'mail was approached in as peaceful way as possible by the Sher'tazi, only to be attacked mercilessly by Kr'mail's fleet. During the first Sher'tazi-Swarr War, the Antir formed the base of operations for the Imperial fleet. To this day, it still has the largest spacedock within twenty light years. It was also the site of the signing of the Sher'tazi-Swarr peace agreements. Surprisingly enough, Antir and Kr'mail were virtually untouched during

the brief war. Today Antir is a bustling economic center for trade and political relations with many Swarr clans. Antir's primary business is still tourism, but now it is the nexus for Sher'tazi Tours into Swarr Space. The Aktiz family is now almost enshrined as the first family to encounter an alien species and Duchy of Aktiz is a major political power despite its distance from the throne.

## Swarr Space

Exactly how long have the Swarr been out among the stars? That is a question many historians can only guess at, the best estimate is between 800 to a 1000 years! Conservatively, this means the Swarr began exploration of their neighboring star systems as early as the seventeenth century to as late as the nineteenth century on the Terran Calendar. As incredible as this seems remains of Swarr colonies have been found, they appear to either have been abandoned or met with disaster. There is further evidence to support a theory that between 600 and 700 years ago the Swarr engaged in an interstellar war that devastated much of their empire. This would explain the many Swarr clans that are radically different from each other, having lived in isolation for centuries and why such extreme hatred exists between some clans.

The Swarr are historically a very territorial species. Colonization is more likened to conquest, a new system is not claimed it is seized and guarded like a fortress. As each clan explores deeper into an unexplored region they automatically assume those areas become theirs. Threats and minor confrontations are not unusual between rival clans when an area is contended over. The Sher'tazi were the first to understand this behavior. The Swarr felt threatened by the Sher'tazi's presence and attacked one of their worlds. The Sher'tazi were quick to respond and attacked a Swarr world and much to the Sher'tazi's surprise the Swarr clan responsible ceased all hostilities. The Swarr wanted to show that they would fight to keep what was theirs. The Sher'tazi's response demonstrated that they were too; once this was established the Swarr saw no reason why they could not co-exist in the same region.

### Ka'durr   (Swarr Home World)   Coordinates X 17, Y 17, Z 15.7

Ka'durr(caa-do-ur) is the Swarr home world. Even though many of the more powerful clans refute this, claiming the same thing of their own worlds. Still, it is generally accepted by most Swarr that Ka'durr is the system in which the species originated. But none will publicly admit this, for such an admission would mean they acknowledge they descended from Kra'surr clan. Kra'surr is the largest of all clans and from Ka'durr they rule twelve other star systems, including Burr'Lan their colony in the Rift. Once thousand years ago Ka'durr was the capital of an empire spanning ten of light years encompassing almost a hundred stars, or so say the history books of Kra'surr clan. The Swarr of Kra'surr clan are steeped in tradition and ceremony, they take themselves very seriously as do the other clans of Swarr space.

The Swarr of Ka'durr have not wreaked havoc upon their home worlds ecology. Instead out of a sense of duty to clan they have preserved their world for future generations. Much of Ka'durr remains in its natural pristine state, undisturbed over for centuries. The rest of the solar system has not fared as well, it bares the marks of industrialization that dates back well over a millennia. The Ka'durr system produces some of the finest and highest SOPH technology in all of Swarr space. The goods manufactured here are in great demand, especially starship weaponry that many of the smaller clans are unable to produce. But in the last century an increase in high SOPH commodities are starting to pour into Swarr space from their new neighbors, the Dolf and the Humans.

Today the Kra'surr clan desires to recapture its former glory and again rule an empire from Ka'durr. To do this the clan is attempting to form alliances with several of the smaller clans. They have made no secret of their intentions should they succeed, they would see all contact with the Dolf and Humans cease. The intrigues the Kra'surr have involved themselves in over the years have led many to suspect that they are directly responsible for intrusions into Human space. There will come a time when not only the Swarr, but all species may have to confront the threat that Kra'surr clan could pose to the peace of known space.

## Kirr'fadd  Coordinates X 15, Y 15, Z 12.9

Kirr'fadd (k-ear-fad) is the home world of the Arr'Kirr, a rogue Swarr clan. It is a hot garden world, with most of Kirr'fadd's population resides in the colder northern hemisphere. The Arr'kirr differ from the more established and traditional Swarr clans. Early in the clans beginnings the Arr'kirr found it necessary to keep its people always on the alert, perpetually on guard against attacks from other clans. In the war that ravaged what was once a far reaching Swarr empire, the Arr'kirr were a tiny faction of a splinter group seeking to gain recognition as a clan. These Swarr hardened by years of war and adversity realized that if the clan was to survive it would have to rely upon its military prowess. This is one reason why the Arr'kirr have become the staunch ally of the Char'kur another rogue clan who are technologically advanced, but militarily weak.

The Swarr of Arr'kirr clan are renowned warriors and are the most sought after mercenaries in all of known space. To other Swarr, hiring out a clan's warriors to fight the wars of others is contemptuous and unnatural practice. The Arr'kirr have established a reputation for being completely loyal to their contracted employer and being absolutely ruthless to an enemy. The only rules of employment are: No Arr'kirr condotta will war against another and that breaches of contract are grounds for the declaration of a blood feud. The most coveted positions in the condattas bring prestige and recognition on the home world. The Arr'kirr clan has succeeded in making a place for themselves among the more prominent clans and the mere mention of the name Arr'kirr brings instant recognition and a shudder by all species.

## Mur'dakk  Coordinates X 13, Y 15, Z 10.4

Mur'dakk (mer-dac) is the home world for the Yur'hirr clan. Mur'dakk was colonized shortly before the collapse of Swarr civilization and for several hundred years was totally forgotten. During those centuries of isolation the Yur'hirr clan came into existence. Fortunately for the Yur'hirr the colony was so deep into the frontier that it was altogether overlooked during the chaotic centuries that followed. It is also fortuitous that Mur'dakk had the beginnings of solar industrialization at the time of the collapse. Without this industrialization and the few starships left there, they would have been trapped for generations in this one star system.

The Yur'hirr clan of Mur'dakk are very tolerant, almost peaceful compared to many of the other clans. This difference in behavior helped Humans in their first contact with the Yur'hirr clan. Even though the Yur'hirr were arrogant and made a few unreasonable demands a favorable treaty was negotiated with Geosynk. What the Humans didn't know was that the Yur'hirr negotiating for only their clan. Eventually Geosynk made contact with other Swarr clans, they were shocked to discover that their treaty with the Yur'hirr was useless and unbinding as far as the other clans were concerned. Almost immediately Geosynk became embroiled in war with the Forr'nan clan and their ally the Gur'xurr clan. Much to the surprise of Geosynk the Yur'hirr clan launched attacks in support of their Human allies. Thus started the long relationship between the Yur'hirr and the Humans.

Time has done little to stabilize relations between Geosynk and the Swarr clans. Even though the Yur'hirr continue to honor their treaty. Geosynk has backed out of the region altogether. The Yur'hirr clan on the other hand has formed alliances throughout the years with other systems in the Rift. Most recently with the Yonsarian empire, this, the first Human-Swarr compact known as the Yonsar'Hirr alliance. As this relationship matures there may be the first true blending of Swarr and Human cultures. In addition, the union has given both the added support and strength needed to expand out into areas of the Rift, here to for unreachable to either of them. The Yur'hirr for their part have been rewarded by attaining greater stature with other clans and gained a reputation for dealing openly and honestly with everyone.

# Worlds of the Rift

## Anduss  Coordinates X 13, Y 12, Z 9.8

Anduss (ann-duss) is a relatively young Human colony, established in the first part of the twenty seventh century. Almost completely water bound, Anduss has thousands of tropical island chains dotting its surface. The system received hardly any attention until planetary developer Le Quin stumbled upon it. Quin had an idea that Anduss could be turned into a resort and retirement world. He filed for title and exclusive colonization rights and was granted sole ownership of the planet. Shortly there after Quin led an expedition to make a complete survey of Anduss. What Quin found was that the oceans of Anduss were teeming with gargantuan life forms, crustaceans two meters across, schools of porpoise sized fish. Creatures that resembled whales, but are many times larger, shark like creatures measuring thirty meters in length, and almost all of this sea life is edible.

Within three decades Anduss became the hottest resort world in the region, no expense was spared in its creation. To help finance this, Quin sold off entire islands complete with custom built villas, castles or whatever the buyer desired. Soon Anduss had some of the richest people in known space calling it home. A demand for the delicacies found only there brought developers who wished to harvest the planet's aquatic life. About this time an unknown conglomerate merged with Quin's Pleasure Works Inc. and huge amounts of money were made available for further development of the planet. It is now known that the unknown conglomerate was actually the Kuno-Narai (cuu-no-na-ray) crime syndicate, an offshoot of the ancient Yakuza. The Kuno-Narai now directs its interstellar operations from Anduss, while still operating the resort as a legitimate business.

## Burr'Lan  Coordinates X 11, X 14, Z 9.6

Burr'Lan (bur-lawn) is colony world of the Swarr clan Kra'surr founded just after the Swarr-Human war. It is the first effort at colonization the clan has attempted in over two centuries. If Burr'Lan is considered a success it may be another two centuries before the clan tries again. The choice of this star system defies all commonsense it is resource poor and the systems only habitable world is a tropical hell more suited to the Sher'tazi than the Swarr. The selection of this particular system was probably more politically and militarily motivated than for pure exploration. Burr'Lan just happens to be located in the center of the Rift and is a perfect place from which the Kra'surr clan can plot its intrigues and keep a watchful eye on all their alien neighbors.

Burr'Lan will always be a marginal colony at best requiring constant clan support. But as long as the Kra'surr clan feels it needs an outpost in the Rift the colony will endure. In the last half century the Kra'surr clan has encouraged trade between Burr'Lan and its neighbors by selling sophisticated starship weaponry. And more recently in their dealings

with Kannji pirates, using them to carry out their schemes in Dolf space. Whether Kra'surr clan intends to use Burr'Lan merely as an intelligence outpost or a base for more serious future actions is unclear. What is clear is that the Kra'surr are here to stay at least for now, what the future will bring depends greatly on the clans long term goals and ambitions. These are questions many are seeking the answers too.

## Cha'karr  Coordinates X 14, Y 13, Z 16.7

Cha'karr (chaw-car) was originally colonized by the Ashara, a small expansionist Swarr clan that used it as a base of operations in the Rift. Internal power struggles and external wars caused the ultimate downfall of the Ashara clan, and Cha'karr was forgotten by all but her inhabitants. The Swarr who remained on the planet used it as a sanctuary during extensive acts of piracy until their discovery by the Geosynk Confederation. The Swarr started a hopeless war that raged for months. Peace was finally secured after Geosynk guaranteed general amnesty, only then did the Swarr give in. The Swarr were allowed to govern the planet on the condition that they open the starport up to all species. A contingent of marines were stationed on the planet during the Man-Swarr war but, as hostilities abated, the marines stayed and became the First Cha'karr Militia. Swarr were freely admitted into the militia as were a few of the more adventurous Dolf. The signet of the Ashara clan still in use today as the emblem of the Cha'karr militia and on all planetary governmental seals.

Cha'karr is an open planet, with no laws governing imports or exports (although more exotic items are subject to stiff import fees). Human historians have likened Cha'karr to Port Royale of the seventeen-hundreds where plunder could be converted to hard cash. All manner of weaponry and armor are legal to own, although carrying them on the street is another matter. Weapon permits are plentiful, but are quite costly. These arrangements have been quite lucrative for the government, which demands first pick of any incoming cargo. Although liberal, Cha'karr law is absolute. Criminals often meet a swift and final end. Cha'karr boasts no native product worth exportation.

## Corby Station  Coordinates X 10, Y 13, Z 11.6

Corby (core-bee) is a Human-Dolf mining colony, founded in the latter half of the twenty sixth century. There are no habitable worlds in the Corby system, but this has made it no less appetizing for colonization. The solar system is literally a mineralogical treasure chest; thorium for fuel, duetinium for starship hulls, numerous industrial gems, traces of urithium, platinum and other precious metals are everywhere. It took the combined resources of two giant interstellar corporations to develop the system, Rutker Enterprises, of Terra and Jon'didi Inc. of Sa'tawn Ji. Neither one wanted to repeat the costly mistakes of Cassell Inc. and Mi'taw-Honshu of the previous century. So in addition to their own security forces several mercenary cohorts were brought in and outposts established throughout the system.

These same outposts became the sites of the first mining operations. Later as the mines were abandoned they became the occasional hideouts of smugglers involved in illegal mining or pirating. Corby is the largest exporter of raw and refined materials in the entire region. Resource poor star systems have become dependent on Corby to fuel their growing economies. At the same time Corby is the biggest importer goods, practically all the colonies necessities must be brought in by ship. This has made Corby a trader.s paradise, as each mining franchise tries to procure the best cargoes for their luxury starved employes. Corby is a major meeting point, a marketplace for traders light years around. There is an old saying that goes, "Fortunes are made and fortunes are lost at Corby's station, you'll need more than just skill, you'll need trader's luck."

## Few'indi  Coordinates X 8, Y 15, Z 15.4

Few'indi (fuu-in-dee) is inhabited by the Dolf descendants of the Kannji system. The Dolf of Few'indi share many of the same cultural values as their Kannji relatives, but not the ruthless or aggressive behavior. Few'indi owes much of their world's current sophisticated technology to their farsighted Dolf relatives. A debt that is still being paid off in a sizable portion of Few'indi's GPP (gross planetary profit) each year. The relationship between the two systems has become strained in recent times. The stigma of the Kannji reputation has made it difficult for the Dolf of Few'indi to do business on their own. There are factions in Few'indi's government that would like to severe their relationship entirely. This has led to political in fighting and to the assassination of pro-Kannji leaders.

More militant elements on Few'indi believe that if they are to ever break these bonds they will have to fight their Dolf brothers using their own tactics. As a result there has been a dramatic increase in the number of Kannji traders (pirates) that have strangely disappeared. If the rulers of Kannji should ever uncover the truth, then reprisals or even war between the two systems may be the eventual outcome. But for now, both are satisfied dealing with each other in the custom their breed of Dolf is most comfortable with. By letting the profit to be gained justify the risk to be taken.

## Ishmael  Coordinate X 12, Y 12, Z 12.6

Ishmael (ish-mail) is a Human colony unlike any other. Ishmael is a garden world, a veritable paradise where anything the colonists planted grew. The colony flourished and in a few years plans were underway to export a variety of flora that demonstrated powerful medicinal properties. Then without warning every piece of hardware in the solar system suddenly was rendered inoperable and the colony was plunged into the dark ages. It would be years before scientists learned of the anomaly in Ishmael's sun that produced violent electro-magnetic storms that swept through entire solar system every eight to thirteen years. These Empee storms as they are known last from a few weeks to months destroying any hardware not hidden deep below the surface. A starship entering the system during one of these storms would be completely crippled.

Ishmael's inhabitants underwent radical behavioral and cultural changes during those years of darkness. The colonies leaders enforced strict codes of conduct and harsh edicts designed to insure the colonies survival. As a sign of their authority the leaders wore masks that identified their rank and station. The wearing of the mask became a symbol of social status and power, eventually all citizens wore them. By looking at a person's mask, you could determine their "Strock" meaning life. Strock is the person's social position, family, occupation, politics and religious zeal. Ishmael's society is stratified between those who use technology and those who do not, the latter being in the majority. Clashes between the two factions erupt during the times of the Empee storms, when religious wars are fought over the use of technology by the anti-techs. All of the planet's wealth is derived from the harvesting and sale of pharmaceutical products grown only on Ishmael.

"Risk, I keep telling you there is no Risk, we just go in pick up a 1,000 CuM of Hemphia (a drug) and leave!" Marla's voice was getting hoarse from having to shout over Damons and Lassters objections.

"Yeah, and what if there is an Empee storm while we're just picking up the stuff, what then, uh?" Damons face was the color of a red dwarf.

Aszurrac had been quiet during the entire heated exchange, but now he cleared his throat with a primal growl and spoke. "I'm with Marla." Drawing his pistol, he then added, "Anyone want to shout at me too?"


Mark 6


Mark 4

## Khaldoon   *Coordinates X 13, Y 14, Z 6.8*

Diameter: 11,670 klm
Gravity: .71 Terra Normal
Density: 4.5
Atmosphere Type: Thin
Water Presence: 80%
World Climate: Very cold
World Type: Frigid
Mineral Resources: Good
medium grade ores
Moons: 0
Population Level: 6
Species Mix: Human 95%,
Swarr 5%
SOPH Level: 50/70
Society Type: Dictatorship
L.E.L. : 5
Economy Type: Government

Khaldoon *(cal-dune)* is a Human world, cold and inhospitable except for a narrow corridor along the planet's equator where the climate is tolerable. Khaldoon is home to Segnis Yonsar II, First President of the Yonsarian empire. The empire is made up of four star systems they are: Khaldoon, Hernandez, Jinn'tari and Kassel. Trant Yonsar, Segnis's father a wealthy and ambitious Khaldoon trader carved out his empire after Geosynk withdrew its support from the Rift. When raids began to threaten the peace and commerce of these struggling worlds Trant Yonsar came to the rescue. He secured the services of several mercenary cohorts and a small mercenary fleet. With these forces he defended the four systems hunting down the raiders and crushing them. Trant was paid a huge sum for this which enabled him to purchase a few freighters. He started a cargo line to stimulate the economies of each world and was soon in control of almost all trade and in command of the largest armed fleet in the Rift.

Trant used his political clout to forge a union between the four systems. He was meeting with stiff resistance until the arrival of several Swarr ships of the Yur'hirr clan at Kassel. The Yur'hirr had narrowly escaped a clash with another clan and Kassel was the closest inhabited system where repairs could be made. Trant negotiated a deal where the Swarr received their repairs, in return permission to enter Yur'hirr clan space was granted to make trade agreements. When news of this spread back to the other worlds, Trant Yonsar was made First President of the four systems union by unanimous acclimation of the people. Trant consolidated his power over the next half century and was able to turn the presidency over to his son Segnis. Segnis turned out to be a better negotiator than his father, under his rule the first Human-Swarr compact has been made. Today the Yonsarian-Yur'hirr alliance has many smaller colonies in the Rift worried, rumors have they plan to carve up the region between them.

## Sapphire Five   *Coordinates X 10, Y 14, Z 16.1*



**Trant Yonsar**

Diameter: 16,545 klm
Gravity: 1.3 Terra Normal
Density: 5.5
Atmosphere Type: Dense &
poisonous
Water Presence: 70%
World Climate: Hot
World Type: Jungle-someday
Mineral Resources: Good
medium & high grade ores
Moons: 3
Population Level: 3
Species Mix: Human 76%,
Dolf 20%, Sher'tazi 4%
SOPH Level: 40/60
Society Type: Corporate
L.E.L. : 1 & 2
Economy Type: Mining

Sapphire 5 *(saf-ire)* is a multi-world mining operation. The planet is probably the reason the term 'god-forsaken' was invented. It is a large rock with a bad temper,cold, dense, racked by earthquakes and howling wind storms dry as a bone. A colony of terraformers and miners, sponsored by consortium of the region's smaller corporations,have staked a claim to the system, hoping it will someday be worth something. The planet is mineral-rich, but does not lend itself to being mined because the atmosphere of the planet is currently extremely toxic, highly corrosive and very dense. The skyline is dominated by huge atmospheric processors and core-heaters. The planet's high density (gravity coefficient of 1.332 Terra-standard) makes it difficult at best to move around. Life here can be very unpleasant.

The colony always welcomes traders, in fact the colony is open to anyone wanting to do business along as they abide by the stations rather lax regulations. To encourage this, starships are berthed free of charge in the planet's massive orbital supply station, Utopia, most cargoes will receive a fair price. The commodities in highest demand are luxury items, food stuffs and medical supplies (in that order). Most machinery and electronic devices are manufactured cheaply on planet (SOPH 40). Life is hard on frontier worlds like Sapphire 5, so the colonists tend to play rough. Violence is commonplace and the drug problem is almost epidemic. Although most common vices have been legalized, they are tightly controlled so they don't get out of hand. Utopia tries to pander to the baser needs of both sexes for the sake of continued productivity, as a result few of the colonists have monogamous relationships. Sapphire 5, one day hopes to compete with other mining systems, like Corby to name one. For now, though the consortium will have to be satisfied supplying just a few local star systems.

## "Sslarga" Anfa Ekrija   *Coordinates X 9, Y 15, Z 12.2*

Sslarga *(s-lar-ga, an-fa, ek-re-ja)* is a colony world of the Ekrija family. It is jungle world with a dense atmosphere, perfect for Sher'tazi colonization. The Ekrija family happened upon it by chance due to a navigational error on one of their long range survey scouts. It is the closest to the Sher'tazi home world as any found to date. The Ekirja claimed Sslarga and began to colonize it almost immediately, the fact that it is near Dolf space made it an even better find. The Ekrija family spent trillions to insure the colonies success, the family became famous for their efforts to develop it and other neighboring systems.

Sslarga will some day become a major core world as the Sher'tazi spread into the Rift. When formalized contact with the Dolf was inaugurated, a major set back to the plans of Sher'tazi occurred. The Dolf feel over each other to break new ground with a new species, when the Dolf delegations arrived the horror began. It seems the shape of one of the planet's major continents is very close to the image of one of the chief demons representing bad luck in the Dolf pantheon. The Dolf fled in abject terror. The Dolf renamed the world "Aslilandi" which means "Cursed" or "Unholy venture". Sslarga Anfa Ekrija is now considered a mixed blessing by the Sher'tazi. It is the best colony world that they have ever discovered, but it is also the site of many business fiascoes with the Dolf. The Ekrija family has succeeded in getting the other species to trade there but few Dolf ever frequent the world, due to its unfortunate name and geologic formation

Diameter: 15,550 klm
Gravity: 1.2 Terra Normal
Density: 6.0
Atmosphere Type: Dense
Water Presence: 60%
World Climate: Hot
World Type: Jungle
Mineral Resources: Excellent
high grade ores
Moons: 3
Population Level: 6
Species Mix: Sher'tazi 99%,
Human 1%
SOPH Level: 50/70
Society Type: Feudal.
Corporate
L.E.L. : 3
Economy Type: Agricultural,
Industrial

## Toda-Maru   *Coordinates X 11, Y 12, Z 13.6*

Toda-Maru *(toe-da, ma-ru)* has been quarantined by the Great Congress for the past forty years, thanks to what is officially called "Biological Contamination". The prohibition was recently lifted because of a Geosynk mandate that no world be quarantined indefinitely without evidence to justify the continued injunction. The planet's location deep inside the Rift, has made continuing surveys financially untenable. Toda-Maru was originally colonized by Maru Corp. under the direction of Dr. Kazunori Toda, as a bio-genetic research center outside of Geosynk's legal reach *(and thus, away from their archaic concepts of morality)*. The world was given over to industrialization without regard to its effect on the planet's indigenous life forms. The planet's native gene pool turned out to be ripe with possibilities, the Maru techs were able to adapt many of these creatures to a bio-weapons profile.

The ensuing years made him rich beyond measure because of an illicit trade in genetic constructs "Genies". Toda went too far though, he began to experiment with genetic replication of the Swarr, a species he believed had an untapped potential. Once the Swarr discovered the planet's location, a fleet was dispatched to remove its blight from the face of the galaxy. Toda's wealth had afforded him the luxury of preparing for such an occurrence, the planets defense system was a death trap for the invaders. The Swarr eventually made planet-fall only to discover that the Maru bio-weapons lab had been hit. The ground assault even though successful proved tragic for the Swarr as they were overcome by Toda's biological creations. When word of this action reached the Great Congress a fleet survey team was dispatched to the planet. The survey's official report stated numerous violations of in regard to the experimentation and creation proscribed life forms. Quarantine of the world followed quickly. Maru Corp was never officially linked to the operation, but an audit of its finances produced enough evidence of impropriety that the firm was forced into bankruptcy. To this day, most Swarr refuse to set foot on the planet. It is widely suspected that much of Toda Kazunori's criminal empire is still in place. Dr. Maru's current whereabouts are unknown and it is unclear if he survived the Swarr assault on the planet or not. Today the system is a thriving agro-world exporting its products throughout the Rift.

Diameter: 14,240 klm
Gravity: .84 Terra Normal
Density: 4.5
Atmosphere Type: Optimum
Water Presence: 70%
World Climate: Temperate
World Type: Garden
Mineral Resources: Good
medium grade ores
Moons: 1
Population Level: 4
Species Mix: Human 100%
SOPH Level: 60/80
Society Type: Technocracy
L.E.L. : 5
Economy Type: Agricultural

# Star & World Generation

SCIENCE FICTION GAMES attempt to take two basic approaches to the generation of star systems and worlds, that make up the playing universe. The first is a very scientific and logical development of star spectral types, that probability indicates might support habitable planets (interesting, but can be a little too complex). The other approach is to disregard what logic dictates, and say there will be habitable worlds, because the universe has to be filled with places for the characters to go. (Nice, but a little too simple). In **Worlds Beyond**, we have decided on a compromise between what is scientifically possible and what is merely entertaining. So, if what you see in the following pages interests you, use it, if it does'nt then devise your own or use another game systems generation tables. The only thing that is of any real importance is whether or not the generation method works in your playing universe. So, whatever method you use to create habitable star systems and worlds let the end product be fun and interesting.

## Star Mapping

The star map used in the **Worlds Beyond** universe represents a cube with a volume of 2,000,000 cubic light years. We have placed star systems inside this three-dimensional-grid system using X, Y, Z coordinates. I know, you just let out a groan and said to yourself, "Are these guys crazy or what"? No, we are not crazy and we found that most other methods just don't express the distances accurately or realistically. In the next few paragraphs we will describe how to work this through quickly and easily. But, before we do this we will offer an alternative for those who want to place all their star systems in the same plane.

On a sheet of 1/4" square grid paper, mark off 1 to 20 squares horizontally and vertically; each square can be designated as ten light year increments. The volume of space that you decide to use for your campaign becomes important only in so far as how close together the most important star systems (core worlds) are placed. On the average a distance of between twenty to thirty light years is about right for these worlds, and five to fifteen light years for lesser developed worlds (provincial and frontier). Place stars in the center of the square and count the number of intervening spaces between them to determine how far apart they are. Also, by numbering horizontally and vertically you can easy reference a star's position. There are other ways of doing this, but this is the easiest way.

## Entering the Third Dimension

Using a three dimensional star map can add an extra dimension to your playing universe in and of itself. Mapping and navigating this way gives an almost real sense of piloting a starship through the deep reaches of space. On the following pages you'll find a view of known space; the view is looking down into the star map. Once you've studied it we think you'll be intrigued enough to want to try it for yourself. Gamemasters who enjoy detail will immediately see how this method of mapping can add a flavor to their playing universe. Down to the nuts and bolts. You'll see marked off a 20 x 20 grid, each square representing ten light years or 200 light years total. The bottom of the grid is designated the X coordinate, the right side of the grid is designated the Y coordinate and the star's position in the cube is designated the Z coordinate. To find the distance between any two stars all that is needed are the three coordinates. The following step-by-step procedure will show how little time this can actually take (you'll need a calculator with a square root function to do this).
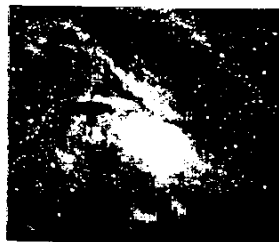
1.) Start from the destination (the end point and come across the bottom of the numbered grid until you line the star up with the corresponding number. This is the X coordinate; write it down on a piece of paper.

2.) Noting the destination again, come up the right side of the grid until you line the star up with the corresponding number on that side. This is the Y coordinate, write this down to the right of the X coordinate.

3.) The final number, is the one written next to the destination star's name. This becomes the Z coordinate; write it down to the right of the Y coordinate.

### Destination X = 14, Y = 7, Z = 12

4.) Repeat steps 1-3 for the star that is your starting point and write the result down below the destination coordinates.

### Starting Point X = 17, Y = 6, Z = 10

5.) Now subtract the two sets of coordinates from each other. This may produce a negative number, but write it down as a positive number.

| Destination coordinates | X 14, Y 7, Z 12 |
| Starting Point | - X 18, Y 6, Z 10 |
| | = 4    1    2 |

6.) Take the results from step five and *multiply* each number by itself. Then add all three together and find the square root of the total; then multiply that number by ten. This is the dsistance in light years between the starting point and the destination point.

**(4x4= 16)+(1x1= 1)+(2x2= 4) = 21 *(squared root)* = 4.58x10 = 45.8 ly's**

## Time vs. Distance

How long does it take to get from one star system to another? The answer is determined by the SOPH level of the *SLIP drive* being used. A starship equipped with a SOPH 40 SLIP drive, has a .8 SLIP factor. The SLIP factor is the divisor used to convert a distance in light years, between two star systems into the number of days of required travel time.

**Number of Light Years/SLIP Factor = Days of Travel Time**

## Habitable Star Systems

In theory, almost any star could be the sun of a life bearing planet. The key to this life is liquid water. Most stars are surrounded by a so-called *life zone*, a kind of interplanetary green belt in which conditions are generally suitable for an earth type planet to develop. In *Worlds Beyond*, there are only three factors that determine whether or not a star system has habitable world(s). These are the spectral classification, luminosity and stellar size and amount of water present. The spectral classification defines the star systems base chance (%),of having habitable worlds; the luminosity/stellar size modifier adds or subtracts from the base chance. The amount of water present defines how habitable the world actually is. The number of other planetary bodies in a system will be determined from the following table.

You'll dicover that we have provided world descriptions from each of the player-character species, 22 worlds total. This should be enough to get you started in your adventures in Known Space; use all or some of them. You'll probably want to generate more worlds to fill out the universe in your own image. where to put star systems can be an arbitrary decision based on the needs of your campaign. If you're up to the challenge you can take some extra time and place them on their actual coordinates. Sources for this kind of labor of love can be found in any university astronomy library. I found that by putting certain key worlds in strategic positions, I could then close my eyes and drop my finger on the star map and achieve the same sense of reality with a lot less effort in the process.

## Spectral Types

There are seven basic spectral types, *(arranged from hottest to coolest)*, they are O B A F G K M (alpha designation). Stars at the beginning of the sequence (O B A), are referred to as "early-types". These are very hot young stars, in early stages of development and will not have planets. They may, however have captured orbital debris (orbs). Stars at the end of the sequence (K & M), are referred to as "late-types". These are very cold stars, which will have some planets that are less likely to be habitable. Stars in the middle of the sequence (F & G), are referred to as "prime-types" (main sequence). These stars are most likely to have planets that will support all four species'.

## Spectral Classification

Each spectral type is divided into ten classifications, (from 0-9 numerical designation), representing certain recognizable lines concerning the star's chemical make up and surface temperatures. To determine a star's temperature range, subtract the low end from the high end temperature. To calculate the exact temperature of a star divide the temperature range by ten. This will yield a number that can then be multiplied by the star's spectral class (numerical designation). Subtract the result from the highest temperature expressed for that star's spectral type, yielding the stars approximate surface temperature.

| | Base Chance% | Temperature Range (Kelvin) | Other Planetary Bodies |
|---|---|---|---|
| O | 05% | 30,000 - 45,000 | 1D4 orbs |
| B | 10% | 28,000 - 10,000 | 1D6 orbs |
| A | 20% | 10,000 - 7,500 | 1D3 rocks, 1D4 orbs |
| F | 35% | 7,500 - 6,000 | 1D2 gas giants, 1D4 rocks, 1D2orbs |
| G | 45% | 6,000 - 5,000 | 1D4 gas giants, 1D6 rocks, 1D3 orbs |
| K | 25% | 5,000 - 3,500 | 1D2 gas giants, 1D4 rocks, 1D2 orbs |
| M | 20% | 3,500 - 2,000 | 1D2 gas giants, 1D3 rocks. 1D2 orbs |

## Luminosity/Stellar Size Modifier

| 1D6 | | | Modifiers |
|---|---|---|---|
| 1 | Ia | Brightest Supergiants | -15% |
| 2 | Ib | Less Bright Supergiants | -10% |
| 3 | II | Bright Giants | -05% |
| 4 | III | Giants | +05% |
| 5 | IV | Subgiants | +10% |
| 6 | V | Main-Sequence (dwarfs) | +15% |

*When generating a system randomly. if you should make a critical roll (10% or less of the modified chance of finding a habitable world), a second terraformable world will be discovered opposite to the orbit of the habitable world inside the life zone. If, a 01% is rolled, a second habitable world will be found (roll twice on the life zone table ignoring duplicates).*

## Life Zones

In determining the approximate distance a world would have to be from its sun, if it were to fall inside the life zone for each species. We have calculated the comfort range needed for each species to thrive and came up with these observations. The Dolf and the Human home world's orbits vary by only 2%. Because the Dolf home world of Sa'Tawnji is slightly closer to its F8 type star than the Humans' home world Terra is to its G2 type star, it is a warmer environment to live in. The orbit of the Swarr home world Ka'durr, is 3% further out, from its G5 type star than the orbit of the Human world, making it slightly colder world to live on. The orbit of the Sher'tazi home world Ver'Tuc'kk, is 2% closer to its F3 type star than the orbit of the Dolf home world, making it an even warmer world to live on.

