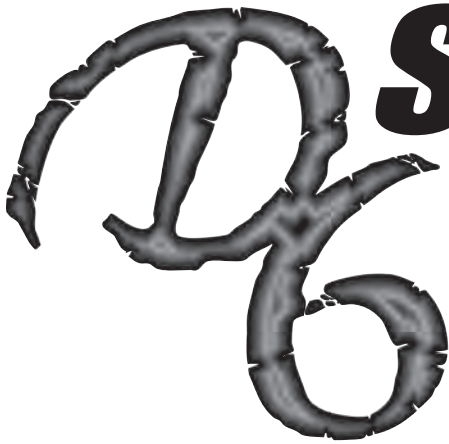


# FIRES OF AMATSUMARA



A D6 SPACE WORLDBOOK



# ***SPACE***

# ***FIRES OF AMATSUMARA***

**CONCEPT BY**  
Fred Jandt

**COVER ART**  
Kenshiro Suzuki

**CONTRIBUTORS**

Andrew Hind (Rangers, select ships), Fred Jandt (history), Greg Nagler (White Dragon Society, psiron), Barry Reese (Luminous, Saurian, Tenebrous, Verdant), Rodney Thompson (Barren, Languid, Scintilla)

**INTERIOR ILLUSTRATIONS**

Jeff Blascyk (1, 13, 16, 30, 39, 43, 59, 91, 94, 101, 117), Tony Cranfield-Rose (116), James Dunn (9, 36, 44, 56, 63, 64, 73, 74, 105, 108), Talon Dunning (2 - top, 21, 82), Travis Ingram (7, 14, 19, 32, 57, 78, 92, 102, 106, 110, 112), Nicole D. Laflamme (2 - bottom, 31, 34, 40, 47, 54, 66, 71, 96, 114), Aaron Nakahara (10, 46, 61, 70, 84, 86, 98, 119, 120), Kent McDaniel (25), Satu Sormunen (27, 28, 46, 86, 76, 109), Maria William (23, 50, 51, 52, 81)

**ADDITIONAL MATERIAL**  
Nikola Vrtis

**EDITOR**  
Nikola Vrtis

**PUBLISHER**  
Eric Gibson

**SPECIAL THANKS TO**  
Rachel Gibson, Steven Marsh

**COVER GRAPHIC DESIGN**  
Eric Gibson

**INTERIOR GRAPHIC DESIGN**  
Nikola Vrtis

**WEST END GAMES • WWW.WESTENDGAMES.COM**

WEG 53001 > Version 1.0 > ISBN 1-932867-16-3 > First Printing August 2005

© 2005 Purgatory Publishing Inc. All Rights Reserved.  
West End Games, WEG, and D6 System are trademarks and properties of Purgatory Publishing Inc.

# CONTENTS

Entries in *italics* refer to sidebars.

<b>INTRODUCTION</b> .....	<b>3</b>	<b>Tenebrous</b> .....	<b>46</b>
<b>1. THE PLANETS</b> .....	<b>5</b>	<i>Tenebrous Cults</i> .....	49
<b>Barren</b> .....	5	Wildlife.....	49
<i>Psiron on the Brain</i> .....	6	Technology.....	50
<i>Getting Caught in a Twister</i> .....	6	<b>Verdant</b> .....	51
<i>Why There Are No Duels</i>		<i>Shroom Addiction</i> .....	51
<i>at High Noon on Barren</i> .....	7	<i>The Laughing Cowboy</i> .....	53
<i>Flying through a Psiron Storm</i> .....	8	<i>Verdant Dueling</i> .....	55
<i>The Effects of Psiron Contamination</i> .....	8	Wildlife.....	55
<i>Brightsky Ferry Pricing</i> .....	11	Technology.....	56
<i>Buying or Renting Raptors</i> .....	11	<b>2. THE RANGERS</b> .....	<b>58</b>
Wildlife.....	14	<b>The Mission</b> .....	58
Technology.....	16	<b>How to Join</b> .....	58
<b>Languid</b> .....	17	<b>Organization</b> .....	58
<i>The Effects of Luminous Tide</i> .....	18	<i>Ranger Ranks</i> .....	58
Wildlife.....	24	<b>Bases</b> .....	59
Technology.....	25	<b>Players' Characters</b> .....	61
<b>Luminous</b> .....	25	<b>Technology</b> .....	62
<i>Amatsumaran Political Structure</i> .....	26	<b>3. THE WHITE DRAGON SOCIETY</b> .....	<b>66</b>
<i>Getting Cybernetics</i> .....	27	<b>4. MASS TRANSIT</b> .....	<b>68</b>
Wildlife.....	29	<b>Star-Coach</b> .....	68
Technology.....	29	<b>Star-Trains</b> .....	68
<b>Saurian</b> .....	30	<b>5. PSIRON</b> .....	<b>69</b>
<i>Saurian Feuds</i> .....	33	<b>6. THE PEOPLE</b> .....	<b>72</b>
Wildlife.....	35	<b>Barren People</b> .....	72
Technology.....	36	<b>Languid People</b> .....	74
<b>Scintilla</b> .....	36	<b>Luminous People</b> .....	77
<i>Scintilla's Weighty Issue</i> .....	37	<b>Saurian People</b> .....	82
<i>Keep Your Head Out of the Clouds</i> .....	38	<b>Scintilla People</b> .....	87
<i>The Sky Is Falling</i> .....	38	<b>Tenebrous People</b> .....	89
<i>Gets a Little Nippy Outside</i> .....	39	<b>Verdant People</b> .....	95
<i>Nethercold Mountain Avalanches</i> .....	41	<b>Ranger Personas</b> .....	101
<i>Scintilla's Black Market</i> .....	45	<b>7. SECRETS &amp; PLOTS</b> .....	<b>104</b>
Technology.....	45	<b>Barren</b> .....	104
		<b>Languid</b> .....	104
		<b>Luminous</b> .....	106
		<i>Cyberware Side Effects</i> .....	107
		<b>Saurian</b> .....	109
		<b>Scintilla</b> .....	111
		<b>Tenebrous</b> .....	112
		<b>Verdant</b> .....	115
		<b>The Rangers</b> .....	117
		<b>White Dragon Society</b> .....	118
		<b>8. BASIC D6 SPACE RULES</b> .....	<b>123</b>
		<b>9. TEMPLATES</b> .....	
		<b>Luminous City Pilot</b> .....	134
		<b>Psi-skimmer Racer</b> .....	135
		<b>Rancher</b> .....	136
		<b>Ranger (Regular Forces)</b> .....	137
		<b>Ranger Chaplain</b> .....	138
		<b>Ranger Gear Head</b> .....	139
		<b>Ranger Marine</b> .....	140
		<b>Ranger Special Agent</b> .....	141
		<b>Senator's Aide</b> .....	142
		<b>Shroom Harvester</b> .....	143
		<b>Tour Guide/Scout</b> .....	144



# AMATSUMARA FOUND

The Amatsumara star system was discovered in the mid-twenty-first century by deep-space analysis from the Earth. Due to its peculiar make-up, a joint effort by the European Union and the United American States sent a probe to the Amatsumara star system to gather data of scientific value.

When the probe reached Amatsumara, it started its exploration with Verdant, which it parachuted a robot rover onto. Verdant was determined to be capable of supporting human life. The probe next moved to Barren, which due to its elliptical orbit, was at its closest point to Verdant in several years. Upon reaching Barren, the probe parachuted a robot rover to the planetary surface as it had with the sister planet. The Barren rover at first investigated local mineral deposits, but the mother load was found when it hit a vein of psiron — a metal unlike any seen previously on Earth.

Scientists overseeing the project theorized that the properties in this new metal could revolutionize the energy industry on Earth, which had been growing increasingly worse with the depleting fossil fuel resources. They asked for an increased budget to plan a manned mission to Amatsumara.

The Amatsumara Project was started in a few years after the probe returned its astounding find, and the first shuttle to the star system launched five years later. This project was the first joint venture by the European Union (EU) and United American States (UAS) since the dissolution of NATO because of disputes over natural resources.

## ABOUT THIS BOOK



Fires of Amatsumara presents all of the source material you need to start adventuring in this part of the galaxy. We've even included a brief set of rules and some character templates. You'll also need several six-sided dice, paper, pencil, and friends. The *D6 Space Rulebook* will come in handy when you want to expand your game play options.

The book covers information on the planets in the Amatsumara system, the Rangers, the White Dragon Society, psiron, and notable people. As a special bonus for gamemasters, secrets and plot ideas for the planets and major groups have been set aside in their own chapter. You can download the templates from this book, along with other goodies, at the West End Games Web site, [www.westendgames.com](http://www.westendgames.com).

With the merging of Europe and Eurasia into the EU and North and South American nations forming the United Countries of America (UCA), little hope seemed for a unified world. The discovery of Amatsumara and psiron just may give it that chance.

Upon arrival, the members of the Amatsumara Project set up operations on Verdant and began planning for the swing-by of Barren. Over the next 10 years, mining operations were set up on Barren, and an influx of humans traveled to Amatsumara to either strike it rich, start their lives over, or obey their governments (which had sent them to cut down on an increasingly overpopulated planet).

By the time humans had set up long-term colonies on Verdant and Barren and begun settling the other worlds in the Amatsumara star system, a war over the psiron broke out on Earth.

Most believe it was either the EU or UCA that started the war, but they are wrong. It was a coordinated action from the Australasian Confederacy (AC) and Nubian Brotherhood (NB) to strike out against what they perceived as Old World masters attempting to dominate yet another resource not their own.

Not content with what material they were getting from Amatsumara through trade agreements with the EU and UCA, the AC and NB went to war to gain direct access to stores of psiron or to "prevent other nations from using the metal for wrongful acts."

After 50 long years of truce-conflict cycles on Earth, the shuttles stopped coming from the homeworld. Soon, the Amatsumaran settlers stopped sending psiron back to Earth, and chaos reigned as petty warlords set up their own personal kingdoms within Amatsumara and the strong took from the weak. A group known as the White Dragon Society slowly arose from unifying criminal enterprises and eventually gained control over every aspect of the Amatsumaran underworld — and many legal sectors as well. All contact with the humans' homeworld seemed cut off. Despite repeated pleas for help over the next 10 years, they were ignored. The people in the Amatsumara star system were now on their own.

## THE COMING OF THE RANGERS

Suddenly, out of the horizon came a squad of ships from Earth — the last of their kind. Damaged by a terrorist attack during their launch, the ships FTL drives were nearly destroyed, and the armada had to limp its way to Amatsumara.

On board was Amatsumara's last best hope for survival: the System Rangers, a group of law officers made up of soldiers and mercenaries from every nation.

# INTRODUCTION

The soldiers and their leader, Colonel Smilin' Jack McDonald, took no time in setting up shop and going to work rooting out the worst of the worst in the star system. Being cut off from the Earth, each of the men under Jack's command swore an oath to uphold the law with no compunction for national, racial, or genetic differences.

Within five years, the Rangers had grown to encompass many more individuals willing to stand up for what is right, and they had brought the law back to most parts of Amatsumara.

As with all things, though, it's hard to root out evil at its core, and there are still those within the Amatsumara star system — usually on its fringes — who manage to get away with bending or breaking the laws as they suit them.

And even though the Rangers had shut down many of its operations, the White Dragon Society hasn't been destroyed and still operates from the shadows.

## AMATSUMARA TODAY

All of the planets in the system have at least some humans working or living on them.

The rangers are in the initial stages of constructing an orbiting base around Luminous. The base is far from operational with a minimal staff of mainly scientists and technicians aboard. The majority of Amatsumara's population is centered on the three innermost planets, Verdant having the largest.

The reptiles from Saurian, known simply as raptors, have proven incredibly adaptable to other environments and have been transported to several other worlds to be used as work animals. While ranches have sprung up on Saurian raising raptors, the vast herds of the wild creatures have dwindled dramatically.

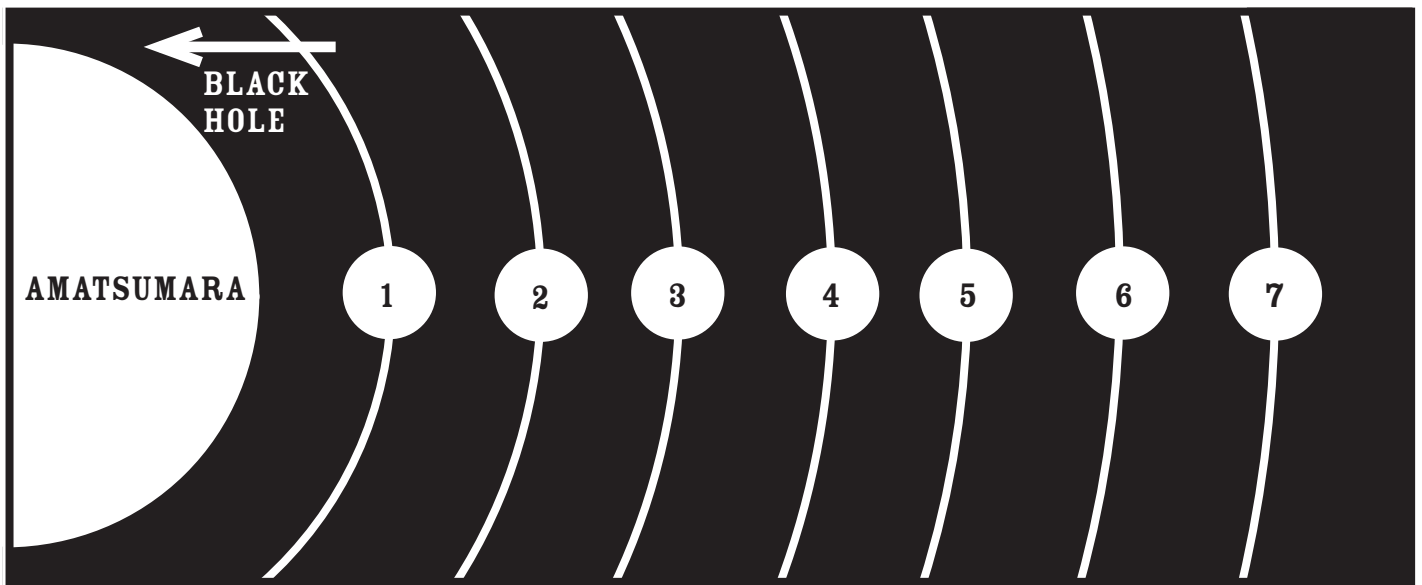
The Rangers have been experiencing a serious problem with a burgeoning drug trade stemming from the fungus grown on Tenebrous. The planet has become known as a den of thieves and those so addicted to their drugs they have gone to the source to attain them.

Unknown to the populace of Verdant, and to the scientists who first explored it, the planet had an indigenous race. A shy and superstitious people, the Xuiso, took to the planet's jungles that cover 95% of its landmass and have remained hidden to this day.

Psiron is still being mined on Barren, although it has run low in most places. The scientists in Amatsumara deduced the metal is actually a by-product of the interaction of the stellar matter stream interacting with Barren's atmosphere. As such, several brave (or foolhardy) souls have taken to braving stellar matter storms near Barren to gain "fresh" psiron, although many do not return.