To determine the orbit of a habitable world in the so-called life zone around any given star, first find the star's spectral type (alpha designation) and cldssification (numerical designation from 0-9). To calculate a star's surface temperature, divide the spectral type (see spectral types table), and this will yield a number that when multiplied by the star's spectral class (numerical designation), yields the star's surface temperature. The formula for figuring the orbit of a habitable world is based of the star's surface temperature. Once the star's temperature is calculated, roll one six-sided dice (1D6), on the life zone table to determine the world's orbit. Then multiply the number in the orbit column, times the star's surface temperature. This will show how many millions of kilometers the planet is from its sun, and also what species is best suited to live on the planet.
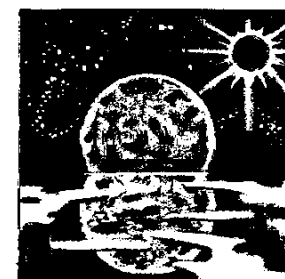
*Example: The earth's star is a spectral type G2. The temperature range for a G type star is from 6,000 to 5,000 for a difference of 1,000 degrees kelvin. Dividing the difference by 10, yields (10)-100 degree increments declining from 6,000. Then multiply for a G type star the class which in this case is 2, by 100; the result is 200. Then subtract 200 from 6,000 and we arrive at a surface temperature of 5,800 degrees kelvin.*

## Life Zone (min-max)

| 1D6 | Orbit | Species Comfort Zones |
|---|---|---|
| 1 | .020 | Sher'Tazii & Dolf |
| 2 | .022 | * Sher'tazi, Dolf & Human |
| 3 | .024 | * Dolf, Sher'Tazii, Human & Swarr |
| 4 | .026 | * Human, Dolf, Swarr & Sher'Tazii |
| 5 | .030 | * Swarr, Human & Dolf |
| 6 | .033 | Swarr & Human |

* Indicates the approximate orbit around a species home star.

## Diameter

The diameter of a habitable world is determined randomly by rolling one eight-sided die (1D8 = 1 to 8,000 klm). To the die roll add 8,000 to produce a diameter of 9,000 to 16,000 kilometers. If you want to give more detail to these approximate diameters roll a ten-sided die (1D10) three times and add it to the end of the number to get variations in world diameter. To determine the circumference at the equator multiply 3.14 times the diameter of the world.

## Gravity & Density

Gravity (g's), (gees), is the force that pulls/hold everything down. Density is equal to the mass per unit volume. Both go hand in hand; The amount of matter present is related to the strength of gravity. The greater the density (mass of the world), the greater will be the pull of gravity on objects near and far. Gravity also helps to determine the world's atmosphere as well as the amount of available water present. Diameter, gravity and density are all interrelated; to determine the gravity of any world all you need know is that world's diameter and density. Using the following formula will show how this is done.

**(Diameter x Density x .0000143 = Gravity)**

|  | 1D6 | 1 | 2 | 3 | 4 | 5 | 6 | Gravity - Modifiers to Water Presence |
|---|---|---|---|---|---|---|---|---|
|  |  | 4.0 | 4.5 | 5.0 | 5.5 | 6.0 | 6.5 |  |
| **Diameter** |  |  |  |  |  |  |  |  |
| 9,000 | G | .51 | .58 | .64 | .71 | .77 | .84 | **Gravities** |
| 10,000 | r | .57 | .64 | .72 | .79 | .86 | .93 | .5 - .6   -2 |
| ***11,000 | a | .63 | .71 | .79 | .87 | .94 | 1.0 | .7 - .8   -1 |
| 12,000 | v | .67 | .77 | .86 | .94 | 1.0 | 1.1 | .9 - 1.0   0 |
| *13,000 | i | .74 | .84 | .93 | 1.0 | 1.1 | 1.2 | 1.1 - 1.3 +1 |
| 14,000 | t | .80 | .90 | 1.0 | 1.1 | 1.2 | 1.3 | 1.4 - 1.5 +2 |
| **15,000 | y | .86 | .96 | 1.0 | 1.2 | 1.3 | 1.4 |  |
| 16,000 |  | .92 | 1.1 | 1.2 | 1.3 | 1.4 | 1.5 |  |

*Approximate norms for each species' home world: * Dolf & Human, ** Sher'tazi and *** Swarr*

## World Atmosphere

Each habitable world will have a breathable atmosphere consistent with the world's diameter and gravity. The five types of atmosphere are: very-thin, thin, optimum, dense and very-dense. To identify the type of atmosphere a world has, roll a six-sided die (1D6) and consult the following atmospheric table.

## Atmosphere Types

**Very Thin:** This is comparable to the density of the atmosphere on Terra at an altitude of eight kilometers. This is higher than the highest mountains on Terra. Breathing this atmosphere is only possible by envirosuits, having a Lung-Conversion-Respirator implant (LCR), or, for very short periods of time by using Oxcl-Replenifier drugs).

**Thin:** This is comparable to existing altitudes of three to five kilometers, atop some of the highest mountains on Terra. Each species will find the atmosphere breathable for indefinitely lengths of time by using Oxcl-Replenifier drugs.

**Optimum:** This atmosphere is completely breathable for all species. Without aids of any sort they may live indefinitely in this atmosphere; worlds with optimum atmospheres are most like each species home world atmosphere, with negligible variations.

**Dense:** These atmospheres are breathable with some difficulty and will feel and seem "soupy". These affects can be counteracted by using of Oxcl-Replenifier drugs.

**Very Dense:** This is comparable to being under water, where one experiences the feeling of constant pressure. One can only breath in this type of atmosphere by wearing envirosuits or having Lung Conversion Respirator implants (LCR).

### Atmospheric Table

| Diameter | 1D6 1 | 2 | 3 | 4 | 5 | 6 |  | Atmospheric Modifiers to Water Presence |
|---|---|---|---|---|---|---|---|---|
| 9,000 | VT | VT | VT | T | T | O |  |  |
| 10,000 | VT | VT | T | T | O | O |  |  |
| 11,000 | VT | T | T | T | O | D | Very Thin | -1 |
| 12,000 | VT | T | T | O | O | D | Thin | -2 |
| 13,000 | VT | T | O | O | D | VD | Optimum | 0 |
| 14,000 | T | O | O | D | D | VD | Dense | +1 |
| 15,000 | T | O | O | D | VD | VD | Very Dense | +2 |
| 16,000 | O | O | D | D | VD | VD |  |  |

## Water Presence (hydrology)

Life-giving water is the predominant factor in identifying the value of a world for colonization. Too little water and is a barren world; too much water and the physical expansion of the colony is limited. Water, its amount and concentration are determined randomly by rolling a ten-sided die (1D10) and then by adding or subtracting both the *Gravity* and *Atmosphere* modifiers from the die roll on the following table. The result will be between .10 and 100 (%). The smaller the amount of water present, the more barren a planet is; the larger the amount of water, the more abundant life may be on a given world.

### Water Presence Table

| 1D10 | Amount | Concentrations |
|---|---|---|
| 1 | 10% | Desert world, no surface water. |
| 2 | 20% | Primarily at polar regions. |
| 3 | 30% | Polar regions and a few small dispersed lakes. |
| 4 | 40% | ****Small land-locked inland seas. |
| 5 | 50% | Medium interconnecting oceans. |
| 6 | 60% | ***Medium interconnecting oceans and large lakes. |
| 7 | 70% | ** Large interconnecting oceans and lakes. |
| 8 | 80% | *Large oceans, island continent land masses. |
| 9 | 90% | Predominately ocean, archipelago island chains. |
| 0 | 100% | Water covers entire surface, no land masses. |

*Dolf, **Human, *** Sher'tazi, ****Swarr*
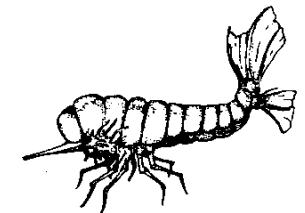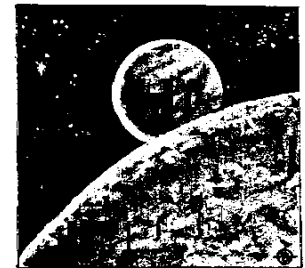
## World Climate

The average climate (temperature), of a habitable world is determined by two factors: life zone orbit and water presence. The orbit defines the world's temperature range within the life zone; the amount of water and its concentrations affect climate variations (hydrology). Of course, if the results don't meet with what you had in mind, adjust them a little until they do. The temperature ranges are: very very hot, very-hot, hot, temperate, cold, very-cold and very very cold.

**Mean Temperatures** *(Celsius & Fahrenheit)*

| Climate Ranges | Low | | Avg. | | High | |
|---|---|---|---|---|---|---|
| | c⁰ | f⁰ | c⁰ | f⁰ | c⁰ | f⁰ |
| Very-Very Hot | 60 | 127 | 70 | 148 | 80 | 169 |
| Very Hot | 50 | 106 | 60 | 127 | 70 | 148 |
| Hot | 40 | 85 | 50 | 106 | 60 | 127 |
| Temperate | 30 | 63 | 40 | 85 | 50 | 106 |
| Cold | 20 | 42 | 30 | 63 | 40 | 85 |
| Very Cold | 0 | 32 | 10 | 21 | 20 | 42 |
| Very-Very Cold | -20 | -42 | -10 | -21 | 10 | 21 |

**Average Temperature Table**

| | Hottest | | Life Zones | | | Coldest |
|---|---|---|---|---|---|---|
| Water% | .020 | .022 | .024 | .026 | .030 | .033 |
| 10% | VV-Hot | VV-Hot | VV-Hot | V-Hot | Hot | Hot |
| 20% | VV-Hot | VV-Hot | V-Hot | Hot | Hot | Temp |
| 30% | VV-Hot | V-Hot | Hot | Hot | Temp | Cold |
| 40% | V-Hot | Hot | Hot | Temp | Temp | Cold |
| 50% | V-hot | Hot | Temp | Temp | Temp | Cold |
| 60% | Hot | Hot | Temp | Temp | Cold | V-Cold |
| 70% | Hot | Temp | Temp | Temp | Cold | V-Cold |
| 80% | Hot | Temp | Temp | Temp | V-Cold | VV-Cold |
| 90% | Temp | Temp | Temp | Cold | V-Cold | VV-Cold |
| 100% | Temp | Temp | Cold | V-Cold | VV-Cold | VV-Cold |

## World Terrain Types

It is possible to identify a habitable world by noting the amount of water present and its life zone orbit. There are five habitable world types: Desert, Jungle, Garden, Frigid and Glacial worlds. Most habitable world fall into one of these categories, but the Gamemaster can put virtually any type of world with any type of terrain where he or she likes.

**World Type Table**

| | Hottest | | Life Zones | | | Coldest |
|---|---|---|---|---|---|---|
| Water% | .020 | .022 | .024 | .026 | .030 | .033 |
| 10% | Desert | Desert | Desert | Desert | Desert | Frigid |
| 20% | Desert | Desert | Desert | Desert | Desert | Frigid |
| 30% | Desert | Desert | Jungle | Garden | Garden | Frigid |
| 40% | Jungle | Jungle | Jungle | Garden | Garden | Frigid |
| 50% | Jungle | Jungle | Garden | Garden | Garden | Frigid |
| 60% | Jungle | Jungle | Garden | Garden | Frigid | Frigid |
| 70% | Jungle | Garden | Garden | Garden | Frigid | Glacial |
| 80% | Jungle | Garden | Garden | Garden | Frigid | Glacial |
| 90% | Jungle | Garden | Garden | Frigid | Frigid | Glacial |
| 100% | Jungle | Jungle | Garden | Frigid | Glacial | Glacial |

## World Terrain Descriptions

**Desert:** A world where either the scarcity of liquid water or the world's average temperature has produced conditions that make it untenable for most types of flora or fauna to exist naturally. Depending on the climate desert worlds may be a cold or hot, dry barren and sandy, or rough and rocky.

**Jungle:** Worlds where dense rain forests, swamps and vast wetlands exist; typically hot and tropical in nature. These worlds are very fertile and support many exotic types of flora and fauna. They generally teem with predatory life forms.

**Garden:** These are the best worlds and the easiest for all species to exist on. They have a wide variety of indigenous plant and animal life forms, and are generally the easiest to tame. Garden worlds are most desired properties by planetary developers.

**Frigid:** Worlds that are cold to very-cold; some range from cold dry deserts to frozen tundra. Some have almost garden like conditions around narrow strips along their equators. (terraformers have been able to reshape and make habitable these worlds by tapping the heat of their thermal cores.)

**Glacial:** Frozen wastelands of ice from pole to pole, violent storms rage constantly over the surface. What little land there is, is exposed, barren and unproductive, and only the most hardy life forms subsist here. (terraformers have been able to reshape Glacial worlds, but only at great expense and over scores of years.



Habitable worlds have terrain types that conform to the amounts of surface water present and the prevailing climatic conditions. Almost every type of terrain may be found on most habitable worlds. The following descriptions should not restrain you from creating any kind of exotic or fantastic terrain your imagination can conceive.

**Deserts:** On worlds that have surface areas that are less than 30% water, extremely hot climatic conditions resembling the sand dunes of the Sahara may exist. Worlds with milder climates may resemble lush fertile areas around rivers or lakes in the mid-east. Worlds with extremely cold climates will mostly be barren and icy. Harsh conditions similar to those of the Great Plains of the United States in winter will prevail.

**Mountainous:** On most worlds, except for those that are 80% covered by water, mountains may exist. Anything, from the sheer heights of the Rockies or the jungle covered Andes to the snow covered Himalayas, may be seen. Active and extinct volcanoes may dot the surface there.
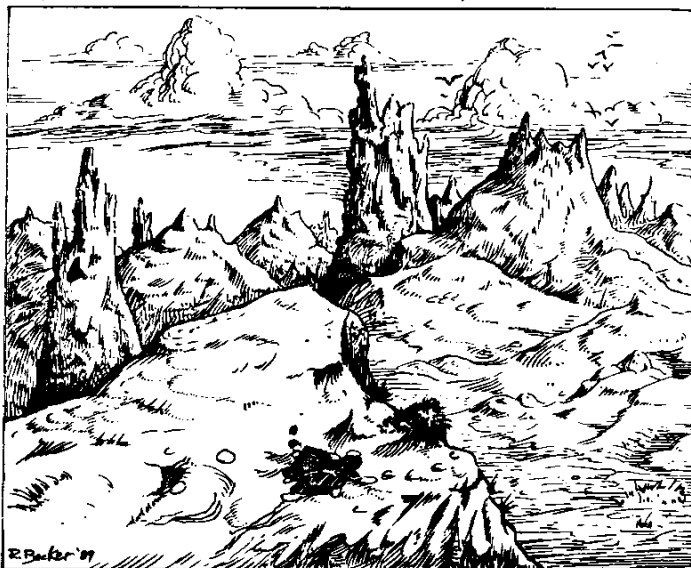


**Rough:** Rough terrain may exist on any world where there is land. Terrain may be found resembling the deserts of southern California, the low rolling slopes of the Allegheny mountains of the eastern United States and the Scottish Highlands of England.
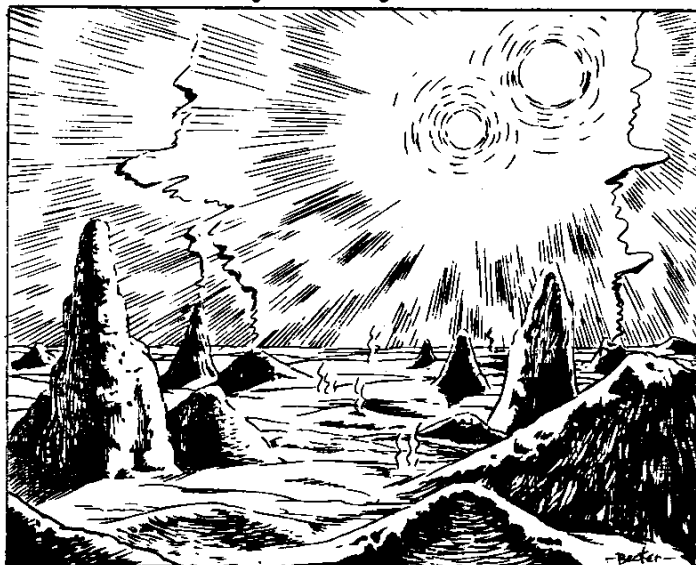


**Plains:** Worlds of less than 60% water, with climates ranging from hot to temperate, will have vast flat expanses like those of Africa, or rolling plains like the Steppes of Russia.

**Swamps:** Worlds with 40% or more surface water, and climates ranging from temperate to very hot may have low wetlands and marshes like those of southern India and the southeast United States.



**Forests:** Worlds with more than 40% surface water, and climates that are cold to temperate, may have dense forests like those of northern Canada, or lightly wooded areas of eastern Europe.

**Kosh** *(koshh)*
*Height: 1-3 meters across,*
*Weight: 2 kg. Native to Bur Lann, the Kosh grows only in nitrogen and methane rich swamps. The root sack of the Kosh slowly fills with these gases until is breaks through the surrounding soil to float aloft. The root sack membrane eventually deteriorates. The sack drifts back to earth where it deposits spores and begin the cycle over again. It has been found that the Kosh's gas mixture act as an aphrodisiac on both Swarr and Humans. As a result, a small trade has developed for Kosh balls.*

## Indigenous Life Forms

Habitable world types will have forms of flora and fauna ranging from microorganisms to large amphibians and mammals. The Gamemaster should choose specific types and exact physical nature of the life forms for each world.

## Mineral Resources

Any world, but particularly a habitable world can become immensely important because of its mineral resources. A world rich in resources can become a center of trade and political power in the region. Worlds lacking mineral resources may become dependent upon or dominated by a more powerful neighbors who have resources to develop. Physical density determines a worlds resources; the more denser a world is, the more likely it is to have heavy metals. The less dense a world is, the more likely it is to have lighter metals. To discover the resources of a newly created world, roll a ten-sided die (1D10) to determine its density and match the result against the Resource Abundance Table. You may also independently choose whatever best fits your campaign.

### World Resource Abundance Table

| 1D10 | Density | | |
|---|---|---|---|
| 0 | 2.0 | Minimal | Mostly rock, some light metals. |
| 1 | 2.5 | Poor | Light metals. |
| 2 | 3.0 | Poor | Light metals and very low grade ores. |
| 3 | 3.5 | Fair | Low grade ores. |
| 4 | 4.0 | Fair | Low and some medium grade ores. |
| 5 | 4.5 | Good | Medium grade ore. |
| 6 | 5.0 | Good | Medium and some high grade ores. |
| 7 | 5.5 | Good | Medium and high grade ores. |
| 8 | 6.0 | Excellent | High grade ores. |
| 9 | 6.5 | Excellent | High grade ores and heavy metals. |

## The Solar System

There worlds in the solar system that are named for their most obvious features. There are *Rocks* (hot and cold), *Gas Giants*, *Orbs* and *Moons*. The total number of these other planetary bodies can be calculated from a star's spectral type. To determine the features of each planetary body in the solar system, use the following descriptions and planetary generation tables. To find the orbit of each planetary body use the following tables using the same formula that was used to compute the orbit of a habitable world (**orbit times the stars surface temperature**). This will yield the distance, in millions of kilometers, a planet is from its star (ignoring duplicate dice rolls).



**Rocks:** Rocks are worlds that vary in size from about 2,000 to 20,000 kilometers in diameter. Roll two ten-sided dice (2D10), and multiply the result by one thousand to get the Rock's diameter. A Rock's surface is pock marked with meteor craters. Natural terrain varies from boulder strewn rolling dust plains, to kilometers deep crevices and mountains. Rocks fall into three categories: Hot Rocks (Mercury), Ordinary Rocks (Mars) and Cold Rocks (Pluto). If there had once been an atmosphere or water on Hot Rocks, they would long ago have boiled away. On Ordinary Rocks the atmosphere, if any exists, will be unbreathable and water if there is any, will be found underground or frozen in the polar ice caps. On Cold Rocks atmosphere and water will often be completely frozen, coating the entire surface with ice. Hot Rocks will be in the innermost orbits and Cold Rocks in the outermost orbits.

### Planetary Bodies

| 1D6 | Orbits | Planetary Comparison |
|---|---|---|
| 1 | .010 | Hot-Rock (Mercury) |
| 2 | .018 | Hot-Rock (Venus) |
| 3 | .041 | Ordinary-Rock (Mars) |
| 4 | .085 | Ordinary-Rock   * |
| 5 | .984 | Ice-Rock (Pluto) |
| 6 | 1.325 | Ice-Rock   * |

**Gas Giants:** Gas Giants are the largest of all planets in a solar system. They come in several sizes: *Small* (45,000 kilometers in diameter, about the size of Neptune and Uranus); *Medium* (80,000 kilometers); *Large* (130,000 kilometers, the size of Saturn and Jupiter). They consist primarily of hydrogen, helium, methane and ammonia. The central core of a gas giant may either be solid rock or ice, or nothing more than gas. Gamemasters should choose both the size and atmosphere mixture they desire. Roll one six-sided die and consult the following table to determine the planets orbit and the type of gas giant found.

Gas Giants produce heat and infrared radiation; large gas giants could possibly produce enough heat to raise the temperature of one of their moons to a habitable level (treat as a spectral class K5 Ib for the chance to have one such moon and follow the procedures for a normal habitable world if a *successful* roll is made).

### Planetary Bodies

| 1D6 | Orbits | Comparison | Density |
|---|---|---|---|
| 1 | .137 | (Jupiter) | .75 |
| 2 | .255 | * | 1.25 |
| 3 | .447 | (Saturn) | 1.50 |
| 4 | .585 | * | 2.00 |
| 5 | .697 | (Uranus) | 2.25 |
| 6 | .881 | (Neptune) | 2.50 |

**Orbs:** Orb is short for "orbital debris". An orb could be the remains of some unformed planet or it could be a piece of rock that was captured when it fell within the gravitational pull of the star. Orbs range in size from a few meters to chunks of rock like the asteroids Juno (226 klm.), Vesta (503 klm.) and Ceres (955 klm.). Their composition can be simple rock to almost any type of low, medium or high grade ore the Gamemaster might choose. Unlike in the movies asteroid belts are not densely packed together, but widely dispersed out over millions of kilometers of space.
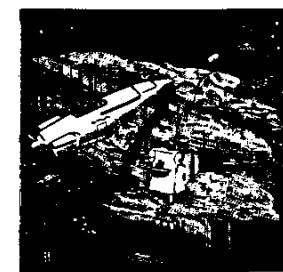
## Orbital Debris

| 1D6 | Orbit | Description |
|-----|-------|-------------|
| 1 | .015 | Asteroid Belt (add .001 for orbital density) |
| 2 | .028 | Orb 250 kilometers in diameter |
| 3 | .055 | Asteroid Belt (add .002 for orbital density) |
| 4 | .122 | Orb 500 kilometers in diameter |
| 5 | .775 | Asteroid Belt (add.003 for orbital density) |
| 6 | 1.390 | Orb 1000 kilometers in diameters |

**Moons:** The number of moons a world might have depends largely on its size; the bigger it is the more moons it is likely to have. Worlds of less than 20,000 kilometers in diameters will have from 1-5 (1D10/2) moons; gas giants will have from 2-12 (2D6) moons. Moons vary in size from as little as 6% to as much as 12% of the total diameter of their parent world. It is possible for planets as large as Jupiter or Saturn to have moons the size of the Mercury, Earth and Mars. Worlds having more than one moon, can create some very interesting and complicated tidal and ocean currents. Moons orbiting worlds of less than 20,000 kilometers will have densities of at least 10-40% (1D4) less than their host worlds. The moons of gas giants will have densities from 100-400% (1D4) greater than their host worlds. For the moons of habitable worlds the distance between the host world and the moon must be at least 2.5 times the host planet's radius (known as the Roche's Limit).

# Creating Civilizations

In populating your universe with inhabited star systems, you'll want to profile each system. The Gamemaster should provide a description revealing important facts or issues to the adventurers: the species mix, the structure of the society and government, SOPH level and its economy. To help you do this, we have provided the Star System Profile. It will allow the Gamemaster to get as detailed or as sketchy as he or she desires in describing each system in your campaign.

## Population Level (PL)

The Gamemaster may assign the population level (PL) of a system as he or she chooses, or construct it based on the historical background or the specific nature of the star system. Good examples of future worlds and civilizations can be found in almost all science fiction. A few examples are: Dune by Frank Herbert, The Foundation series by Isaac Asimov, Time Enough for Love by Robert A. Heinlein, The Legacy of Heorot by Larry Niven, Jerry Pournelle and Steven Barnes, Desperate Measures by Joe Clifford Faust and The Man Who Used The Universe by Alan Dean Foster. Another way, is to determine the PL randomly by rolling one ten-sided die (1D10) and recording the result.

| Die Roll | Population Level |
|----------|------------------|
| 0 = | 0-99 Survey Team, smugglers hideout etc. |
| 1 = | 100-999 A Gov./Corp. R&D facility, pirate base. |
| 2 = | 1,000-9,999 Colonization team, military outpost. |
| 3 = | 10,000-99,999 A small colony, mining/terraforming operation. |
| 4 = | 100,000-999,999 A medium to large frontier/colony world. |
| 5 = | 1 Million-9,999,999 A provincial world. |
| 6 = | 10 Million-99,999,999 A successful provincial world. |
| 7 = | 100 Million-999,999,999 A long established provincial world. |
| 8 = | 1 Billion-9,999,999,999 A core world or home world. |
| 9 = | 10 billion-99,999,999,999 A severely overcrowded core world. |

## Alien Population Centers

In a universe where alien species have been interacting for a long time, it is reasonable to assume that each may have settled on some of the same worlds. Unless of course they are openly hostile or engaged in war. The Gamemaster should assign the ratio of alien PL for each world created (01-100%).

## Sophistication/Tech Level (SOPH)

In the **Worlds Beyond** universe, it is assumed that all worlds will have a SOPH level from 20 to 90%. Some worlds will have "Mixed SOPH level". In these occurrences the SOPH level will read 40/60, indicating SOPH 40 technology is produced in here and that SOPH 60 is available but is imported from another star system. This does'nt mean that there are'nt worlds with archaic or primitive technology; just that they are an infinitesimal part of the playing universe and are generally campaign specific.

**Primitive Worlds:** A typical primitive world might have technology of the eighteenth, nineteenth and early twentieth century Terra. A really primitive world might have the technology of the medieval period (the worst) or of the Roman empire (not bad at all). An example of this is the star system of Ishmael. There three quarters of the worlds inhabitants (PL 5) are forced to use technology of eighteenth century Terra. This is due to severe electro-magnetic storms produced by Ishmael's sun, these storms destroy almost all technology every eight to thirteen years.

**Degenerate Worlds:** These are worlds that once had or are in the process of loosing highly sophisticated technologies. This may be the result of a war, a natural disaster, a fanatic religious or philosophic movement (the anti-teks), the loss of contact with or isolation from the home world.

**Frontier/Colony Worlds:** New colonies start off with a lower SOPH level than the home world that spawn them (SOPH 20-30). This may be due to the economics involved in getting the colony started. It may just be easier to use lower tech devices because these devices can be repaired by the colonists themselves.

**Provincial Worlds:** These are older established worlds usually with a SOPH level of 40-60. Provincial worlds represent the bulk of worlds throughout most of known space. These worlds generally have large populations, with well defined industries capable of supporting most of their populations.

**Core Worlds:** These are the home systems or the very oldest settled worlds of a species, usually having a SOPH level of 70-80 (SOPH 90 should be reserved for a species home system). Core worlds represent the smallest portion of the worlds of known space. They are the most thoroughly developed worlds producing the highest SOPH technology available in the region and more often than not will be overcrowded.

## World Societies

There can be as many different kinds of societies as there are worlds if that is what the Gamemaster desires. Remember that just as diverse as our own world's societies are today' there will be hundreds of variations on them in the future, not to mention variations of each species too. In the far future it would be incredibly easy to walk blindly into an alien culture and suddenly find one's self on trial for your very life. The pitfalls of living and working in future societies can be many. But with a little guidance from the Gamemaster, some good role-playing on the player's part, a few successful skill rolls and your universe can come alive with a rich and unique flavor all its own.

Here are just a few of the possible societies available. Frontier and provincial worlds may have multiple societies especially if there is no overcrowding or competition for the planet's resources. Core worlds are more likely to have world wide governments because it would be easier to control the planets population and manage its resources.

**Anarchy:** An anarchist society would be based on the conspicuous absence of laws. Instead it would place the burden of maintaining order on the voluntary cooperation of all members of that society by the threat of force. A society founded on anarchist ideals might be made up of strong willed survivalists, colonists or a lawless mob.

**Caste System:** The caste system is the stratification of groups within a society based on an accident of birth, wealth, profession or even race. In this society, rigid class distinction may be adhered to and interaction between classes may be a punishable offense. One form of caste system is: Administrators (rulers, the wealthy), Technocrates (engineers, skilled labor, teachers), Warriors (soldiers, law enforcement), Workers and Servants (unskilled labor, slaves). It is usually impossible for individuals of one class to cross over to another.

**Clan/Tribal:** The clan or tribal society is based on members of several families or tribes claiming common ancestry or common interests as a reason for cooperating together. Leadership comes from clan elders, this could be matriarchal or patriarchal depending on the culture. Tradition and custom are very important in the make up of a clan or tribe. Conformity for the sake of clan honor, pride and survival outweigh an individual's rights.

**Corporate State:** The corporate state is run much like an interstellar corporation. The government is ruled by corporate officers (CO's) and a Chief Operating Officer (COO), the officers are elected by a board of directors usually former corporate officers themselves. It is the responsibility of the corporate officers to see that society runs smoothly and in an orderly manner. If its citizens (employees) are taken care of and quotas are met then everyone is happy, if they are not, the state won't be profitable and its employees become expendable.

**Democracies:** A democracy is a government where the people hold ruling power either directly or through elected representatives; rule by the ruled. The governing body may be a form of congress or parliament. When the citizens are reasonably educated and become active participants in government it is usually benevolent and works to their advantage. If the citizens are poorly educated or become apathetic, then the government may be corrupt, dominated by special interest groups or secret societies working toward their own ends in the name of the people.

**Dictatorships:** A dictator is a supreme ruler whose pronouncements are meant to be taken as the final word on any subject. All governmental power resides within the position of the dictator. Dictators are generally rulers for life, and depending on his or her title their successors may be of their own blood line, elected or chosen in any number of ways. A dictatorship can be a totalitarian state or a benevolent monarchy.

**Feudalism:** The feudal system is based on the idea that a monarch (king, emperor etc.) and that other less powerful lords align themselves and pledge fealty to the monarchy, swearing to uphold his or her rule. The ruling monarch must be sure to maintain the support of these lords to remain in power, and at the same time uphold their rights to maintain order in their domains as they see fit.

**Technocracy:** A technocracy is a society in which scientists, engineers, computer programmers rule by and for the name of science. Things are always planned out carefully, everything is monitored for maximum efficiency. If the technocrates are doing their job everyone is content, if not, then their rule may be harsh and oppressive.

**Theocracy:** A theocracy is a society in which religion is the only form of government there is and order is kept in the name of the divine. There is no civil law, the authority of the priesthood is absolute. Theocracies can either be totalitarian or benevolent depending on the religion and fanaticism of its leadership.

## Law Enforcement Level (LEL)

One of the first questions asked when adventurers prepare to make planet fall on a new world is, "Hey, what kind of weapons are we allowed to carry here?" To answer that question the players need to know and understand the Law Enforcement Level of that world. The LEL provides a general statement of how the adventurers can expect to be treated under the laws of the government in power. The LEL will also tell them what kind of weapons and armor will be tolerated, if any. In general, this should be a guideline for adventurers and not the final word, that prerogative remains in the hands of the Gamemaster.

1. There is no law, no government and no taxes. Voluntary rules or social conscience provide basic order, but even this is not strictly adhered to. There are no restrictions on personal weapons carried (absolutely none), or what kind of bodyarmor and vacarmor is worn.

2. Law and order is maintained by and for those of a particular social class, taxation is levied against the unprivileged of the society. The privileged members of society are indulged; whereas the unprivileged of society have few rights guaranteed to them. There are few restrictions on personal weapons or armor for the privileged. Military style weapons are frowned on, but may be obtained for their use by security forces if permits and licenses are granted.

3. Laws are few and fair, taxes are light, the government is an organized bureaucracy and all work to guaranty the civil liberties of the general citizenry. Personal weapons such as handguns (slug and energy type), semi-automatic rifles/shotguns may be owned. Lethal weapons may not be carried except by permit, non-lethal weapons may be carried in public. Bodyarmor is restricted to those types which are undetectable to the naked eye.

4. Laws are many, the government is self serving, taxation is moderate to heavy and the rights of the citizenry in most cases is secondary to the needs of the state. Lawyers run the government, big business runs the lawyers and special interests groups and political intrigue is rampant. Personal weapons: (all handguns) require registration and may not be carried in public. Non-lethal weapons require owner certification. Bodyarmor is restricted to those types which are undetectable to the naked eye.

5. Laws are restrictive, taxation is heavy and unjustified, the government is a bureaucratic nightmare of endless red tape. Secret police monitor supposed anti-government activities, violation of the citizenrie's civil liberties is commonplace. All privately owned lethal weapons must be registered and may not be carried in public. Non-lethal weapons require special licensing. Bodyarmor is restricted to law enforcement and the military.

6. There is no law but the state, taxation takes most of the average citizen's income and personal liberty is non-existent. The only rights the citizenry is guarantied is the right to serve the state. Censorship is commonplace, Propaganda is the meat of the people, travel is tightly controlled and the secret police are everywhere. Ownership of any kind of weapon lethal or not possession of bodyarmor carries a mandatory prison sentence, carrying a weapon or wearing bodyarmor in public results in the death penalty.

## World Economy Type

A world's economy type will provide the character with an idea of where the world fits into the scheme of interstellar commerce. Each world will generally have one primary economy, but there may be many sub-types of commerce may be going on within the system; this is especially true of core worlds. It is up to the Gamemaster to assign the world economy type for each world he or she creates.

**Administrative:** Worlds which are headquarters for interstellar banks and corporations (trade and finance), educational institutions (universities, military schools), and resorts and entertainment (tourism) would fall under the heading of administrative economies. Mos tlikely there will be other types of commerce taking place on these worlds also.

**Agricultural:** Worlds where agriculture is the main source of the planet's economy are generally, but not always poor in mineral resources (low density). These worlds grow and raise plant and animal products for export, this could include the gene-tailoring of native or imported fauna's for the same purpose. Garden and jungle worlds are best suited to being *agri-world's.*

**Government:** Worlds that govern other star systems fall under this heading. An example is Terra, it is the capital of the Geosynk Confederation and meeting place of the Great Congress. Terra is the bureaucratic center for all decision making in most of Human space. Military bases and outposts, penal colonies and government research facilities also fall under this heading.

**Industrial/Mining:** These worlds produce a wide variety of manufactured goods and raw materials. The type of products falling under the industrial heading are: *consumer goods* (medical supplies, computers, vehicles etc.), *machinery* (farm and mining equipment, weapons, robots and androids), *pharmaceutical and chemical products* (medicine and refined or synthetic chemicals), *starships* (shipbuilding facilities). A large percentage of these products would be for export.

# Starship Profiles

THE FOLLOWING PROFILES provide general information on the most common starships in use. Included are representative types from each species group, as well as some background and history detailing the vessel's past and present uses. The statistics given are for average vessels of a particular class.

## *Starlight* Class Courier/Yacht *(Human)*

The Starlight class is just one of many courier ships used throughout known space. Moving information between worlds is big business and there are at least 40 companies providing this service. The competition between companies is vigorous with each trying to undercut the others cost for their services. The Arcanna presently has the galaxy share of this business. It is able to use not only Starlight type vessels, but also independent traders who make up the ranks of their association.

Vessels of the Starlight class have become very popular as pleasure yachts for the rich and as private transport for the heads of interstellar corporations. Ships of this class are always in demand with smugglers who move very low CuM—high profit loads, like drugs, urithium, precious gems and people.

**Type:** Courier/Yacht
**CuM:** 4,000-6,000
**Tonnage:** 1,000 1,500
**Hull Points:** 500 750 minimum
**Length:** 30-50 meters (1 deck)
**Crew:** 1-3
**Passengers:** 0
**Cargo Capacity:** 2,800 - 4,200 CuM
**Shuttle:** No
**SLIP Drive Factor:** 1.2 (SOPH 70)
**Sub-light Drive MF:** 16 (SOPH 70)
**Screen Generator:** PV 200 points, RR 10% (SOPH 30)
**Battle Computer:** (SOPH 60, OFC 65%, DCM 14%)
**Average Number Weapons:** 0-4 Lasers,
0-2 PBW
**Average Cost:** New: 79,440,000 C
Used: 47,664,000 C

*Maria didn't care for big ships; they were just too costly to maintain and too damn easy to hit. Give her a small ship with fast drives, four to six big Lasers, a couple of PBW's and maybe a Shadow bay. She could'nt understand why Damon and Lassiter were so dead set on having a big ship.*

*If it was up to her, they'd get a little 5000 CuM courier, maybe a Starlight class. Something they could really make some credit with if they weren't afraid to take a few chances.*

557-UDC

50 m

J&King
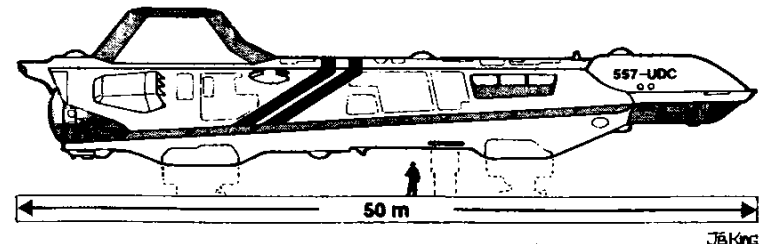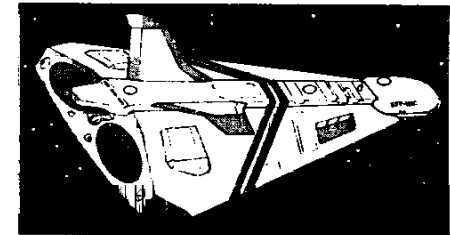
# STARLIGHT CLASS

A. Bridge
B. Crew lounge & galley
C. Crew quarters
D. Head
E. Cargo bay
F. Engineering monitoring station
G. Work/equipment room
I. Airlock
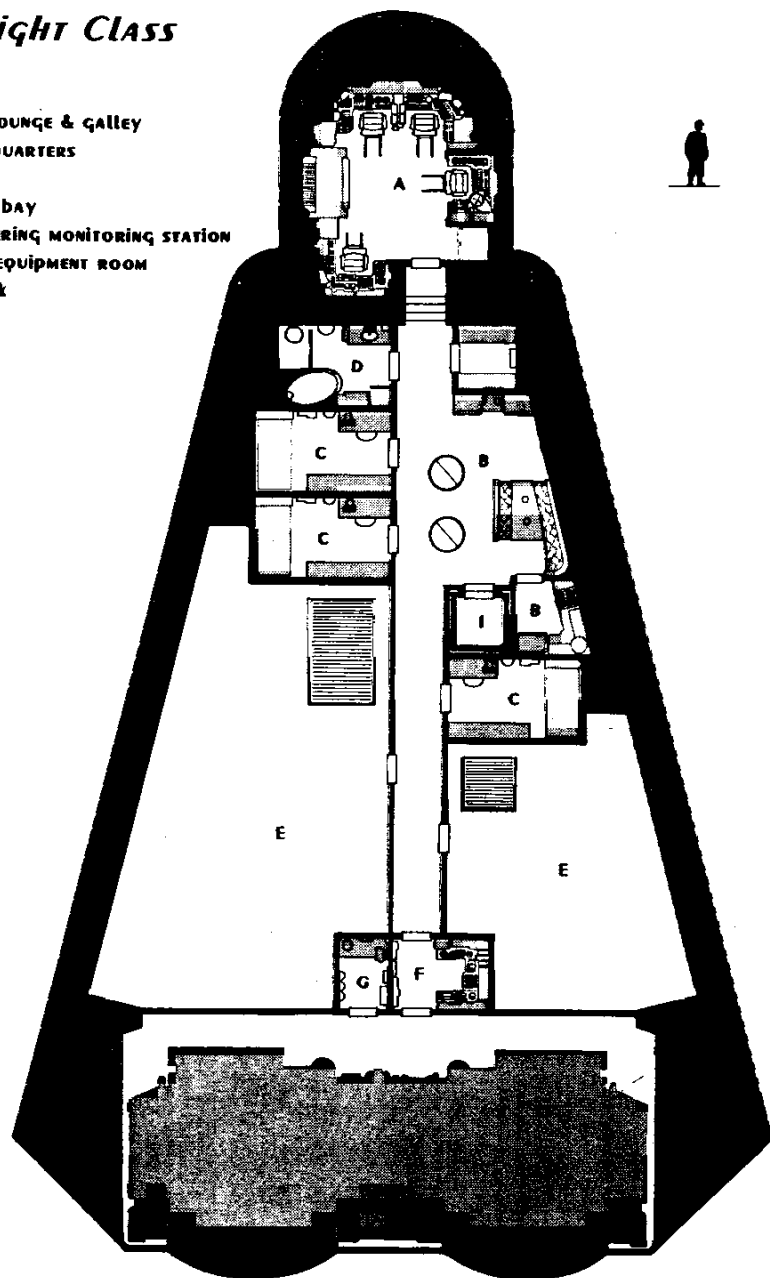


JB King

## Vi'tawn gi Class Freighter (Dolf)

The Vi'tawn gi (vee-tawn-gee), class freighter is probably the most widely employed small freighter in known space. Introduced by a Dolf ship builder in 2445 Terra Standard, it was designed to search out new markets and to establish trade routes in Human space. Its efficient, simple and reliable hull design was soon copied by many Geosynk ship builders, and has since become the mainstay for independent traders, prospectors and explorers. Many of these vessels have fallen into the hands of smugglers and pirates. (Most notably the pirate captains Stark and Quinn, who operated in and out of the Sleeper World Kingdoms for more than 40 years, from 2598 to 2640 T.S.).

As a cargo ship, the Vi'tawn gi class won't stack up to the larger ships, but for low CuM payloads, whether on a short or long haul, it remains a solid performer. Being of a Dolf design, the Vi'tawn gi class was originally intended to maximize its limited cargo capabilities. Human designers have put a greater emphasis on its passenger carrying capabilities, and equipping it with more weapons. In more than two and half centuries of service, the Vi'tawn gi class has established itself firmly in just about all frontier areas as a cargo and passenger transport, making it one of the most economical and reliable ships ever produced.

**Type:** Small Freighter
**CuM:** 6,000-8,000
**Tonnage:** 1,500-2,000
**Hull Points:** 750-1,000 minimum
**Length:** 50-70 meters (1 deck)
**Crew:** 2-5
**Passengers:** 80 maximum
**Cargo Capacity:** 4,200-5,600 CuM (less passenger accommodations)
**Shuttle:** Yes
**SLIP Drive Factor:** .8 (SOPH 40)
**Sub-light Drive MF:** 10 (SOPH 40)
**Screen Generator:** PV 200 points, RR 10% (SOPH 30)
**Battle Computer:** (SOPH 30, OFC 50%, DCM 8%)
**Average Number Weapons:** 2-6 Lasers
0-2 PBW's
**Average Cost:** New: 79,145,000 C
Used: 55,400,000 C

*There is a story out of Dolf space about the first Vi'tawn gi class ship ever commissioned. The story tells of a struggling Dolf merchant who sold everything she had to build the ship of her dreams. Upon its completion she announced that she was setting out in search of the legendary Great Egg, and was then never seen nor heard from again. Many Dolf believe that the first ship of a class dedicated to such a noble purpose could not help but bring luck to all ships of that class, as well as to their owners. Others believe she was one smart Dolf to announce to her creditors that she was skipping town and then succeeded in getting away with it. You'll have to decide which story you want to believe.*





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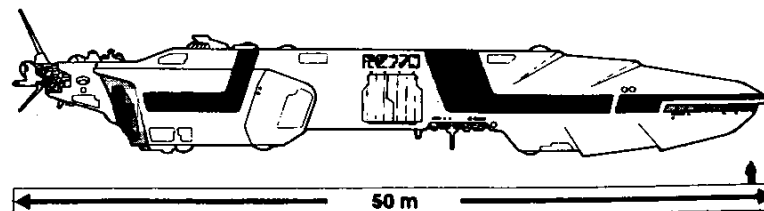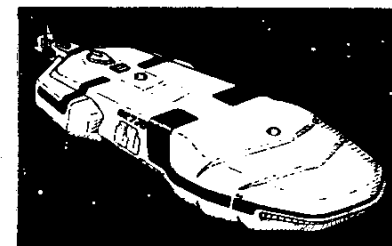
JB King

# Vi'tawn gi Class

A. Bridge
B. Crew lounge & galley
C. Crew quarters
D. Head
E. Passenger quarters
F. Passenger lounge & galley
G. Cargo bay
H. Engineering monitoring station
I. Airlock

JB King
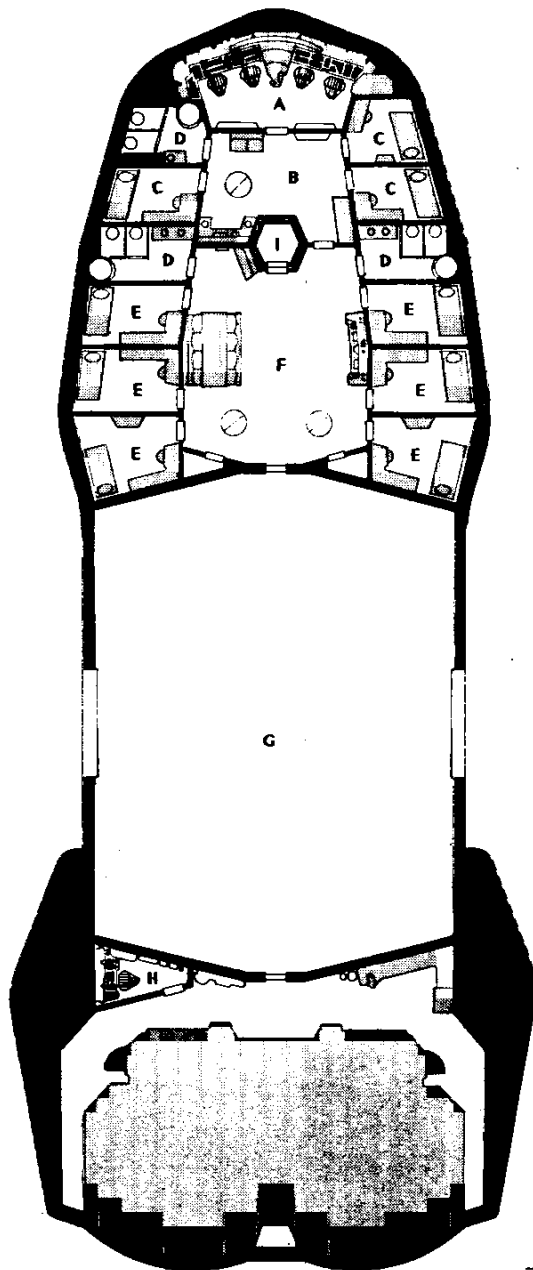
## Quantum Class Scout/Explorer (Human)

The Quantum class scout/explorer is a newcomer compared to other small freighters in use. The Quantum was originally commissioned as a long range scout, explorer and support ship by the Geosynk Space Navy in 2539 Terra Standard (its profile does not exactly match that of the average small freighter, but rather that of a troop carrying assualt ship). When the first few hundred of these ships were retired, they were auctioned off all over Geosynk, less most of their high SOPH level hardware, of course. These small ships are ideal for the discriminating buyer who is seeking something more than just cargo hauler.

The release of the Quantum by Geosynk into the general space lanes was criticized vehemently by members of the Great Congress and compared to setting loose a piranha in a minnow pond. The Navy responded that it was necessary to auction off the older ships to pay for the general maintenance of the fleet. In all, about 1200 Quantums have been auctioned off, with more than just a few finding their into the Sleeper Worlds or the Rift, most likely being put to the purpose they were originally designed for.

**Type:** Small Scout/Explorer
**CuM:** 6,000-10,000
**Tonnage:** 1,500-2,500
**Hull Points:** 750-1,250 minimum
**Length:** 40-75 meters (1-2 decks)
**Crew:** 2-8
**Passengers:** 25 maximum
**Cargo Capacity:** 4,200-7,000 CuM (less passenger accommodations)
**Shuttle:** No
**SLIP Drive Factor:** 1.2 (SOPH 70)
**Sub-light Drive MF:** 14 (SOPH 60)
**Screen Generator:** PV 350 points, RR 20% (SOPH 70)
**Battle Computer:** (SOPH 60, OFC 65%, DCM 14%)
**Average Number Weapons:** 4-8 Lasers
0-2 PBW's
0-1 Shadow boys
**Average Cost:** New:  115,400,000 C
Used:   69,240,000 C

*Damon did'nt realize she was going to cost so much, maybe he should have listened to Marla after all; oh well, no use crying over spilt Beboffolo milk. The important thing was that she was theirs, well theirs and Tyco Corp's anyway.*

*The hard part was finding a way to pay her off. Marla says she has a friend who needs a few hundred CuM of some highly illegal substance moved, and said that we could pocket a million cool in less than 12 days. Well, that was a way to get started anyway...*

*Now to give this baby a name; what would be a good name for a Quantum class ship? Uh Sundiver, na, sounds like a miner's ship. I got it, the Farside, yeah the Farside. After all what better name for a ship whose first run was going to be a violation of about 20 or 30 different planetary laws, not to mention interstellar law, but who's keeping count any how. The Farside it will be !!*

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75 m
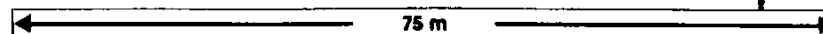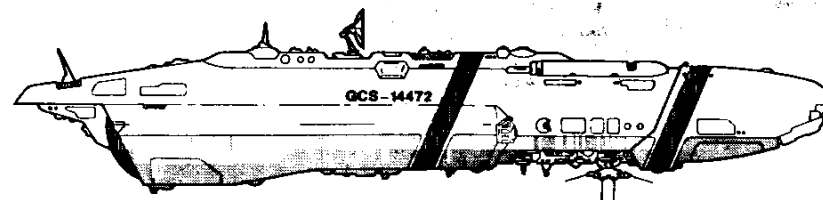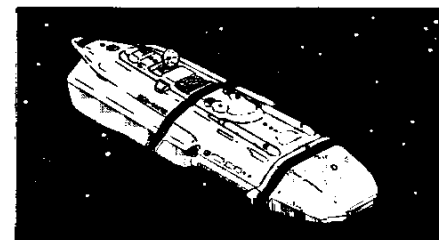
JB King

## QUANTUM CLASS

A. Bridge
B. Duty rest room
C. Weapons locker
D. Captains quarters
E. Crew lounge
F. Head
G. Galley
H. Passenger quarters
I. Mission labs

J. Work/equipment room
K. Sick bay
L. Airlock/lift
M. Engineering monitoring station
N. Cargo bay
O. Cargo bay lifts
P. Escape pod
Q. Shadow bay

## Kurr'zek Jar Class Freighter/Frigate (Swarr)

The Kurr'zek Jar (ker-sec-jar) class vessel is a typical Swarr design, combining the elements of freighter and warship. The widespread use of this ship by so many of the Swarr clans suggests that when the need arises, it is quickly converted from peaceful clan trader into a hunter killer clan warship. A sight the Dolf and Humans have seen all too many times in their first few decades of dealing with the Swarr.

Today, the commercial cargo version of the Kurr'zek Jar is being built mainly in Sher'tazi space, due to their long-standing economic and peace agreements with the Swarr. The backlog for having one of these ships built to Dolf or Human specifications is about five years, but the original version, built either in the Swarr space or in the Rift can be found if you know where to look. Suspicion and fear accompany the Kurr'zek Jar class freighter in every port they put into. Its reputation is known throughout most of known space. Many Tri-Dee dramas have been made about the bloodthirsty Swarr or Human pirates raiding out of the Rift in Kurr'zek Jar starships.

**Type:** Medium Freighter/Frigate
**CuM:** 8,000-14,000
**Tonnage:** 2,000-3,500
**Hull Points:** 1,00-1,750 minimum
**Length:** 50-75 meters (1-2 decks)
**Crew:** 3-10
**Passengers:** 180 maximum
**Cargo Capacity:** 6,400-9,800 CuM (less passenger accommodations)
**Shuttle:** Yes
**SLIP Drive Factor:** 1.2 (SOPH 70)
**Sub-light Drive MF:** 16 (SOPH 70)
**Screen Generator:** PV 350 point, RR 20% (SOPH 60)
**Battle Computer:** (SOPH 70, OFC 70%, DCM 16%)
**Average Number Weapons:** 4-8 Lasers
0-4 PBW's
0-2 PCT's
0-2 Shadow bays
**Average Cost:** New: 137,870,000 C
Used: 96,509,000 C

Few things frightened Asurrac, but the sight of the Kurr'zek Jar on the view screen made his hair stand on end and ears lie flat against his head. Its screens up and moving much to fast for it to be a ordinary clan trader it was on an intercept course with the Farside.

Aszurrac could hear Damon shouting something to Marla at the weapons console, but he was unable to make out what was said. Aszurrac began a low chant in the back of his throat. "I am a warrior, death is my friend, I greet you brother with open arms, I ..." Suddenly the image of the approaching ship changed course and lowered its screens.

From somewhere forward Aszurrac heard Marla comment. "We almost get fried and he sits back there singing, god does'nt anything frighten him?"





75 m
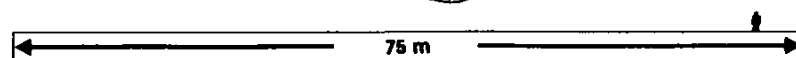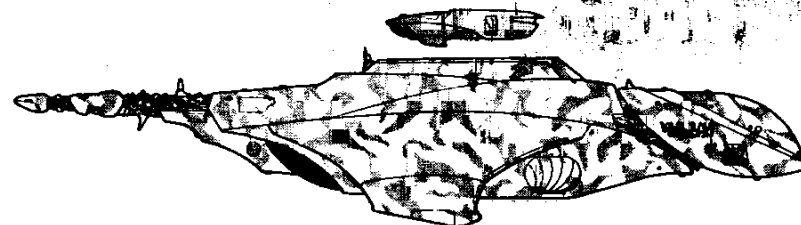
# KURR'ZEK JAR CLASS



A. Bridge
B. Weapons locker
C. Crew lounge & galley
D. Crew quarters
E. Head
F. Passenger lounge
G. Passenger galley
H. Passenger quarters
I. Airlock/lift
J. Engineering monitoring station
K. Work/equipment room
L. Cargo bay
M. Cargo bay lift
N. Escape pods
O. Shadow bays
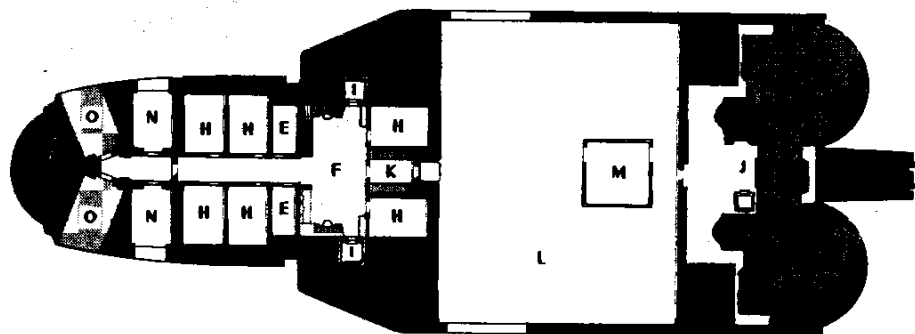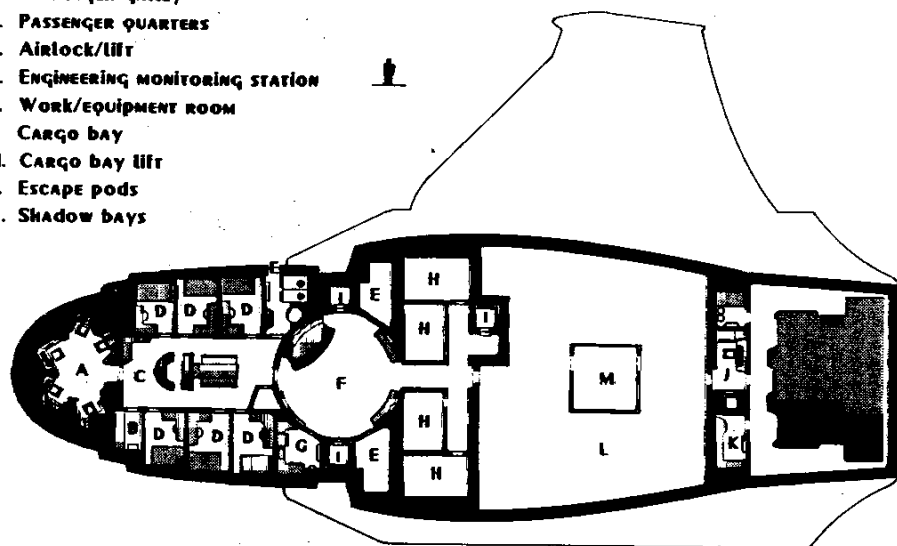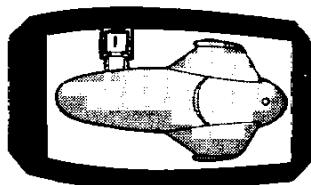




JB KING

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## *Hanto* Class Freighter/Frigate (Human)

The Hanto (hon-toe) class freighter is built on long established designs of many medium sized freighters that have worked the space lanes between Terra and the Sleeper Worlds, before, during and after mankind's first interstellar war. The Hanto was instrumental in the first years of that war after much of the Geosynk fleet was damaged or destroyed at the engagement at Sandaron by a Sleeper Worlds Shadow fleet. If not for the large number of Hanto class ships in service that were easily converted for military use, there might not be a Confederation today holding the fragile peace of Human space together.

Regardless of type or species design the medium sized freighter is the mainstay of all cargo transport throughout known space. Without ships like the Hanto class, the space lanes would be virtually empty rather than as busy and profitable as they are. The economies of hundreds of worlds depend on the commerce that ships like the Hanto provide, moving billions of tons of cargo each year. These ships are the easiest to finance, as well as the easiest to find. It is said, that these ships have proven to be so durable, that there are still a few Hanto class vessels in service dating back to the days of the old Sleeper Worlds run.

**Type:** Medium Freighter/Frigate
**CuM:** 10,000-16,000
**Tonnage:** 2,500-4,000
**Hull Points:** 1,250-2,000 minimum
**Length:** 75-100 meters (2-3 decks)
**Crew:** 4-16
**Passengers:** 240 maximum
**Cargo Capacity:** 7,000-11,200 CuM (less passenger accommodations)
**Shuttle:** Yes
**SLIP Drive Factor:** 1.0 (SOPH 60)
**Sub-light Drive MF:** 12 (SOPH 50)
**Screen Generator:** PV 250 point, RR 10% (SOPH 40)
**Battle Computer:** (SOPH 40, OFC 55%, DCM 10%)
**Average Number Weapons:** 4-10 Lasers
    0-4 PBW's
    0-2 PCT's
    0-2 Shadow Bays
**Average Cost:** New: 138,390,000 C
    Used: 69,195,000 C

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## Na'vakk Tuu Class Freighter/Passenger Liner (Sher'tazi)

The Na'vakk Tuu (na-vacc'-to) class vessel is built along classical Sher'tazi lines and is large, elaborate and opulent. The Sher'tazi take pride in building the most garish looking starships in all of known space. Paintings of monsters or battles emblazoned on the hulls of their ships. The Sher'tazi consider this a form of art expressing the owner's status, power and wealth.

The Na'vakk Tuu class freighter/liner has become one of the most popular ships of its type. Both the freighter and the liner version are richly appointed and has become a standard representing the best there is in a first-class corporate freighter or passenger liner. Like other large ships of its type it is very expensive to maintain and so it must take full advantage of the established trade routes between older industrialized worlds to support itself.

**Type:** Large Freighter/Passenger Liner
**CuM:** 16,000-22,000
**Tonnage:** 4,000-5,500
**Hull Points:** 2,000-2,750 minimum
**Length:** 100-125 meters (2-3 decks)
**Crew:** 6-36
**Passengers:** 300 maximum
**Cargo Capacity:** 11,200-15.400 CuM (less passenger accommodations)
**Shuttle:** Yes
**SLIP Drive Factor:** .9 (SOPH 50)
**Sub-light Drive MF:** 10 (SOPH 40)
**Screen Generator:** PV 200 points, RR 10% (SOPH 30)
**Battle Computer:** (SOPH 30, OFC 50%, DCM 8%)
**Average Number Weapons:** 8-16 Lasers
0-4  PBW's
0-2  PCT's
**Average Cost:  New:** 167,470,000 C
**Used:** 125,000,000 C
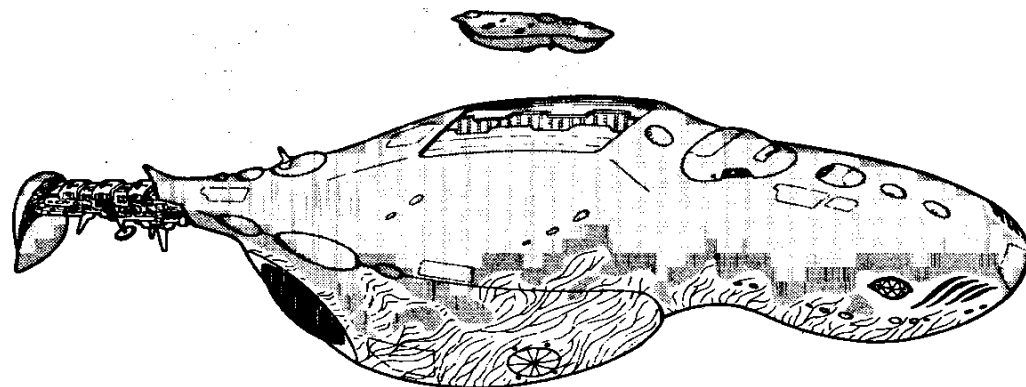
## Wa'Kii Ta Class Freighter (Dolf)

The Wa'Kii Ta (waa-kee-taa) class freighter is a contemporary Dolf design. It is a functional, no frills freighter, built to last. Of the ships of this basic utilitarian type the Wa'Kii Ta stands out for its versatility and performance. Introduced in 2572 Terra Standard, it is cheaply built, to capture a greater share of the transport market, something the Dolf know how to do best. These freighters are showing up in totally unexpected places, like new colonies of well established worlds. Their appeal is simple; carry more CuM for fewer credits.

The Wa'Kii Ta is credited with having helped corporate developer Trant Yonsar come into power in the Rift. When Geosynk pulled out of the highly volatile colonies bordering Swarr space, few traders were willing to risk their ships and lives without protection. Yonsar quickly stepped into the void and established a trading company with some of the first Wa'Kii Ta class ships built. This enabled him to control and dominate the space lanes, with the help of few elite mercenary cohorts. With Yonsar firmly in control of all the local trade he soon created the Yonsarian empire. Trant Yonsar became its First President, history may record the Wa'Kii Ta class with helping to establish this empire and an entire dynasty of rulers.