Travel between the planets can take months, weeks, days or hours depending on the mode of travel. Workers and those of significant wealth travel on stellar cars, a modern equivalent of the railroad, which makes the jump between planets in a fraction of the time it takes other craft. Many folks, though, eschew space travel for the feeling of solid ground under their feet and a steady amount of work.

No one knows what happened back on Earth, and for the most part, no one cares. For the younger generations, Amatsumara is home and Earth is just the Old Continent as Europe once was. For those who came from and still remember the human homeworld, they don't worry so much about what happened, doubting, when they bother to give a second thought at all, that someone from Earth is going to come find them.



AMATSUMARA SYSTEM TRAIN REFERENCE DIAGRAM. NOT TO SCALE. 1. BARREN. 2. VERDANT. 3. SAURIAN. 4. TENEBROUS. 5. LANGUID. 6. LUMINOUS. 7. SCINTILLA

# BARREN

The innermost world in the Amatsumara system, Barren is a desolate wasteland that has one major redeeming quality: It's the primary source for the miracle mineral known as psiron. The planet actually passes through a unique matter stream that flows from the system's sun out to the black hole, a trait that's a major factor in the creation of psiron. This matter stream, combined with the planet's unique gravity and the chemical composition of its atmosphere, creates massive deposits of psiron near the planet's surface.

Barren is perhaps the sole reason that humanity left its own solar system to branch out to the Amatsumara system. The discovery of psiron deposits drew people from all walks of life to this new system, and Barren became the source of an economic boom that spawned the development of the rest of the system. However, when the psiron deposits began to dry up and the other planets became more self-sufficient, Barren went from boomworld to ghost world in a short matter of years. While hundreds of thousands of prospectors remain on the planet, what was once considered to be the future of humanity is now little more than a desolate wasteland where desperate men and women struggle to carve out a life for themselves from the little that remains.

Barren, the first planet in the Amatsumara system, is a dry and hot world rich in psiron deposits. The planet itself is moderately sized; the world is around 8,900 kilometers in diameter (roughly 0.7 times the size of Earth) but possesses a thick, dense core that gives it a slightly increased gravity level. Barren's density allows it to retain an atmosphere, composed mostly of oxygen, nitrogen, hydrogen, and helium. It's this last element that's the most significant: As the planet travels through the black hole's matter stream, that helium is converted into a solid, metallic state, which then drifts through Barren's atmosphere in stellar matter storms before finally settling onto the planet.

Barren travels through space in an elliptical orbit, passing very close to the planet Verdant as it reaches the far apex of its journey, then traveling perilously close to the system's star at the opposite apex. Fortunately, Barren's orbit's skewed such that it only spends a few short weeks so close to the sun, but a scorching few weeks those are.

The planet Barren lives up to its name in almost every respect. Far from being a booming and lush paradise, Barren is desolate and decrepit by most standards. On the whole, the world is poor and desperate, with its people barely capable of scratching an existence out on its surface. Everything about the planet reminds visitors that it's not a hospitable place, from the rough and belligerent miners to the ever-looming threat of High Noon and dust twisters. Moreover, the hostile environment of the planet

itself make even living on the world a matter of cunning and survival knowledge, ensuring that only the toughest and most determined people last more than a few weeks there.

From sunup to sundown, Barren's weather is hot, windy, and dry with a few rare exceptions. Though some moisture exists in the atmosphere in the form of clouds (which serve to block out most of the sun's harsh rays), with rainstorms occurring once every few months, just enough to replenish ground water and foster rockweed growth. These infrequent rainstorms come on quickly and move on just as rapidly, meaning that a shower could sneak up on unsuspecting settlers and then be gone before they even had time to seek collection jars.

Other than these infrequent rainstorms, there's little in the way of weather change on Barren. The temperature remains high, ranging from 25 to 60 degrees Celsius in the middle of the day depending on the time of year. Most of Barren is dry and parched, and the concept of "mud" is almost unheard of.

Winds whip across the planet as the temperature changes throughout the day, kicking up dust twisters and sandstorms on occasion.

Barren boasts a relatively low population due to the inhospitable nature of the planet's environment. The most recent estimates put the total population of the world at somewhere between nine and 10 million people, though any such census is bound to be inaccurate due to the difficulty in getting a correct count of the outlying farms and homesteads. The majority of the population lives in small towns, on individual farms and homesteads, and on settlements well away from the rest of civilization. The most concentrated group of people can be found in Deadrock Gulch (approximately one million citizens). Other smaller towns might boast 50,000 citizens at the most, but no more than five or six such towns exist on Barren. Most settlements house 200 to 300 people at the most, with inhabitants living in small family groups and tight-knit communities. Some individual farms and ranches might also have several hundred people living on the property, and commonly these homesteads will grow and expand into small towns depending on population and the ability to satisfy needs.

Barren is also home to the Rangers current base, the Arch, which will be replaced in the next several years by the base being constructed near Luminous. (For more information on the Arch, see "The Rangers" chapter.)

## BRAIN FIRE

One of the oddest and yet most dangerous elements of life on Barren is the ever-present threat of brain fire. An ailment that results from long-term exposure to fine airborne psiron particles, brain fire is a disease that was given its unique moniker by the

# 1. THEE PLANETS

## PSIRON ON THE BRAIN



Any character exposed to dangerous amounts of psiron dust (such as in a psiron storm, dust twister, or extended stay in the psiron mines) must immediately make a Difficult *stamina* or *Strength* check to determine whether or not the character contracts brain fire. If the check fails, the character has contracted the disease and suffers the following effects: For 1D days, the character suffers a +5 difficulty modifier to *Perception* and all *Perception*-based skill checks. Following that period, for 2D days, the *Perception* difficulty modifier increases to +10, and the character suffers a +5 difficulty modifier to *Knowledge* and all *Knowledge*-based skill checks. Next, the character becomes paranoid and violent; for 1D weeks, the character is unable to tell friend from foe, lashing out at anyone who gets too close to him. Finally, at the end of that time, the character begins to suffer a cumulative -1D penalty to *Agility* and *Strength* each day; if at any time the character reaches 0D in either *Agility* or *Strength*, that character dies. At any point during the entire duration of the infection, brain fire may be treated by injecting the character with special chemical agents that break up psiron clots; proper application of brain fire treatments requires a Difficult *medical* check in order to determine the right dosage without harming the patient. The cost of the agent is Difficult (or 2,000 credits).

All enviro-suits filter out psiron entirely, unless they get torn (any easy thing to do on a rocky planet). Breathing apparatus must completely cover the nose and mouth and be rated for filtering out psiron. (Those not so rated merely provide a +1D bonus to resisting the disease.) Psiron-filtering apparatus are common and reasonably priced on Barren (Easy or about 150 credits), and difficult to find or purchase elsewhere in the system. All filtering systems must be cleaned once a month or they'll become clogged and useless for breathing through.

first settlers to the planet. Brain fire is the result of tiny metallic psiron dust entering the bloodstream and then traveling to the brain, where it collects and becomes lodged. Over time, deposits of psiron dust will block blood vessels and can interfere with neural activity, absorbing the electrical impulses in the brain and causing difficulty performing even the most basic activities. In the end, brain fire becomes absolutely debilitating and causes a complete shutdown in the nervous system, resulting first in paralysis and then in death. However, these symptoms only occur at the end of the brain fire cycle; what happens up to that point is far more dangerous.

People becomes infected with brain fire when small deposits of psiron dust clog their mental pathways and dull their perceptions. For several days, victims may become sluggish and experience reduced response times. Soon, the brain fire begins to taint their attitudes, causing them to become more aggressive and violent. Infected people are quick to anger and unusually savage in their response to that anger. All too soon, those affected by brain fire begin to see enemies everywhere and give in to their savagery, reverting to a primitive state in which they attack even their closest friends on sight. Unfortunately, the situation progresses to this point rather quickly and can linger in this violent, insane stage for weeks or even months before the debilitating effects of brain fire set in. During this time, most of those affected by brain fire flee or become hermits, perceiving everyone as a danger and trusting no one.

Brain fire is a disease unique to those on Barren; even attempts to replicate the effects of the disease in laboratories have failed up

to this point. Biologists and chemists studying the effects of psiron believe that this unique contamination is the result of the clots of psiron dust in the brain interacting with the matter stream flowing to the black hole. As a result, while psiron in the bloodstream may have different effects on a normal world, on Barren it causes brain fire in almost every case. For this reason, psiron miners and skimmers must all wear a protective breathing apparatus in order to prevent the fine dust from entering the bloodstream via the lungs.

## DUST TWISTERS

Dust twisters are a natural hazard found on Barren that occur as a result of conflicting winds. With no mountains, few hills, and almost no natural landmarks to slow the progress of wind across the surface of Barren, gusts that originate in the twilight zones of the planet might travel at full force halfway around the world without encounter with a solid surface of any significant height. As such, on occasion two strong wind currents originating on opposite sides of the planet occasionally collide and stir up a dangerous storm known as a dust twister. Similar to tornados and other natural disasters on Earth, the dust twister is a swirling column of rock and dust kicked up by strong wind currents.

Folks caught out in a dust twister can be in great danger; even though the twister is composed mostly of fine particles and small stones, the wind propels these particles at high speeds. Even the tiniest rock can hit with the force of a bullet within a dust twister. Additionally, dust twisters often pull psiron particles down from the atmosphere (and gather up psiron dust from the ground), meaning that any character caught in a dust twister runs the risk of contracting brain fire.

## HIGH NOON

Possibly the deadliest hazard found on the world of Barren is the time known as High Noon. As the planet travels along its elliptical orbit, Barren comes very close to Amatsumara's sun and spends roughly four weeks taking the brunt of the star's heat and energy. Most of the year, Barren's unique atmosphere and ambient psiron particles deflect the most harmful energies away from the planet's

## GETTING CAUGHT IN A TWISTER



Within a dust twister, all characters suffer a +15 difficulty modifier to *Perception* and all *Perception*-based skills. Moreover, each round characters are in a dust twister, they suffer 3D points of damage from flying rocks and jagged stones. Any character that makes a Very Difficult *survival* check can reduce this damage to 1D for the round.

## WHY THERE ARE NO DUELS AT HIGH NOON ON BARREN



Though natives have personal alarms set to warn them of the approach of High Noon, visitors and those without their alarms can still figure out the warning signs. As High Noon nears, characters may make *survival* or *Perception* checks to notice its arrival; three hours before High Noon the check is Difficult, two hours before the check is Moderate, and one hour or less before High Noon, the check is Easy.

Those who are stuck in the open need to succeed at a Very Difficult *survival* check to find a natural shelter or sufficiently bury themselves in the dirt; they don't have to make *stamina* checks to resist the effects of High Noon for as long as they remain in that shelter. Anyone who moves out of the shelter before High Noon ends must make the *survival* check again—as well as checks to resist the heat. If characters do not seek shelter and are left exposed to the solar rays, serious damage and death can occur.

Once High Noon begins, characters must make a *stamina* check in order to resist the intense heat. This check must be made once per minute of exposure; the check begins with a difficulty of 5, increasing by one point for each successive minute. If the character fails the check, she suffers 3D radiation damage. The checks continue throughout the duration of High Noon.

surface, but during those four weeks, not even the thick atmosphere can save its residents from an incredible hazard. High Noon occurs for roughly three hours in the middle of the day, representing the time when the sun's rays become the fiercest and when the heat becomes unbearable.

During High Noon, vast waves of solar radiation pound the planet mercilessly and can cause serious problems for anyone caught outside. The temperature on the planet's surface rises drastically, nearing 85 degrees Celsius, and dead rockweed and other flammable materials have been known to burst into flames from the intense, focused heat. Moreover, the drastic temperature change causes wind currents to shift and swirl, forcing waves of hot air to rush across the flat plains of the world, kicking up dust twisters and violent sandstorms. The three hours of High Noon each day are confusing and dangerous to anyone caught outside, forcing most people on Barren to seek shelter as it approaches.

## PSIRON CONTAMINATION

Vehicles, computers, and other machines also suffer ill effects from the ambient psiron particles in the air. Any piece of technology that gives off an electromagnetic field, which encompasses almost everything except basic, unpowered tools, can become clogged and contaminated by fine psiron particles. Psiron buildup can interrupt electrical signals between different parts of a machine, cause erosion and degradation of metal parts, and disrupt moving parts. As a result, computers begin to glitch, vehicles break down, and even the most well-made machines seem rickety when left exposed to Barren's atmosphere for too long.

Any vehicles, machinery, computers, or other mechanical or electronic equipment that spends more

than a few days on Barren must be decontaminated regularly to avoid breakdowns or malfunctions.

## PSIRON STORMS

Floating high in the atmosphere of Barren, psiron storms are naturally occurring electromagnetic storms that appear in psiron-rich clouds. As Barren passes through the black hole's matter stream, ambient psiron particles floating in the uppermost cloud layers of the planet's atmosphere become charged and begin to give off electrical energy. The end result is that psiron-rich clouds discharge electricity, bouncing lightning between adjacent clouds in rapid succession. These lightning bolts in turn charge the psiron particles within





## FLYING THROUGH A PSIRON STORM



Flying through a psiron storm is no easy task, and both psiron hunters and shuttle pilots encounter perils when maneuvering starships and vehicles through the storm's unstable clouds. Any character piloting a vehicle or starship through a psiron storm suffers a +15 modifier to all *piloting* difficulties. Moreover, there's a chance that an electrical discharge will strike the vessel: Any Critical Failure on a piloting roll indicates that lightning struck the ship, causing damage to the vessel equal to the amount by which the roll failed (with a minimum of 15 points of damage).

other clouds, which causes another discharge of electrical energy. In essence, the result is a chain of lightning that bounces from cloud to cloud in the upper atmosphere. Most people on the surface of Barren never notice these storms; they occur so high up in the atmosphere that they cannot be seen or heard from the surface without special equipment. From orbit, these storms appear to be brightly flashing cloud formations at the top of the atmosphere, though they are widely dispersed across the world and can only be seen occasionally.

These psiron storms are far more important than a mere meteorological event. Psiron storms contain the most concentrated deposits of psiron still remaining on Barren. Once prospectors discovered, tapped, and drained the largest psiron veins deep within the surface of the world, desperate entrepreneurs began to look skyward at the psiron storms as a new source of the precious mineral.

## GEOGRAPHICAL FEATURES

As the closest planet to Amatsumara's star, Barren is a hot world only kept hospitable by a thick psiron-rich atmosphere that blocks out most of the sun's most damaging rays. In the daytime, the surface temperature can rise well over 50 degrees Celsius, while during High Noon, it can be even worse (see the description of High Noon herein). During the morning and evening hours, the temperature is much more manageable and stays around 30 to 32 degrees Celsius. At night, the temperature drops sharply, but residual heat from the day's solar exposure keeps a warm layer of air over the night side of the planet; even during the depths of night, the planet stays warm enough that sleeping outdoors requires little more than a thick blanket.

Most of the planet can be described as badlands or desert, consisting of vast plains of sand, baked clay, and rock broken up by the occasional patch of rockweed or the scattered remnants of failed attempts to plant trees native to Earth or other, more lush worlds. Though most meteorites are burned up by the planet's atmosphere, the planet shows a few signs of impact craters from larger stellar rock fragments that made their way to the planet's surface. Ancient tectonic activity created several small mountain ranges and deep chasms, though any such violent geological events ceased long ago when the planet's core cooled and became infused with dense rock.

On the whole, the flat surfaces found across Barren make it an ideal location to use instant-construction prefabricated buildings, giving

all the towns and cities on the planet a blocky, conformist feel. Few actual roads exist on Barren, though a number of trails crisscross the world as a result of frequent rover travel between cities, refineries, and the most-used psiron mines. Travel between settlements is limited due to the harsh nature of the planet's natural weather patterns and hazards, but those who do take the occasional jaunt between cities will usually stick to the well-known trails. Attempting to strike out across the blasted plains of Barren is one of the best ways to get lost or killed, and pathfinders who want blaze a new trail often do so at their own peril. Air and hover vehicles are rare on Barren due to psiron contamination, so ground-based travel is one of the only reliable methods of crossing between settlements.

## COLD SHADOW CANYON

One of the most beautiful and easily distinguishable sights on all of Barren is the massive fissure known as Cold Shadow Canyon. Geological evidence suggests that Cold Shadow Canyon was formed by a large meteorite that struck the planet with great velocity but at a relatively soft angle. The resulting impact cracked open the planet's surface and dug a furrow across the open plain nearly half a kilometer deep. Additionally, the meteor strike happened to be the location of one of the planet's largest psiron veins. As a result, large pockets of the precious mineral became exposed to the open air. When the first settlers arrived, Cold Shadow Canyon quickly became a favorite spot for prospectors and geologists alike due to the unique nature of its origins and the presence of vast psiron deposits.

Cold Shadow Canyon resembles a massive, twisted scar on the planet's surface. While red rock and clay cover most of Barren's visible exterior, the rock deep within Cold Shadow Canyon ranges from dark green to blue to black as soil buried deep beneath the arid world for centuries slowly absorbs sunlight and surface dust. Though most of the psiron deposits were excavated and removed in the early days of Barren's exploration and colonization, prospectors still travel to the canyon in order to seek out any remaining psiron that might become dislodged by deep drilling.

## THE EFFECTS OF PSIRON CONTAMINATION



A Moderate *repair* check of the appropriate type (such as *computer interface/repair* or *vehicle repair*) once per week is usually sufficient to clean most psiron contamination from any single item. The process usually takes anywhere from five minutes (for small, personal items) to several hours (large vehicles, Barren rovers). If the item does not undergo routine maintenance to prevent psiron contamination, that equipment confers +5 difficulty modifier to any skill checks made when using that piece of equipment. (If the equipment doesn't normally require a skill rolls, it now does. Gamemasters should start the difficulty at Very Easy and increase it depending on the level of contamination. If the psiron contamination is not removed within four weeks, the piece of equipment breaks and cannot be repaired.

A popular landmark for travelers in the Barren desert who happen to get stuck outdoors during High Noon, the tall canyon walls provide plenty of shade. Rock outcroppings within the canyon make excellent places to camp out until the worst of the heat passes. Two massive bridges cross the canyon's span. One is designed specifically for ground vehicles such as the Barren rovers, as well as any others that might need to cross over the canyon. The other bridge was originally used as a freight-and-ore transport bridge; it's reinforced

in order to support vast amounts of weight. Some even suggest that the freight bridge can support the full weight of a space ship, but thus far none have been willing to test this theory. The freight bridge also serves as the upper end of an ore-hauling elevator, which is built into one of the support struts that extends all the way to the canyon floor. This elevator moves at a rate of 20 meters per round and descends the full 2,000 meters to the bottom of Cold Shadow Canyon.

## PSIRON MINES

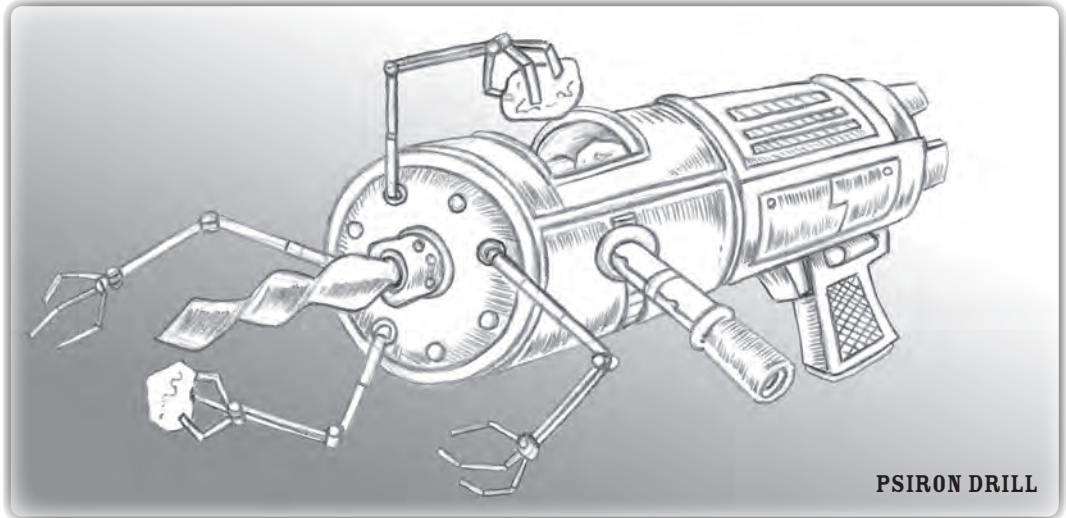
Likely one of the most important landmarks of the entire planet, the psiron mines represent the original reason that humanity flocked to Amatsumara — as well as the crushed hopes of many who sought out a new life on the desolate world.

The original psiron boom that brought settlers to Barren began in the now-abandoned psiron mines, where prospectors dug hundreds of tunnels and mine shafts ever-deeper into the planet, always seeking the next big psiron vein and pinning their very livelihoods on the discovery of such deposits. The psiron prospectors used advanced geological excavation equipment to burrow down beneath Barren's crust, though most of that equipment was abandoned once the psiron began to dry up.

Psiron mines are found all over the planet, as there seems to be little direction to the dispersion of psiron deposits anywhere on the world.

At present time, the psiron mines are mostly abandoned and dangerous, though there are several, heavily guarded facilities still working. They produce enough psiron for use in the Amatsumara system, but no one knows how much longer even these supplies will last.

The mine shafts extend hundreds and, in some cases, thousands of meters deep in a single drop. Elevators once used to traverse these awesome depths have fallen into disrepair or were dismantled entirely. Though some of the original structures remain, there's little in the way of safe or reliable transport up or down the mine shafts. Moreover, ambient psiron dust still floats in pockets throughout the mines, causing brain fire in those who do not wear proper protection while in the mines. Underground pockets of harmful gases, pent up for millennia in the planet's crust, can suddenly and violently burst outward if the rock walls that trap them are even slightly damaged. In the lower depths, biting cold can become just as big a hazard as the heat on the surface, as no solar radiation reaches the icy depths even in the most dangerous parts of High Noon.



PSIRON DRILL

Many of the metal support beams and structures have corroded and collapsed, causing instabilities in the tunnels and mine shafts. Cave-ins are common, and psiron prospectors foolhardy enough to continue visiting the psiron mines must be constantly vigilant of weak walls, ceilings, and support columns and beams. On the whole, the environment in the psiron mines is less than hospitable to human life, and many prospectors have encountered fatal dangers within their depths.

Those few prospectors who continue to plunge the depths of the psiron mines do so at great peril and with little chance of reward. All psiron prospectors wear enviro-suits specially designed to protect the miners from psiron particles, cold, heat, noxious gases, and other hazards. Most prospectors use their own methods of transportation up and down the mine shafts; some prefer traditional ropes, pulleys, and climbing gear, while others rig up makeshift elevators using the superstructure remaining from the psiron boom. While mining, these prospectors carry advanced sensor equipment and psiron extraction devices in order to make their time in the psiron mines short. Few wish to be deep in the psiron mines for extended periods of time.

## THE WIDE DESERT

A daunting landmark that can be seen from space, the Wide Desert is the largest desert on Barren. Roughly the size of North America on Earth, the Wide Desert has no settlements, no vegetation, no water sources, and no psiron deposits. In fact, the Wide Desert spells death for almost all who venture too far beyond its fringes. The soil of the Wide Desert was deemed far too unstable to be usable in building settlements, and the lack of water or psiron veins made it unattractive to settlers and entrepreneurs. Few locales on Barren epitomize the bleakness of the planet better than the Wide Desert, as it stretches from horizon to horizon with little except sand, rock, and heat distortions to differentiate the landscape.

Traversing the Wide Desert in skimmers or rovers is a simple process as there are few perils and pitfalls other than the heat and lack of water to deal with. As a result, mercenaries, smugglers, thieves, and other criminals often use the Wide Desert as a rendezvous point to avoid the scrutiny they would normally encounter in more civilized parts. A few makeshift outposts have been erected, and then subsequently abandoned, in the Wide Desert over the course of Barren's



settlement, and many still serve as rallying points for Laborer gangs or water raiders and bandits.

## SATELLITES

### NATURAL

Barren has only a single natural satellite, a moon hardly big enough to deserve such a title. Barren I is a desolate moon without an atmosphere or enough gravity to support a permanent colony. Though some expeditions to Barren I have been undertaken over the years, most have returned with little of value other than maps and charts. Likely small debris captured and shaped by Barren's own gravity, Barren I does not possess the same valuable psiron deposits as the planet below. In fact, it appears that the moon is utterly unaffected by travel through the black hole's matter stream, though with no atmosphere to block out the sun's harsh radiation the moon constantly bakes under intense solar rays. Moreover, with no atmosphere to protect the surface of the moon from travel through the matter stream, most of Barren I's surface is highly irradiated and can contaminate any visitors who do not possess proper protective gear. Any samples of surface rock brought back from the moon must be carefully shielded and kept in special radiation-resistant containers lest they harm any who come into contact with the objects.

### PORT RAMIREZ

Of more note than the planet's moon is Barren's only artificial satellite, a space station known as Port Ramirez. Originally designed as a staging area for terraforming and exploration trips during the first days of Barren's discovery, Port Ramirez is an old and often-used space station that currently serves as the primary point of transit

between Barren and the rest of the Amatsumara system. Shuttles travel between Port Ramirez and Brightsky Ferry on a daily basis, carrying both passengers and cargo down to the planet and returning with refined psiron shipments and settlers fleeing the harsh world. From Port Ramirez, it becomes a simple task to obtain passage on a larger starship back to one of the system's more hospitable planets. Thousands of people travel through Port Ramirez every day, moving to and from the planet's surface as they go about their business.

The station itself is a massive construct designed to house thousands of engineers, biologists, geologists, and other scientists that took part in the terraforming process. Over the years since the planet was made suitable for human habitation, Port Ramirez evolved into a

bustling city in its own right. Port Ramirez boasts shops arranged in a wing of the station (affectionately referred to as the Ramirez Bazaar), and several saloons and hotels litter the station's interior, taking up space once occupied by science labs and storage facilities. Since Port Ramirez is the true gateway to the more civilized worlds in the Amatsumara system, many of the finest goods, the most cutting-edge fashions, and the latest technological advancements find their way to the station first, well before trickling down to the planet below over the course of several weeks.

Though some would be tempted to call Port Ramirez more cosmopolitan than the planet it orbits, the truth of the matter is that the space station is just as rough and dangerous as some of the outlying settlements on Barren. Firearms are technically outlawed on the station (though they may be legally stored in sealed cargo containers for those passing through the port); in practice, these carrying laws are meaningless. Mercenaries, thieves, raiders, and other criminals sport weapons brazenly on the station, daring any authority to confiscate their sidearms and provoking their wrath.

Criminals are not the only ones to have weapons; many otherwise law-abiding citizens possess firearms and carry them covertly, while almost all innkeepers and saloon owners keep a scattergun underneath the bar in case a fight breaks out.

Despite the proliferation of weapons, actual gunplay is kept to a relative minimum on Port Ramirez since a stray bullet or energy blast could puncture the hull and mean certain death for hundreds of station inhabitants, including the gunfighters.

## CITIES & SPACEPORTS

Though desolate and with very little in the way of life, many settlers have come to Barren over the years and carved out a makeshift

civilization. Though Barren only has one major city (Deadrock Gulch), there are a number of smaller settlements and towns scattered across the world. Aside from Deadrock Gulch, most towns barely have more than a few thousand residents. Additionally, a large number of settlers make their home on ranches, water farms, and mining camps set up across the world.

### BRIGHTSKY FERRY

One of the most important locations for almost all travelers to or from Barren, Brightsky Ferry is a small settlement that functions as Barren's only true spaceport. Though Deadrock Gulch does have decent starship docking facilities, most people arriving on or leaving Barren travel via the shuttles at Brightsky Ferry. Originally built as a landing platform for psiron transport vessels, Brightsky Ferry soon flourished and bloomed into a full-blown spaceport where all of the planet's shuttle traffic docks. Brightsky Ferry is also home to the planet's only consistent shuttle service, which ferries settlers, prospectors, and others from the planet's surface up to Port Ramirez in orbit.

Brightsky Ferry is little more than a collection of landing pads, maintenance hangars, and ground vehicle garages clustered together, with a few small shops, saloons, and residences interspersed throughout the settlement. Three dedicated shuttle platforms constantly act as a berth for a stream of shuttlecraft that travel back and forth between the settlement and the orbiting space station. Other, independent hangars and landing platforms rent their facilities and services out to commercial vessels, private groups and individuals, and anyone else who can afford to pay for their ship to reside in one of the ferry's docking bays. Docking fees have a Moderate price (374 credits), including all local fees and taxes. Refueling and restocking fees (for ship's consumables, extraction of waste, replenishment of air, and so on) typically have an Easy to Difficult price (a few hundred to a few thousand credits), depending on the size of the ship. Consult the table below for a number of different services and their associated costs at Brightsky Ferry.

### BRIGHTSKY FERRY PRICING



All fees are average and approximate. Individual businesses have their own fee schedule, and speed and silence cost extra.

<b>Service</b>	<b>Price Difficulty (Credits)</b>
Cargo loading/unloading (per hour, per person)	Very Easy (10 credits)
Consumables	Easy to Difficult (a few hundred to a few thousand credits)
Docking	Moderate (374 credits)
Psiron contamination cleaning	Moderate (685 credits)
Refueling (standard, low-psiron-grade fuel)	Easy (265 credits)
Repairs	Same as <i>repair</i> difficulty (100 times <i>repair</i> difficulty)
Routine maintenance check	Easy (150 credits)
Security (fair, per day)	Moderate (568 credits)
Security (good, per day)	Difficult (3,610 credits)
Security (tight, per day)	Very Difficult (8,230 credits)

### BUYING OR RENTING RAPTORS



Callahan Ranch both sells and rents raptors, depending on the needs of the customer. Purchasing an individual raptor has a Very Difficult price (5,420 credits). Renting a raptor for the day is a much easier task; the customer need only leave a small deposit and pay the rental fee, which amounts to a Moderate price (230 credits). Additionally, raptor-riding lessons can be taken for an Easy price (160 credits); doing so grants a temporary +1D bonus to all *riding: raptors* checks for one day. The raptor lessons usually take around one hour.