**Type:** Large Freighter
**CuM:** 16,000 to 24,000
**Tonnage:** 4,000-6,000
**Hull Points:** 2,000-3,000 minimum
**Length:** 100-150 meters (3-5 decks)
**Crew:** 10-30
**Passengers:** 400 maximum
**Cargo Capacity:** 11,200-16,800 CuM (less passenger accommodations)
**Shuttle:** Yes
**SLIP Drive Factor:** 1. (SOPH 60)
**Sub-light Drive MF:** 10 (SOPH 40)
**Screen Generator:** PV 200 points, RR 10% (SOPH 30)
**Battle Computer:** (SOPH 30, OFC 50%, DCM 8%)
**Average Number Weapons:** 8-18 Lasers
0-4  PBW's
**Average Cost:  New:** 176,622,000 C
**Used:** 105,973,000 C



125 m
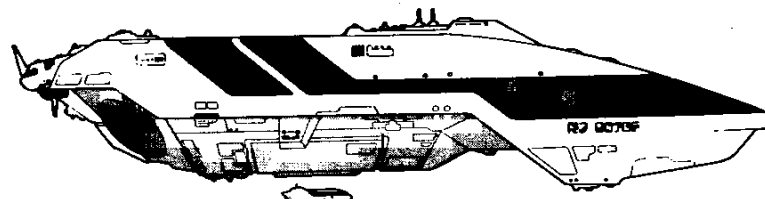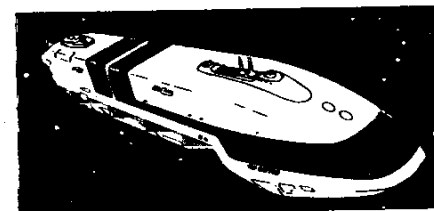
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### Kkif'phtt Class Bulk Freighter (Sher'tazi)

The Kkif'phtt (kif-fit-t') class bulk freighter is the largest vessel the Sher'tazi produce. Like the Wa'kii Ta class, the Kkif'phtt is a contemporary design, different from their traditionally designs it lacks the garish signature common to all Sher'tazi vessels. Since its introduction in 2610 Terra Standard, the Kkif'phtt class has made great headway into a market previously dominated by the Dolf.

The Kkif'phtt represents a new era in starship design, unlike other vessels of this type, the Kkif'phtt is equipped with some of the most sophisticated hardware available. Even though the initial purchase price is rather high, long term savings are realized in lower operating costs resulting in higher profit margins. The Kkif'phtt class may be the trend of future bulk freighters, but only time will tell.

**Type:** Bulk Freighter
**CuM:** 18,000 to 28,000
**Tonnage:** 4,500-7,000
**Hull Points:** 2,250-3,500 minimum
**Length:** 125-175 meters (3-6 decks)
**Crew:** 16-40
**Passengers:** 0
**Cargo Capacity:** 12,200-19,600 CuM
**Shuttle:** Yes
**SLIP Drive Factor:** 1.2 (SOPH 70)
**Sub-light Drive MF:** 14 (SOPH 60)
**Screen Generator:** PV 300 points, RR 20% (SOPH 40)
**Battle Computer:** (SOPH 50, OFC 60%, DCM 12%)
**Average Number Weapons:** 10-20 Lasers
                                          0-4    PBW's
**Average Cost:** New:  192,700,000 C
                       Used: 115,620,000 C



175 m
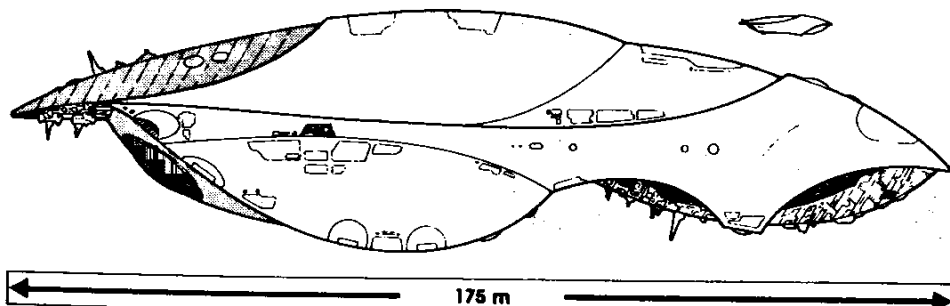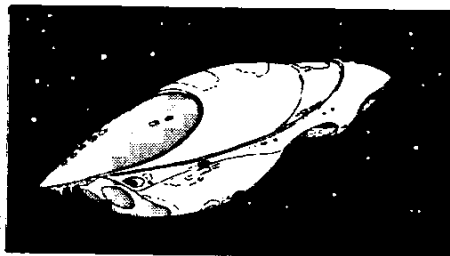
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# Starship Design & Construction

JUST AS SAILING ships of old sailed the oceans, so do starships of this present age travel the deep reaches of space. Sailing ships were designed to meet the needs of merchants, explorers, sailors and pirates. Equipped with what the builders thought would give the ship the greatest chance for success, many of these ship were good and others were bad. Superior designs lasted decades and were overhauled time after time, while inferior designs were lost to the deep. The same was true of the earliest starships, and today's shipbuilders have virtually eliminated poorer designs. Starships have incorporated the best each species has to offer, making them safer and more reliable. The sailing ships of old and the starships of today still have many things in common, the foremost of which is that they still carry the brave and adventurous to the new worlds they have discovered.

### Starship Plans

Obtaining plans for a starship built can be accomplished in any one of three ways: First, the buyer can go to a professional starship design firm. Firms specializing in producing custom designed ship plans provide detailed construction plans and may recommend the best method for achieving the buyer goals with an estimate of the total cost. These services cost approximately 50 credits per cubic meter and take from two to four weeks (1D3+1) to complete. If the buyer is in a particular hurry, the plans can be completed in one week for 100 credits per cubic meter. The second method for obtaining ship plans is for the player to design the ship themselves, providing they have at least a 15% skill in Engineering and a 40% skill in Computers. This can take from between five to ten weeks (1D6+4), working six hours a day, five days a week. The plans will then need to be checked and approved by a shipbuilder before work can commence (use the player's combined Engineering and Computer skill as the approval roll). Any errors found in the plans will take from one to three weeks (1D3) to correct or the plans can be taken to a professional architectural design firm. This will cost 25% of the normal fee and be completed inside one week.
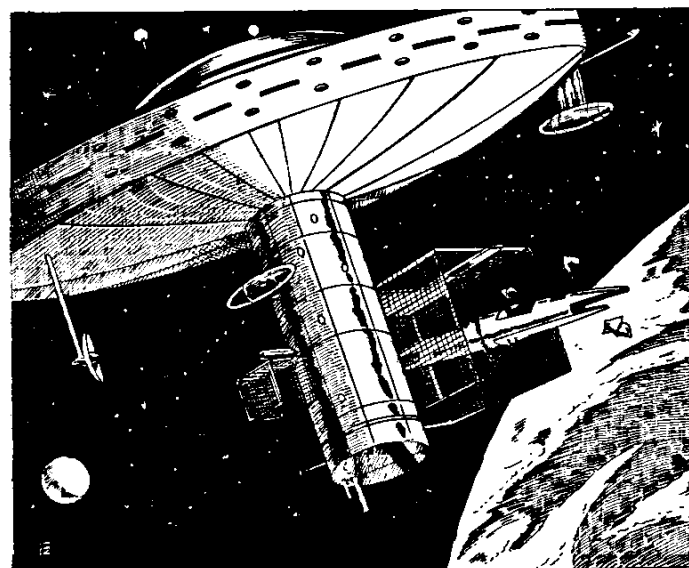
The third and easiest method of acquiring ship plans is to purchase one of the standard hull designs from a shipyard; these designs are not elaborate by any means, but have been getting the job done for centuries and can be purchased for as little as 25 to as much as 50 credits per cubic meter.

## Purchase Price

The purchase price of a new starship depends on size, component sophistication and where it is purchased. Ships bought near the coreworlds any species can be purchased for the suggested prices in the following pages, but strict adherence to laws regarding prescribed SOPH level weaponry, battle computers and FTL drives are enforced. In provincial areas prices are higher, but a blind eye to certain modifications can be obtained for small gifts or by making the right friends. And still further out in the frontier areas almost anything can be had, if it can be found and if you're willing to pay the price.

Of course, when you go to buy one it doesn't mean that you'll be able to get Honest Ambar (of Ambar's new and used starships) to just give you exactly what you want for the price you want. It may take a little negotiating on your part, to make the best deal. A used starship could cost from 50% to 80% (1D4+4x10) the price of a new ship depending on its condition and where you purchased it (trade-ins are always welcome even if you have to have them towed into the spacedock).

## Ship Financing

Starships are expensive purchases, requiring large down payments, huge yearly or bi-yearly installments and take decades to pay-off. While all of this may seem overwhelming financing can be arranged. For as little as 3% to 10% down a new or used ship can be financed by many interstellar banks, governments and corporate loan institutions particularly those in the outlying provincial areas of Geosynk and the Union of Free Worlds. Of course certain liabilities and restrictions may be incurred by financing through some of these private loan institutions .

Interest rates vary with each type of loan institution. Large interstellar banks have the lowest rates, 3% to 6%, but are harder to qualify for and require larger down payments (6% to 10%). Private loan institutions have the highest rates, 5% to 15%, but are easier to qualify for and will accept smaller down payments (3% to 5%). Payments are generally made yearly or bi-yearly with a 3 month grace period from the day the loan payment was due, before a penalty will be accessed. If two consecutive payments are missed the word goes out to various independent collection agencies (bounty hunters), who almost always find the ship. The professionals who do this for a living are generally pretty good. (rewards for bringing in a repossessed ship range from about 2% to 5% of its current value).

## Spacedocks & Spaceports (Meetpoints, Stations and Starports)

New starships are constructed and used ones are purchased at shipyards known as "Spacedocks, Spaceports, Meetpoints, Stations and Starports". These facilities fall into three categories based on what part of known space they occupy. The categories are Coreward, Provincial and Frontier. The majority of Coreward shipyards are equipped to build and repair any type of starship. Prices are lower because of increased competition and material availability, but construction lead-times are longer because of the volume of business. Only about half of the Provincial shipyards will have complete ship building facilities, but most will be able to handle any kind of repair. Prices will be higher (+10%), because of the lower volume of business, but construction lead times will be shorter. Only a quarter of the shipyards in Frontier areas will have

complete ship building facilities, but most will have adequate repair facilities. Prices will be exorbitant (+20%), and construction and repair lead-times can drag on forever. Replacement components may be used or even reconditioned (This is no place to blow a tire).

## Starships Inside & Out

Starships are made up of several different components. Each of these components fits inside the hull of the ship. The interior of the ship is divided into three sections, the Engineering, Crew & Accessories, and Cargo sections. When designing a ship you have to figure out how large the ship needs to be, or how many cubic meters (CuM) of interior space will be required, and what the hull will cost.

The sophistication (SOPH level), of each component will affect its overall size; higher SOPH components are smaller, more efficient, more reliable and much more expensive. Allocating space in each section needs to be considered very carefully; if you allocate too little space and you want to add more components later, you're stuck until you can enlarge that section. On the other hand if you allocate too much space to one section, you may be taking valuable room from other sections. If you decide you want to enlarge a section later it will cost anywhere from 2,000 to 10,000 Credits (1D4) per cubic meter added, as it requires the tearing out of old bulkheads and putting in new ones.

**Hull Cost:** The hull is a shell which contains and organizes the component parts of the ship. It is the barrier between the crew and the hostile environment of space. It represents the overall structural integrity of the ship. This structural integrity is expressed as Hull points (armor). The larger the ship, the more hull points it will have and the less likely it is to sustain serious structural or internal damage from accidents or during combat. The base cost of the hull is derived from the total number of cubic meters desired. For a standard hull is being purchased the price is 800 credits per CuM, and for a custom hull the price is 1000 credits per CuM.

The formula for converting cubic meters into actual tonnage is cubic meters divided by four (4) = tonnage.

### Cubic Meters/4 = Tonnage

The formula for determining the ship's initial hull points is tonnage multiplied by point four (.40) = Hull Points.

### Tonnage x .5 = Hull Points

Additional hull points can be added to armor the ship after the initial hull points are determined. Hull points are sold in 50 point increments and increase the ship's overall tonnage by a hundred tons. The cost of additional hull points is quite economical (400,000 credits per 50 hull points added); considering the added protection they provide, especially if you are the one that is being protected its really a deal.

Each section of the ship can be armored as the designer sees fit, but no section can be armored with more than 20% of the ships original total hull points. When all the hull points of a section have been exhausted that portion of the ship will start to break up. (When a section takes damage for more than 20% of its total current hull points in one hit, the hull has been breached, internal components including the crew may have been destroyed or damaged).

**CuM Multiplier:** The CuM multiplier is used to calculate the amount of space a component will occupy inside a starship. Based on the SOPH level selected, you can calculate the components CuM by multiplying the CuM multiplier by the tonnage of the ship.

### CuM Multiplier x Tonnage = Component CuM requirement

**Component Cost:** Component cost is almost always determined by the total CuM of the component. Once the CuM of the component in question has been determined, multiply the total by the *Cost per CuM* and the result will yield the price in credits that component will cost.

### Component CuM x Cost per CuM = Cost

**The Engineering Section:** The components housed in the engineering section include a SLIP drive, Sub-light drive, a Screen generator, a Powerplant, several Accumulators, and a Grav-generator. Fuel cells are also stored there, as well as a variety of back-up systems, along with the necessary hardware for connecting them into the ship's computer net and the systems repair grid.

**Crew & Accessories Section:** Components housed in the crew and accessory section are: Crew/Passenger cabins, Main/Battle Computers and Escape Pods. The main/battle computers and avionics take up little space even at lower SOPH levels. Escape pods however can take up considerable space depending on how many persons you want them to carry.

**Weapons:** The installation and positioning of weapons is left up to the designer; the only limitation is that the that total number can not exceed the ship's total CuM divided by 500. This does not include the installation of Remote weapon launching bays *(Shadow bays)*.

**Cargo/Shuttle Bay Section:** Items housed in these areas are either cargo or shuttle craft. Usually only ships larger than 3,000 tons have enough CuM capacity to be able to carry a shuttle, but smaller ships been known to have them.

## Definitions & Descriptions

**AC** *(The accuracy of a weapon system expressed as a percentile).*

**CuM** *(Qume) (One cubic meter; the interior displacement of a ship, the amount of space a piece of hardware or cargo will take up inside the ship).*

**CuM Multiplier** *(Multiplier used to convert ship tonnage into Cubic Meters; the space a piece of hardware will take up).*

**Defense Factor (DF)** *(The combined effect of the battle computers' defensive counter measures (DCM), the ship's maximum movement factor (MF) and the ship's CuM (size) as a modifier to a hostile ships offense factor).*

**EU** *(Energy Units; the energy unit cost to run a piece of hardware each action round).*

**Laser** *(The primary weapon system of most starships).*

**MF** *(Movement Factor; Determines the maximum number of hexes a ship can move in one action round).*

**N/A** *(Not Available: sale restricted to recognized world governments and licensed mercenary corporations. Per existing agreements between Dolf, Human and Tazii. If available, may be found on the black market).*

**Offense Factor (OF)** *(The unmodified attack skill (%), for each weapon on a starship).*

**PBW** *(Particle Beam Weapon).*

**PCT** *(Plasma Cell Torpedo).*

**Protection Value (PV)** *(The maximum number of damage points the Protection Screen can deflect in any one action round).*

**Recovery Rating (RR)** *(The percentage or maximum number of points the screens can recover at the end of an action round).*

**Shadows** *(Unmanned reconnaissance and assault craft, Remote weapon).*

**SLIP Factor** *(Divisor used to convert distance in light years into the number of days needed to get there).*

## Sophistication/Technology Level

The level of technology is uniform throughout most of known space. Some isolated worlds have archaic or even mixed eras of technology, but the majority of worlds share approximately the same Tech-level.

In *Worlds Beyond* "Sophistication" or SOPH (pronounced "SOFF".) is a measure of the qualitative superiority of one comparable device over another. SOPH is expressed as a percentile (%) with ranges from twenty to ninety percent. A SOPH below twenty percent places a device in almost a lower tech-level, while a SOPH above ninety percent is close to entirely new tech-level. SOPH is used in several ways. If a piece of hardware has been damaged, the Gamemaster can use its SOPH level as a "saving throw" to determine if it will still function or if it can be repaired.

#### SOPH also refers to the following things:

1. A method for measuring the superiority of one device over another (%).
2. A method for determining the cost of more sophisticated items.
3. A method for determining the CuM a device would have if it was made of varying types of sophisticated materials.
4. A method for determining the reliability and the repairability of a device.

## Engineering Section

**Faster Than Light Drive:** *(FTLD)* is the most important piece of hardware in a starship, without it, traveling between the stars would be virtually impossible. Each species possesses a FTL drive built according to the same fundamental principles. The Dolf and Human FTLD drives are faster and, more sophisticated. The name of the best FTLD design is **"The S.L.I.P. Drive"**. It stands for the Samuelsen Linear Interstellar Pulse. It was developed by Vellum Samuelsen in 2307 T.S. and is the best FTL design in use and is the accepted standard for drives throughout known space.

The SLIP drive generates a series of gravitational fields of increasing intensity which emanate from the hull of the ship and enveloping it. At the moment of SLIP the field collapses and creates a vortex proportionally identical to black hole. The vortex causes normal space surrounding the ship to collapse upon itself pulling the ship through. The ship remains protected inside the gravity envelope. The dimension the ship actually enters has been referred to by several names: SLIP-space, Nul-space, Jump-space and Hyper-space. The SLIP drive pulls the ship along a vectorial path to almost any destination.

It was also discovered that neutron stars, planets, moons, and other orbiting bodies including shipships could exert sufficient gravitational force to disrupt the *SLIP* process. The effect of these forces might cause the collapse of the protective envelope surrounding the ship (not a pleasant experience). To mimimize this danger when activating the SLIP drive, almost all inhabited star systems have established gravitational points of least resistance. These are known as SLIP-Points.

| Soph Level | Cost in Credits | EU per Ton to SLIP | SLIP Factor | Cum |
|---|---|---|---|---|
| 20 | 24,500,000 | 2.75 | .6 | 80 |
| 30 | 26,750,000 | 2.50 | .7 | 85 |
| 40 | 30,000,000 | 2.25 | .8 | 75 |
| 50 | 34,500,000 | 2.00 | .9 | 70 |
| 60 | 40,800,000 | 1.75 | 1.0 | 60 |
| 70 | 44,450,000 | 1.50 | 1.2 | 65 |
| 80 | 48,500,000 | 1.25 | 1.4 | 55 |
| 90 | N/A | 1.00 | 1.6 | 50 |

**Sub-light Maneuver Drive:** *(SLMD)* The sub-light drive is an anti-gravity device known also as a reactionless drive. A reactionless drive moves the ship in any direction without having to push anything away in the opposite direction. A reactionless drive requires power, but not reaction mass (ie. liquid or solid fuel). The SLMD is able to nullify the affects of gravity by shifting the polarity from one place on the hull to another, so that as one side pushes the other side pulls. The more Sophisticated and expensive the SLMD is the more energy efficient, faster moving and compact it will be.

| SOPH Level | Movement Factor | EU cost per MF | CuM Multiplier | Cost per CuM |
|---|---|---|---|---|
| 20 | 6 | 150 | .450 | 16,000 |
| 30 | 8 | 140 | .430 | 18,000 |
| 40 | 10 | 130 | .400 | 20,000 |
| 50 | 12 | 120 | .380 | 22,000 |
| 60 | 14 | 110 | .350 | 24,000 |
| 70 | 16 | 100 | .330 | 26,000 |
| 80 | 18 | 90 | .300 | 28,000 |
| 90 | 20 | 80 | .280 | 30,000 |

**Screen Generator:** The screen generator creates a protection field of gravity surrounding the ship which repels energy such as those produced by lasers, particle beam weapons and plasma cell torpedoes. Each screen generator has a *protection value* based off its SOPH level and can recover a fixed percentage of that value at the beginning of each action round. Every time a hit is made on the screen, subtract the number of damage points from the screen total. Once the total drops to zero, all subsequent hits will land on the hull.

When a screen generator takes 150% of its total protection value in one action round, a SOPH saving throw needs to be made to see if it has overloaded. If the SOPH saving throw is made the screen generator will get its normal recovery at the beginning of next round. If the SOPH saving throw is failed the screen generator has overloaded and needs to be repaired *(see damage control)*.

| SOPH Level | Protection Value | Recovery Rating | EU cost | CuM Multiplier | Cost Per CuM |
|---|---|---|---|---|---|
| 20 | 100 | 10% | 200 | .175 | 20,000 |
| 30 | 150 | 10% | 300 | .175 | 25,000 |
| 40 | 200 | 10% | 400 | .150 | 35,000 |
| 50 | 250 | 20% | 500 | .150 | 40,000 |
| 60 | 300 | 20% | 600 | .125 | 50,000 |
| 70 | 350 | 20% | 700 | .125 | 55,000 |
| 80 | 400 | 30% | 800 | .100 | 65,000 |
| 90 | 450 | 30% | 900 | .100 | N/A |

**Gravity Generator:** The gravity generator has two prime functions: The first is to sustain 1 gee of gravity and protect the ship's occupants against hi-gee acceleration. The second is a tractor beam to be used to help in the handling cargo or in the towing other vessels.

The SOPH level of the grav-generator determines the maximum tonnage the tractor beam can maneuver or tow and the total EU's required to maintain that control. When using the tractor beam to tow another ship in SLIP, the total tonnage of the ship being towed must added to the tonnage of the ship doing the towing. Then the total must be multiplied by the SLIP drives EU multiplier to determine the number of EU's required to move both through Slip. If there are not enough EU's available, then SLIP transfer can not be made.

| SOPH level | Maximum Tonnage | EU per Ton | CuM Multiplier | Cost per CuM |
|---|---|---|---|---|
| 20 | 1,000 | .150 | .100 | 14,000 |
| 30 | 1,500 | .140 | .095 | 16,000 |
| 40 | 2,000 | .120 | .085 | 18,000 |
| 50 | 2,500 | .110 | .080 | 20,000 |
| 60 | 3,000 | .090 | .070 | 22,000 |
| 70 | 3,500 | .080 | .075 | 24,000 |
| 80 | 4,000 | .060 | .065 | 26,000 |
| 90 | 4,500 | .050 | .060 | 28,000 |

**Powerplant:** The powerplant *(an Anti-matter generator)*, is the source of the ship's energy. In powerplant matter (fuel) and anti-matter combine to produce a non-radioactive energy source. The maximum amount of energy a powerplant can produce is determined by the systems SOPH level. The number of CuM's a powerplant requires depends on the number of EU's it generates. If you need 6,000 EU's to power your ship, multiply 6,000 by the appropriate CuM multiplier and the result will be the total CuM required for that SOPH level Powerplant.

| SOPH Level | Max. EU per round | CuM Multiplier | Cost per CuM |
|---|---|---|---|
| 20 | 4,000 | .040 | 12,000 |
| 30 | 6,000 | .040 | 14,000 |
| 40 | 8,000 | .030 | 16,000 |
| 50 | 10,000 | .030 | 18,000 |
| 60 | 12,000 | .025 | 20,000 |
| 70 | 14,000 | .025 | 22,000 |
| 80 | 16,000 | .020 | 24,000 |
| 90 | 18,000 | .020 | 26,000 |

**Fuels:** The two fuels used to convert matter and anti-matter into energy are Hydrogen and Thorium. Both have proved to be the most stable and efficient materials used for fuels. Fuel cells are generally available throughout known space and pose no threat of detonating when damaged.

*Hydrogen* is the cheapest of fuels and the easiest to acquire. Although it is not as efficient as Thorium, there is a plentiful supply in the atmospheres of gas giants. After an initial investment in the processing equipment, this method of fueling is quite economical (Hydrogen processors cost 1,500,000 credits and requires 40 CuM's for storage). A single hydrogen fuel cell will produce 4000 EU's continuously for 1 year. The base cost is 45,000 credits per cell and each cell requires 10 CuM's of space.

*Thorium* is a more expensive fuel and can only be acquired from concessions at orbiting spacedocks or at planetside spaceports. One thorium fuel cell will produce 6,000 EU's continuously for 2 years, the base cost is 100,000 per cell and each cell requires 5 CuM of space.

**Hint !**
*Before purchasing* one or more powerplants, *wait until* you have *determined* the number of energy units *required* to power your ship. It may be possible to use several cheaper units to provide the EU's for specific portions of the ship.

**Accumulators:** Accumulators are used as emergency batteries when the powerplant is irrepairable. Accumulators enable the ship to reach a base where repairs can be made. These energy reserves will provide continuous power for a maximum of twenty days (Accumulators can be recharged). The SOPH level of the accumulator determines its maximum storage capacity and its output per round. Each accumulator requires five CuM's of storage space.

| SOPH Level | Cost | EU's/Round |
|---|---|---|
| 20 | 150,000 | 2,000 |
| 30 | 170,000 | 3,000 |
| 40 | 180,000 | 4,000 |
| 50 | 190,000 | 5,000 |
| 60 | 210,000 | 6,000 |
| 70 | 220,000 | 7,000 |
| 80 | 230,000 | 8,000 |
| 90 | 270,000 | 9,000 |

## Crew and Accessories Section

**Crew/Passenger Quarters:** The crew/passenger section is the place where all characters both male and female will call home for months and years on end. It is a residence in every sense of the word and should be treated and decorated in a style that each character will find livable to their species and individual taste. If the crew is cramped and packed in like sardines they will get irritable and down right pissed off at each other. Think about having to listen to the constant clicking theSher'Tazii mouth makes even when they're not talking or a nervous and bored Swarr shipmate pacing back and forth for hours on end or a big hulking Human always sprawling all over the place taking more than his fair share of the room, and finally to top it off, a Dolf trying to get everyone agree on who'll get the use of the cabin, so someone can have a little time to be alone. Privacy and enough space is important!

For every two crew a minimum of 90 CuM (9m x 9m x 2.5m), is required. This allows for the basic necessities: bridge, galley/lounge, fresher, airlock and one small cabin for two persons. To equip the ship for conveying passengers 50 CuM (4.5m x4.5m x 2.5 m), is required for every two passengers carried. Of course, the more space you have the larger each area can be; galleys are separated from spacious lounges, private cabins and freshers are available, an auxiliary bridge, an emergency airlock or even a secret storage (smugglers hole) might be added. Space can be divided in any way the designer dictates and it can be changed at a later date with very little effort.

| Quarters Type | Cost per 2 Person's | Life Support EU Cost |
|---|---|---|
| 90 CuM Crew | 275,000 | 30 |
| 50 CuM Psgr. | 50,000 | 10 |

Life support is included in each package and is good for up to five years. And, if the system is periodically purged for contaminants it will last even longer.

**Escape Pods:** The escape pod is the choice of last resort. When the ship is breaking up, or if taking your chances in cryo-sleep is better than the alternative of being captured or killed. Then the escape pod is your only real answer. Escape pods are strategically placed for easy access by the crew or passengers during an emergency. They are easy to operate and can be bought to accommodate from just two (2) to twenty (20) persons, they will automatically adjust to each species inside the cryo-tube and provide almost total preservation for up to one hundred standard years, aging the occupant a mere year and a half.

The escape pod also has limited reentry capability (solid fuel thrusters), good for one soft landing, they are equipped with one emergency bubble to a cryo-tube, basic survival gear, six months of hi-protein rations and internal life support and a subspace transmitter.

| Number of Occupants | Cost | Hull Points | CuM Rqr'd |
|---|---|---|---|
| 2 | 300,000 | 50 | 20 |
| 5 | 500,000 | 75 | 25 |
| 10 | 800,000 | 100 | 30 |
| 15 | 1,200,000 | 125 | 35 |
| 20 | 1,500,000 | 150 | 40 |

**Main Computer:** The main computer is the ship's brain. It is responsible for performing tasks from as simple as preparing a meal to as complex as plotting a precise course to the next star system. Without computers, interstellar travel would be quite tedious and shipboard life would be just barely tolerable. Computers are voice and keyboard activated, some may require an access code, ID jack link, DNA or voice match, retina or finger print identification before allowing the user entry into the database. It is pretty much up to the crew to decide on how accessible the computer should be and what safeguards should be taken to insure data integrity and confidentiality.

The higher computers SOPH the more life like it will act. Computers between SOPH 20 and 40 are pretty dumb and generally speak only when spoken to and rely completely on people for all complicated programming changes. Computers between SOPH 50 and 70 are pretty life like and can engage in conversation if prompted, but they are just smart machines. These systems are capable of some simple self-programming from carefully phrased verbal commands. Computers of SOPH 80 or 90 are so life like that they seem to possess sentient minds. They are able to make decisions and programming independently, as long as they are not violating any direct orders or endangering the lives of the crew.(sentient computers are played by the Gamemaster).

| SOPH Level | Base Cost | Active/Passive Sensors % | EU's Rqr'd | CuM Rqr'd |
|---|---|---|---|---|
| 20 | 2,500,000 | 50/30 | 3 | 20 |
| 30 | 3,000,000 | 55/35 | 3 | 18 |
| 40 | 4,500,000 | 60/40 | 5 | 16 |
| 50 | 5,000,000 | 65/45 | 5 | 14 |
| 60 | 6,500,000 | 70/50 | 7 | 12 |
| 70 | 7,000,000 | 75/55 | 7 | 10 |
| 80 | 8,500,000 | 80/60 | 9 | 8 |
| 90 | 9,000,000 | 85/65 | 9 | 6 |

CuM required, means the actual hardware (touch-links, keyboards, Tri-dee screens, bubble-memory modules.) and any other hardware necessary to link the ship to the main computer's control network.

**Sensors:**
Even The lowest Soph level sensors are capable of detecting objects at the edge of a solar system. The reason for this is that most inhabitated systems have navigational beacons that up date an incoming ship's computer. Of course this does not mean every systems reveals the exact position of every object in orbit: somethings are purposely kept obscure, for security or planetary defense reasons.

So, it might just pay to check the information your computer is being told is the truth and nothing but the truth.

All main computers come with the following standard routines in resident memory. These routines occupy so much of the computers processing capacity, that lower SOPH computers are incapable of a higher degree of "Thought". Additional special programs are available covering a wide variety of subjects.

**Avionics:** Astronavigation, autopilot, communications (holographic, microwave, encrypted laser transmissions and normal sub-space radio), normal monitoring sensors (optical, photic-sonar, energy, electromagnetic detection and basic environmental analysis).

**Engineering:** SLIP drive, sub-light drive, powerplant, accumulators, screen generator, grav-generator and damage control (see ship to ship combat).

**Life support:** Environmental, ship's log (black box), security (access encoder, internal/external intrusion monitoring), general library, autochef, housekeeping, and escape pods.

**Special Programs:** These are programs that are not absolutely necessary to the operation of the ship. These programs can aid adventures in a variety of fields which include medical treatment and research, the operation of hydrogen processing equipment and computer enhanced teaching programs for learning new skills. Programs can be purchased at most space ports and spacedocks. Gamemasters may want to invent their own special routines or allow players to develop them themselves.

| | |
|---|---|
| Administration | Android interface |
| Cultures & Customs | Engineering/Shipbuilding |
| Known Star Survey | Geological Survey |
| Hydrogen Processing | Language Translator |
| Law & Governments | Learning Enhancements |
| Library -general & specific | Medical/Research |

**Battle Computer:** When starships engage in combat, speeds are reached that approaching 20% of the speed light. It is not practical for flesh and blood to correlate the many hundreds of pieces of information necessary to accurately target and hit ships moving at these speeds. So the battle computer was developed. Battle computers react millions of times faster, so quite logically computers got the job of Offensive Fire Control (OFC), and Defensive Counter Measures (DCM).

| SOPH Level | Cost | OFC | DCM | EU Cost | CuM Rqr'd |
|---|---|---|---|---|---|
| 20 | 750,000 | 45 | 6 | 3 | 10 |
| 30 | 1,500,000 | 50 | 8 | 3 | 10 |
| 40 | 2,500,000 | 55 | 10 | 4 | 8 |
| 50 | 3,500,000 | 60 | 12 | 4 | 8 |
| 60 | 4,500,000 | 65 | 14 | 5 | 6 |
| 70 | 5,500,000 | 70 | 16 | 5 | 6 |
| 80 | N/A | 75 | 18 | 6 | 4 |
| 90 | N/A | 80 | 20 | 6 | 4 |

The following steps will demonstrate how a battle computer uses the offensive fire control (OFC) and defensive counter measure systems (DCM), during actual combat.

1.) Determine the *offense factor* *(OF)*, for each weapon the ship is armed with. This is done by averaging the battle computer's *offensive fire control %* *(OFC)*, and the weapon's *accuracy %* *(AC)*, (the higher the SOPH, the greater the accuracy). The result is the weapon's unmodified *offense factor* *(OF)*. Remember this will have to be done for each weapon system.