### CALLAHAN RANCH

Barren's home for some of the most unique creatures found in all of the Amatsumara system, Callahan Ranch plays host to this world's only raptor-breeding program. Owned and operated by "Dirty Sal" Callahan, the ranch has raised and bred raptors for quite a number of years. Importing raptors from the planet Saurian, Callahan ranch raises and trains raptors for use in the intense desert environments of Barren. In fact, during the early days of the ranch's existence, Callahan paid to have several biologists and gene-therapy specialists come in and assist in breeding special raptors designed to live in the arid environment of the world. Once a new breed of raptors flourished and grew, Callahan Ranch could begin massive breeding and training projects designed to provide the beasts to settlers, prospectors, and water farmers alike. Callahan's desert raptors are highly sought-after on Barren, and most farmers and settlers own at least one, if not two or three, of the versatile creatures.

Callahan Ranch lies near the center of Barren's largest swath of rockweed fields. During the morning and twilight hours, Callahan and his hired ranch hands allow the desert raptors to graze on rockweed, while the bulk of their days are spent in training.

Callahan Ranch is a sprawling complex with over a dozen buildings, including three separate raptor stables, a barracks for ranch hands and hired guns, and a small water-farming facility that gathers condensation for the massive water needs of the raptor ranch. Callahan Ranch employs over 50 ranch hands, including raptor trainers, riders, and veterinary specialists. Moreover, Dirty Sal guards his ranch jealously, with 30 hired gunmen patrolling the complex at all times. Most of the ranch hands are relatives of the Callahan family, and a number of families have homes built right on the ranch grounds.

### DEADROCK GULCH

The largest and only true city on Barren, Deadrock Gulch stands out as a massive urban sprawl on a world practically devoid of organized civilization. Deadrock Gulch is the site of the first successful settlement on Barren and is a massive city with over a million citizens. Given that the entire population

of Barren is less than 10 million people, Deadrock Gulch is a major hub of activity on an otherwise abandoned world.

Most of Deadrock Gulch's citizens live in the central hovels, though more affluent members of society (such as those few water farmers and psiron prospectors who managed to become rich off of their professions) live in the more stately manors on the outskirts of the city.

Much of the central part of the city is composed of the remains of prefabricated buildings that were dropped on the planet during the early days of settling on Barren. These prefab buildings have degenerated into crowded hovels for the poor who can barely afford to live even under such poor conditions, and many of Deadrock Gulch's inner-city residents who once had dreams of starting their own ranch or farm find themselves trapped in a destitute life at the center of the city.

Deadrock Gulch boasts a relatively large economy, when compared to other settlements on the world. Food and other consumable shipments from other worlds are the largest imports to Barren, and almost all such goods find their way to the marketplaces in Deadrock Gulch. Even affluent farmers, ranchers, and prospectors from outlying towns and settlements send someone to Deadrock Gulch once every few months to stock up on foodstuffs and luxury items. The facts of life on Barren dictate that even the most successful settlers must rely on off-world farming for food, so for that reason alone, Deadrock Gulch maintains a booming edibles market. Beyond that, the lack of manufacturing facilities on Barren necessitate that many fabricated items be shipped in from other worlds. Though many people on Barren choose to build things by hand rather than pay for expensive imports, luxury items are still in high demand and turn quite a tidy profit for those traders and businessmen who happen to have connections on other planets.

In addition to all the imports and trade goods flowing through Deadrock Gulch, the city is where the majority of the psiron trade takes place. Appraisers and geologists in Deadrock Gulch take in raw psiron ore gathered by prospectors and skimmers, analyze the purity of the mineral, and then pay the gatherer for the raw materials. They then send the raw ore to the psiron refineries where the ore is turned into solid bars and shipped off world. These psiron appraisers are the primary source of money for most prospectors and skimmers, as they have the talent and knowledge to identify the market value of the rare mineral. Some of these psiron appraisers are more trustworthy than others, and many are known to try and turn a bigger profit by claiming impurities in the psiron brought to them or simply lying about the value of the amount the prospector brings. Honest appraisers do exist in Deadrock Gulch, but separating the honorable ones from the thieves and cheaters is a difficult process.

Deadrock Gulch claims to be the most civilized and cutting-edge settlement on Barren, and in many respects, the city officials are right. Unfortunately, given Barren's more backwater ways and the desperate existences led by most of its inhabitants, cutting edge is a relative term. Gunfights and robberies are just as common in Deadrock Gulch as in any other part of Barren, and in some cases even more so. In fact, the city is home to one of the deadliest areas in all of Amatsumara, a street known as Undertaker's Row. Lined with casinos and saloons from one end to the other, Undertaker's Row is a constant scene of gunfights and gambling where the quickest draw sets the stakes. Though many of the saloons are well kept, clean, and supposedly high class, the desperate men and women of Barren are

unafraid to gun down their opponents, and the money and alcohol flowing through Undertaker's Row simply serves to further motivate people to take out their frustration through violence.

## REDSTONE

Once a bustling town at the center of the psiron boom, Redstone has been nearly abandoned for several decades and remains a decaying memento of the situation of Barren's inhabitants. A true ghost town in every sense, Redstone's building stand as a silent reminder that all good things must one day come to an end.

During its heyday, some thought that Redstone would one day grow in size to rival Deadrock Gulch given the fact that its population was expanding almost more rapidly than its buildings could take. Saloons, hotels, and casinos sprang up seemingly overnight to take advantage of the money being raked in by psiron prospectors. Settlers built massive homes on the outskirts of the town, while businesses relocated from Deadrock Gulch to set up shop in the new boomtown. For a while, Redstone was the richest town on the entire world, centered right between several of the thickest and most abundant psiron deposits found anywhere on Barren.

Over time, the situation in Redstone turned worse. The psiron deposits began to dry up, and the nearest rich vein was several hundred kilometers away. Saloons and casinos started going out of business, several each day, as prospectors no longer had the money to waste on entertainment. Fashionable shops collapsed, and soon criminals began populating the streets, preying on those few hangers-on who remained in Redstone after the boom ended. Honest citizens started moving away to smaller homesteads or traveling back to Deadrock Gulch. In the end, even the criminals had no one to harass, so they too picked up stakes and headed toward more profitable settlements. In the span of a few short years, Redstone went from a town bursting at the seams to a hollowed-out collection of buildings with no more than a few dozen stragglers still hanging on to what they once called home.

## SULLIVAN'S WATER FARM

One of the most successful water farms on all of Barren, Sullivan's Water Farm provides nearly 30% of the water to everyone on Barren. Founded long ago by one of the first settlers to come to Barren, Sullivan's Water Farm draws its water from an underground basin of a size unheard of anywhere else on the planet. The current owner, Daniel Sullivan (known as Old Sully to the residents of Barren) is a shrewd businessman and innovator who continues to lead the water farm to prominence. As a young boy, Old Sully trained as a civil engineer at one of Languid's top universities, then returned home to Barren in order to maintain the family business. Upon returning, Old Sully applied his engineering knowledge to the water-farming business, gaining an edge many other farmers could not hope to match. Within several years, Sullivan's Water Farm transformed from a moderately successful water-gathering station to a booming business with several subsidiary water farms scattered throughout the region.

One of the first innovations that Old Sully brought to his water farm was the creation of a massive water pipeline that stretches from the Sullivan Water Farm all the way to Deadrock Gulch. This pipeline, over 300 kilometers long and nearly 10 meters in diameter, carries millions of kiloliters of water to Deadrock Gulch every day. Though Old Sully carefully manages the water sent so as not to

drain his underground reservoir dry, Sullivan's Water Farm provides much-needed water to the urban environment where water collection is a very difficult task.

Sullivan's also boasts several acres of condensation collection towers, each one connected via underground tubes to the underground reservoir in order to aid nature in replenishing its natural water supply. By tapping into an reservoir (and having no above-ground water basins), Sullivan's can avoid problems with sabotage and theft faced by other farmers. Though damage to the pipeline is always a threat, Old Sully makes sure to have patrols of hired gunmen armed with a small arsenal speeding back and forth along the pipe's length at all times in order to watch for danger.

## INDUSTRY

### PSIRON REFINERIES

A critical step in the process of creating usable psiron comes in the refinement of the raw ore into more portable and pure psiron blocks. Most of those who use psiron in one form or another prefer to purchase the material in its refined form. As such, the psiron refineries on Barren are critical to the psiron trade.

The unrefined psiron goes through a lengthy smelting and purification process before finally being molded into bricks (colloquially called psiron bars) and shipped to other planets for use. The psiron refineries are dangerous for those who do not know their way around them, and many an unsuspecting thief has gotten herself killed in an attempt to raid the refineries. Since the psiron boom ended and prospectors became more and more rare, many of the refineries shut down and were abandoned. A few refineries still operate at full capacity, while others only start up when skimmers bring in a large load of ore. Some criminals and raiders have claimed the abandoned refineries for themselves, though few of their number possess the technical knowledge needed to operate the facilities.

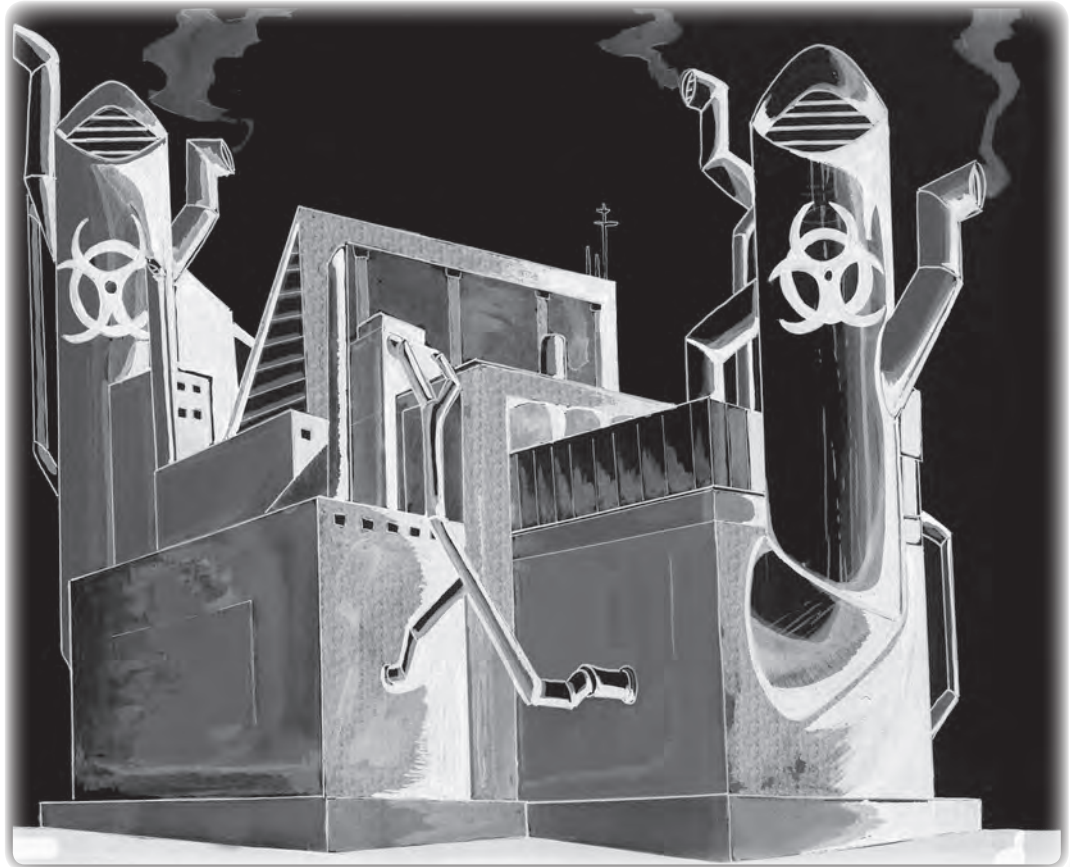
Psiron refineries use precise equipment to properly heat, melt, and purify the raw psiron ore. Given the material's unusual properties, psiron purification is an incredibly delicate process. Psiron ore must be heated slowly so that it melts instead of exploding, and the process of removing imperfections and impurities is labor intensive. Automated machines do most of the refinement, with a few human workers on hand for the rare repairs and emergencies. The machines themselves have been in operation nearly since

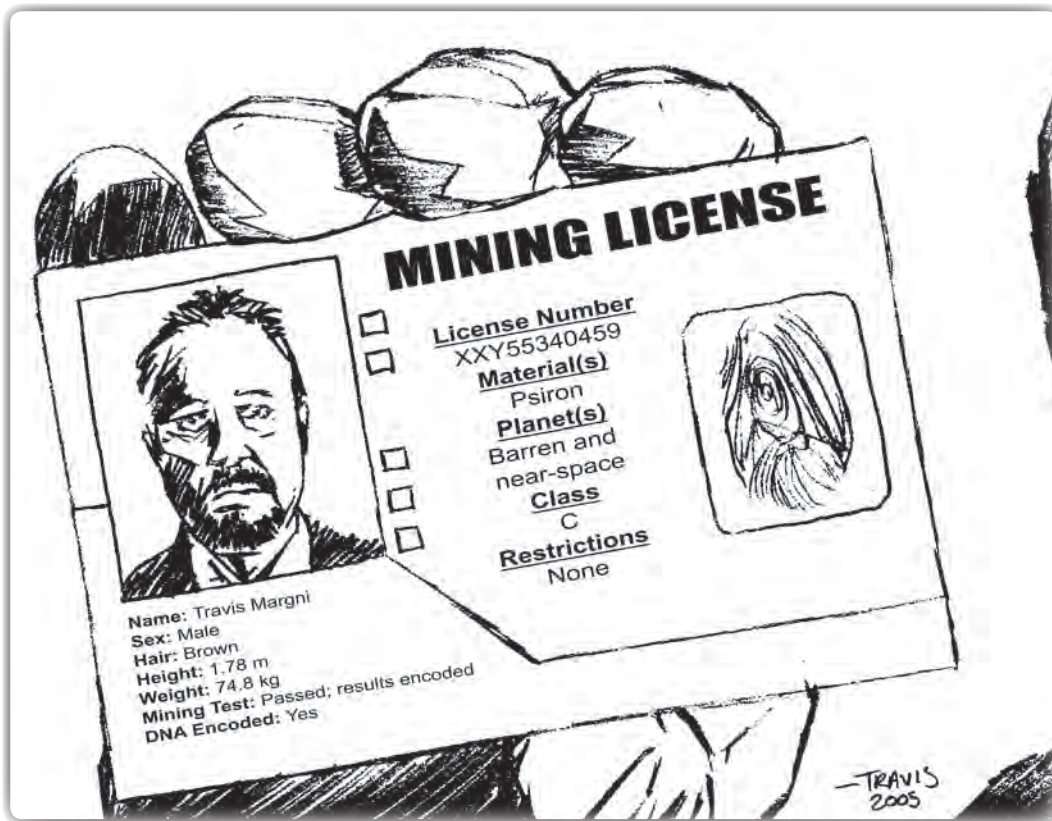
Barren was first colonized, and though the occasional piece or part needs to be replaced the refineries still use most of their original equipment. Additionally, the psiron refineries are heavily shielded on the outside with thick lead walls and metal plating in order to block out the influence of the black hole's matter stream. (Radiation interaction with the psiron smelting process can cause unpredictable and deadly results.)