**Battle Computer OFC + Weapon AC/2 = Offense Factor**

2.) Determining the ship's *defense factor* *(DF)*, involves three elements: the battle computer's *defensive counter measure %* *(DCM)*, based on its SOPH level, the ship's *maximum movement factor* *(MF)*, and the total CuM of the ship divided by twelve hundred (1200). (The total CuM or size of the ship indicates how easy it is to target; the bigger the ship, the bigger the target). Add the battle computer's *defensive counter measures %* *(DCM)* to the ship's *maximum movement factor*. From this subtract the ship's total CuM divided by twelve hundred (1200) and the result will be your ship's *defense factor* *(DF)*, expressed as either a positive or a negative modifier. If the modifier is positive, it will be subtracted from the opposing ship's offense factor, but if the modifier is negative it must be added to the opposing ship's offense factor every time your ship is fired upon.

**(DCM + MF) - CuM/1200 = Defense Factor**

## Automated Repair/Damage Control System

The need for automated repair/damage control systems on every ship is a necessity. Over 70% of all starships have certified En-Teks as part of their crew's complement, but for ships that don't, an automated system is required. An automated system can perform all of the essential repairs to the ship, but it can not replace the intuitive cognizance that a flesh and blood En-Tek brings to that position.

The SOPH level of the automated repair/damage control system will determine how efficient (%) it is as well as how many repair droids the system can control at one time. When either the system or the damage control officer begins accessing the repairs and assigning repair droids *(RD's)*, no more than two, can be assigned to any one task. Assigning two *RD's* to a task will cut the repair time in half. A task normally taking eight combat rounds to complete would only take four if two *RD's* were assigned. Repair droids are very inexpensive, costing about 25,000 credits each.

| SOPH Level | Cost | Repair Efficiency | Repair Droids | CuM Rqr'd |
|---|---|---|---|---|
| 20 | 500,000 | 35% | 4 | 26 |
| 30 | 1,250,000 | 40% | 4 | 26 |
| 40 | 2,000,000 | 45% | 6 | 24 |
| 50 | 2,750,000 | 50% | 6 | 24 |
| 60 | 3,000,000 | 55% | 8 | 20 |
| 70 | 3,750,000 | 60% | 8 | 20 |
| 80 | 4,750,000 | 65% | 10 | 18 |
| 90 | 5,750,000 | 70% | 10 | 18 |
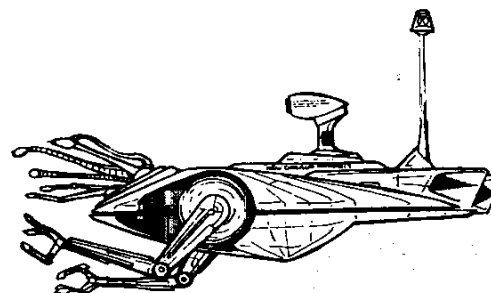
## Starship Weapons

The use of weapons in space dates back to the earliest days of interstellar exploration. The suspicion, greed and hostility that caused governments and corporations to arm themselves against each other, is a common plague to all species. Of the hundreds of worlds settled by Human, Dolf, Swarr and Sher'tazi, the majority are safe free from war. A few of the more powerful worlds maintain armed fleets their own. The Geosynk Confederation, The Union of Free Worlds, The Imperial Court of the Sher'tazii Empire, and the numerous Swarr clans, all maintain fleets to "insure" that peace is kept in their domains.

The weapons in use today have changed little over the past few centuries. Lasers Defense Systems (LDS), Particle Beam Weapons (PBW), the Plasma Cell Torpedo (PCT), and the illegal Shadow Remote are the most popular tools of the trade. In the past gravity cannons, black hole bombs and an odd assortment of other deadly weapons have been employed. But how you decide to arm your ship depends greatly on the purpose it is put to; if "peaceful" trade or smuggling is your goal, lasers may suffice. If you aspire to a more risk prone and danger filled life style, an old saying still in use by many Human Spacers might apply, "Enough! You can never have enough, always go loaded for bear"!

Each weapon systems SOPH level plays an important role in respect to damage, range and accuracy. The higher the weapons SOPH level, the greater the overall damage rating, range and accuracy is. The total number of weapons that can be placed on any ship is determined by the vessels total CuM divided by 500. This does not include the installation of Remote weapon bays.

## Laser Defense System

(Light Amplification by Stimulated Emission of Radiation). Lasers emit a pulsed beam of coherent light that does not spread out, but remains in a very tight focus for tens of thousands of kilometers. As a result, laser weapons can be aimed precisely and accurately; giving them the greatest range of all other weapons used for space combat. Any ship with good speed and armed with just a few very powerful lasers can keep at bay slower ships armed with the more powerful particle beam weapon or plasma cell torpedoes, because of their limited range.

What gives the laser its extreme range (a maximum of 54,000 klm) and considerable fire power is a synthetic laser ruby rod. These rubies are grown in a zero gee environment to the exact specifications of the laser manufacturer, the laser hardware is then assembled around the ruby. If the laser ruby rod is damaged, the whole laser will have to be replaced, but if it just the hardware like actuators, the OFC interface, energy input, grav-gyros or some other similar malfunction, it most probably is repairable. Lasers come in four damage ratings, they are: (10-40, 1D4), (10-60, 1D6), (10-80, 1D8), 10-100. 1D10).

| SOPH Level | Cost per Laser | | | | AC | Rate of Fire | EU Cost | CuM Rqr'd |
|---|---|---|---|---|---|---|---|---|
| | 10-40 | 10-60 | 10-80 | 10-100 | | | | |
| 20 | 20.k | 50.k | N/A | N/A | 40% | 1/rd | =Dmg | 18 |
| 30 | 40.k | 60.k | N/A | N/A | 45% | * * | * | 18 |
| 40 | 50.k | 70.k | 90.k | N/A | 50% | * * | * | 16 |
| 50 | 70.k | 90.k | 120.k | N/A | 55% | * * | * | 16 |
| 60 | 90.k | 110.k | 140.k | N/A | 60% | * * | * | 14 |
| 70 | 110.k | 140.k | 170.k | N/A | 65% | * * | * | 14 |
| 80 | 140.k | 170.k | 200.k | N/A | 75% | * * | * | 12 |
| 90 | 200.k | 230.k | 260.k | N/A | 80% | * * | * | 12 |

A lasers range is determined by damage rating. 10-40 point = 12 hexes, 10-60 point = 14 hexes, 10-80 point = 16 hexes, and 10-100 point = 18 hexes.



## Particle Beam Weapons

The Particle Beam Weapon or "PBW" is an energy weapon of immense destructive power. The PBW is so powerful because of the amount of energy needed to charge the particles and then project the beam at a target. The ratio is two EUs for every one point of damage inflicted on a target (a PBW doing 80 points of damage would require 160 EUs to charge it). PBW's have limited range, no more nine thousand kilometers for the largest PBW (about eight hexes) and they take up a lot of space. But, kilo for kilo a ship armed with a few PBW's and at close range has the ability to knock out an opponent faster than lasers will.

The damage inflicted by a PBW is not random like that of a laser, but a fixed amount each time a hit is scored. The damage ratings for PBW's are: 40 points, 60 points, 80 points and 120 points.

| SOPH Level | Cost per PBW | | | | AC | Range Hexes | Rate of Fire | EU Cost | CuM Rqr'd |
|---|---|---|---|---|---|---|---|---|---|
| | 40 pt | 60 pt | 80 pt | 120 pt | | | | | |
| 20 | 30.k | 50.k | N/A | N/A | 40% | 4 | 1/rd | Dmgx2 | 24 |
| 30 | 50.k | 70.k | N/A | * | 45% | 4 | * * | * | 24 |
| 40 | 90.k | 110.k | 130.k | * | 50% | 5 | * * | * | 22 |
| 50 | 110.k | 130.k | 160.k | * | 55% | 5 | * * | * | 22 |
| 60 | 130.k | 160.k | 190.k | * | 60% | 6 | * * | * | 20 |
| 70 | 160.k | 190.k | 210.k | * | 65% | 7 | * * | * | 20 |
| 80 | 190.k | 210.k | 240.k | * | 70% | 7 | * * | * | 18 |
| 90 | 210.k | 240.k | 270.k | * | 75% | 8 | * * | * | 18 |

## Plasma Cell Torpedos

The Plasma Cell Torpedo or "PCT" is the most devastating weapon used in ship to ship combat, but as weapons go the "PCT" is probably the least sophisticated of all. The PCT is detonated by a miniature fission reactor inside one half of the torpedo. The other half of the torpedo is a cell consisting of the fissionable material. When the PCT is launched a chain reaction is set-up detonating the main cell on impact with the target.

| PCT Damage Rating | Cost per PCT |
|---|---|
| 100 | 20,000 |
| 150 | 40,000 |
| 200 | 60,000 |
| 250 | 80,000 |

## Mass Accelerators

A PCT by itself is not capable of attaining the speed necessary to reach its target. So, a delivery system was devised enabling the PCT to attain the acceleration essential to it over taking the target. This delivery system is recognizable by two names, the mass accelerator and the grav-cannon. The accelerator makes it possible for a PCT or almost anything that can be fit into it, capable of reaching speeds approaching 25% of light (MF 25). It should be mentioned that anything launched at even 1% of the speed of light (3000 kilometers per second), if not protected by at least 100 armor points or completely solid would disintegrate completely before it ever left the accelerator.

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*Bear (Ursidae), a native mammal of Terra, now extinct. Bears had short light brown to black shaggy fur, ranged in size from 1.5 to 5 meters in height and weighed from 120 to over 1000 kilograms. The largest of the species were carnivorous and very territorial. When come upon unexpectedly they were known to go into rages attacking trespassers. With the swipe of a clawed paw the bear could remove the arm or leg of an intruder, and reportedly could fight on for minutes after being mortally wounded. (very similar in appearance to the Johadi beast of Dunns world).*

**Lasers and Particle Beams:**
*When any object with less than 400 armor points (for example a person in vacarmor or a small ground vehicle) is hit by a ship's laser or particle beam weapon, the resulting damage inflicted must be multiplied by 10. This simulates the weapon's ability to super heat a free standing object. The free standing object is unable to dissipate or shed the heat into surrounding surfaces, so poof, goes whatever is hit.*

**Atomics:**
*The use of atomic weapons was settled early in the history of each species. Only after the admission that suicide would be the result of their use, did each species get rid of them (unfortunately for the Swarr they learned this lesson only after having destroyed most of their first galactic empire). Nuclear weapons have been banned entirely throughout most of known space.*

The accuracy of the mass accelerators is determined by the its targeting processor coupled with the battle computer's Offensive Fire Control system produces the *offense factor* for the PCT being launched from the accelerator. The accelerator's range is controlled by its SOPH level, the higher the SOPH, the greater the accelerator's range.

| SOPH Level | Cost per Accelerator | AC | Range Hexes | Rate of Fire | Number of PCT's | EU Cost | CuM Rqr'd |
|---|---|---|---|---|---|---|---|
| 20 | 750,000 | 40% | 6 | 1/rd | 5 | 100 | 35 |
| 30 | 1,250,000 | 45% | 6 | 1/rd | 5 | 100 | 35 |
| 40 | 2,000,000 | 50% | 8 | 1/rd | 8 | 150 | 30 |
| 50 | 2,750,000 | 55% | 8 | 1/rd | 8 | 150 | 30 |
| 60 | 3,250,000 | 60% | 10 | 2/rd | 10 | 175 | 25 |
| 70 | 3,750,000 | 65% | 10 | 2/rd | 10 | 175 | 25 |
| 80 | N/A | 70% | 12 | 2/rd | 12 | 200 | 20 |
| 90 | N/A | 75% | 12 | 3/rd | 12 | 200 | 20 |

## Remote Weapons *'Shadows'*

Remote weapons or *'Shadows'* as they are better known are small unmanned reconnaissance and assault craft controlled from a host ship or ground station. The Shadow has proven its worth in combat on both the ground, in the air and in space. When used offensively they can effectively double or even triple the firepower of the average ship. Two or more Shadows properly armed with lasers or particle beam weapons and unleashed on an unsuspecting target can devastate their prey with unrelenting lighting fast attacks. *(A favored weapon of pirates and mercenaries).*

The responsibility of controlling the Shadow's actions during combat belongs to the remote weapons operator(s) and the battle computer. While under their control Shadows can be made to perform any maneuver a ship can *(except SLIP, of course).* It is important to remember that a Shadow is just that, "a shadow cast by the ship", it is expendable; it should be used up and thrown away. If it means the difference between the Shadow or the ship being destroyed, the Shadow should be sacrificed. There are two provisions for the acquisition and use of Shadows.

1.) The shadow was developed for and by the military, for military uses only. This being the case, they are incredibly hard to acquire even on the black market. The prices here are only suggested, they might be a lot higher.

2.) Shadows are restricted weapons, their use by non-military or unauthorised groups violates many conventions recognized by Humans, Dolf and Sher'tazi; punishable by death, imprisonment and psychological reeducation (brain wiping). The Swarr have no treaties that restrict their use inside their spheres of control, but deal harshly with anyone who fails to use them successfully and is then captured.

## Shadow Profiles

The following statistics describe three of the basic shadows in use. There are an infinite number of ways a Shadow could be customized and equipped, but the decision to allow modifications lies with the Gamemaster. Shadows are very simple in design: a hull, sub-light drive, screen generator, accumulator, computer/sensory array and two to five weapons. Shadows come in three basic sizes 10, 15 and 20 CuM; each carrying a larger payload of destruction. The *offense factor* of a shadow is determined like any other weapon by averaging the weapons AC (in this case the shadow is the weapon) and the OFC of the battle computer.

**Shadow Launching Bays:** A Shadow can be launched from just about any type of ship through the vessels cargo bay doors if need be or from specially designed launching bays built right into the hull itself. Launching a Shadow from a cargo bay will take four complete combat rounds (12 seconds), whereas launching a Shadow from a bay takes only one combat turn *(Shadows can not be launched while the ships screens are up, the screens must be down for as long as it takes to complete the launching).*

The installation of a Shadow bay is easily done, the work itself requires only two things: First enough space inside the ship, and two a spacedock or spaceport that specializes in this completely illegal type of modification *(Not always an easy place to find).*

| Bay Cost | CuM Rqr'd | CuM Held |
|---|---|---|
| 1,000,000 | 45 | 40 |
| 1,750,000 | 65 | 60 |
| 2,500,000 | 85 | 80 |

**The "Bat":** Like the small nocturnal creatures of old Terra, the "Bat" is quick, agile, its attacks are as sudden as they are deadly. The "Bat" is the smallest of the Shadows, carrying the fewest weapons, but it has superior speed and the best Defense Factor of the three listed here. The "Bat" is used primarily for its rapid response and pursuit capabilities, it is the choice of many pirates and first assault units. It is also the easiest shadow to acquire, being mass produced throughout most of known space. Many have found their way into hands of the Intent, but discreet buyer.

**Type: Rapid Response and Pursuit Remote**
Total CuM: 10
Tonnage: 2.5
Movement Factor: Space 20
Atmospheric. 10 *Supersonic (300 klm per second)*
Hull Points: 100
Screens: 100/20% recovery per round
Accumulators: (1)
Weapons: (1) LDS 10-80point, Range 16 hexes
(1) PBW 80 point, Range 6 hexes
Accuracy: 75%
Defense Factor: 34%
Base Cost: N/A *(2,500,000 Credits on the black market)*

**The "Torch":** When it starts to get hot, it is the "Torch" turning up the heat. Equipped to be a compromise between speed and muscle, the "Torch" has more weapons, better screens and armor. It has found its way into the hearts of many space navies and mercenary fleets for its firepower and dependable support capabilities.

**Type: Medium Assault and Support Remote**
Total CuM: 15
Tonnage: 3.75
Movement Factor: Space 16
Atmospheric: 10 *Supersonic (300 klm per second)*
Hull Points: 200
Screens: 150/20% recovery per round
Accumulators: (1)
Weapons: (2) LDS 10-60 point, Range 14 hexes
(1) PBW 60 point, Range 4 hexes
Accuracy: 70%
Defense Factor: 30%
Base Cost: N/A *(3,750,000 Credits on the black market)*

*Shadow Bays:*
*From the outside of the ship, a Shadow launching bay is covered with the exact type of protective blister that a escape pod has. But instead of the blister being blown out when an escape pod is launched, the Shadow bay hatch retracts back out of the way.*

*Bat, a small flying mammal native to Terra. The bat had a wing spread from 10 centimeters up to 1 meter across and weighed from a few hectograms to 4 kilograms. The bat was a nocturnal creature, hunting in the dark using its highly developed senses to locate its prey, then swooping down to bury it razor sharp teeth into the victim and carrying it off for later consumption.*

**The "Reaper":** When the long shadow of the "Reaper" appears, death draws near , is how the old Spacer saying goes. While a single "Reaper" by itself may not destroy a ship, several of them unaided and unsupported by the host ship are certainly capable of accomplishing the task. The "Reaper" is nothing more than a huge fist just waiting to be swung. It does not have great speed, but it makes up for this small shortcoming by having tremendous firepower, better screens and armor than either of its two smaller counterparts. The "Reaper" is ideally suited as an offensive and defensive weapon system; it has been used for fleet engagements, planetary assaults and defense.

**Type: Heavy Assault and Defense Remote**

Total CuM: 20
Tonnage: 5
Movement Factor: Space 14
Atmospheric: .05 Supersonic *(150 klm per second)*
Hull Points: 250
Screens: 200/20% recovery per round
Accumulators:(2)
Weapons: (3) LDS 10-60point, Range 14 hexes
       (2) PBW 60 point, Range 4 hexes
Accuracy: 70% Defense Factor:28%
Base Cost: N/A *(3,250,000 Credits on the black market)*

## Cargo and Shuttle Craft Section

The cargo and shuttle bay sections of the ship are for anything that the characters may want to transport. The cargo bay section can be partitioned off into four basic storage areas: Bulk container storage, Liquid or Gaseous storage, Cryogenic storage and the Shuttle bay. Each storage area is equipped with the necessary hardware needed for the material to be stored in them. With the exception of cryogenic storage which requires that Cryo-vaults be installed for the storage and preservation of living life-forms. Cryo-aults are not included in the cost of cryogenic storage set-up and must be purchased separately.

| Storage Type | Price per CuM of storage capacity |
|---|---|
| Bulk Container | 800 |
| Liquid/Gaseous | 1000 |
| Cryogenic | 1200 |
| Shuttle Bay | 1600 |

**Shuttle Craft:** Shuttle craft, also known as launches, life boats and ships boat are miniature starships. Usually no more than 500 to 1500 CuMs in size. Shuttles can be fitted with a SLIP drive, Screens and weapon systems if desired. The cost of building a shuttle is two thirds the cost of building a larger ship, except for the SLIP drive, its costs remains the same. A shuttle will displace one and a half its total CuM inside the host ship. *(Shuttles power requirements are met by using rechargeable accumulators instead of a full powerplant).*
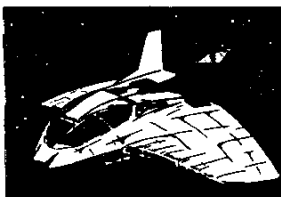
# Starship Combat

SOMETIME DURING AN adventure there's going to be a confrontation in space, in which two or more starships do battle. In **Worlds Beyond** we have attempted to make ship to ship combat simple yet realistically fun to role-play. So, if what follows meets with your approval we will be gratified, if not, we encourage you to develop your own system or use any one of the other starship combat systems that appeals to your group.

## Preparation for Play

**Starship Miniatures:** The use of starship miniatures is really helpful in visualizing what is going on during play. They add an extra sense and feeling of being there. There are many excellent starship miniatures available and any of them will do. Miniatures are not absolutely necessary, however, all the extra six sided dice players accumulate, counters or even coins can be substituted for ships and remote weapons.

**Playing Surface:** So that movement, ship facing and weapon ranges can be accurately determined, we recommend that a hex grid be used. The size of the hexes should be no smaller than about 20mm. This insures that each hex is large enough for a single miniature to fit into.

**Starship Profile:** Everything important about each starship should be recorded on a starship profile sheet. On the front side of each profile is information concerning the type of ship, its size (CuM), name, owners, captain and crew, engineering, crew accessories, including the cargo section. The back of each profile contains everything pertaining to combat: all weapon systems, damage, range, offense factor (OF), movement factor (MF), defense factor (DF), screen protection value (PV) and recovery rate (RR), the total hull points for each section, damage control tracking, pilot's skill, engineer's skill, battle computer operator, remote weapon's operator, plotting movement.

## Terms and Definitions

**Combat Rounds:** The length of time it takes to maneuver offensively and defensively, target, fire weapons and start damage control procedures, is called a combat round. Each combat round is 10 seconds long and is broken up into two five second phases. you might think a round is too short, but when hurdling through space at speeds approaching 20% of light, the entire solar system becomes a battle field. Planets, moons and asteroids are places to hide and make repairs or a vantage point from which to launch the next attack. The meaning of time changes when ships can move from the innermost to the outermost planets in just a few days.

**Deploying Remotes:** The deployment of remote weapons is usually done before ships reach tactical striking range of each other. Deploying or embarking remotes allow two (2) per combat round if launched from remote weapon launching bays, and one (1) every other combat round if launched from a cargo bay. The ship's protection screens can not be engaged while remotes are being launched. (a remote weapon operator should be assigned to control the attacks made by these weapons).

**Defensive Maneuvering:** When the pilot of one ship enters into the defensive maneuvering mode, he or she is attempting to make it as difficult as possible for the opposition's weapons to target. All that is necessary is for the pilot attempting this maneuver to successfully make his/her piloting skill roll when determining initiative. The reward for this success is a bonus of 30% added to the defense factor of their ship. The disadvantage in using this maneuver is that no weapon may fire while performing it.

**Distance:** Each hex on the playing surface represents 3,000 kilometers. All ship-to-ship combat takes place inside one tactical hex, which measures 25 hexes across or 75,000 kilometers.

## Sequence of Combat

Starship combat uses the following step-by-step sequence with each ship executing movement simultaneously.

**First Tactical Movement Phase**
**Reveal and Execute Movement Piloting Skill Rolls Fire Weapons**
**Second Tactical Movement Phase**
**Reveal and Execute Movement Piloting Skill Rolls Fire Weapons**
**Protection Screen Recovery Phase**
**Damage Control Phase**
**Initiate SLIP Phase**

## Tactical Movement Phases

Once all ships close to within 25 hexes of each other, it becomes necessary to begin plotting movement. Prior to this, all vessels were out of range of the other's weapons. So, as each ship maneuvers into firing position, strategy becomes an important part of the engagement.

The responsibility for plotting the ship's movement, assigning movement factor and laying out the general plan of attack or retreat falls on the pilot. All of the available information needed will be presented on the playing surface, as the engagement unfolds. The pilot records the ship's plotted movement on the Weapons and Combat Profile in the tactical hex. Plotted movement is always started from the center of the tactical hex. Note that each hex side is numbered one through six; when combat actually begins mark the playing surface in

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the same manner, so that each ship's position is clearly known. (Remote weapons must follow these same procedures).

**Expending Movement Points:** The total number of hexes a ship is capable of moving through in one combat round, is expressed in the ship's movement factor **(MF)**. A ship with a maximum movement factor of 12, could expend up to twelve movement points in one combat round by moving 6 hexes in the beginning of the first tactical movement phase, and then 6 more hexes in the second.For odd numbered movement, the pilot decides when to execute the larger number.

**Facing:** As each ship completes its movement, it must wind up facing one of three possible hex sides. Facing is restricted to 180 degree from the hex side the ship entered from, and it is the pilot's responsibility to decide which hex side the ship will face. Turning is restricted to 60 degrees per hex moved. So, when bringing the ship completely about, it will require the expenditure of three movement points when under way. If the ship is stationary and remains in one hex for an entire phase, it may face any direction the pilot desires when it once again resumes moving.

## Reveal and Execute the First Movement

After movement has been plotted, all parties must reveal their plotted movement to each other. Once all sides have seen the other's intended action, all parties will execute their movements as indicated by their Weapons and Combat Profile.

## Piloting Skill Rolls

Once all ships have completed their first plotted movement and any vessel comes within the effective range of another ship's weapons, each pilot must make a piloting skill roll. All pilots must declare if they are maneuvering defensively before actually rolling the dice. The pilot who successfully rolls under their own piloting skill and rolls a lower percentile than their opponent, has taken initiative and will fire their ships first.

The pilot's ability to maneuver and get as many weapons systems to bear on an opponent is based on the success or failure of his or her skill roll. (see the following chart).

**Piloting Skill Roll Success/Failure Table**

| | |
|---|---|
| Critical Success | 75% of all functioning weapons will bear. |
| Normal Success | 50% |
| Normal Failure | 25% |
| Fumble (oh no!!) | Weapons will not bear and plotted movement is forfeited in the next Tactical Movement Phase. |

## Fire Weapons

Each weapon may be fired only once per tactical movement phase, provided they are within range of a target. Lasers **(LDS)** fire first, Particle Beam Weapons **(PBW's)** are second and Plasma Cell Torpedoes **(PCT's)** third. Weapons fire in even numbered batteries, with all damage from a battery going against the section of the ship hit.

**Multiple Targets:** How many targets can be fired upon at one time? For the purposes of play and *not reality*, up to four targets may be fired upon at any one time on any one hex side. It is the responsibility of the battle computer and its operator to decide how many batteries will bear on each target. Then hit determinations will made on each one. If the battle computer is knocked out, the character will have to rely on his/her own gunnery skill, and may then only fire on two targets each combat round until the battle computer is repaired.
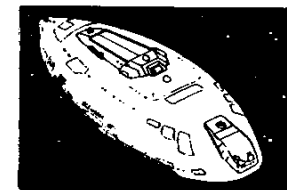
**Hit Determination:** Determining whether a target has been hit is the task for the Battle computer and its operator. Each weapon type has an Offensive Fire Control *(OFC)* value (%). It is this value that must be rolled equal to or under for a hit to be made, less the targets Defensive Factor *(DF)* value (%), if any. In case the battle computer has been knocked out, the operator, using his/her Gunnery skill averaged together with each weapon systems accuracy value (%), to determine the new OFC value (%) for each weapon.

**Hit Determination Modifiers:** Aside from each ship's *(DF)* range plus the pilot's defensive maneuvering, act as modifiers for hit determination. How close (the number of hexes) all ships are to one another will modify each ship's *(DF)*, as follows.

| Range in Hexes | Modifier to DF |
|---|---|
| 3 | -05% |
| 2 | -10% |
| 1 | -20% |
| Target Section | -15% |
| Defensive Maneuvering | +30% |

**Damage:** For each hit made on a vessel, damage is inflicted either to the ship's screens or to its hull. The location of each hit only becomes important once the ship no longer has screens to protect it. The amount of damage (dice rolled) is determined by the weapon system used.

When a hit is made against the ship's screens, the screens protection value *(PV)* is reduced by the number of damage points inflicted. Once the screens have been reduced to 0, any additional damage goes against the hull. If at any time a ship's screens take damage in excess of 100% of its total *(PV)*, a SOPH-level saving throw will have to be made; if the roll is failed, the screen generator overloads and is destroyed.

**Hit Locations:** The hull is divided into three different sections represented by their functions: the engineering section, crew section and cargo section. Each section has been assigned a certain number of hull points as described in *Starships construction section*. If you want to determine the section of the hull that has been damaged when a successful hit (dice roll) has been made, record the number of hits made and the amount of damage inflicted; for each hit against the hull roll 1D10 and consult the following table to determine the exact hit location.

| Die Roll | Hit Location |
|---|---|
| 0-3 | Engineering |
| 4 | Crew & Accessories |
| 5-8 | Cargo |
| 9 | Weapon Systems |

Hits in excess of 20% of a section's total hull points, mean that the hull has been breached. When a breach in the hull occurs, it is likely that damage has been done to a component or person inside the ship. Refer to the following tables to determine the full extent of damage done to the hardware inside the section hit, by rolling two ten sided dice (D100's). All repairs are begun in the Damage Control Phase.

When a section of the ship is reduced to zero hull points the ship begins to disintegrate. A ship in the process of breaking up receives the following penalties:

1.) MF is reduced by 75% of the ship's current maximum MF. This is due to the lack of hull gravitational-continuity needed to propel the ship.

2.) DF is reduced to zero.

3.) SLIP transfer will require a successful SLIP drive SOPH saving throw, to make a safe transfer. This is due to the unstable gravity field because the hull can no longer provide the continuity-envelope necessary for a safe transfer.

| Die Roll | Engineering Section Damage |
|---|---|
| 01-02 | SLIP drive, Save vs SOPH or component destroyed |
| 03-05 | Screen generator Save vs SOPH of component destroyed |
| 06-10 | Main powerplant disabled 1D6 x 5 combat rounds |
| 11-15 | No special affect |
| 16-20 | Main/secondary powerplant damaged, reduced output by 10% |
| 21-25 | Sub-light drive, -4 to MF |
| 26-30 | No special affect |
| 31-35 | Main/secondary powerplant damaged, reduced output by 30% |
| 40-45 | Sub-light drive, -2 to MF |
| 46-50 | Repair droid disabled  51-55Grav generator knocked out. Zero gee rolls required |
| 56-60 | Accumulators hit, 50% disabled |
| 71-75 | No special affect |
| 76-80 | Sub-light drive, -5 to MF |
| 81-85 | Main/secondary powerplant damaged, reduced output by 50% |
| 86-90 | No special affect |
| 91-95 | Screen generator disabled 1D6 x 5 combat rounds |
| 96-98 | Damage control, save vs SOPH or component destroyed |
| 99-00 | Sub-light drive, save vs SOPH or component destroyed |

| Die Roll | Crew and Accessories Section Damage |
|---|---|
| 01-02 | Battle computer, save vs SOPH or component destroyed |
| 03-04 | Piloting control disabled |
| 05-10 | Crew lounge/entertainment center badly damaged |
| 11-15 | Astro-navigation disabled |
| 16-20 | Crew quarters destroyed, (randomly determined by die roll) |
| 21-25 | Airlock damaged and inoperable |
| 26-30 | External communication's disabled |
| 31-35 | Water supply contaminated, (completely toxic) |
| 36-40 | Life support damaged, 1D4 hours environmental remaining |
| 41-45 | Crew injured, 5% of hit inflicted, (randomly determine) |
| 46-50 | Normal external sensors disabled |
| 51-55 | Crew quarter disabled, (randomly determined by die roll) |
| 56-60 | Arms locker destroyed |
| 61-65 | Escape pod damaged and disabled |
| 66-70 | External optics disabled |
| 71-75 | Galley damaged, roll % to determine provisions lost |
| 76-80 | Main computer malfunction, loss of 1D4 special programmes |
| 81-85 | Auto-doc disabled |
| 86-90 | One repair droid disabled |
| 91-95 | Crew injured, 10% hit inflicted, (randomly determined) |
| 96-98 | Life support, save vs SOPH or component destroyed |
| 99-00 | Main computer, save vs SOPH or component destroyed manual control, -30% all skills |

| Die Roll | Cargo Section |
|---|---|
| 01-02 | Cargo hatch blown, 30% of cargo lost |
| 03-05 | Power cut to cryo storage, 10% destroyed |
| 05-20 | Cargo droid disabled |
| 21-35 | No special affect |
| 36-50 | 5% of cargo destroyed |
| 51-65 | Cargo bay door damaged and inoperable |
| 66-80 | No special affect |
| 81-95 | Cargo droid disabled |
| 96-98 | 30% of cargo damaged |
| 99-00 | Cargo hatch blown, 30% of cargo lost |

| Die Roll | Weapon Systems |
|---|---|
| 01-02 | 1-4 Lasers knocked out for 1D4 x 5 combat rounds |
| 03-05 | PBW, save vs SOPH or component destroyed |
| 06-10 | Laser, save vs SOPH or component destroyed |
| 11-20 | PCT accelerator disabled |
| 21-30 | No special affect |
| 31-40 | PBW disabled |
| 41-50 | Laser disabled |
| 51-60 | No special affect |
| 61-70 | PCT accelerator knocked out |
| 71-80 | PBW disabled |
| 81-90 | No special affect |
| 91-95 | Laser, save vs SOPH or component destroyed |
| 96-98 | PCT accelerator, save vs SOPH or component destroyed |
| 99-00 | Shadow bay destroyed, contents take 20% to hull |

## Protection Screen Recovery Phase

Screens are the primary protection for all starships. Without protection screens, the hulls of all but the very largest vessels would be laid open to the cold vacuum of space in short order. The screens recovery rate *(RR)* is determined by the SOPH level of the Protection screen. During the recovery phase a set percentage of the screen's original total protection value *(PV)*, is recoverable up to its maximum *(PV)*.

## Damage Control Phase

In the damage control phase, the damage control officer (usually an En-Tek) monitors all systems on the vessel. If the hull has been breached, it is probable that a component may have been damaged or destroyed all together. The damage control officer may be required to make decisions regarding the components to be repaired first, and the number of repair drones *(RD's)*. *(See damage control systems in the Starship Construction section)*.

The number of repairs that can be made during a combat round is determined by the SOPH level of the damage control system. Whether or not those repairs are immediately successful, is determined by the main computer's damage control value (%) die roll), or the damage control officer's Spacecraft Engineering skill. Either the automated damage control system value or the character's skill, is used to initiate repairs, never both. The success or failure of the die roll will determine how long the repairs will take or if they can be made at all. Refer to the following damage control success/failure table.

| Skill Roll | Damage Control Success/Failure Table |
|---|---|
| Critical Success | Repair completed in one full combat round |
| Normal Success | Repair takes 2-5 combat rounds (1D4+2) |
| Normal Failure | Repair takes 4-10 combat rounds (1D4+2 x 2) |
| Fumble (oh, oh!!) | Repairs take 5-20 hours (1D4 x 5) |

* A maximum of two (2) repair droids can be assigned to any one damaged component.

## Initiate SLIP Phase

When an engagement has gone against one side or another, there is always a chance to escape. If a ship can out run its pursuer, then perhaps it can find a place to hide long enough to make repairs. If the pursuer is faster, the only sure way to escape is to leave the system altogether. To do this one must literally and figuratively SLIP away.

To initiate SLIP while not at a SLIP point, the following procedures must be strictly followed or the direst of consequences will befall the ship and its occupants.

1.) The initiate SLIP box on the combat profile must have been checked at the beginning of the first tactical movement phase of any combat round.

2.) There must be enough EU's available to power the SLIP drive and protection screens; a minimum *PV* of 50 is required at the moment of SLIP for the transfer to happen.

3.) A distance equal to 1 hex for every 4000 CuM of the ship attempting to SLIP, must separate it from any other vessel of equal or greater CuM; this applies as well for the total CuM of any smaller objects that may exceed the SLIP'ing ship's total CuM. If distances of less than) the required number of hexes exist between other vessels, the following will result.

A. A SOPH saving throw must be made for the screen generator of a ship attempting SLIP. If successful, SLIP is made without mishap, but every ship inside the SLIP affect area will take damage equal to 20% of the escaping vessels total CuM. This damage goes first against the screens of each of the remaining vessels. Secondly, if the screens are disabled the balance of the damage is divided equally to all sections of each ship.

B. If the SOPH saving throw for the ship attempting to SLIP is failed, the screen generator overloads and is destroyed; the ship takes damage equal to 20% of the total CuM of all other vessels in the SLIP affected area.

C. If the screen generator overloads there is a chance that the SLIP drive itself may overload. Determine this by making a SOPH saving throw for the SLIP drive generator. If the saving throw is successful, SLIP transfer is made. If it is unsuccessful, the SLIP drive overloads and is destroyed. If a fumble (00%) is rolled, the worse possible thing has happened: the SLIP drive implodes! *Game over!*

# Robots & Androids:
# Background & History

I'll never understand these organic life forms. One minute they think you're great, the next moment they're threathening to turn you into recycled parts. You'd never hear me threatening them with the organ-bank if they made a mistake.
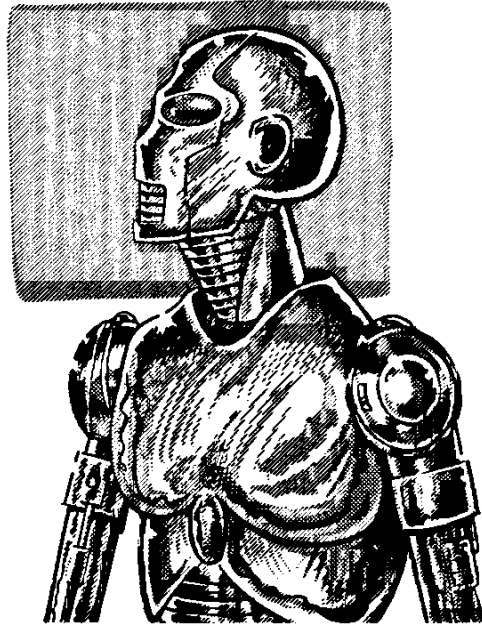
**Slang names for robots and androids:**
Andies
Bots
Crome-head
Droids
Skin-job
Syns
Tin head



**Fresian Grass Squirrel**

Before each species ventured into the unknown frontiers of space, robots were there, first in the form of probes doing things they could not, due to the logistics or the dangers involved. From the very beginning robotics has been applied to minimize the dangers and tedium of expansion into the universe. The earliest robots were little more than programmed remote-controlled thralls capable of simple repetitive tasks. As technologies became more sophisticated the problems of size, materials, power sources and limited machine intelligence were eliminated and the robot became an integral part of the day to day living, performing jobs too mundane for the average person or so complex that no person could perform them.

Today's robot is a thinking machine able to perform a myriad of tasks. From the Mr-Grn-Jns/2 Agri-bot that can farm 20,000 hectares of land year-round with little or no maintenance, to the Jms/23 household-android who can babysit the infant, prepare gourmet meals and walk your Fresian grass squirrel. Robots are used primarily by the Dolf and Humans (more so by the Dolf, who aren't as robotophobic as Humans tend to be). The Swarr have never used robots and have banned their use in Swarr Space. It seems to be related to a cultural issue concerning

the individual's usefulness in their society. The Sher'tazi use genetic constructs to fill the roles robots play in other societies.

For centuries the state-of-the-art in robotics technology has been the artificially intelligent robots, known as androids, synthetics and "skin jobs." Androids are as close as either the Dolf or Humans have gotten to getting a machine to think and act as they do. Over the years they have been showing up in increasing numbers physically like Humans and Dolf ("skin jobs"). It is doubtful that an android will ever successfully pass as either, but it may become a common sight to see them working right alongside other intelligent species in the future.

The Peace Articles of Sanguinn ended once and for all the use of free thinking machines as weapons of war by any Geosynk Confederation member or treaty holder. During the Sleeper Worlds war of (2371-79 Terra Standard), the leaders of the Sleeper Worlds realized they could not sustain a long drawn-out war against Geosynk's larger and more sophisticated space navy, so they opted for concentration of their energies and resources in the form of small fleets of heavily armed and armored free thinking machines known as "Shadows." These independent attack spacecraft inflicted grievous damages on the unsuspecting Geosynk space navy and prolonged the war by almost a decade.

In the end, Geosynk overcame these free thinking killing machines and the war ended. This last article concerning the use of "Shadows" was included after the incident on Geb's world. It seems that in their haste to create these new weapons, the leaders of the Sleeper Worlds neglected to educate these almost sentient machines concerning the concepts of surrender or peace. So, when the remnants of one of these fleets turned up at Geb's world, they were informed that the war was over. To this came the request for repairs, refueling and rearming. After several attempts to make the Shadows 'understand,' Geb's world opened fire with their space defenses. The Shadows as always performed flawlessly, but they were out gunned and destroyed, but not before Geb's world's population and industrial base were reduced by two-thirds in size.

## Robots in the Game

In **Worlds Beyond** the robot is to be played exclusively by the Gamemaster. Players may interact with and own robots, but not play a robot due to the unbalancing effects it would have on the game. Robots or Androids of SOPH 80 and above (extremely rare and expensive) are capable of becoming sentient, developing personalities of their own, expressing emotions and developing loyalties. Robots of lower SOPH may appear to be sentient, but are in fact just very smart machines. Robots and androids are programmed to avoid injuring (by action or inaction) intelligent biological people (including Genies). There are some military/security robots programmed to injure people, but these are (for the most part) highly illegal. The main purpose of the robot/android is to aid characters in their adventures, as well as to act as props for the Gamemaster whenever things get a little too tense or become bogged down. Robots and Androids can add new meaning to the term non-player character.

## Creating a Robot

Robots can be manufactured on worlds with an overall industrial base of SOPH fifty or higher. Robots derive their skill level (%) and the number of skills they are entitled to directly from their SOPH level (for the total number of skills a robot/android may have divide SOPH by 10 and then multiply by two).

**(Soph/10) X 2 = Total Skills**



−Baker−
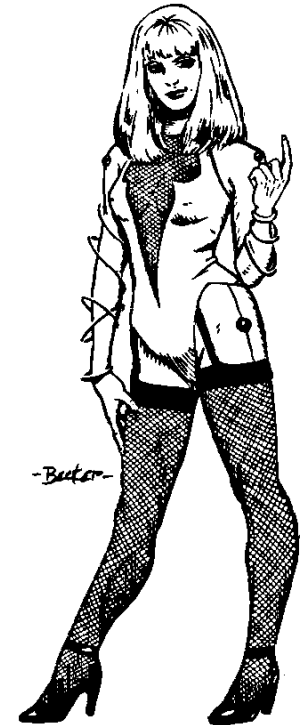
**Social Interaction Android**

Creating robots and androids is simple. First, determine the SOPH level desired (randomly 1D4+4 x 10). Then, choose the type of robot or android you would like to create. Cost is determined by multiplying SOPH x 3,000 credits for robots and 5,000 credits for androids. Skills (programs) will cost 5,000 credits each. Agility (movement) and Physical (lift, carry and throw, multiply PHY by two) start at 10 for robots and androids (each is figured using the same method as for a Player-character). To increase AGL or PHY it will cost 8,000 per point up to a maximum of 20 for both robots and androids.

$$\text{SOPH x } 3000/5000 + 5000 @ \text{ Program}$$
$$+ 8000 @ \text{ AGIL/PHY point} = \text{Cost}$$

Robots and androids have their SOPH level as a percentile in Dodge, Climb, Jump (androids only), Hide , Sneak, and Observation, Both have structural hit points equal to their SOPH.

### Robot Descriptions

There are three basic types of robots, they are Business/Protocol, Medical and Engineering. Robots come in variety of shapes and sizes, each built on a chassis specific to the needs of the jobs they perform. Robots come equipped with most basic tools of their trade built right into them. A Business/Protocol robot will be able to perform those tasks peculiar to it, but would not be able to do the same tasks as a Medical or Engineering robot ( it is just not equipped to handle those types of jobs). Androids, on the other hand, are designed to look and function like specific species, so they will most likely be able to handle a variety of jobs if they have the necessary programming and tools to perform the task.

Robots come in sizes from about .5 meters high to 1.5 meters high and slightly under .5 meters wide. They can either be on tracks or bipedal--their appearance is strictly functional, whereas Androids will look almost identical to their species counterparts, except for small visible identifying markings generally on their heads (at the temple) or on the backs of their hands.

**Business/Protocol:** Required Skills are Administration, Custom, History, Species Language, Law Knowledge and Vehicle Operation (whether acting as an accountant, butler, chauffeur, cook and translator, or for just all around good company, they're the best).
**Medical/Research:** Required skills are Biology, Chemistry, Ecology, EMT, Species Languages and Technical Languages (knowledgable in most sciences, treats minor and major injuries, has a good bedside manner).
**Engineering:** Engineering, Species Languages, Systems Repair, Technical Languages, Vehicle Operation and Zero Gee (your *Mr. Goodmicrospanner* of space).

### Programs

| | |
|---|---|
| Administration | Housekeeping |
| Agriculturist | Humor (jokes & puns) |
| Astronavigation | Languages |
| Astronomy | Law Knowledge |
| Bartending | Musicianship |
| Biology | Sociality (species-intimacy) |
| Chemistry | Pilot Spacecraft |
| Cooking (gourmet) | Robotics Tek |
| Custom | Spacecraft Engr. |
| Ecology | Systems Repair |
| EMT (first aid only) | Technical Languages |
| Engineering | Vehicle Operation |
| History | Zero Gee |



**Engineering Droid**

# Assorted Tek Items

## Bodyarmor

BODYARMOR AS A form of personal protection has existed for thousands of years, whether for protection against edged, projectile, or energy weapons. Each species has always been able to devise a barrier separating their skin from piercing or burning weapons. The bodyarmor in use today is not very different from the kinds used in the past--to be sure, todays armor is lighter, stronger and made of superior materials, but it still perform the same function as the ones preceeding it.

**Bodyarmor Types:** There are three types of personal bodyarmor available to the average adventurer. The first is *Nul-V* (nullify velocity), sometimes called plastimesh or plastiplate. The second is *Nul-E* (nullify energy), sometimes called insulate. The third is *Nul-VE* (nullify velocity/energy), sometimes called insulmesh or insulplate. Each of these will be described in more detail in the next few paragraphs.

**Coverage:** Bodyarmor comes in two basic styles: torso, which covers the shoulders to the genitals, and bodice, which covers just under the chin to the soles of the feet. Armored helmets are also available and can incorporate a wide variety of optical, audio and video components. (We have decided that for the combat system and weapons used in *Worlds Beyond* that armor can not be layered for added protection).

**Protection Value:** Protection value *PV* represents two things. The first is the number of damage points the armor protects the wearer from. The second is the total number of damage points the armor can take before deteriorating into a mass of useless battered or smouldering trash. Any damage over and above the armors *PV* is taken by the character in the form of concussion, heat or electrical injury.

**Agility Modifiers:** Only the heaviest types of bodyarmor affect movement. Modifiers will generally affect only movement and agility skills. The modifier will be either a -1 or -2 to AGL, depending on the type of bodyarmor worn (-1 = 5% and -2 = -10% reduction to an agility skill).

**Nul-V** *(plastimesh/plate)* Nul-V bodyarmor provides protection against blunt, edged and projectile weapons, as well as reducing the damage received from energy weapons (1/2 the armors normal PV). Nul-V is a pressure-sensitive material that when struck becomes rigid in the immediate area of the impact preventing penetration. Plastimesh looks and feels much like velvet, and depending on the PV can be made into an undergarment, shirt, pants or jacket. Plastiplate, on the other hand, is much denser and wears much like a diver's wet suit. It could be made into a heavy overcoat or cape. Both are normally sold as a torso pullover and two-piece bodice, but for 50% more can be incorporated into other styles of clothing.

| Coverage | Protection Value | Agility Modifier | Cost C |
|---|---|---|---|
| **Plastimesh** | | | |
| Torso/Bodice | 4/ 80 | 0 | 350 |
| " " | 6/120 | 0 | 500 |
| " " | 8/160 | 0 | 650 |
| " " | 10/200 | 0 | 800 |
| **Plastiplate** | | | |
| Bodice Only | 12/240 | -1 | 1200 |
| " " | 14/280 | -2 | 1400 |

**Nul-E** *(Insulate)* Nul-E bodyarmor provides protection against blasters and flamers, as well as reducing the damage received from projectile weapons (1/2 the armor's normal PV). Nul-E acts as an insulator that dissipates the heat or charged particles. Insulate is a very densely-packed material similar in appearance to sponge. It is not easily disguised as clothing--it is dense and lacks the elasticity that makes clothing look natural thereby avoiding detection, it maybe incorporated into a heavy overcoat or cloak. Insulate is sold in both torso pullover and two-piece bodice, and for 75% more can be made into a coat or cloak.

| Insulate Coverage | Protection Value | Agility Modifier | Cost C |
|---|---|---|---|
| Torso/Bodice | 6/120 | 0 | 450 |
| " " | 8/160 | 0 | 700 |
| " " | 10/200 | -1 | 950 |
| Bodice Only | 12/240 | -1 | 1350 |
| " " | 14/280 | -2 | 1650 |

**Nul-VE (Insulmesh)** Nul-VE is a combination of both plastimesh and insulate. It is the standard issue combat suit used by the majority of technologically advanced armed services throughout known space. As such it is not available to the general public, but can be found on the black market of low enforcement level worlds. Insulmesh is custom-fit to the wearer and, when combined with an armored helmet, provides the wearer with complete protection from head to foot.

| Insulmesh Coverage | Protection Value | Agility Modifier | Cost C |
|---|---|---|---|
| Bodice | 10/200 | -1 | 1800 |
| " | 12/240 | -2 | 2400 |
| " | 14/280 | -2 | 3000 |

**Armored Helmets** *(Nul-VE)* Armored helmets come in all shapes and sizes to fit each species. They come in three basic styles: the riot helmet, which has IR and UV, the basic combat helmet with built-in MOE device,and the sealed environment combat helmet with MOE device, long range optical audiovisual and motion detecting scanners. None of these helmets are concealable and the combat model armored helmet is not available to the general public.

| Nul-VE Helmet | Protection Value | Cost C |
|---|---|---|
| Riot | 12/240 | 800 |
| Combat Std. | 14/280 | 1200 |
| Combat Elite | 16/320 | 2000 |

AB 90

Flamer
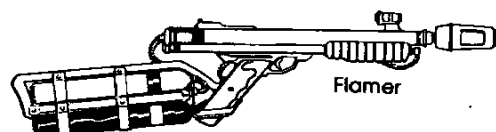
## Non-Armor Protection Values

Armor is not the only thing that can be used to hide behind. Of course, these other things can not be worn and generally are fixtures such as containers, doors, tables, rocks and walls. The PV given to the following objects are suggested. If you think they should be more or less, adjust them as you see fit.

| Non-Armor Item | Protection Value |
|---|---|
| **Wood** | |
| Couch or Chair | 2/20 |
| Door Or Table  2 cm | 3/30 |
| Wall 2 X 8 Meters  3 cm | 4/40 |
| **Plasti-Fab/Steel** | |
| Door or Wall  5 cm | 5/50 |
| Reenforced  6 cm | 6/60 |
| Starship Door  7 cm | 7/70 |
| **Hull Metal** | |
| Crash/Airlock Door  28 cm | 30/150 |
| Bulk Head 2 X 8 Meter  32 cm | 40/200 |

## Environmental Suits *(Vacsuit/armor)*

ENVIRONMENTAL SUITS ARE needed whenever and wherever protection from hostile surroundings is needed, for example an unbreathable atmosphere, excess solar radiation, or the most dangerous condition in the universe, a sentient life form with a weapon. As a result, the environmental suit (more commonly called *vacsuits* or *vacarmor*), is absolutely necessary for the adventurous who expose themselves to the most hostile forces the universe can throw at them. *(see Vacsuit Operation in the skills section)*

**General Information:** There are three environmental suits used throughout known space. The first is called *vacsuits*, the vacsuit is used in light industry both in space and aboard the majority of commercial spacecraft. The second is called *vacarmor*, and is used by the armed services. The third is called *shockarmor* or *powered armor*, which is primarily used for warfare in space or on planets. All environmental suits have the same materials used in the aforementioned section on bodyarmor. In addition all have incorporated complete life support systems, audiovisual communications and a full range of sensory amplification (see MOES device in weapons section), as well as propulsion devices.

The environmental suits need to be worn in contact with the skin or fur of the wearer, to provide optimum life and medical support. This is particularly true for shockarmor even more so, since it needs to respond to every movement in nanoseconds. Environmental suits have damage control systems that will continue repair the suit until it has exhausted the last protection point. Once the suit has lost its structural integrity all functions cease and, for all intents, and purposes so does the occupant.

## Vacsuits *(Emergency Bubbles, Light and Heavy vacsuits)*

**Emergency bubbles:** The emergency bubble looks like a big opaque oblong ball. The bubble can be entered in seconds, and adjusted to fit the wearer. The emergency bubble provides protection only against the cold vacuum of space and solar radiation. Emergency bubbles are very light and can fit inside a large pocket. E-bubbles as they are sometimes called, are found in convenient and easy to access places aboard ships and in spacedocks.

**Light/Heavy Vacsuits:** Light and heavy vacsuits are the most common environmental suits used, and can be purchased right off the rack anywhere. They are used in all forms of space construction, mining, and can be found aboard commercial and military vessels. The light vacsuit is preferred by those who need to wear one while working indoors or for short periods outside. The heavy vacsuit on the other hand is worn by those employed in heavy industrial types of work, where the danger of suit puncture is higher or when longer stays outside are required. Everyone spending time working or traveling in space will eventually possesses one or both of these vacsuits.

| Type | Life Support Hours | Propulsion Value | Protection | Agility Modifier | Cost C |
|---|---|---|---|---|---|
| E-Bubble | 24 | None | 6/ 60 | -4 | 300 |
| Light Vacsuit | 12 | None | 8/160 | 0 | 8500 |
| Heavy Vacsuit | 18 | Optional | 12/240 | 0 | 16500 |

## Vacarmor and Shockarmor

**Light/Heavy Vacarmor:** Vacarmor is usually only used by the military/mercenary cohorts, by some spaceport/dock security forces and by the crews of traders doing business in hazardous locales. Vacarmor is not generally available, and in some places it is even illegal to own it much less purchase it, but that has never prevented buyers with cash from acquiring it. Light and heavy vacarmor is used by the vast majority all armed forces throughout known space. It will provide the wearer with adequate protection against most small arms, but is bulky and somewhat restrict the wearers movement.

| Type | Life Support Hours | Propulsion | Protection Value | Agility Modifier | Cost C |
|---|---|---|---|---|---|
| Light Vacarmor | 36 | Optional | 14/280 | -1 | 30000 |
| Heavy Vacarmor | 48 | Yes | 16/320 | -2 | 55000 |

**Shockarmor/Powered Armor:** When the average person thinks of shockarmor it is generally in images conjured up by Tri-Dee drama about the Sleeper Worlds or Human-Swarr wars. If the truth be known, only the richest governments, corporations and mercenary cohorts can afford to outfit or maintain even small units. Generally only 10% of a cohort (about 60 soldiers), are trained in the use of shockarmor and very few of them could ever afford to buy their armor once they muster out even if they were permitted to do so. As a result, only the black market can supply the demand for this scarce commodity and at prices generally higher than listed.

Shockarmor doesn't make the wearer invincible or unstoppable, but to those not equipped with these suits it sometimes seems that way. Shockarmor has a number of add-ons that make it a ferocious piece of hardware when used by a trained individual. Shockarmor because of its powered nature modifies the wearer's abilities in the following ways.

### Shockarmor Modifiers

+ 5% to Defense Factor
+10% to all Agility skills, with the exception of Sneak -20%
Walk 10 m, Jog 20 m, Sprint 40 m, Jump/Leap 15 m, Fly 2 hr, 150 klm per hr
Lift and Carry 300 kg, Throw 100 kg equal to walk in meters
Normal unarmed combat damage x 3

| Type | Life Support Hours | Propulsion | Protection Value | Agility Modifier | Cost C |
|---|---|---|---|---|---|
| Shockarmor | 96 | Yes | 22/300 | Special | 150,000 |

## Heavy Vacarmor/Shockarmor Accessories

**Ambient Temperature Coating:** ATC is a millimeter thick clear coating that quickly acclimates itself to localized ambient temperatures variations, masking the armors infrared (IR) signature. ATC operates from -10°c to 80°c; outside these temperatures ranges ATC begins to deteriorate almost immediately, and loses its masking capability. A few hits from blaster or flamer will also make it useless. ATC will reduce the chance of detection (Observation), by 40%.

**Cost:** 2,000 credits per application.

**Chameleon Plating:** CP is a light sensitive synthetic compound that helps the user's armor blend into the surrounding terrain which makes detection difficult. CP is not perfect; it does not work at all when exposed to bright light of any kind. It is only effective in semi-darkness, such as in dense vegetation, heavy forests, swamps, jungles or underwater. CP requires periodic applications if the armor is damaged on a regular basis. CP reduces the chance of detection (Observation), by 30%.

**Cost:** 8,000 credits per application.

**Subsonic Signal Distorter:** The SSD device emits a series of subsonic shock waves powerful enough to sometimes distort a motion detector sensors from pinpointing the user's exact location. The SSD can't hide the user, but creates so many subsonic decoys that the approximate position of the user becomes obscured. The maximum range of the SSD is a 50 meter circle. The SSD reduces the chance detection (Observation), by 30%.

**Cost:** 5,000 credits installed.

**Weapon Accessories:** The following standard weapons can be auto linked onto Shockarmor only (limit, two at a time). Any Pistol or Assault Rifle, any Hand Held Blaster, the AB-70 or 80 Assault Blaster, the CRSPR-451 Flamer and the AMPL-36 Mini Missile Launcher.
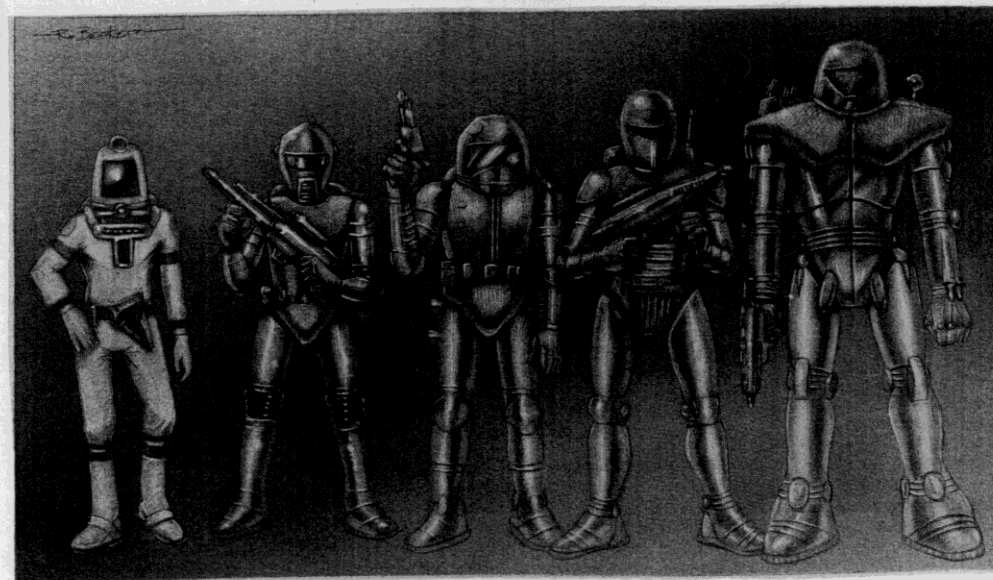
## Misc. Tek Items

**ID Jack/Comm-link:** The ID jack is a combination identifier and communicator. It is keyed to preset codes that allow the owner entry into a secured areas such as a spacecraft, dwellings, etc. As a communicator it can be use in conjunction with the local communication grid or independently it has 5-10 km range depending on local interference. It can also be used to screen incoming calls, take messages or act as a audio recording device. Size and shape vary according to users needs.

Cost 50 credits

**ID Card/Credit Voucher:** A Credit Voucher sized computer chip that acts as personal ID/passport. It contains the complete medical/legal/economic history of a person (eg. known allergies, known criminal record (GM Option),type of credit/loan accounts, etc.)

Cost 25 credits

**ProxSensor:** A small device worn in a dermal patch, either on the temple or another sensitive part of the anatomy. The device vibrates whenever its sensors pick up another living presence. The ProxSensor has a range of about 50 meters when worn exposed in the open to 15 meters if worn under clothing and to 10 meters indoors. The sensor will work through thin walls made from natural or plasti-wood.

Cost 850 credits

**PASD:** PASD stands for *proximity alert sensing device*. These small dime-sized, proximity sensors are used to detect movement within 10 meter circle. They are activated whenever a physical presence is near by or moves past it. They can be attached to walls, doors, plants or whatever and remain completely inert until activated by. The PASD then transmits a burst message on a preselected frequency describing the size, speed and directional heading of the presence that disturbed it. Bursts are transmitted about 20 seconds apart until the disturbance is out of range. The transmitter has a range of approximately 2 kilometers.

Cost 150 credits

**Gravsplats:** Gravsplats stands for *gravatic sensor platforms*. Used by the more experienced Monitor, they are capable of carrying a variety of sensitive sensory equipment through the air silently and with great precision. The Gravsplat itself weighs .5 kg and is invariably equipped with on-board video and audio sensors. Other sensory equipment can also be carried, up to a maximum of 4 kg. Gravsplats are remotely controlled from any hand computer, using a 750 credit tight-beam transmitter adapter. The basic unit costs 3750 credits. IR or UV add-ons cost 350 credits, weighing .25 kg each. Proximity sensors cost 500 credits and weigh .10kg. Hardened electronics add 3 times the unit cost and 1.5 times the weight. ECM costs 1500 credits and weighs 5kg. A successful *Security Countermeasures* skill roll determines the users success in operating the device.

**Empee Gun:** Not actually a weapon, the Empee gun emits a powerful electro-magnetic-pulse (EMP), that temporarily jams local non-hardened electronics. A single pulse can disrupt radio communications in the immediate area, wipe computer memories and send robots and androids into a slam-dancing frenzy. If used on a cybernetically wired person, the effect is much the same as a conventional stunner except the cybernetics may be permanently destroyed. The effective range is about 15M.

Cost 375 credits

**Grav-Bundle:** A small 12 cm disk with a mild adhesive on one side and four tiny mono-filament spools on the other. The disk is attached to a heavy object and filaments are drawn across it. The filaments will extend to hold a bundle no larger than one M3. The grav-bundle will provide neutral gravatic buoyancy for a maximum of 100 kg for 10 hours. It can easily be towed behind the user or anchored in place.

Cost 250 credits

### Clothing, Complete Outfits:
| | |
|---|---|
| Casual Wear | 150 cr |
| Business Wear | 450 cr |
| Evening Wear | 575 cr |
| Dress Uniform | 500 cr |

### Assessories:
| | |
|---|---|
| Jacket Synthetic | 80 cr |
| Jacket Natural | 325 cr |
| Over Coat | 225 cr |
| Cape | 300 cr |
| Hat | 50 cr |
| Gloves | 30 cr |
| Shipboard Jumpsuit | 100 cr |
| Shipboard Uniform | 200 cr |
| Military Style Fatigues | 125 cr |

### Personal Equipment:
| | |
|---|---|
| Pocket Computer | 75 cr |
| Laptop Computer | 400 cr |
| Datachip 'Blank' | 5 cr |
| Entertainment Unit | 250 cr |
| Tri-dee Camera | 175 cr |
| Environmental Bag | 145 cr |
| Backpack | 100 cr |
| Travel Bag | 75 cr |
| Utility Belt | 25 cr |
| Tent 2-4 Person | 150 cr |
| Porta-Shelter 6 Person | 650 cr |
| Environmental Shelter | 2,500 cr |
| Life Support Cell | 50 cr |
| Solar Generator | 1,200 cr |
| Light Wand (1000hrs) | 10 cr |
| Autoguide Compass | 20 cr |
| Climbing Equipment | 200 cr |
| Scuba-Suit | |
| w/Life Support Cell | 425 cr |
| Binoculars (UV,IF) | 75 cr |
| Sensorwrap Glasses | 175 cr |
| Motion Detector | 50 cr |
| Range 100 meters | |
| Mini-Tool Kit | 75 cr |
| Mini-Torch (3 hrs) | 50 cr |

### Medical Supplies:
| | |
|---|---|
| Med-Kit (EMT) | 50 cr |
| Med-Computer | 1,500 cr |

### Drugs:
| | |
|---|---|
| Stem-Pac 1 | 200 cr |

(+1 AGL for 1 Hour, Cost 1 HP)

| | |
|---|---|
| Sober-All, 10 to a pkg | 5 cr |
| Never-Sleep, 5 to a pkg | 5 cr |

(Will feel wide awake for 24hrs, side affect -5% to all AGL based skills).

Anti-Tox Poison Neutralizing kit, 1 treatment per kit, 150 cr

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**Jel-Melt:** A sticky, gelatin-like compound which comes in three parts. When two of the agents are mixed together, the compound rapidly increases in temperature over several minutes until it begins to burn white-hot. The compound can be mixed with bare hands, but the third agent must then be applied immediately to neutralize the compound! The heat generated is sufficient to breach heavy metal doors in seconds The substance will burn to a maximum of 1000 degrees celsius for about 10 seconds, after which it is consumed. A 100 gram tube of the reagents is enough to cover about 1 square meter.

Cost 750 credits

**Gas-X:** An aerosol spray containing a highly reactive chemical compound, formulated to combine with most airborne toxins and narcotics. The spray coats the users lungs when inhaled and renders the atmosphere breathed inert for up to five minutes. However, substances which are already inert will not be effected. The compound itself is a mild irritant, causing coughing or sneezing in Dolf and Humans, a mild rash on Sher'tazl and hair to fall out on Swarr (a successful HE x 5 will void the side affects). Caution in its use is recommended.

Cost 80 credits

**Porta-Doc:** A portable autodoc, generally programmed for an individual's personal medical condition. Use of an Porta-Doc provides the user with an automatic EMT roll equal to its sophistication. The device will also monitor a person's vital signs and can be programmed for recreational use (pharmaceuticals extra). The device costs 100 credits times its sophistication level and will restore 1D4+1 hit points (one attempt each time wounded). Refills are 300 credits each, 10 treatments per refill.