### WATER FARMING

Though Barren's atmosphere retains a moderate amount of moisture in the form of a hazy cloud cover thick enough to block out solar radiation, water is still not abundant enough on the world to allow for free use and distribution of the life-giving liquid. Water farming is a big business on Barren, and most water farmers have survived the peaks and pitfalls of the psiron rush due to the fact that water is always in demand, even when the psiron veins dry up.

They employ the latest technologies that they can afford to gather, condense, and retain ambient water in the atmosphere. The more successful water farmers have dug deep beneath the surface of the planet to tap into underground water sources. Water farms dot the Barren landscape, easily identifiable by their tall towers and vast wells water-gathering machinery, which burrow underground and gather water without wasting a drop. Many water farms also boast massive water basins from which their supply is sold; resembling enormous barrels hundreds of meters across, these water basins are fiercely guarded by the water farmers' hired hands. Attacks on water basins are both dangerous and frequent, as water theft can mean huge profits for the thieves but the ever-present danger of damaging the basins (and spilling their contents onto the ground, where





the water is lost) means that most thefts are carefully planned and executed. Water farmers frequently employ dozens of hired guns whose sole job is to guard the basins.

In addition, the towering water extractors make tempting targets, not for thieves but for rival farmers. As the population of Barren dropped and water demands followed suit, water farmers found their market shrinking. Though still a lucrative business (at least, as lucrative as a business can be on Barren), the market for water has become saturated and supply has exceeded demand. As a result, some water farmers resorted to less than ethical tactics to drive out their competition. Water barons might send raiding parties composed of their hired hands to try and sabotage their opposing farms' equipment. Saboteurs frequently damage water extractors, puncture the water basins, and destroy any other water farming equipment they can get their hands on. However, sending hired guns on such a raid leaves one's own assets unprotected; as a result, water raids are rare. An uneasy peace exists between the water farmers, more through the need to protect their own equipment than out of any sort of ethical concerns.

## LAWS & CUSTOMS

Though many formal laws and codes exist on Barren, holding someone to those laws is another matter entirely. On the whole, matters of right and wrong are settled with a gun more often than in the courts. Deadrock Gulch and other population centers often have their own marshals and police forces, but out in the wilds and the outlying regions of the planet, lawlessness reigns. Few legitimate authority figures exist on Barren, and those that do are often unwilling to risk their own lives to try and uphold the law on the plains of Barren. Most people on Barren consider it their own responsibility

to protect themselves and know that no code of laws will do it for them. As such, almost everyone on Barren is armed and prepared to defend their lives with whatever weapons are available to them.

As far as actual laws go, the Barren legal system is relatively straightforward. Theft, extortion, assault, and the killing of a child or defenseless person are all crimes even on this rough world. Unlike more civilized planets in the system, the penalties on Barren are far more severe, mostly because they don't have the resources to keep folks locked up and fed for long. Theft or cheating someone out of money is an offense punishable by fines if the judge feels lenient, or by hanging if brought before a particularly draconian judge. Killing the defenseless is always supposed to be punishable

by death, typically by hanging or sometimes through execution by firing squad. Nonetheless, many government officials are just as likely to free a prisoner (given a sufficient bribe) as bring them to trial, because few wish to experience the revenge brought down upon a lawmaker by the relatives of a hanged criminal.

Though it may seem out of place on such a lawless world, personal honor is an important part of any individual's reputation. Since many in the outlying settlements are left to fend for themselves, knowing that someone is trustworthy is almost as good as having the law on his side. Having a reputation as an honorable person often indicates that one can be trusted to do the right thing even without the threat of punishment looming overhead. As such, those considered to be cheaters or liars can find themselves ostracized, discredited, and frequently driven out of the settlement to fend for themselves in other parts of the world.

On a world so harsh that food and water are two of the most prized commodities, it's an incredible honor to be invited to eat or drink with a family on Barren. Some of the gravest insults on Barren involve the waste or misuse of water and other consumables, and bitter feuds have started over nothing more than a spilled drink. Stealing food or water from a family on Barren is almost as bad as murder to some people on the more outlying settlements, for a table without food on it is a death sentence to many citizens of the world. Any gift of food or drink is a great honor on Barren, and signs of hospitality are given at great personal sacrifice.

## WILDLIFE

Though Barren boasted almost no natural complex wildlife when humans first arrived in the Amatsumara system, the terraforming process quickly yielded several species of animals and plants that

could live on the desolate world. Barren's only indigenous lifeforms were several species of algae and fungus that were found growing in caves near subterranean water basins. With some slight chemical modifications to the soil and distribution of water to previously dry areas, humankind managed to grow some grasses and weeds, but all attempts at planting trees and any more complex plant life failed miserable. As a result, only rockweed continues to grow in large swathes, though small clusters of other plants can be found scattered across Barren's surface.

## BARREN RATTLER

Originally introduced onto Barren to hunt mine rats, the Barren rattler is an adapted species of rattlesnake that has mutated under the harsh conditions of the bleak planet. Much like original rattlesnakes from Earth, the Barren rattler is highly poisonous and can be deadly when encountered in the wild. Unlike most normal rattlesnakes, Barren rattlers have trace amounts of psiron in their venom, and anyone bitten by the creature also must resist the effects of brain fire.

**Agility** 4D, **brawling** 6D, **dodge** 5D, **running** 5D, **sneak** 4D+2

**Mechanical** 0D

**Strength** 2D

**Knowledge** 1D, **intimidation** 4D, **survival: Barren** 6D, **willpower** 3D+2

**Perception** 2D, **hide: self-only** 4D, **search** 3D

**Technical** 0D

**Strength Bonus:** 1D

**Move:** 8

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 16

**Wound levels:** 3

**Natural Abilities:** bite (damage +1D; +5 to combat difficulty; venom injected when fighting success beats difficulty by 5 or more); venom (causes 7 points of damage every 10 minutes until victim dies or is treated, plus victim must resist contracting brain fire; Very Difficult stamina roll to resist); highly developed sense of taste (+3 to smell-and taste-related skills); cold-blooded (lethargic in cold; +7 to difficulties of all actions until warmed up); small size (scale value 4)

## MINE RATS

Though none truly know the origins of the mine rats, many suspect that they originally came to Barren aboard ships, stowed away in cargo or accidentally frozen with perishable goods. Whatever their source, mine rats became an annoyance since they first appeared on the desolate world.

Mine rats mutated as they found their way into the psiron mines where they made their home. They're far larger and more feral than their Earth-based counterparts, having become wild and dangerous as their need to survive grew more dire on the desert world. Barren's mine rats are nearly as large as housecats and, in packs, have been known to overwhelm a single prospector when desperate for food.

**Agility** 3D, **acrobatics** 3D+1, **brawling** 4D, **dodge** 3D+1, **running** 3D+2

**Mechanical** 1D

**Strength** 2D+2, **climb/jump** 3D, **swim** 3D

**Knowledge** 1D, **willpower** 2D

**Perception** 2D, **hide: self only** 4D, **search** 3D

**Technical** 0D

**Strength Damage:** 1D

**Move:** 6

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 18

**Wound levels:** 3

**Natural Abilities:** teeth (damage +2; +5 to combat difficulty); claws (damage +1); swarm attack (roll a single *brawling* total for entire group of rats, adding +5 to the total for every 5 creatures involved; if using the optional damage bonus, add the bonus for this roll to the Strength Damage of a single rat); small size (scale value 7 for a single rat)

## ROCKWEED

The only vegetation that will consistently grow on the surface of Barren without any coaxing, rockweed is a grasslike plant with long, thin blades that can get to nearly one meter high. Rockweed is a particularly durable hybrid of several desert plants from Earth and was originally planted near settlements to reduce the amount of dust kicked up during a dust twister. Though rockweed is unpalatable to all but the most desperate humans (though animals seem to like it) and serves no practical purpose except to prevent soil erosion, many settlers have attempted to plant rockweed in the hopes that it will make the soil more fertile and capable of supporting crops and other plant life.

## SHINE RUNNERS

An oddity of the deserts of Barren, shine runners are small mammals that have inexplicably survived in the desert since humanity first colonized the world. Shine runners appear to be small, short-haired descendents of ferrets, weasels, or some variety of canine life native to Earth. They possess pointed snouts and mouths full of jagged teeth, indicating some carnivorous heritage. Shine runners have faint reddish-tan fur and can blend in almost seamlessly with Barren's rocky desert. These creatures survive by burrowing underground during the hottest part of the day, then emerging at twilight to seek out food (often in the form of other small animals). Though not even Barren's top biologists can say for sure where shine runners came from, they are constantly plaguing human settlements by burrowing through the soil, as well forming large packs and attacking domesticated animals, newborn desert raptors, and small children.

**Agility** 3D, **acrobatics** 4D, **brawling** 3D+2, **dodge** 5D, **running** 4D+2

**Mechanical** 0D

**Strength** 2D+2, **climb/jump** 3D

**Knowledge** 1D, **survival: Barren** 4D+2

**Perception** 2D, **hide: self-only** 6D, **search** 4D

**Technical** 0D

**Strength Damage:** 1D

**Move:** 5

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 18

**Wound levels:** 3

**Natural Abilities:** teeth (damage +1); claws (damage +2; aid in rapidly burrowing through sand); swarm attack (roll a single *brawling* total for entire group of shine runners, adding +5 to the total for every 5 creatures involved; if using the optional damage bonus, add the bonus for this roll to the Strength Damage of a single animal);



camouflage coat (+1D to hide in desert); night vision (can see in dim or dark conditions but runs away from light); small size (scale modifier 6 for single shine runner)

## TECHNOLOGY

Some of the most cutting-edge technology available during Barren's colonization made its way into the hands of almost everyone on the planet, but once the psiron boom ended, such technological advancements began to stagnate. Eventually, the rest of the system passed by Barren and left it a backwater world with little in the way of improvement.

### BARREN ROVER

A vehicle designed to traverse the inhospitable deserts found littering the world, the Barren rover is a six-wheeled utility vehicle used to transport psiron ore from the mines to the refineries. Boasting a boxy cockpit capable of carrying a single driver and three passengers, the Barren rover speeds along the ground at up to roughly 140 kilometers per hour. The flat-bed rear of the rover allows for the transport of massive amounts of psiron ore, though this part of the vehicle has been replaced by water farmers with a water basin in order to make deliveries across the planet. Barren rovers have specially designed exterior plating that blocks out light and heat, keeping the interior of the vehicle cool and providing shelter even during High Noon.

**Move:** 49 (35 kph)

**Passengers:** 4 (1 crew)

**Toughness:** 5D

**Maneuverability:** +1

**Scale value:** 6 (large)

**Price:** Heroic (72,430 credits)

### DIVINING ROD

Relied on by water farmers everywhere on Barren, the divining rod is a handheld computer that can detect water and water vapor. Often used by water farmers to find underground water supplies, divining rods are not actually rods but instead resemble a boxy keypad with a simple display at the top, indicating the proximity and amount of water vapor. Divining rods are expensive and hard to come by, not to mention jealously guarded by water farmers who do not wish to have any new competition. Using a divining rod to find a water deposit requires a Very Difficult *sensors* roll; it's only successful within one kilometer of a water source. Price: Moderate (525 credits).

### PSIRON DRILL

The primary piece of mining equipment used by prospectors on Barren, the psiron drill is a two-handed cylindrical device with a jagged drill bit surrounded by a four-pronged grasping claw. The claw grasps the mine wall,

holding unstable stone in place while the drill bit breaks down the stone and separates psiron ore from extraneous stone. Once a chunk of ore has been separated and extracted, the drill deposits the ore in a transparent container slung beneath the drill's chassis for later shipment to refineries. Psiron drills are expensive, and most prospectors know enough about the workings of the drill to do their own repairs. Price: Very Difficult (7,470 credits).

### PSIRON SENSOR

An absolutely necessary piece of equipment for both skimmers and prospectors, the psiron sensor is a handheld computer made in the same vein as the divining rod. The psiron sensor detects even the most trace amounts of psiron particles and displays their location, including a percentage saturation (in the case of psiron being gathered by skimmers) or a psiron vein density (when used by prospectors). This allows psiron gatherers to determine not only the existence of psiron, but also its abundance and the approximate value of the deposit; as such, prospectors and skimmers can weigh the risk against the potential profit and make an informed decision as to whether or not to pursue the psiron (assuming that they keep their commodities information up to date). Operating the psiron sensor requires a Moderate *sensors* roll, which causes the device to display information about psiron within a one-kilometer radius. Price: Easy (152 credits); commodities updates are Very Easy (42 credits) per upload.

### SKIMMER HARVESTER

Heavily shielded against lightning strikes and psiron contamination, skimmer harvesters are powerful hover vehicles that can fly high into Barren's atmosphere to gather ambient psiron particles. One of many types of psiron-harvesting crafts, these skimmer harvesters resemble shuttlecraft in their general design, and most are airtight so that they can operate in the upper atmosphere where psiron storms are the most intense. Each skimmer harvester boasts a psiron scoop, which extends out from the harvester to gather psiron particles in its collection area. Non-psiron particles are filtered out and released back into the atmosphere, and the relatively pure psiron goes into the storage bay to be taken to a refinery. Skimmer harvesters have highly advanced psiron detection systems (as per the psiron sensor device) and must fly through the heart of the psiron storm to collect any respectable amount of psiron.

**Move:** 252 (180 kph)

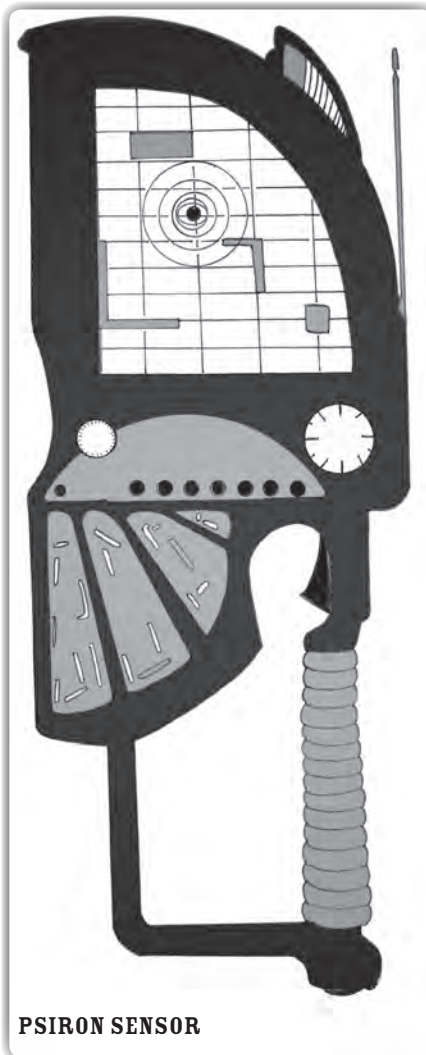
**Passengers:** 3 (1 crew)

**Toughness:** 6D+2

**Maneuverability:** +2D

**Scale value:** 10 (large)

**Price:** (new) Legendary (221,240 credits); (used) Heroic (93,520 credits)



PSIRON SENSOR

## LANGUID

In many ways, the bustling planet of Languid is an interesting dichotomy: half of the world considers it a place of leisure and wealth, while the other half sees it as a place of subservience and oppression. The third planet in the Amatsumara system, Languid is unique in that one side of the planet always face the sun. Fortunately for the residents of Languid, both sides of the planet remain habitable despite the extreme conditions created by this lack of rotation.

Languid is a lush planet with a healthy biosphere capable of supporting and sustaining human life, and it's the planet in the system with the highest human population.

Languid shares a concentric orbit with the planet Luminous, which provides constant light, reflected from Amatsumara's sun onto the dark side of the planet. Though this light is merely a reflection of the bright light from the sun, the gas giant offers enough illumination for people to live comfortably on Languid's dark side. Most people that came to Languid originally were those seeking a life similar to the one they left behind on Earth. In fact, despite the slow rotation of the planet most people find the world to be a very Earth-like environment, particularly those that live on the Light Side. On the whole, Languid is not as rough nor hazardous as planets like Scintilla or Barren, making it a far more cosmopolitan world and the home of the system's aristocratic elite.

Languid is the third planet in the Amatsumara system, resting in orbit between Verdant and Luminous and traveling concentrically with the latter world. Languid is only slightly larger than Earth at roughly 17,000 kilometers in diameter (or 1.3 times the size of the Earth). It boasts similar gravity to Earth and a breathable atmosphere that's quite hospitable to almost all known forms of life. In fact, were it not for the planet's unique rotation it would be almost an exact copy of the Earth that Amatsumara's colonists left behind: vast oceans, stable land masses, breathable air, comfortable gravity levels, and a diverse array of flora and fauna. Only the constant light and darkness experienced by the two sides of the planet leave any residents longing for the environment of the original human homeworld.

The side of the planet constantly facing the sun, referred to as the Light Side of the planet, boasts a somewhat thicker atmosphere and constant cloud cover as a result of the solar rays interacting with chemicals in the planet's atmosphere. However, this haze rarely interferes with life on Languid, and it's not a factor at all on the Dark Side of the world.

Languid is perhaps the only planet in the system whose name refers more to its population than its environment. Though scientists originally gave the planet its name because of the leisurely pace the world takes in making one rotation, in modern times, the world is derogatorily called Languid due to the aristocratic way of life common to the citizens of half of the world. The world has enough natural resources that it's self-sustaining and is one of the only planets in the system that can truly survive without the others. In fact, Languid is one of the largest exporters of food in the entire system; entire landmasses are dedicated to nothing but food production. Planets like Barren, Scintilla, and even Tenebrous get a large portion of their foodstuffs from Languid, making it a rich and lavish planet that's a paradise for some and a prison for others.

The weather on Languid is as diverse as the flora and fauna, making things comfortable for humans seeking normality in the new star system. On the Light Side, rainstorms tend to be long, slow

drizzles that might last for days on end, whereas on the Dark Side, thunderstorms and lightning are more common than light showers. Furthermore, the Dark Side of the planet sees the only snowfall on the world (and only at high elevations), while the Light Side rarely sees anything other than clear skies or rain. The planet is relatively windy at all times, due to the heat differential on the two sides of the planet creating brisk wind currents that will cross from one side of the world to the other. Fortunately, Languid has a diverse enough topographical profile that these winds are usually slowed and diffused, preventing the gale-force storms that are common to flatter worlds like Barren. On the whole, there's little difference between the weather patterns on Languid and those on Earth, save for temperature differences on the two separate sides of the world.

Languid boasts one of the largest populations in the entire Amatsumara system, with a few billion people living on both sides of the planet. This number is likely inaccurate, given the difficulties with polling on the Dark Side of the planet; most Dark Siders care little for attempt to count them (some even consider it an insult, referring to the census as "cattle counts"), and the large number of people crammed into small living spaces makes taking an accurate count impossible even when the people are cooperative. The largest single concentration of people is, of course, Sundial Port, but there are literally dozens of major cities scattered across the Light Side that boast similar numbers of people. On the Dark Side, populations tend to be generally lower in total number but higher in concentration. Cities like the Boroughs will have a relatively small number of people living within the urban area (as compared to a similar amount of space on the Light Side), but that area is smaller and the people packed in more tightly.

## THE HAZE

One unique meteorological anomaly on Languid is the presence of a high-altitude cloud layer referred to commonly as the Haze. This cloud cover is responsible for the habitability of Languid's Light Side, as it blocks out most of the sun's harmful rays and keeps the surface of the planet from baking under intense heat. The clouds are relatively thin and let in a large amount of light, so much so that from the surface the cloud layer is completely invisible and the sky seems to be clear and blue. However, this thin layer also possesses a high concentration of microscopic particles that reflect light and solar radiation back out of the atmosphere, similar to how the broken fragments of a mirror would reflect only some of the light shone in its direction. Exploratory probes have discovered that the Haze has an extraordinarily high carbon content and that the reflective particles may in fact be the dust of highly compressed carbon kicked up by the ancient meteorite impact that created Walker's Scar.

The Haze continually floats high above the planet's Light Side and strays some into the Twilight Band, but the Haze is unique in that it remains relatively stationary as heat keeps it in place. While gaps in the Haze do occasionally appear, on the whole, the reflective particles in these clouds are spread out evenly over the Light Side. Wind currents will push pockets of the Haze into the skies on the Dark Side, at which point the clouds dissipate and most of the carbon particles disperse onto the ground below or are propelled by air currents back to the upper atmosphere.

The Haze itself is completely harmless to almost all forms of life. The only hazard posed by this unique atmospheric anomaly is a

gap in the clouds. From time to time, the Haze will part or open up over a certain area for days or weeks on end, baking that area with unhindered solar rays. Fortunately, meteorological experts long ago developed radar systems capable of detecting such gaps several days or even weeks in advance, and precautions are taken to evacuate any human population in the area. Though Haze gaps have caused the occasional loss of crops, usually they are little more than an inconvenience for the aristocratic population of the Light Side.

## LUMINOUS TIDE

The phenomenon known as Luminous Tide occurs only once per year, but when it does, it typically wreaks havoc on the inhabitants of the Dark Side. Luminous Tide (as the brush with the gas giant is called) happens when as the irregular orbit of Languid takes it several hundred kilometers closer to the gas giant Luminous than it's at any other point in its orbit. During this event, which lasts for only three days, the tidal forces generated by the gravity mass of Luminous drastically alter the tidal patterns generated by Languid's two moons. While this has almost no effect on the citizens of the Light Side, Luminous Tide causes massive tidal waves and flooding along all the coastlines of the Dark Side. In fact, the Light Side of the planet sees only a slight reduction in water levels during this three-day period as the force of gravity unevenly disperses tidal levels to the Dark Side.

During Luminous Tide, coastal settlements must be evacuated and sealed up to withstand harsh weather. Tidal waves 20 meters tall have been known to roll over the shorelines during Luminous Tide, and flooding inevitably washes away homesteads and other artificial structures built close to the oceans. Not every coastal community or shoreline is hit each year, as the effects of Luminous Tide are seemingly random in their location. Some communities will go decades without ever seeing a hint of flooding, while others may be hit every year for five or six years straight. Regardless of the location, inevitably Luminous Tide brings destruction and devastation to any who experience it.

## SATELLITES

Languid boasts a pair of moons that, unlike the planet below, rotate around the planet while spinning on their own axes. Each small moon is roughly half the size of Earth's moon, though Shadow is nearly 10% larger than Shade. Each of the moons makes a single rotation around the planet each day and can be seen clearly on the Dark Side of the planet. Only when the moons rise over the horizon can they be seen on the Light Side of the planet, a fact that gives the Dark Siders great pleasure and has led many to consider the moons the gift to the downtrodden from some higher power.

## SHADE

The smaller of Languid's two moons, Shade is the only one of the satellites to have permanent human settlements. The moon possesses extremely low gravity and has no atmosphere, so the colonists live in enclosed buildings connected by sealed travel tubes. Shade's settlement is too small to be seen from the planet below, though a great deal of space traffic moves through the depot each day.

Though only a shipping depot and small community, Shade's human settlement is quite famous as a well-known ally of the Dark

## THE EFFECTS OF LUMINOUS TIDE



Typically, the flooding resulting from Luminous Tide simply causes normally dry areas to fill with two or three meters of water, which can be traversed by swimming (though some settlements keep personal watercraft for navigating their homesteads during high-water conditions). A tsunami can be far more deadly. Swimming in flooded waters in an area struck by a tsunami imposes a +15 to +20 modifier to all *swim* difficulties. Furthermore, any character struck by large waves or a tsunami must make a Difficult *swim* check in order to survive the wave's impact and begin swimming; success allows the character to proceed as normal, while failure deals 2D damage from the wave's impact and imposes an additional -1D penalty on *swim* checks.

Siders and is one of the few shipping locales at Languid to cater specifically to the Dark Side. In fact, though possessing a legitimate front as a commercial shipping center and human colony, the settlement on Shade is actually one of the most-used shadowports in the entire system. Millions of metric tons of contraband goods pass through Shade every day, and smugglers and illegal entrepreneurs consider the settlement the perfect place to offload hot cargo. It's for this reason that Shade's settlement caters especially to Dark Siders, given that their police and officials are more likely to look the other way (for a small bribe, of course) when the illegal goods benefit the downtrodden people on the planet below.

## SHADOW

Unlike its smaller counterpart, the moon known as Shadow has no human inhabitants. It is, however, a natural place for smugglers and pirates to hide their ships from view since the moon is honeycombed with an extensive internal cave system. Though only a handful of entrances to these caves remain accessible from the surface, many criminal space ships hide in the underground tunnels on Shadow, awaiting the opportunity to emerge and dock at the settlement on Shade to offload their goods. Unfortunately, navigating the catacombs can be difficult and has claimed the lives of several outlaw ship crews. Pilots traveling in ships through the caves under the surface of Shadow suffer a +10 modifier to all *piloting* difficulties.

## GEOGRAPHICAL FEATURES

Two aspects of Languid's course around the system's sun make it a habitable dichotomy. First, the planet rotates so slowly that it requires one year (a single rotation around the system's center) to make a single rotation on its axis. This separates the planet into a light side, constantly bombarded by light from the sun, and a dark side, perpetually in shadow and never seeing direct sunlight. However, the planet also shares a concentric orbit with the gas giant Luminous, a planet that acts as a second sun by reflecting sunlight onto the Dark Side of Languid like a moon might illuminate the night side of a normally rotating world. Unlike most moons, which shed shadowy light at best, the size of Luminous allows it to direct massive amounts of

sunlight onto the world, giving the Dark Side of the planet constant illumination on par with sunset on most worlds. While many people and vehicles still require artificial lighting when outdoors for safety reasons, a person can navigate the Dark Side of the planet using the naked eye.

Just because one side of the planet constantly faces the sun does not mean that the planet is without seasonal diversity. The orientation of the planet's poles, which remain aligned in the same direction throughout the year, causes the northern and southern hemispheres to alternate between being closer or further away from the system's sun. This gives the Light Side of the planet regular seasons, though the planet remains warm regardless of the time of year. The same goes for the Dark Side of the planet, which experiences seasons that result from both ambient heat in the atmosphere as well as the reflection of light off of Luminous. Seasons on the Dark Side of the planet are much cooler, making it the only part of the world that experiences anything even resembling winter. However, the planet's seasons are really only mild variations of the standard weather and temperature on each side of the world, offering only a little variation depending on the time of year.

The Light Side would normally be a scorched wasteland were it not for the high-atmosphere haze that surrounds the world. Blocking out a large portion of the sun's harmful rays, this haze makes life on the Light Side not only livable but also practically idyllic. During the perpetual daytime of the Light Side, temperatures range from 20 degrees Celsius in the cooler months to 30 degrees Celsius in the summer. It boasts large continents, deep oceans, and a variety of natural environments much like those found on Earth. It has a most diverse collection of lifeforms and is the home to nearly all of the planet's farming communities.

By contrast, the Dark Side of the planet is much cooler and darker, lending itself poorly to most farming but still host to an array of lifeforms. During the warmer summer months, the Dark Side reaches temperatures of up to 15 degrees Celsius, a cool but livable temperature that's welcome after the winter months where the temperature can drop below zero degrees. Though snow and ice are rare except at the higher elevations, the winter months can be quite dangerous to those who do not know how to take care of themselves, and unfortunately, the impoverished population of the Dark Side has lost many lives to the illnesses brought on by exposure to the cold.

## THE DARK SIDE

The Dark Side is home to the poorest and most destitute individuals on the planet. Shrouded in perpetual darkness, this side of



Languid has a dreary and downtrodden feel to it that's in sharp contrast to that of the opposite side of the world. Few plants can grow under such low-light conditions, and those that do are rarely more than a meter tall. The oceans are dark but clear with very little in the way of microscopic plant life to give the ocean its coloring. Most of the landscape consists of rocky barrens and dry badlands, and while not quite as bad as the blazing deserts of Barren or the frozen wastes of Scintilla, they remain devoid of almost all forms of natural life.

This is not to say that the Dark Side is completely devoid of life. Lifeforms of all types have adapted to live in relative darkness. The oceans teem with fish that never see the light at all, though a large portion of these fish are carnivorous and prey on one another. Nocturnal predators feast upon other animals, using their natural camouflage to sneak up on potential prey and launch a surprise assault. Some plants undergo photosynthesis using only the faintest light absorbed from Luminous, though these are rare and mostly exist on wide-open prairies where human encroachment has not blocked out the light. Algae and other fungi seem to thrive in damp areas, and some Dark Side residents have learned to harvest these algae for food, though it's a less appetizing option than the crops that grow on the planet's Light Side. Only the most specialized lifeforms can thrive on the Dark Side of the world, and most that do are highly predatory.

With the gas giant Luminous hanging overhead in the sky at all times, living on the Dark Side of the planet is a somewhat discomfiting situation for humans who grew up on other planets. Unlike a sun or moon, which are common sights on other worlds, the swirling ball of gas providing the Dark Side with light is constantly changing and irregular, so no two glimpses of Luminous from the surface of Languid will ever be the same.

One advantage the Dark Side does have over its illuminated opposite half is that it's not exposed to the constant bombardment

by solar radiation that has been known to cause problems on the Light Side of the world.