**Autodoc:** The Autodoc is like being in a hospital under a doctors constant care. For every week the patient spends in the Autodoc their healing rate is increased by percentage equal to the Autodoc's sophistication level. The Autodoc can be used in the same fashion as the Porta-Doc in an emergency situation. The device costs 2,000 credits time its sophistication level. Refills are 2,000 credits each, 1 weeks worth of treatment per refill.

**Food Texturizers:** A luxury item for use on extended field maneuvers. Food texturizers take the NutriPaste supplied in most field ration packs and add texture, making it resemble whatever food it is flavored for. The base texturizer costs 175 credits and is programmed for 30 different textures. Additional cuisine chips cost 35 credits each.

**Language Translator:** Slightly larger than a pocket computer designed exclusively to translate from one language into another. Basic models are print to print only, more sophisticated ones are voice to voice. Reliability good for basic communications, but not very good with slang or cultural specific terms.

Cost 500 credits

**Occupational-Tool Kit:** This is a tool kit complete with diagnostic equipment and power tools. Each of these tool kits is designed with the user's specific needs in mind. It also contains a computer and technical reference library. These types of tool kits are large and bulky they are sold with a programmable mobile-drone that will follow or meet its owner at a specific location.

Cost 1,500 credits

### Illegal Substances:
Anvatil, Hallunigenic, very addictive, 1 dram 200 cr
Corrimare, Depressant, non-addictive, 1 dram 50 cr
Forgoll, Hallunigenic, addictive, fatal, 1 dram 500 cr
Hephla, Mild high 'smoked,' non-addictive 1 kilo 225 cr
Ista Jawl, Stimulates the brain pleasure centers, addictive & fatal. 1 dram 1000 cr
Ka'vitae, Hallunigen, smoked, favored by Swarr, addictive non-fatal 1 kilo 225 cr
Mirqusol, Depressant, causes personality disorders with long term use, 1 dram 225 cr
Shak Kar, Upper, non-addictive, favored by Dolf,1 dram 125 cr

### Armament Accessories:
| | |
|---|---|
| Blaster clip recharger | 400 cr |
| Needler clip | 20 cr |
| Slug Thrower clips cost = weapon cost divided by 2% | |
| Mini-missile clip | 600 cr |
| Grenades: Frag. | 300 cr |
| Concussion | 100 cr |
| Smoke | 50 cr |
| Hatch Blower (6D6+12) | 500 cr |
| Wrist Needler 20 shot | 400 cr |
| Pen-Stunner 2 shot | 100 cr |

### Vehicles: Grav or Tracked
| | |
|---|---|
| Sedan, 6 person | 15,000 cr |
| Limo, 8 person | 25,000 cr |
| All-Terrain, 6 person | 20,000 cr |
| Grav-Bike | 5,000 cr |

Not every item will be available everywhere and some items may be blackmarket products. This is at the Gamemaster's option.

# The Last Run

## Introduction

This adventure will introduce you, the Gamemaster, and your players to the **Worlds Beyond** universe. If you intend to participate in this adventure as a player stop here. As Gamemaster, take some time before the game to go over the Game System, Skill section and Species profiles. This adventure will help demonstrate how skills work and how characters can interact with the universe.

## Getting Started

The adventurers make up the crew of a Vi'tawn gi class ship named Touch'n Go (see Va'tawn gi class profile). Tell the players they were hastily hired out of New Chicago and have been making the New Chicago to Cha'Kurr run for the past several months. Any character can fit easily on to the crew roster. Those playing Adexecs or Startraders will have been hired as purser, legal advisor or negotiator; those playing C-Teks or En-Teks are part of the engineering staff; those playing Spacers would be the pilot and co-pilot; those playing Med-Teks are the ship's medical crew and those playing Merks or Monitors are the ship's security personnel and cargo handlers (if the players have not read up on New Chicago, Cha'Kurr and Corby, pass around the profiles for those star systems).

When players successfully make a skill roll you can reward them with a skill check, but don't hand them out for every roll. Otherwise your players will expect you to do this all the time, and that's too easy. No skill that is already at the characters skill maximum may receive a check unless the player has made a critical skill roll (let them know this every so often).

## Gamemasters Information (The Plot)

The story is simple: thirty five years ago the owner and captain of the Touch'n Go, Captain Santini Drijax (Human/Monitor), was an aspiring pirate. Drijax and his partner Fadd Dir (Rogue Swarr/Spacer) were foolish enough to have piracting in Swarr space. And, for years they were successful. The two killed a Swarr clan lord on one of their raids and , unfortunately, they had left saviors to identify them and their ship. From that time until now they have lived under a death sentence, hunted to one degree or another by every spacefaring Swarr of the Gur'xurr clan. Having a blood feud declared against them made early retirement very appealing.

Since then both Drijax and Faad dir have remained free and anonymous. They immediately split up the loot and sold the ship, making it easier to be more discrete. Drijax has since become a legitimate trader, after buying the Touch'n Go. Fadd Dir, on the other hand, continued his illicit career, but this time as a smuggler. They have kept in touch, meeting every few years to talk over old times and to trade rumors concerning the Gur'xurr clan. It appeared to Drijax that they might have outlived the attention span of their pursurlers. With this false sense of security firmly rooted in his head, he made the second biggest mistake of his life. While planet side on New Chicago he bumped into an acquaintance from the "old days". Over a few drinks Drijax mentioned that he and Fadd Dir would be having their thirty five year reunion on Corby's Station in a couple of months.

Drijax got careless and forgot the two elementary rules of being on the run: first, there is no such thing as a safe place. Second, you never mention your past in a spacer bar. Even after all these years their names and the 500,000 credit bounty still carried some weight. The information was in the hands of the Gur'xurr clan within the month. Unknowingly, Drijax had signed his own death warrant - and that of his friend. On his

return visit to New Chicago (with his new crew, the players), Drijax drops into the same spacer bar. There he is informed by his old friend that someone overheard their talk and that the information has fallen into the grubby paws of the Gur'xurr clan. The old friend goes on to tell him that a Gur'xurr ship left New Chicago six days ago and that its destination was Corby. Drijax thanks his old friend and leaves, keeping an eye out for the tail that is sure to be following him.

Drijax is followed back to the ship by a lone Swarr of the Gur'xurr clan. As a precaution, he will contact the crew and advise them to get emergency departure clearance and to be on the loading dock waiting for him. By then the crew will have just finished unloading the cargo. This puts the characters in an ideal position to see Drijax, now ninety four years old, disarm his Swarr assailant. This should give the characters a little respect for their aging captain. The scene is played out in more detail in the player's information.

### (The Plot Thickens)

What Drijax and the crew don't know is that by the time they reach Corby Station (a 33 day journey, 40 light years), Fadd Dir will have been in hiding on there for almost a week. Drijax will reveal much of his past to the characters during the trip. The characters along with a frightened Drijax must devise a plan to find Fadd Dir and, if necessary, rescue him. They must avoid getting Drijax killed and, at the same time, try and not become entangled in the Swarr bloodfeud (a very tall order indeed).

## Player Information

The characters have been onboard the Touch'n Go for almost four months now, so they are well acquainted with each other. Have each player describe his or her character. Try and get them to give as much detail as possible. This is also a good time for the Gamemaster to determine what position (rank), each character holds on the ship. Life onboard the ship has settled into a rut. Making the run between New Chicago and Cha'Kurr is pretty dull, and if it wasn't for the high wages that Drijax pays (+30%) all of the characters probably would have quit by now, see side bar for wage table. However, the whole situation is about to change dramatically.

Drijax appears to be an honest, but sometimes mysterious merchant in his declining years. He keeps pretty much to himself and lets the crew run things, only interfering when it comes to ship's security. Drijax is adamant and a little paranoid about that, changing access codes at every port (comment that some of them have been locked out of the ship because of this). If asked, Drijax will give a lame excuse about hijackers and pirates. A successful Psychology roll will reveal this is obviously not true, but further questioning will yield nothing. Drijax will shut up tighter than an airlock if pushed on the subject.

## Scene One (New Chicago)

Drijax has gone to take care of some personal business and see about arranging for a new cargo. The crew is instructed to remain onboard and finish up the unloading of the current cargo. About the time the loading is finished Drijax calls in on the ship's alert channel. The whole crew can hear the message. In a voice filled with fear he orders them to get emergency departure clearance and for everyone to meet him on the loading dock in five minutes. If the characters ask what's going on all Drijax will say is *"My past seems to have caught up with me, Drijax out."* Inform the characters that Drijax has never done anything like this before.

The characters have no problem getting the emergency clearance, but port authority wishes to log the nature of the emergency. Any reason will do, but get the characters to come up with something. Port authority will then notify them that they may depart in 35 minutes. As the characters gather on the loading dock they will see Drijax making his way hurriedly toward the ship's cargo bay. Any character who makes a successful Observation skill roll at minus 30% will notice that there is Swarr working her way through the crowd and up behind Drijax (award a check here to anyone who is successful). Drijax is too far away for a shouted warning and it will take quite a while for any character to reach him on foot, but he can be warned via his comm-link. Whether Drijax is warned or not he will suddenly spin around. For those characters who successfully roll under their Unarmed Combat skill, it will appear that Drijax has gone into the stance of a highly trained martial artist. Those characters that fail the roll it will think Drijax has frozen in his tracks in fear. (The Gamemaster should prepare a note in advance explaining the situation, to be shared by those characters who make successful rolls).

The combat between Drijax and his Swarr assailant should be played out like a grade "B" karate movie. The Swarr, wielding a knife, will let out a blood curdling scream and charge at Drijax. The crowd will back away giving both combatants plenty of room. If a character is armed and wants to try and take a shot at the charging Swarr tell them that Drijax is in their direct line of fire. Just as the Swarr reaches Drijax she will say, "Assassin, murderer we have finally caught up with you. Now, you hairless piece of filth, die!" The characters can hear this over the ships alert channel, which Drijax apparently activated just as the fight began.

Drijax will wait for his attacker to strike first, and as the Swarr lunges in with the knife, Drijax will block it aside. The Swarr will slash out again nicking Drijax across his right cheek. Drijax lashes out with a viscous kick to the Swarr's stomach (treat the kick as a critical hit). The Swarr attacker will double over in pain (see Stun & Unconsciousness). With his remaining attack Drijax will grab the stunned Swarr's leg (unopposed) and pull it out from underneath her (all of this takes slightly less than

No doubt some, if not all, of the characters will rush forward to lend a hand. As they approach Drijax will stomp on the wrist of his attacker and wrench the knife (a grab unopposed), out of the Swarr's hand. Then in a savage action totally uncharacteristic of their mild mannered, even tempered old captain, reach down cut off a hand full of braids from her head and throw them to the ground. Then, in an almost inaudible whisper, Drijax say's, "Your lucky I'm in a hurry or I'd skin you with your own knife." He then drops the knife and collapses on to the deck.

When the characters get to Drijax he is physically shaken and starts babling incoherently. "We got'ta get to Corby station, get me to Corby station, now!" Two security personnel can be spotted making their way through the crowd, which is keeping a discreet distance from the scene of violence. Since Drijax is too emotionally and physically exhausted to handle any questioning, the characters will have to deal with security. Port security arrives calls in for a medical team, all the while trying to question Drijax on what just happened. Drijax continues to mumble on about getting to Corby station. It will take a successful *Fast Talk* or *Negotiation* roll by one of the characters to get back onboard the ship (let the players concoct a story before having them make a skill roll). If the characters fail their skill rolls a member of the crowd will step forward, claiming to have witnessed the whole thing defending Drijax. At this point the second security person announces that the Swarr is still alive, barely.

Now the characters can make a hasty retreat to the ship. Once back on board Drijax will tell the characters to head for Corby station immediately and then retire to his cabin, leaving the character's questions unanswered for the moment. Anyone making a successful *Psychology* skill roll will see that Drijax is not only exhausted, but terrified as well.

## Scene Two *(Ship Board)*

Now that the characters are back onboard the ship and under way, they have time to reflect on what just took place. As the characters try and piece together what they have witnessed the Gamemaster may give them a little help by having them make *Knowledge* rolls to determine the following: First, to remember what Drijax said on his way back to the ship prior to being attacked; second what the Swarr said to Drijax as she attacked him; third that the Swarr wore the clan markings of the Gur'xurr (see side bar). Drijax eventually comes out of his cabin, but refuses to give any information about what happened. He becomes increasingly annoyed with questions responsing only that, "It is better that you not know, for now anyway." At this point Drijax will storm off to his cabin and hole up there for a couple of days.

All non-Swarr characters can gain some important information if they successfully make a *Custom* skill roll at minus 20% , (all Swarr characters gain a plus 30% to their skill). Everyone who made the roll thinks that Drijax is involved in some kind of feud with the Gur'xurr clan. To all Swarr characters who succeed, it is obvious that Drijax is being hunted by the Gur'xurr clan and that all the characters may soon share the same fate if they're not very careful. The Gamemaster should remind all Swarr characters that to openly suggest that they not help Drijax will cause them to suffer a humiliating loss of face/honor because they would be admitting fear of the Gur'xurr clan. On the other hand, helping Drijax could gain them great honor and recognition. (Prepare a note in advance for those Swarr Characters who successfully make their *Custom* skill rolls, relating those ideas).



Drijax emerges from his cabin after several days, looking like he hasn't slept for most of that time. He summons the characters to the main lounge for what he calls an "informal crew conference." If by now the charcaters have not figured out what's going on, Drijax will explain it all to them. The Gamemaster should allow the characters to draw the information out of Drijax, telling his story in response to their questions. This will draw them deeper into the scenario.

### (The Deal)

After the characters are satisfied that they understand what's happened and why, Drijax will attempt to enlist the character's help. He promises them he can make it well worth their while, despite the risk involved. Drijax will start off by offering each of them 150,000 credits in urithium (a precious metal) and by making each of them a partner, with a two percent share in the Touch'n Go. Should the characters prove to be more ambitous and greedy and demand more, Drijax will immediately counter by offering them 300,000 and a four percent share. Any character successfully making a *Psychology* skill roll will see Drijax is desperate to get their help. Even though he is desperate for their help he just won't cave in. Make the characters work for what they get.

If the characters are still unsatisfied, Drijax will ask the characters what they believe is fair. After listening to the characters counter-offer Drijax will make his best offer. He will offer 20% less cash than the characters ask and one to two percentage points less of the Touch'n Go. After Drijax has made his offer he suggests a short break so they can think about it. The Gamemaster should suggest to any player playing an Adexec or a Startrader that they handle further *Negotiations* with Drijax. If neither of these occupations are present, then choose the person with the highest *Negotiation* skill to negotiate with him. When Drijax re-enters the lounge emphasize to the characters that he appears to be really stressed out (this will give Drijax a rating of difficult, or minus 20% to his skill of 57%, making it 37%). Explain to the players after the deal is done that if they won Drijax feels disappointed, but figures he got the best deal he could under the circumstances.

Over the next few weeks Drijax will help the characters set up a plan of action for when they reach Corby Station. Drijax reveals that he has a second Black Box that will transmit a false identification for the ship. Have the characters ccome up with a new name for the ship. Drijax believes this should give them a few days before the Swarr become aware that they are actively searching for Fadd Dir, if he's still alive that is. Drijax has two contacts he says may prove to be useful, but not necessarily trustworthy. These contacts are motivated by money and their own self interest, so they sould be very careful with them both. Finally, he gives each character 10,000 credits for expense money and relates one last piece of vital information. Fadd Dir is not the trusting type (most Swarr aren't) and he would rather die, taking as many of his enemies with him, rather than be captured alive by the Gur'xurr. So when and if the character's do find him, they should tell him they know what happened to his pants on Murata. this will prove to him that Drijax sent them.

Drijax is unable to answer any more of their questions. He just doesn't know any more than he has already told them. Drijax chooses this time to tell the characters he's going to stay behind because his face is too well-known on Corby Station for him to risk leaving the ship. The characters will have to go it alone. They can contact him through the ship's computer if they have any questions.

### Scene Three (Corby Station)

Corby Station is one of the largest starports ever built. It is home to over six million of the Corby systems fifty million inhabitants. It has docking facilities for over one thousand starships and complete service bays to accommodate almost any type of repair. There are over one thousand hotels, three thousand restaurants, fifteen hundred bars and clubs, three hundred shopping malls, fifty public sports arenas and forty medical centers. The station employs over a quarter of a million of its inhabitants maintaing its operations around the clock. Three and a half million of the inhabitants work at service jobs, a half million work for the corporations mining the system and the rest are either miners on holiday or traders passing through. Fadd Dir has chosen to hide among the 25,000 Swarr living on Corby Station, making finding him a task indeed.

Upon the Touch'n Go's arrival at one of Corby twelve SLIP points, the ATB (Automatic Trafficking Beacon) will register the ship's entry into the system. The ATB will identify the ship's class and total CuM, then request its point of origin, captain's name and the reason for visiting the Corby system. Emphasize this is strictly routine and that the only time to get nervous is when a human controller interrupts the ATB to ask questions. After these formalities are complete, the ATB asks whether the ship wishes to berth at the station or go into parking orbit around it. Drijax insists that they get a berth and wait a day before requesting emergency departure clearance, so as not to attract undue attention. If the characters disagree about the emergence clearance, Drijax will back down and go along with the characters wishes.

Once the ship has docked, give the players some time to get the feel of the place. Refer back to the description of New Chicago. The scale of Corby Station is huge, dwarfing any other station.the characters have ever visited. It would qualify as a small moon for most habitable worlds. Before the characters disembark they probably should check to verify if there are any Swarr ship's in port. If they don't, give them the opportunity to make a Knowledge roll. Those who succeed remember to check with port authority and find out that there are fourteen Swarr ship's in port, only one of which is Gur'xurr. It arrived eight days ago. If the characters feel they need more information one of them will have to attempt to break into the port authority computer security to get it. To do this one of the characters will have to roll under his or her Computer Espionage skill. A successful skill roll will yield the following information:

the Swarr ship offered to sell a cargo and hasn't sought any. The ship has been granted emergency departure clearance (see emergency clearance in side bar). Sixteen of its twenty-four person crew are currently in the station, all of whom have been granted weapon permits. Also a deposit totaling one million credits has been placed into an escrow account. This should lead the characters to believe that Fadd Dir is still loose. If the character failed their skill roll, tell them to wait awhile before trying again since it is possible their attempt may have been detected. Make shure they realize the danger of trying again too soon.

### Scene Four (The Contacts)

Drijax tells the characters that Fallon Hortner (Human), assistant chief of the dockside security, is the person to see if they want to get weapon permits. Fallon is greedy, suspicious and very susceptible to bribes, but is no fool and has considerable power. Drijax suggests they might pretend to be bounty hunters searching for Fadd Dir in the hope of collecting the reward. They might even suggest spliting the reward with Fallon if he can provide them with any special help. Fallon may be able to keep the character,s appraised of the Gur'xurr Swarr's movement and warn them if the Swarr become aware of the characters activities.

The characters second contact is a snitch named Jaadi Bogg (Dolf). According to Drijax Jaadi is a old friend who can be counted on to tell the truth , but for the right price he'll tell the truth to anyone. Drijax believes that if anyone knows where Fadd Dir is, it will be Jaadi, since the two have been known to associate with each other. Drijax says the characters should tell Jaadi that he, that is Drijax is calling in all his favors. If Jaadi knows anything, he should help. Pay him a few thousand credits for his efforts. Jaadi can usually be reached at the Spiral Arm, club a spacer bar.

#### (Fallon Hortner)

The characters have no problem getting an appointment to see Fallon Hortner. When they arrive they will be ushered directly into his presence. It is obvious that Fallon has expensive tastes from the way his office is furnished and the clothes he wears. Fallon has an aloof and arrogant air about him and will talk down to the characters throughout the entire interview. As soon as the characters have introduced themselves, Fallon will ask them to come to the point of their visit as he is a very busy man and doesn't have all day. When the characters broach the subject of weapon permits, Fallon will quickly interrupt saying: "Computer, erase the last ten seconds of conversation and hold for my signal to begin again." Fallon will then say, "Please continue." After listening patiently to the characters, Fallon demands 5,000 credits apiece for the permits. Obviously 5,000 credits is too much (a successful Psycology roll will reveal that Fallon is trying to see how desperate the characters are). Fallon will except as little as 500 credits, but if the characters offer more he will, of course, except it.

If the characters offer to split the reward with Fallon, he tells them he'll make the same deal with them that he made with the other two bounty hunters. Fallon will take one-fifth of the 500,000 credit reward if he helps the characters catch Fadd Dir. In regards to helping them keep track of the Gur'xurr Swarr, he flatly refuses, saying: "You don't think I'm stupid enough to involve myself, much less the station, in a Swarr blood feud, do you?" (If the character doing most of the talking makes a successful Intrigue skill roll, Fallon will reveal that Fadd Dir killed one of the Gur'xurr Swarr who foolishly went after him alone).

If asked about the other two bounty hunters, he describes them as a tricky pair, both human, a male and a female team. This is all the information Fallon has. He finishes up the conversation by saying: "You people can carry concealable slug throwers or blasters, but no needlers." Then, leaning forward on the desk for emphasize, "I don't care

If you shoot each other, the other two bounty hunters or the Swarr, but you hurt any of the station's personnel and I'll personally see that you get spaced!" A short pause. "Do we understand each other?" On their way out a guard in an orange uniform will hand each character a data chip weapon permit.

### (Jaadi Bogg)

The characters are not the only ones looking for Jaadi Bogg, as they will soon find out. When the characters arrive at the Spiral Arm club they find it empty except for a Dolf bartender and a droid-waiter. The club is dimly lit and the bartender sits staring intently at the Tri-dee set in the wall at the end of the bar. (Any character making a successful *Oservation* skill roll (at minus 20%) will make out three figures sitting at a booth in the corner). The bartender turns around, noticing the new arrivals, and says: "Welcome, welcome! What service may I provide for you my friends?" The bartender charges 3 credits apiece for the drinks and 20 credits for each question he can answer. (Any character moving closer will make out a Dolf flanked by two Swarr).

When questioned about Jaadi, the bartender starts acting very nervous. He admits knowing him, but claims he hasn't seen him in at least two days. (If the character doing the questioning successfully rolls under their *Intrigue* skill, add 20% to the characters skill for the bribe). The bartender will lean forward, looking pass the character to the occupied booth in the corner and whisper. "Two Swarr have been coming in everyday and asking the same question, have I seen Jaadi?" The bartender pauses and adds, "Yeah, everyday about this time, and asking the same question. Imagine that." Again he looks past the character toward the corner booth. The bartender will make a little small talk, how are the drinks, anyone need a refill and then ask. "If I should see him, who should I say is looking for him?" (If the characters have forgotten that Drijax said to use his name to reach Jaadi, remind them now). If one of the characters mentions Drijax's name the bartender will repeat it loudly. "Ok oh captain Drijax, I'll tell him you came by."

At the mention of Drijax's name, the two Swarr in the corner booth get up and start moving toward whoever the bartender addressed. The droid-waiter will move between the characters and the approaching Swarr, turning toward the two Swarr to say. "Excuse me sirs, weapons are strictly forbidden in the club. You'll have to leave!" The droid obscures the Swarr's line of sight long enough for the characters to draw their weapons (see side bar).

The droid will move out of the way, giving both sides a clear field of fire. The Swarr bring their weapons up pointing them at the character the bartender addressed as Drijax. Both Swarr stop, hesitating just for a moment, not sure if the person the bartender addressed as Drijax, is actually Drijax (initiative goes to the characters). From the corner booth a heavily-accented Dolf voice cries out: "Drijax, it's Jaad. They know where Fadd Dir is!" If the characters have not opened fire by now, the Swarr will. The Gamemaster should give the characters an opportunity to state what they wish to do based on their AGL, with the highest AGL going first. The Swarr will ignore any attempt by the characters to negotiate . Their intent is pure and simple, it is to kill Drijax and anyone else who stands in their way.

Unless all the characters freeze, or roll really badly against the Swarr, combat should be over inside the first action round. If any of the characters were hit and wounded, they can attempt to perform *EMT* on one another (see emergency medical treatment in the skills section) . If someone was seriously wounded, the bartender will offer the Porta-Doc he keeps behind the bar. The Porta-doc is a SOPH 70, which gives it a 70% chance for success in treating the wounded character. The Porta-Doc will restore 1D4+1 hit points to the injured character (one attempt only). If one of the characters gets killed in the exchange, this is unfortunate, but combat can be deadly (see Taking Damage). If the

character is revived, they will have to spend sometime in the hospital recovering.

If, by some chance, one of the Swarr survived the hail of bullets and energy bolts, tell the characters that they are unconscious, near death and will expire in a few moments without quick medical attention. Any character successfully making a *Knowledge* roll will realize that if these two Swarr survive, they just might be able to identify the characters later. Stress this only as a possibility. After all, it is pretty dark in the bar. By this time, the characters may be wondering why Jaadi hasn't shown himself When they go to investigate. they find him slumped over in the booth. He appears to have been hit by a stray shot. The wound is not too serious, but Jaadi is in no condition to go with them. As they sit him up he asks: "Obviously you are not working for the Gur'Xurr, so the question is, who are you working for?"

If the characters tell Jaadi that Drijax sent them and that he's calling in past favors, Jaadi will immediately tell the characters where Fadd Dir is hiding. If not, they will have to force the information out of him by using their *Intimidation* skill. The character or characters doing the intimidation gain a bonus of plus 30% to their skill. Jaadi, on the other hand receives a minus 30% to his skill of 47%, making it 17%. Because Jaadi is wounded and because he knows these people mean business. Whichever method is used, this is what the characters get out of Jaadi: "He's registered under the name of Katalano at the Galaxy, a posh hotel, suite 203." He takes a deep breath, coughs and continues. "You had better hurry, I had to tell those two where he was or they were going to kill me." If asked whether they reported in or not, he says: "They may have, but I'm not sure. I doesn't understand their gibberish." Jaadi tells the characters he can take care of himself and to get going. "One more thing." he adds, "Tell Drijax we're even.

### Scene Five (The Race)

The Two Swarr in the Spiral Arm were in the process of relaying a message to their shipmates when they decided to take on the task of revenge themselves. All they were able to transmit was that Fadd Dir was at the Galaxy Hotel and nothing more. As the characters are preparing to leave, the two Swarr's comm-links will begin to beep. If the characters decide to answer, a stream of Swarr will be heard and only those who speak the language have a chance to understand. Any character who successfully makes a language skill roll will get the following: "Sarsh reply, we are on our way to the Galaxy hotel, meet us there. Sarsh, your team is not to attempt capture! Do you understand? That is an order!" If the message is not understood by the characters, they will learn its meaning soon as they reach the hotel Galaxy.

When the characters arrive at the hotel, it becomes obvious why Fadd Dir choose the Galaxy. It is a security hotel reserved for the very rich, for visiting dignitaries and for corporate executives. The characters can see two Swarr in Gur'xurr clan clothing milling around the plaza across from the hotel's main entrance. If the characters make their Observation skill rolls at minus 10% they will notice that the Swarr are keeping an eye on the front entrance. On further inspection, they will find two Swarr watching each of the other two entrances to the hotel. If the characters are armed when they walk into the Galaxy, they will be stopped and questioned. Two huge Humans will step forward as they cross the thresh hold. One will step in front of them and say: "Excuse me, hotel security. Our sensors have detected that you are carrying weapons. Unless you have permits and a good reason for being here. we'll have to insist that you leave." The security guard will wait patiently for the characters to present their data chips and then verify them. He will then ask them their business in the hotel. If the characters tell the security guard they are here to see a friend. He will ask for the friends name and suite number. If the characters don't wish to reveal who they

**Gur'xurr Swarr Profile**

*Observation 65%*
*Hit Points     30*
*Stunned        10*
*Knockout   15*
*Consciousness 60%*
*Hide 40%, Sneak 38%,*
*Dodge 45%,*
*No bodyarmor*
*One sword*
*One 15mm slug thrower*
*Defense Factor 15%*
*Weapons Skill 65%*
*Unarmed combat skill 60%*
*Attacks per round  3*


**Combat Begins**
 *Announce to the players combat is about to commence. The distance separating their characters and the Swarr is about six meters, or six hexes. The Swarr are in the middle of what appears to be a dance floor, without any cover. The characters are probably at the bar with tables near at hand. If these small table are knocked over they can be used as 25% cover. Draw out a 15 x 15 hex room, placing the Swarr in the middle and the characters to one side. Look at the Swarr profile in the side bar for their defense factor, weapons skill and AGL. The Gamemaster should go easy on the fire modifiers the first time to save a little time.*

are here to see, they will have to make up a reason to gain entrance. A successful *Fast Talk* skill roll at minus 10% (the guard is suspicious), will get them into the hotel. The Gamemaster should make them sweat a little bit here. Make the character doing the *Fast talking* come with a reasonable story. If the Fast Talker fails, the only story that will get them in is the truth.

As the characters walk past, a successful *Observation* skill roll will allow them to hear one guard whisper to the other: "That's two heavily armed parties in less than ten minutes, notify the chief something is going down." In the lobby of the hotel it immediately becomes obvious that the characters are underdressed. They look like a bunch of Drakkan puff monkeys compared to the hotels other guests. But, for that matter, so do the four Swarr at the front desk.

To the characters left is the entrance to the hotel mall and to their right is a restaurant, two nightclubs, a spa and the grav-lifts. Any character who goes into the mall and makes a successful *Observation* skill roll will see two more Swarr looking around the place. The Swarr in the mall will make *Observation* skill rolls of 40% to notice they are being watched. Since the Swarr are looking for Fadd Dir they will not pay to much attention to the characters unless they do something very suspicious.

Loud voices can be heard coming from the party of Swarr at the front desk. They are demanding to see the video records of all the Swarr guests who have registered in the past two weeks. The clerk can be heard explaining that their request is against hotel regulations and that shouting at him is going to get them nowhere. Any character making a successful *Observation* roll will see one of the Swarr press several 1,000 credit urithium pieces into the clerks hand; at which point the clerk says: "Yes sir, I have your reservation right here. Ah, I see you already have some messages. Would you like to use the viewer over there?" The clerk nervously looks around and then gives a data chip to the Swarr who gave him the money. The Swarr hurriedly move toward the viewer on the other side of the lobby. The characters will need to move fast if they are to get to Fadd Dir before the Swarr do. The Swarr can be seen talking into their comm-links as they move toward the viewer. The two Swarr from inside the mall will move to join the four now huddling around the viewer. They have also placed their teams outside the hotel on alert.

## Scene Six *(Fadd Dir)*

Fadd Dir is no fool. He anticipated that he would eventually be discovered so, as a precaution, he broke into the hotel's computer and changed his suite number from 203 to 204. The Gur'xurr will therefore believe Fadd Dir is in suite 204 (see side bar). When the characters get to suite 203 and buzz, the green camera light will go on and a Human female voice will ask: "Yes, may I help you?" Any character making a successful *Knowledge* roll minus 10% will realize that this is a deception. If the characters respond with the phrase Drijax told them, "I know what happened to your pants on Murata." then the door will slide about half way open. Standing in the doorway is a very old and tired looking Swarr. pointing a large caliber slug thrower (15 mm) into the face of whoever is standing in front of him. He says: "And what happened to my pants on Murata, my friends? Won't you come in and please." He backs slowly into the room lowering the weapon as he does. A Swarr short sword can be seen in his waist band.

When the characters are inside the door slides shut and Fadd'dir says: "No sudden moves please, I'd hate for these grenades to be set off accidently ." He pulls open his long over coat (12 point bodyarmor) to reveal four grenades wired to a dead-Swarr switch in his other paw. He then continues: "Is Drijax alive? Is he here and do you have a way for us to get out of this system?" Give the characters time to reply to his questions and to tell him the Gur'xurr are on their way up. Let them start to formulate a plan to exit the hotel when the suites computer interrupts:

*There are two grav-lifts, either will take the players up to the floor Fadd dir's suite is on. The lifts open on to a hallway that is 4 hexes wide and 24 hexes long. There are doorways facing each other every 5 hexes, with suites 203 and 204 located about qquarter of the way down the hall. The hallway offers no cover except from inside the suites or the lifts.*
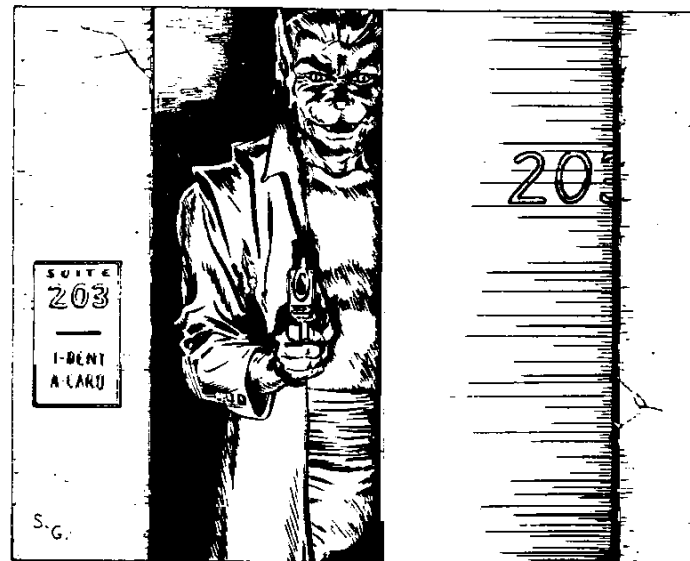


"Excuse me, Mr. Katalano you have a call." Fadd Dir directs the computer to put the call through. The desk clerks face appears on a screen inset in the wall. Visibly pale and shaking, he says three words before the screen goes blank: "they're coming up!".