## THE LIGHT SIDE

Nearly the opposite of the Dark Side of the world in every respect, the Light Side of Languid is a lush and tropical paradise inhabited by the system's wealthy elite. Constantly bathed in the bright light emanating from the system's sun, the Light Side boasts an incredibly strong biosphere and beautiful landscapes that make it a favorite home of the affluent and the aristocratic. The soil is fertile and well irrigated, resulting in lands perfect for farming and gardening. Fortunately for all the life on the Light Side of Languid, a high-atmosphere cloud layer prevents this half from being scorched by constant solar rays. This delicate balance between danger and protection results in a lush and pastoral landscape that remains comfortable throughout the entire year.

Like the Dark Side of the world, it has several broad, deep oceans that (unlike their Dark Side counterparts) practically overflow with different lifeforms that thrive in their salty depths.

Despite the protection afforded by Languid's high cloud layer, most citizens on the Light Side of the planet require some protection to avoid harmful illnesses brought on by constant exposure to solar radiation. Most native creatures have evolved throughout the centuries to deflect or otherwise absorb solar rays in a way that keeps them safe, while others spend a large portion of their day underground or under the shade of Languid's tall trees. Most plant life on the Light Side of the world grows quickly and to great heights, making use of the abundance of solar rays during photosynthesis. In fact, some scientists have begun importing plants from other worlds (genetically modified to be able to withstand the constant solar bombardment) in order to grow them larger than they would on their home planet. Several species of fruit trees from the jungles of Verdant have been successfully transplanted to the orchards on Languid and now produce massive edibles from plants several times the size of normal trees. These larger fruits are considered a delicacy on Languid and are occasionally shipped off world at exorbitant prices.

The Light Side has the most diverse set of environments as well. In addition to farmland, orchards, and oceans, this half boasts beautiful temperate mountain ranges, sprawling prairies and grasslands, and tropical environments reminiscent of the most posh vacation spots on the original human home world. Many of Languid's most famous aristocrats build their homes on the private islands that litter the vast oceans on the Light Side, while others have claimed homes high atop the most beautiful mountain ranges to gaze down on the rest of the world below. The natural beauty of the landscape has been preserved despite human habitation, and nearly every locale on the Light Side of Languid remains true to its environmental roots.

## THE BLACK OCEAN

The largest ocean located on the Dark Side, the Black Ocean is a deep and mysterious body of water inhabited by some of the most dangerous marine life ever observed by humanity. The combination of minimal plant life, great depths, and the absence of light from a sun makes the Black Ocean a dark sight that stretches to the horizon ominously. Though there's nothing about the ocean that would make it harmful to humans (save for the dangerous marine life), most people on the Dark Side stay clear of the Black Ocean unless traveling to Inkwell Harbor, the human settlement beneath its waves.

The Black Ocean is larger than any single landmass on the Dark Side, and it makes up over half of the natural water masses on that side of the planet. The dark sea extends from the northern tip of the Dark Side all the way to the southern pole, appearing as a black scar that covers a stretch from the top to bottom of the planet. It doesn't connect directly with any other ocean on planet. Though none know the true origins of the black ocean, most Dark Siders know enough to tread cautiously across or under its inky depths, out of fear or simple practicality.

One of the few fertile breeding grounds for life on the Dark Side, the Black Ocean is home to powerful marine predators that prey on one another and any other lifeforms foolish enough to stray out into the water too far. While many of these fish and mammals are native to Languid and were present when humanity arrived, several species were introduced from other planets in the system and even from Earth when colonization began. Almost every attempt to introduce nonpredatory fish failed (and, in some cases, wiped out entire indigenous fish populations), but a few other species could survive the harsh conditions within the Black Ocean. Some new aquatic species have evolved out of the mating between marine life brought from other worlds and native fish and mammals.

## SUNSET VALLEY

One of the only places on the Dark Side that elitists believe can truly be called beautiful, Sunset Valley lies just on the western edge of the barrier light barrier between the two sides of the planet. An open valley nestled between two tall mountain ranges, Sunset Valley runs for several hundred kilometers along a latitudinal orientation such that Luminous appears to always be setting at one end of the valley. The mountain chains also channel wind currents down into the gap between them, creating a perpetual refreshing breeze to go along with the beauty of the setting gas giant. Though Luminous never disappears over the horizon (the planet's slow orbit ensures that the Dark Side remains in a relatively stable alignment facing the faux sun), many settlers in the valley consider the sight a metaphor for life on the dark side of the world: Just as Luminous never truly sets on the horizon to bring an end to the day, so too do the lives of the Dark Siders never see the end of hard times or indentured labor.

Sunset Valley, while beautiful, boasts few natural resources. As a result, very few Dark Siders have settled within the area. Some birds, rodents, and the occasional nighthunter make their homes here.

A handful farmers and ranchers have managed to grow grass, hay, and other such plants in order to raise herds of grazers. The residents of the Sunset Valley are fiercely independent and, unlike many Dark Siders, refuse to work on the Light Side, insisting that those who do are little more than indentured servants to the aristocratic elite. One well-known farmer from the Sunset Valley, "Scintilla Jim" Johnson, actually organized the various homesteads into a rough alliance when wealthy businesses from the Light Side tried to take over the Sunset Valley ranches and turn them into a luxury getaway for the wealthy folk who wished to visit the Dark Side. The corporate advances were repelled, mostly through legal wrangling but some through force, and the Sunset Valley community became a symbol for defiance of the aristocratic elite.

A few ranchers in Sunset Valley, though not many, have begun raising raptors for use on the Dark Side. Unlike most domesticated raptors, the ranchers in Sunset Valley encourage their raptors to be aggressive and belligerent when faced with a threat, while remaining

obedient to their riders. The abundance of nighthunters and other predators in Sunset Valley makes keeping herds of grazers healthy and alive challenging, and as such, some ranchers now use riding raptors as a means of deterring these nocturnal hunters. Those few farmers and ranchers that do have grazer herds often hire trained raptor riders to patrol the herd, searching for signs of predators. The more aggressive raptors they ride can often act as much as a weapon as any handgun their riders carry.

## TWILIGHT BAND

Stretching between the northern and southern poles of the planet, the Twilight Band is a unique area in that it's the only part of the planet to have any true semblance of night and day. Languid wobbles slightly on its axis as it rotates around the sun, which causes the sun to vanish over the horizon and Luminous to rise on the opposite side for those living in this five-kilometer wide strip of land. Many people, particularly those who cannot live with the perpetual night or day of either side of the planet, choose to live in the Twilight Band in order to gain some semblance of "normalcy" on an otherwise luxurious planet. These "day" and "night" cycles last for several weeks at a time but provide some diversity of environment for those living there, making the twilight band somewhat like the polar regions of Earth that might see night or day for weeks or even months at a time.

If anything, the Twilight Band is home to the richest and most affluent citizens on all of Languid. Since the band itself is only five kilometers wide (though it stretches from the north to south poles on each side of the planet), space is at a premium and land prices quickly became exorbitant. Additionally, the Twilight Band is also home to some of the most unique farms on all of Languid, specifically those that grow foodstuffs that cannot be modified to grow under constant sunlight. Since the Twilight Band gets both frequent light from the sun as well as occasional darkness, many plants imported from Earth or other worlds in the Amatsumara system will only grow in this region. A few forward-thinking farmers bought up large swathes of land in the Twilight Band early during Languid's colonization, and have since become incredibly wealthy given the high demand for foods that originated on Earth.

Unfortunately, the Twilight Band also borders with the Dark Side of the planet, bringing it very close to the more destitute citizens of the world. Many of the farms in the Twilight Band employ Dark Siders to work the heavy farming equipment, while other settlements in the Band must constantly fight off criminals for whom the trip is just a short jaunt from their homes. As such, the communities and farms in the Twilight Band are usually heavily guarded against

intruders and thieves, and the paranoia of the region's landowners has reached extreme levels. Property laws giving landowners the right to deal with trespassers as they please has made even venturing into the Twilight Band a risky proposition, even on legitimate business, as years of being targeted by Dark Sider criminals (and angry cells of the Laborer terrorist group) has turned the beautiful landscape into an area dotted with fortress-manors.

## WALKER'S SCAR

The only thing marring the perfection of the Light Side is the natural landmark known as Walker's Scar. The landmark resembles a jagged stretch of land devoid of natural plant life, with black and red stone exposed to the baking sun and a crevasse several hundred meters deep. A six-kilometer-long gouge in the land, Walker's Scar is the remnant of a meteor strike sometime in Languid's distant past. Though geologists have yet to discover all of the landmark's secrets, scientists theorize that the gouge was created when a large meteorite that had passed through the system's black hole's matter stream slammed into the planet. Traces of psiron residue can still be found throughout the rocky surface of Walker's Scar, indicating that the meteorite likely possessed some of the same chemical composition as the planet Barren. Though many astrophysicists and geologists reject the theory, some have claimed that it was in fact a moon of Barren that broke free of (or was knocked away from) the smaller planet's gravity eons ago and that Walker's Scar was created when the broken fragments of this moon entered the atmosphere and smashed into Languid's surface.

Regardless of the true origins of Walker's Scar, the fact remains that no known plant life will grow in the scar, even the genetically engineered rockweed found on the desert planet of Barren. The soil within the gorge was likely once highly irradiated, as traces of harmful radiation can still be detected in modern times, but more likely it was the change in the soil's chemical composition (perhaps by the



introduction of superheated psiron) that caused the land's sterility. Only of passing interest to the inhabitants of Languid, Walker's Scar contains very little remaining psiron, and those few attempts to harvest any psiron dust have cost far more than the expedition yielded. As such, Walker's Scar was almost universally declared worthless and remains abandoned and free of human habitation.

## CITIES & SPACEPORTS

Languid's cities and settlements boast architecture much like what was once found on Earth, with tall high-rise buildings and sprawling manors on the Light Side and blocky, utilitarian hovels on the Dark Side. The great cities on the Light Side, including Sundial Port, continue to grow and evolve with experimental building designs and outlandish architecture, while the buildings on the Dark Side are designed with simplicity and efficiency in mind.

### ALABASTER PLANTATION

One of the largest farms in the Twilight Band, Alabaster Plantation grows a wide variety of crops, including fruits and vegetables native to Languid and those imported from Verdant or brought along from original expeditions from Earth. Known throughout the world for the quality of its foodstuffs, Alabaster Plantation supplies only the finest goods to Light Siders that can afford to pay more for fresh foods. Additionally, Alabaster Plantation ships its exotic and expensive foodstuffs to planets throughout the Amatsumara system using cutting-edge cryogenics developed on Scintilla to preserve freshness and flavor. Though other farms on Languid's Light Side provide bulk foodstuffs to other planets in the system (and, in fact, are the primary source of food for residents of Barren and Scintilla), Alabaster Plantation specializes in experimental, genetically enhanced fruits and vegetables, creating exotic new flavors and food combinations that only the very wealthy can afford.

Security on Alabaster Plantation is tight, with over 200 hired gunmen patrolling the grounds at all times. Almost all the paid laborers and employees are residents of the Dark Side (and are paid less to increase profits). Though the farm treats its employees fairly (more so than many other farms on Languid), many of the workers are disgruntled by the fact that they work all day to harvest foods that they themselves couldn't afford to purchase. A common bit of black humor among the workers points out that if a worker were to take a bite out of a piece of fruit he was harvesting, that bite would cost more than wages than he would earn in that entire hour. Still, Alabaster Plantation has had little in the way of worker uprisings and has "employee relations" specialists to keep the staff from rebelling.

### THE BOROUGHS

Typical of most of the cities on the Dark Side, the Boroughs began as a collection of worker homes that eventually grew into an urban sprawl. The largest city on the Dark Side, the Boroughs is a rough and dismal community with a few million residents crammed into a relatively small space. With apartments stacked on top of one another for dozens of stories, many housing more than one family, the Boroughs is filled to the brim with humans struggling to make a living. The city is dirty and run-down, consisting of little more than sloppily expanded buildings and decrepit businesses barely capable of sustaining themselves. Every street has as many vacant or boarded-up establishments as it does active businesses, and walking

down the byways of the Boroughs is like walking through a ghost town where the businesses left but the people stayed.

The Boroughs can be a dangerous place for those who do not know their way around, particularly Light Siders, but for the most parts, the inhabitants are simply wearied workers just trying to cope. Crime is high more out of necessity than depravity, and even honest men and women must sometimes turn to less legal activities in order to provide for their families. To the residents, navigating the streets of the Boroughs is a simple matter of knowing who to talk to and who to avoid, but to strangers, there are thieves and murderers around every corner. Anyone showing any semblance of wealth immediately becomes the target of desperate and unscrupulous inhabitants, while those that blend in are typically left alone; after all, when there's nothing to steal, thieves tend to seek out other targets.

### HARSTEN'S LANDING

Widely known as the founding place of human civilization on Languid, Harsten's Landing is a functional spaceport (with supporting city) located in the Twilight Band and stretching out into both Dark Side and Light Side territory. The site was selected as the original landing space of the first exploratory expedition due to uncertainty about the hostile conditions on a slow-rotating planet, but once the safety of both sides of the planet was accurately determined, humanity spread out from the original community onto the rest of the world. In modern times, a sprawling park marks the site of the first settlers' landing, commemorating the explorers' first steps on the world. Most of the area around this park is now a historic district, with buildings preserved over the years to remind the inhabitants of the world that the first citizens of Languid were neither Dark Siders nor Light Siders, but instead simply humans trying to survive.

Harsten's Landing remains a neutral locale where both Light Siders and Dark Siders may meet without fear of discrimination or conflict. The spaceport is a bustling city with massive levels of commerce, and it's the primary source of imported goods on Languid. Citizens from both sides of the planet come to Harsten's Landing to barter and purchase, and the city includes a marketplace specifically designated as a trading center for goods from opposite sides of Languid. Though many of the wealthiest citizens of the Light Side own their own space transports, almost all interplanetary travel begins at Harsten's Landing as shuttles constantly ferry passengers to and from the transport vessels that typically remain in orbit.

Harsten's Landing has a distinct old-world feel to it, and many of the visitors to the city are often overcome by nostalgia as they encounter things that were unique to Earth and its culture. Though generations have past and the majority of the population of Languid has no memory of Earth, Harsten's Landing preserves much of that history and provides a place where Languid's residents can simply be settlers instead of separating themselves into light and Dark Siders.

### INKWELL HARBOR

One of the few wonders of technological advancement found on the Dark Side, Inkwel Harbor is an underwater settlement nestled deep beneath the waves of the Black Ocean. Constructed as a scientific research facility and then abandoned when funding cuts were made, Inkwel Harbor quickly became a place for Dark Siders to escape from the dirty cities above and find a quiet life deep below the ocean. While not everyone on the Dark Side of the planet could

afford to live in Inkwell Harbor, the majority of the population of the city comes from the same dirt-poor roots as their land-dwelling counterparts. Since the only way to reach the city is via submersible, Inkwell Harbor is a relatively self-sustaining community.