### (Escape)

Fadd Dir quickly explain's about the suite number ruse and that he has rigged the computer in the other suite to answer in his voice. Hopefully all the Gur'xurr will go in when the door slides open. As soon as they have all gone through, the door will close automatically and lock. This ought to keep them busy long enough for Fadd Dir and the characters to the lift and down to the lobby. The only problem is that only four of the six Swarr will go into the suite. One will be left in the hall to keep watch and the other is in the lift, keeping it on this floor. The Swarr in the hall will be surprised as the characters burst into the hallway (initiative goes to characters). The Swarr in the lift will use the partial cover of the lift (50%; see cover modifiers) and open fire in the next action round according to his AGL. At the end of the combat, *EMT skill* rolls can once again be made for those who are wounded.

If this plan doesn't meet with the characters approval have them come up with one of their own. The Gamemaster should not be afraid of letting the characters take on all six at once, if that is what they want. Of course, you could let Fadd Dir toss a grenade or two into the hall to soften them up first, but that shoudn't be necessary. Let the characters use their judgment in formulating a plan.

As the characters and Fadd Dir exit the lift into the lobby they will see the two Swarr from across the plaza entering through the main entrance. The two doormen will stop them as they did the characters earlier, but the Swarr are having none of it. They draw their weapons and the doormen start backing up. Give the two Swarr an *Observation* skill roll of 30% to recognize Fadd Dir from across the lobby. If successful, they will charge at him and characters as they come. In the following action round the doormen will draw N-stunners and run up behind the two Swarr firing as they advance. The doormens are pretty competent and have weapons skills of 55%. If the two Swarr fail to make

their initial *Observation* skill rolls, they will run right past the characters, get in the lift and go up. The characters will then be free to get back to the ship unhindered.

### Scene Seven *(Reunion)*

Once back onboard the ship Drijax and Fadd Dir will exchange insults. Drijax will complain about always having come to Fadd Dir's rescue, and Fadd Dir will nag Drijax about taking so long. It is clear, however, this Human and Swarr are true friends. After this macho spectacle is finished both of them will thank the characters. Drijax then orders them to set a course for New Chicago and to depart as soon as possible. He and Fadd Dir will excuse themselves so they can clean up and rest and Drijax will give orders that they are not to be disturbed unless the Gur'xurr show up. Actually, Drijax's plan is to exit the ship with Fadd Dir. While the characters have been absent he has made reservations for both himself and Fadd Dir on several ships leaving the Corby system over the next few days. The two will make their way to one of the ships leaving in the next few hours and quietly disappear. The characters are not meant to know this until they are in transit to New Chicago.

#### *(Curtain Call)*

If the characters try and disturb Drijax and Fadd Dir, they will get pre-recorded messages meant to stall them until they leave the system. The Gamemaster should make up whatever answers are necessary, based on what the characters ask. Once in SLIP, a message left by Drijax instructs everyone to meet him in the crew lounge. There the entertainment Tri-dee will show Drijax sitting on the bridge. He starts off by again thanking the characters for their help and, if they haven't guessed by now, he informs them that he and Fadd Dir are not on board. He goes on to say that this was part of his plan all along, but that he couldn't risk telling them. After all, if they had been captured they might have talked, either under torture or chemical interrogation. Drijax has prepared a little bonus for them: the Touch'N Go is their's. Unfortunately he is unable to pay them what he promised: all the money he has will go to setting Fadd Dir and him up some where else . Hey, they got a ship out of the deal, so life isn't so bad. Drijax wishes them luck and then adds: "Who knows, the universe is getting smaller all the time. Maybe we'll bump into each other again."
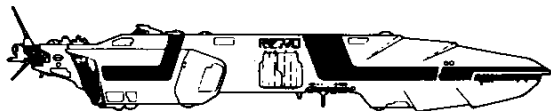
**Touch'n Go**

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# Worlds Beyond
## Citizen Profile

| | | |
|---|---|---|
| **INT** . . . . . | Character Name . . . . . . . . . . . . . . . . . . . . . . . . . . . | |
| **LDSHP** . . . . . | Occupation . . . . . . . . . . . . . . . . . . . . . . | |
| **SENS** . . . . . | Species . . . . . . . . . Sex . . . . . . . . Age . . . . . . | |
| **DEX** . . . . . | Hair/Fur . . . . . . . . Skin . . . . . . . . Eyes . . . . . . . . | |
| **AGL** . . . . . | Distinguishing Features . . . . . . . . . . . . . . . . . . . . | |
| **PHY** . . . . . | . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . | |
| **HE** . . . . . | Reputation & Personality | |
| **SZ** . . . . . | . . . . . . . . . . . . . . . . . . . . . . . . | |
| **APP** . . . . . | Knowledge . . . . . %    Luck . . . . . % | |

## Skills:    Skill Maximum . . . . . %

| | | |
|---|---|---|
| Administration (05) . . . . . ☐ | Language/Literacy . . . . . ☐ | Starships Tek . . . . . ☐ |
| Archeology . . . . . ☐ | Galacta (10) . . . . . ☐ | Systems Tek . . . . . ☐ |
| Astronavigation . . . . . ☐ | Sije'ta (Dolf) . . . . . ☐ | *Vacsuit Operation (DEX + AGL)* |
| Astronomy . . . . . ☐ | Esperanto (Human) . . . . . ☐ | Vacsuit . . . . . ☐ |
| Biology . . . . . ☐ | Cham'sak (Sher'tazi) . . . . . ☐ | Vacarmor . . . . . ☐ |
| Chemistry . . . . . ☐ | Jhar'Shat (Swarr) . . . . . ☐ | Shockarmor (min. of 60%) . . . . . ☐ |
| Computers (INT) . . . . . ☐ | *Law Knowledge (05)* . . . . . ☐ | *Vehicle Operation (SENS + DEX)* |
| Computer Espionage . . . . . ☐ | Civil/Criminal . . . . . ☐ | Gravcar . . . . . ☐ |
| Custom (05) . . . . . ☐ | Contract . . . . . ☐ | Groundcar . . . . . ☐ |
| Disguise (10) . . . . . ☐ | Interstellar . . . . . ☐ | Aircraft . . . . . ☐ |
| Ecologist . . . . . ☐ | Negotiation (LDSHP x 3) . . . . . ☐ | Seacraft . . . . . ☐ |
| EMT (05) . . . . . ☐ | Observation (SENS x 3) . . . . . ☐ | . . . . . . . . . . . . . . . . ☐ |
| Engineering . . . . . ☐ | Pickpockets (05) . . . . . ☐ | Zero gee (DEX + AGL) . . . . . ☐ |
| Fast Talk (LDSHP + INT) . . . . . ☐ | Pilot Spacecraft . . . . . ☐ | *Special Skills* |
| Gambling (Luck/2) . . . . . ☐ | Psychology (10) . . . . . ☐ | . . . . . . . . . . . . . . . . ☐ |
| Gunnery (INT + SENS) . . . . . ☐ | Sec. Countermeasures . . . . . ☐ | . . . . . . . . . . . . . . . . ☐ |
| History (05) . . . . . ☐ | *Systems Repair (05)* . . . . . ☐ | . . . . . . . . . . . . . . . . ☐ |
| Intimidation (LDSHP) . . . . . ☐ | Computer Tek . . . . . ☐ | . . . . . . . . . . . . . . . . ☐ |
| Intrigue (10) . . . . . ☐ | Robotics Tek . . . . . ☐ | . . . . . . . . . . . . . . . . ☐ |

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Hit Points . . . . .    Healing Rate . . . . .
Stunned . . . . .    Knockout . . . . .
Consciousness . . . . .

Current hit points

Body Armor . . . . . . . . . . . . . . . .    PV . . . ./ . . . .
Vacsuit . . . . . . . . . . . . . . . . . . . .    PV . . . ./ . . . .

Current armor points

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## Combat Skills:    Skill Maximum . . . . . %
Defense Factor . . . . . %

| Class | Preferred Weapon | Atk% | Dmg | RoF SA/BST/SPR | Ammo Clips |
|---|---|---|---|---|---|
| . . . . . . . . . . . . . . . | . . . . ☐ | . . . . . | . . . . | . ./ . ./ . . | . ./ . . |
| . . . . . . . . . . . . . . . | . . . . ☐ | . . . . . | . . . . | . ./ . ./ . . | . ./ . . |
| . . . . . . . . . . . . . . . | . . . . ☐ | . . . . . | . . . . | . ./ . ./ . . | . ./ . . |
| . . . . . . . . . . . . . . . | . . . . ☐ | . . . . . | . . . . | . ./ . ./ . . | . ./ . . |
| . . . . . . . . . . . . . . . | . . . . ☐ | . . . . . | . . . . | . ./ . ./ . . | . ./ . . |
| . . . . . . . . . . . . . . . | . . . . ☐ | . . . . . | . . . . | . ./ . ./ . . | . ./ . . |
| . . . . . . . . . . . . . . . | . . . . ☐ | . . . . . | . . . . | . ./ . ./ . . | . ./ . . |

**Unarmed Atk** . . . . . %  Atks per Round . . . . .
**Damage Bonus** . . . . .    Special Atks . . . . . . . . . . . . .
Punch 1D6, Kick 1D6, Throw/Sweep 1D6,
Head Butt 1D4, (un) Grapple 1D3, Block/Grab
Throw Grenade PHY x 1.5 = max. range thrown in meters

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## Agility Skills:

| | | |
|---|---|---|
| Hide . . . . % | Sneak . . . . % | Dodge . . . . % |
| Jump . . . . % | Climb . . . . % | Swim . . . . % |
| Walk . . . . m | Jog . . . . m | Sprint . . . . m |
| Lift . . . . kg | Carry . . . . kg | Throw . . . . kg |

# Worlds Beyond
## Citizen Profile

INT . . . . .
LDSHP . . . . .
SENS . . . . .
DEX . . . . .
AGL . . . . .
PHY . . . . .
HE . . . . .
SZ . . . . .
APP . . . . .

Character Name . . . . . . . . . . . . . . . . . . . . . . . . . . .
Occupation . . . . . . . . . . . . . . . . . . . . . .
Species . . . . . . . . . Sex . . . . . . . . Age . . . . . .
Hair/Fur . . . . . . . . Skin . . . . . . . . Eyes . . . . . . . .
Distinguishing Features . . . . . . . . . . . . . . . . . . . . . . .
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Reputation & Personality
. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
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. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
Knowledge . . . . . % Luck . . . . . %

## Skills:   Skill Maximum . . . . . %

| | | | |
|---|---|---|---|
| Administration (05) . . . . . ☐ | Language/Literacy . . . . . ☐ | Starships Tek . . . . . ☐ |
| Archeology . . . . . ☐ | Galacta (10) . . . . . ☐ | Systems Tek . . . . . ☐ |
| Astronavigation . . . . . ☐ | Sije'ta (Dolf) . . . . . ☐ | Vacsuit Operation (DEX + AGL) |
| Astronomy . . . . . ☐ | Esperanto (Human) . . . . . ☐ | Vacsuit . . . . . ☐ |
| Biology . . . . . ☐ | Cham'sak (Sher'tazi) . . . . . ☐ | Vacarmor . . . . . ☐ |
| Chemistry . . . . . ☐ | Jhar'Shat (Swarr) . . . . . ☐ | Shockarmor (min. of 60%) . . . . . ☐ |
| Computers (INT) . . . . . ☐ | Law Knowledge (05) . . . . . ☐ | Vehicle Operation (SENS + DEX) |
| Computer Espionage . . . . . ☐ | Civil/Criminal . . . . . ☐ | Gravcar . . . . . ☐ |
| Custom (05) . . . . . ☐ | Contract . . . . . ☐ | Groundcar . . . . . ☐ |
| Disguise (10) . . . . . ☐ | Interstellar . . . . . ☐ | Aircraft . . . . . ☐ |
| Ecologist . . . . . ☐ | Negotiation (LDSHP x 3) . . . . . ☐ | Seacraft . . . . . ☐ |
| EMT (05) . . . . . ☐ | Observation (SENS x 3) . . . . . ☐ | . . . . . . . . . . . . . . . . . . ☐ |
| Engineering . . . . . ☐ | Pickpockets (05) . . . . . ☐ | Zero gee (DEX + AGL) . . . . . ☐ |
| Fast Talk (LDSHP + INT) . . . . . ☐ | Pilot Spacecraft . . . . . ☐ | Special Skills |
| Gambling (Luck/2) . . . . . ☐ | Psychology (10) . . . . . ☐ | . . . . . . . . . . . . . . . . . . ☐ |
| Gunnery (INT + SENS) . . . . . ☐ | Sec. Countermeasures . . . . . ☐ | . . . . . . . . . . . . . . . . . . ☐ |
| History (05) . . . . . ☐ | Systems Repair (05) . . . . . ☐ | . . . . . . . . . . . . . . . . . . ☐ |
| Intimidation (LDSHP) . . . . . ☐ | Computer Tek . . . . . ☐ | . . . . . . . . . . . . . . . . . . ☐ |
| Intrigue (10) . . . . . ☐ | Robotics Tek . . . . . ☐ | . . . . . . . . . . . . . . . . . . ☐ |

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Hit Points . . . . . Healing Rate . . . . . .
Stunned . . . . . Knockout . . . . .
Consciousness . . . . .

Current hit points

Body Armor . . . . . . . . . . . . . . . . PV . . . ./ . . . .
Vacsuit . . . . . . . . . . . . . . . . . . PV . . . ./ . . . .

Current armor points

## Combat Skills:   Skill Maximum . . . . . %
Defense Factor . . . . . %

| Class | Preferred Weapon | Atk% | Dmg | RoF SA/BST/SPR | Ammo Clips |
|---|---|---|---|---|---|
| . . . | . . . . . . . . . . . | . . . . ☐ | . . . . . | . . / . . / . . . | . . / . . . |
| | | | | . . / . . / . . . | . . / . . . |
| . . . | . . . . . . . . . . . | . . . . ☐ | . . . . . | . . / . . / . . . | . . / . . . |
| | | | | . . / . . / . . . | . . / . . . |
| . . . | . . . . . . . . . . . | . . . . ☐ | . . . . . | . . / . . / . . . | . . / . . . |
| | | | | . . / . . / . . . | . . / . . . |
| . . . | . . . . . . . . . . . | . . . . ☐ | . . . . . | . . / . . / . . . | . . / . . . |
| | | | | . . / . . / . . . | . . / . . . |
| . . . | . . . . . . . . . . . | . . . . ☐ | . . . . . | . . / . . / . . . | . . / . . . |

Unarmed Atk . . . . . % Atks per Round . . . . .
Damage Bonus . . . . . Special Atks . . . . . . . . . . . .
Punch 1D6, Kick 1D8, Throw/Sweep 1D6,
Head Butt 1D4, (un) Grapple 1D3, Block/Grab
Throw Grenade PHY x 1.5 = max. range thrown in meters

## Agility Skills:

Hide . . . . %   Sneak . . . . %   Dodge . . . . %
Jump . . . . %   Climb . . . . %   Swim . . . . %
Walk . . . . m   Jog . . . . m   Sprint . . . . m
Lift . . . . kg   Carry . . . . kg   Throw . . . . kg

## Possessions

| Bodyarmor | Coverage | PV |
|---|---|---|
| . . . . . . . . . | . . . . . . . . | . . . /. . . . |
| . . . . . . . . . | . . . . . . . . | . . . ./. . . . |
| . . . . . . . . . | . . . . . . . . | . . . ./. . . . |

| Vacsuits | Lf-Spt, Prpls | PV |
|---|---|---|
| . . . . . . . . . | . . . . . . . . | . . . /. . . . |
| . . . . . . . . . | . . . . . . . . | . . . /. . . . |
| . . . . . . . . . | . . . . . . . . | . . . /. . . . |

Accessories: . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . . .

## Money

CV

CV

Hard Cash

## Investments

Banked  Location  Interest %  Earnings

Properties:

## Hit Location Table

| Body Points | Armor PV |
|---|---|
| Head . . . . | . . . . |
| Torso . . . . | . . . . |
| R-Arm . . . . | . . . . |
| L-Arm . . . . | . . . . |
| R-Leg . . . . | . . . . |
| L-Leg . . . . | . . . . |
| Hit Point Total . . . . . | |

Current hit points

| Die Roll | Location Description |
|---|---|
| 1-5 | Torso--above the hip to below the neck |
| 6 | Right Arm--Hand to shoulder |
| 7 | Left Arm--Hand to shoulder |
| 8 | Right Leg--Right leg from foot to hip |
| 9 | Left Leg--Left leg from foot to hip |
| 0 | Head--head and neck |

## Citizen History

Home World . . . . . . . . . . . . . . . . . Birth Date . . . . . . . . . T.S.
Family . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
Education/Experience . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
Philosophy of life . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
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Whom do you trust . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
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## Notes

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# STARSHIP
## PROFILE

Class : .........................
Total CuM : ..............
Tonnage : ........... metric tons
Total Hull Points : ..........
Length : .......... meters
Crew: .......
Passengers : .......
Cargo Capacity : ........ CuM
Number of Decks : .......
Purchase Price : ................ C
Outstanding Loan : ............. C
Payment : ................... C
Payment Schedule : ............

Vessel Name(s) : ...........................
Registry : ............... Year Built : ......... T.S.
Owner (s) : ..............................................
..............................................

| | Titles | Wages | Shares |
|---|---|---|---|
| Captain : | .......................... | ......... | ..... % |
| 1st Mate : | .......................... | ......... | ..... % |
| 2nd Mate : | .......................... | ......... | ..... % |
| Engineering : | .......................... | ......... | ..... % |
| Security: | .......................... | ......... | ..... % |

Other crew members : ............................
..............................................
..............................................

## Engineering Section

Hull Points : ........ Current Hull Points : ........

| Components | SOPH | Nomenclature | EU's | CuM |
|---|---|---|---|---|
| SLIP Drive | ..... | SLIP Factor ..... | ..... | ..... |
| Sub-light Drive | ..... | MF ..... | ..... | ..... |
| Screen Generator | ..... | PV ..... RR ..... | ..... | ..... |
| Gravity Generator | ..... | Max gee's ..... | ..... | ..... |
| Tractor Beam | | EU's per ton ..... | | |
| Powerplant | ..... | EU Output ...... | ..... | |
| Fuel Type | ........... | Qty of Fuel Cells ..... | ..... | |
| Accumulators | ..... | Qty ..... EU's ..... | ..... | |

### Auxiliary Systems

............. ....... ............... .......
............. ....... ............... .......
............. ....... ............... .......
............. ....... ............... .......
............. ....... ............... .......

Dedicated CuM : ..... Total EU's and CuM ..... .....

## Crew & Accessories Section

Hull Points : ........ Current Hull Points : ........

| Components | SOPH | Nomenclature | EU's | Cum |
|---|---|---|---|---|
| Crew/Passenger Qtrs | ..... | ............... | ..... | ..... |
| Battle Computer | ..... | ............... | ..... | ..... |
| Main Computer | ..... | ............... | ..... | ..... |
| Special Programmes | ............... | ............... | ..... | |
| | ............... | ............... | ..... | |
| | ............... | ............... | ..... | |
| | ............... | ............... | ..... | |
| | ............... | ............... | ..... | |

Damage Control ..... .................... .....
Escape Pods : ..... Occupants: ..... Hull Points: ....
Shadow Bays : ...... .....
Robots/Andriods ..... Type ....................
..... Type ....................

### Auxiliary Systems

............. ....... ............... .......
............. ....... ............... .......
............. ....... ............... .......
............. ....... ............... .......

Dedcated CuM : ...... Total EU's and CuM ..... .....

## Cargo Section

Hull Points : ........
Current Hull Points : ........
Total Cargo Capacity : ........ CuM
Container Storage : ........ CuM
Liquid/Gaseous Storage : ........ CuM
Cryogenic Storage : ........ CuM

| Manifest | CuM |
|---|---|
| ........................... | ...... |
| ........................... | ...... |
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### Shuttle Description

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Special Notes:
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# Starship Combat Record

## Weapons Systems

| Weapon Type | Number of Weapons | Damage | SOPH Level | AC | EU Cost | RoF | Range Hexes | OF% |
|---|---|---|---|---|---|---|---|---|
| Lasers | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . |
| PBW's | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . |
| Accelerator | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . | . . . . . . |
| PCT's | . . . . . . | . . . . . . | **Total EU's** . . . . . . | | | | | |
| | . . . . . . | . . . . . . | | | | | | |
| | . . . . . . | . . . . . . | | | | | | |

**Remote Weapons**

| Bay # 1 | Bay #2 | Bay # 3 | Bay #4 |
|---|---|---|---|
| Total CuM : . . . . . | Total CuM : . . . . . | Total CuM : . . . . . | Total CuM : . . . . . |
| Shadows : . . . . . | Shadows : . . . . . | Shadows : . . . . . | Shadows : . . . . . |

Operators . . . . . . . . . . . . . . / . . . . . . . . . . . . . / . . . . . . . . . . . . .

## Engineering Section
Total Hull Points . . . . . . .
Current Hull Points . . . . . . .
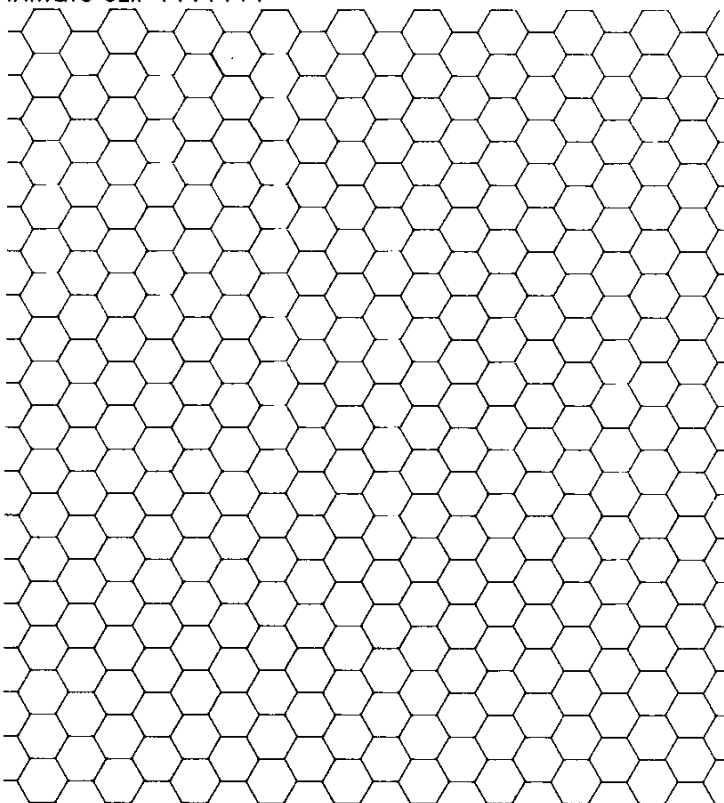
## Crew Section
Total Hull Points . . . . . . .
Current HUII Points . . . . . . .

## Cargo Section
Total Hull Points . . . . . . .
Current Hull Points . . . . . . .

## Protection Screens
Protection Value . . . . . . . .
Recovery Rate . . . . . . . . %
Current Protection Value . . . . . . . .

Back-up System :

## Plotting Movement

Pilot's Skill : . . . . . %    En-Teks Skill : . . . . . %

Movement Factor : . . . . . .    Defense Factor : . . . . . . . %

Sensors: Passive . . . . . . .    Active . . . . . . .

Initiate SLIP : . . . . . . .

## Damage Control

SOPH : . . . . . %    Repair Droids : . . . . . .

| | Repair Time | RD's Asgd. |
|---|---|---|
| SLIP Drive | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| SLMD | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| Screen Gen. | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| Gravity Gen. | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| Powerplant | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| Crew Qtrs. | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| Battle Com. | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| Main Com. | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| Dmg. Control | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| Escape Pods | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| . . . . . . . . . . | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| . . . . . . . . . . | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| . . . . . . . . . . | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| . . . . . . . . . . | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| . . . . . . . . . . | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| . . . . . . . . . . | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| . . . . . . . . . . | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |
| . . . . . . . . . . | ☐☐☐☐☐☐☐☐☐☐ | . . . . . . |

# World Profile

**Star System/World Name** : . . . . . . . . . . . . . . . . . . . .

Star Coordinates : X . . . . . Y . . . . . Z . . . . . .

Spectral Type : . . . . . . Temperature : . . . . . . *kelvin*

Orbit : . . . . . . Distance From Star : . . . . . . . . klm.

Diameter : . . . . . . . . klm.

Gravity : . . . . . . Earth Normal  Density : . . . . . .

Atmosphere : . . . . . . . . Water Presence : . . . . .%

World Climate : . . . . . . . . . World Type : . . . . . . . . .

Terrain Types : . . . . . . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Indigenous Life Forms : . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Mineral Resources : . . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Moons : . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Historical and Cultural Background : . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Population Level : . . . . . . . . . . . . . . . . .

Species Mix : Dolf . . . . . .%   Human . . . . . . %

Sher'Tazi . . . . . . %  Swarr . . . . . . %

Soph Level : . . . . . ./. . . . .    Starport : . . . . . . . . . . . .

Society Type : . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Government Type : . . . . . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Law Enforcement Level : . . . . . . .

Economy : . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Special Notes : . . . . . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

Solar System Information:

| Planet Type/Name | Orbit | Distance | Diameter | Gravity | Density | Moons | Notes |
|---|---|---|---|---|---|---|---|
| 1 | | | | | | | |
| 2 | | | | | | | |
| 3 | | | | | | | |
| 4 | | | | | | | |
| 5 | | | | | | | |
| 6 | | | | | | | |
| 7 | | | | | | | |
| 8 | | | | | | | |
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| 10 | | | | | | | |
| 11 | | | | | | | |
| 12 | | | | | | | |
| 13 | | | | | | | |
| 14 | | | | | | | |
| 15 | | | | | | | |
| 16 | | | | | | | |

One Hex = . . . . . . kilometers   Capitol(s) ★   Starport(s) ▲   Major Cities ■   Major Industrial Sites ✱
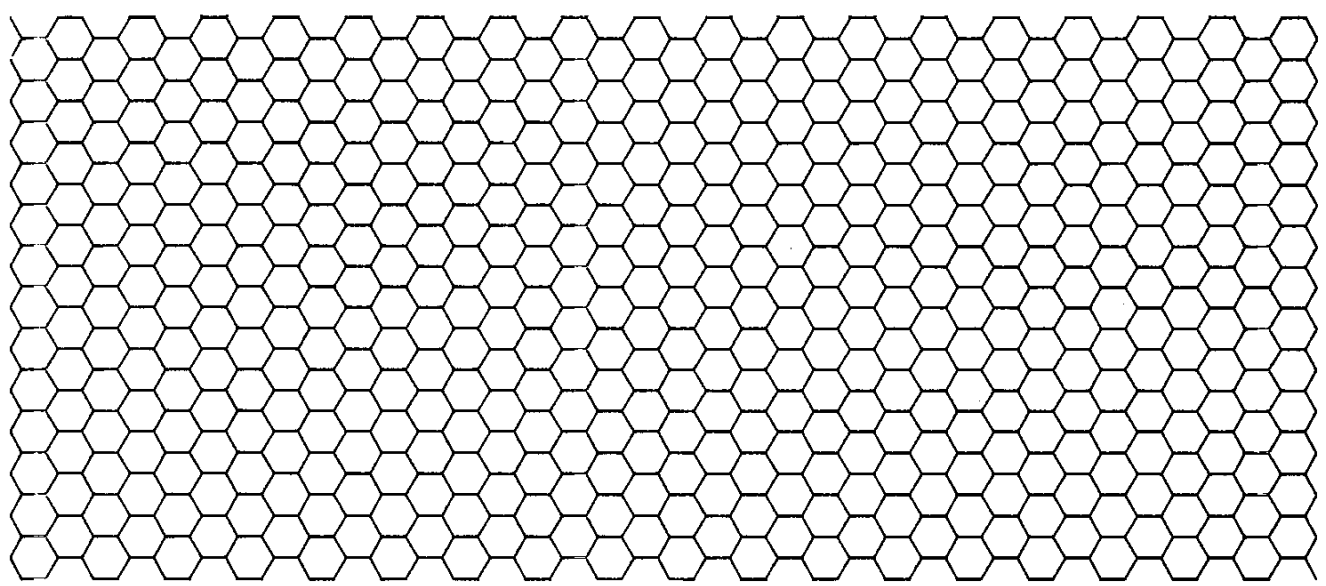
# Robot/Android Profile

Type : . . . . . . . . . . . . . Name : . . . . . . . . . . . . .
Soph : . . . . . Cost : . . . . . . . C Year Built : . . . . . .

**Motor Skills**

AGL : . . . . . Move-normal . . . . m Move-full . . . . m
PHY : . . . . . . Lift . . . . kg Carry . . . . kg Throw. . . . kg
Climb : . . . . . % Dodge : . . . . . % Hide : . . . . . %
Jump : . . . . . % Obersevation : . . . . . %
Sneak : . . . . . %
Structural Hit Points : . . . . . .

**Programmes :**

. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .   . . . . . . . . . . . . . . . . . .

**Notes:** . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .

# Shadows

Remote Type . . . . . . . . . . . Qty . . . . . Bay# . . . . .
Movement     . . . . . .
Accuracy     . . . . . . %
Defense Factor . . . . . . %
Screens     PV . . . . . . RR . . . . . . %
Hull Points     . . . . . .
Weapons     Lasers . . . . PBW's . . . . Accel . . . .
Damage     . . . .    . . . .    . . . .

# Shadows

Remote Type . . . . . . . . . . . Qty . . . . . Bay# . . . . .
Movement     . . . . . .
Accuracy     . . . . . . %
Defense Factor . . . . . . %
Screens     PV . . . . . . RR . . . . . . %
Hull Points     . . . . . .
Weapons     Lasers . . . . PBW's . . . . Accel . . . .
Damage     . . . .    . . . .    . . . .

# Shadows

Remote Type . . . . . . . . . . . Qty . . . . . Bay# . . . . .
Movement     . . . . . .
Accuracy     . . . . . . %
Defense Factor . . . . . . %
Screens     PV . . . . . . RR . . . . . . %
Hull Points     . . . . . .
Weapons     Lasers . . . . PBW's . . . . Accel . . . .
Damage     . . . .    . . . .    . . . .

# Shadows

Remote Type . . . . . . . . . . . Qty . . . . . Bay# . . . . .
Movement     . . . . . .
Accuracy     . . . . . . %
Defense Factor . . . . . . %
Screens     PV . . . . . . RR . . . . . . %
Hull Points     . . . . . .
Weapons     Lasers . . . . PBW's . . . . Accel . . . .
Damage     . . . .    . . . .    . . . .

Risk everything and confront your destiny. In **Worlds Beyond,** the future is now. Explore known space as one of four sentient races *-**Human, Dolf, Sher'tazi or Swarr.*** *Probe the complexities of interstellar politics, alien interaction and corporate intrigue. Only the smart, the brave and the lucky dare to live out their dreams.* ***Take the challenge...***

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*Worlds Beyond presents a flexible and comprehensive character generation system. Four diverse species and eight different occupations enable players to create an endless variety of adventurers. The fast-paced combat system provides for realistic, exciting and potentially deadly encounters.*

*Also included are:*

- *Over 20 inhabited worlds, history and culture on each*
- *Star system generation*
- *A comprehensive buyer's guide of tech items*
- *Personal weapons, bodyarmor, vacarmor.*
- *Optional hit location rules*
- *Detailed starship deck plans and construction rules*
- *Space combat and weaponry*
- *Robot/android creation rules*
- *A scenario to start your journey*

OTHER WORLD
.GAMES