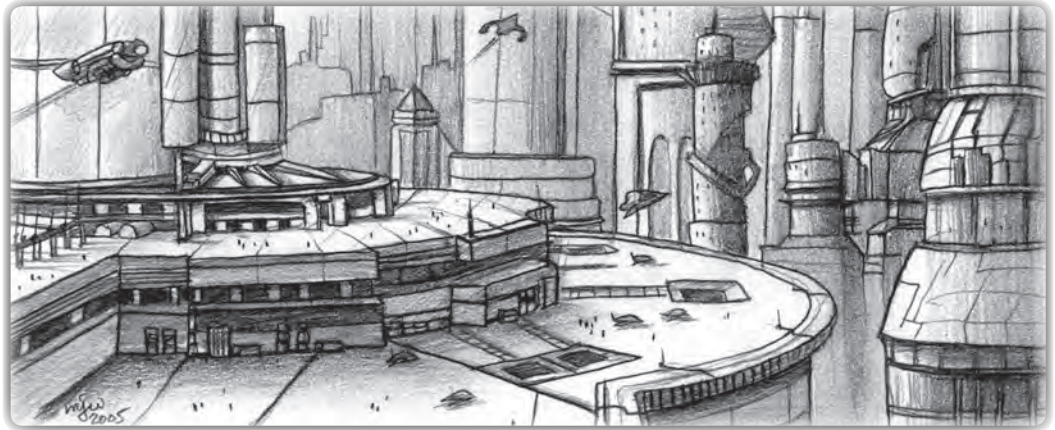
Though food must be shipped in from the surface, Inkwell Harbor has its own unique community and economy. Many craftsmen and skilled producers live on Inkwell Station, particularly those artisans with a unique trade that cannot be replicated by unskilled laborers. An entire class of tradesmen make their livings traveling to land — both Dark Side and Light Side — purchasing everything from foodstuffs to luxury goods to raw materials, the kinds of goods that are necessary to survive in a cut-off environment such as Inkwell Harbor. The city also has a large fishing community that use submersibles to hunt dangerous oceanic predators, bringing them back to the city for use in food and other products. The residents of Inkwell Harbor pride themselves on being self-sustaining, but mostly simply wanted to escape the repeated conflict between the Light Siders and Dark Siders that dominates the surface world.

## SUNDIAL PORT

The largest single metropolitan center on the Light Side of Languid, sundial port is a shining beacon of luxury and sophistication favored by all of the world's elite. Though possessing its fair share of problems, Sundial Port plays host to the best and most exclusive entertainment on the world. Over 12 million people live in Sundial Port, making it also the largest city on the planet, and the metropolis boasts beautiful skyscrapers filled with luxury housing. Many of the planet's aristocrats own apartments or entire buildings in Sundial Port, making it a home to the rich and a place for the Light Side's elite congregate or experience the thrills that only vast wealth can buy. The city itself is beautiful, with building designs by some of the most famous artists and architects found anywhere in the Amatsumara system, and it captures the eye on approach with its dazzling appearance.

Sundial Port is also the largest single location of employment for inhabitants of the Dark Side of the planet. Millions of Dark Siders travel halfway across the world each day via fast suborbital buses to commute to jobs in Sundial Port, jobs that pay better and provide better benefits than any other place on Languid.

Almost every type of industry can be found within Sundial Port, from manufacturing to entertainment, giving the city a strong sense of diversity and making it a primary center of commerce on the slowly rotating planet. Vast amounts of money flow through the Sundial Port economy each day, exchanging hands and dispersing across the planet as Dark Sider workers take their pay home while rich Light Siders squander their fortunes on the latest fads and expensive restaurants. Though heavily policed (after all, the wealthy can afford to hire a diligent police force), crime is still a problem as daring Dark Siders prey upon the unwitting Light Siders within the city; many



of the planet's elite dare not travel alone at night in Sundial Port without an escort.

## LAWS & CUSTOMS

Much like the rest of the world, the legal system on Languid is something of a dichotomy. Though there's technically a single overarching world government, which is dominated by the Light Side aristocrats, local enforcers of the law tend to vary widely on their strictness. On the Light Side, there are extensive laws covering everything from violent crime to commercial fraud, most of which carry penalties that fit the crime by civilized standards. Interestingly, unlike nearly every other planet in the system, Languid's justice system has no death penalty. Extremely violent criminals are simply shipped off to the Scintilla Penal Colony, and the Languid government washes their hands of them. For the rest of the criminal populace, capture and sentencing will certainly mean imprisonment, but often this imprisonment comes in the form of indentured servitude. Very few criminals rot away in jail cells on the Light Side; they are instead made to work the farms or in unpleasant jobs that Light Siders consider beneath them.

Justice and the law on the Dark Side is a little more vague and a lot more harsh. While technically the same laws are in place everywhere on the world, most Dark Sider police ignore white-collar crimes committed by Dark Siders, figuring that any such crime is only likely to help the Dark Side economy and take away from wealthy lawmakers who already have more money than they can spend. Most marshals and sheriffs on the Dark Side of Languid allow disputes to be settled with violence. Cold-blooded murder and other similar violent crimes still warrant arrest and imprisonment, but fair fights are allowed (and even encouraged, in some cases) as a legal method of settling an argument. Justice is hard on the Dark Side, and while there's no official death penalty many prisoners are shot or hung by "out of control" mobs seeking justice, usually with the authorities watching.

On the Light Side, the customs and traditions have been handed down through wealthy families for generations. The Light Side elite are very formal and proper, and though their taste for entertainment can become quite depraved, they pride themselves on their civility and dignity. Most Light Siders are cool and aloof when encountering new people, especially those lower in station, and they tend to act with the barest semblance of politeness when dealing with Dark Siders.



# 1. THE PLANETS

On the Dark Side, the reception for strangers is not much friendlier. Most Dark Siders are wary of new people, having spent years working in near servitude to their cousins on the far side of the world, and many tend to mind their own business because of the close living conditions. Dark Siders are abrupt and private, and they take it as a great insult when people try to pry into their personal lives. On the Dark Side of the planet, a person sharing his or her most inner secrets is seen as a great honor and a sign of trust, one rarely given to anyone other than family and close friends.

## WILDLIFE

Languid is one of the few planets in the system with such a diverse ecosphere, right behind Verdant in the sheer number of different species inhabiting the world. Most of Languid's creatures have some sort of analog on Earth, though a few rare and exotic species stand out as a result of the planet's unique environment.

### CHROME LIZARDS

Chrome lizards are small creatures with six legs native to the Light Side of Languid. Resembling meter-long lizards native to Earth, chrome lizards sport shiny, reflective scales on their backs and sides that reflect a large portion of the sun's rays. In fact, so efficient is the reflection of the sun's rays that the lizard's internal body temperature is typically several degrees lower than the ambient temperature outside. These reflective scales can be seen from hundreds of meters away, causing the lizard to shine like a beacon when hit with the sun's rays.

Chrome lizards move slowly and are usually found in rocky areas or in locations where the sun shines brightest with little shade from trees or plants, their defense mechanism allowing them to survive in the perpetual heat and sunlight on the Light Side of Languid.

**Agility** 1D, **dodge** 2D, **missile weapons** 2D+2, **running** 2D+1

**Mechanical** 0D

**Strength** 2D

**Knowledge** 1D, **survival: Languid** 3D

**Perception** 2D

**Technical** 0D

**Strength Damage:** 1D

**Move:** 2

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 16

**Wound levels:** 3

**Natural Abilities:** chrome scales (+2D to resist damage from intense sunlight or laser weapons; **Armor Value** +1D against other weapons); blinding reflection (uses *missile weapons* to target attack; successful attacks blind targets for one round); obvious (-2D to any checks made to hide while in direct light); small size (scale value 3)

### GRAZERS

A pack animal native to the Light Side, grazers are large bovines with thick hides and a bony ridge stretching from the tops of their heads down their backs. Grazers provide many valuable foodstuffs to the people on Languid, including milk and meat, and likely are responsible for saving the lives of early settlers in need of food. Unfortunately, grazers were nearly hunted to extinction by early settlers who did not realize that most of the creature's population

was centered on one continent; assuming that grazers were found all over the planet, early settlers killed hundreds of thousands of the creatures before colonial biologists realized the horrible mistake and stopped the humans from killing them to excess. In modern times, the grazer population continues to grow as the animals are kept in herds on farms across the Light Side.

**Agility** 1D, **brawling** 2D+2, **dodge** 2D, **running** 4D

**Mechanical** 0D

**Strength** 3D+2, **swim** 3D+2

**Knowledge** 1D, **willpower** 3D

**Perception** 1D, **search** 2D

**Technical** 0D

**Strength Damage:** 2D

**Move:** 5

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 21

**Wound levels:** 3

**Natural Abilities:** bite (damage +2; +5 to combat difficulty); hooves (damage +2; may attack same target with both hooves at same time with no penalty); trample (damage +2D; must charge); large size (scale value 3)

### NIGHTHUNTERS

One of the deadliest predators in the entire Amatsumara system, nighthunters are a species of native felines that live on the Dark Side of the planet. Nearly two meters long and possessing razor-sharp claws as long as a man's hand, nighthunters are a constant threat to Dark Side settlements, particularly those not concentrated within a city. Nighthunters are unique in that they possess special oil-secreting glands that can change the color of their fur, allowing them to blend in against any background. As such, many people cannot even see a nighthunter standing a meter in front of them until it moves. By then, it's often too late.

**Agility** 3D+2, **acrobatics** 5D+2, **brawling** 6D, **dodge** 6D, **running** 5D+1

**Mechanical** 0D

**Strength** 2D+2, **climb/jump** 4D

**Knowledge** 1D, **survival** 5D

**Perception** 2D, **hide: self-only** 5D, **search** 6D

**Technical** 0D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 18

**Wound levels:** 3

**Natural Abilities:** teeth (damage +1D); claws (damage +1D); color-changing fur (+2D to all *hide* checks); large size (scale value 0)

### SUNSHADE TREES

Another remarkable lifeform native to the light side of the planet, sunshade trees are a favorite plant of many human settlers and are often grown near manors or in cities to shelter colonists from the constant beating rays of the sun. Sunshade trees grow tall, usually to a height of roughly 20 meters, but produce a bell-shaped foliage that extends nearly down to the ground. The thick leaves block out almost all of the sun's rays, protecting the tree's roots and trunk

from overexposure to solar radiation, and providing a shelter within its branches for living things. When slipping underneath this skirt of foliage into the tree's protection, humans will find a large and spacious area kept cool and dry by the tree's canopy. Sunshade trees are frequently planted in fields with herds or on the lands of wealthy aristocrats in order to give shelter for any living thing that could be harmed by constant sunlight.

## TECHNOLOGY

Though Languid possesses great amounts of high technology, most of it's mundane. The following pieces of equipment are unique to Languid and can be found widely across the world.

### ARISTOCRAT'S BLASTER

A favorite of those Light Siders that think themselves a target for crime or Laborer retribution, the aristocrat's blaster is a miniaturized energy weapon that's so small that it can be concealed up a character's sleeve. It can fire up to two times per round. Though the weapon does not do as much damage as larger sidearms, the aristocrat's blaster is usually enough to deter unsure criminals seeking to prey on the wealthy. Damage 3D, range 10/20/60, ammo 100 (shots per cartridge), 2 shots per round. Price: Moderate (720 credits). Ammo cartridge price: Easy (132 credits).

### ST10 "STALLION" SPEEDBIKE

The favored vehicle of the Rough Riders, the ST10 speedbike is a hovering one- or two-person vehicle designed for speed and acceleration. The Stallion, as the Rough Riders have nicknamed it, is unique in that it was specifically designed for after-market modification, making upgrades and repairs far simpler than on standard vehicles. (Characters making *vehicle repair* checks on an ST10 speedbike gains a +1D bonus to their rolls.) Additionally, the Stallion features a trademark whine that can be heard from kilometers away, a sound that becomes a deafening roar at close range. For this reason, it's impossible to sneak up on anyone when operating this bike.

**Move:** 126 (90 kph)

**Passengers:** 2 (1 crew)

**Toughness:** 3D

**Maneuverability:** +4D

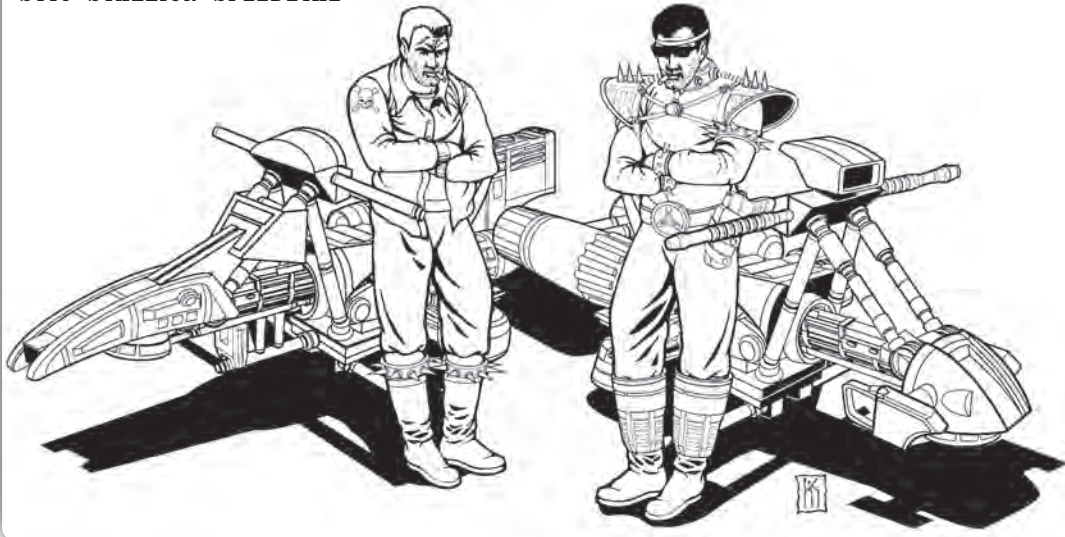
**Scale value:** 3 (large)

**Price:** Very Difficulty (93,635 credits)

## LUMINOUS

Luminous is a gas giant whose atmosphere is made up of some of the most interesting airborne mixtures ever found on a planetary

ST10 "STALLION" SPEEDBIKE



scale. The unique blending of gases also gives rise to the planet's name, as their combination allows Luminous to reflect the majority of light it receives from Amatsumara. This in turn helps illuminate the backside of Languid, a synchronously rotating planet whose orbit's aligned with that of Luminous. In effect, this makes Luminous a second sun for Languid, keeping its dark side lit at all times (though dimly).

Weather patterns on Luminous are somewhat unstable, with tremendous electrical storms that produce breathtaking lightning displays. The wind can also become quite deadly, whipping around at speeds in excess of 129 kilometers.

There's no rainfall on Luminous, meaning that all drinking water must be shipped in from off-planet. Much of it comes from Verdant or Tenebrous. So-called "dirty water" is made from recycled local reserves and is not considered fit for human consumption. Many scientists have promised to work on creating effective filtration systems to allow wastewater to be re-fed into the water supply, but so far this has remained on the backburner. As water supplies dwindle, however, it will by necessity become a greater concern.

In the upper atmosphere of Luminous, the air is breathable, but it has a "heavy" quality to it that makes newcomers feel a bit tired after only a few hours. As such, it takes time to adapt and become comfortable engaging in physical activities on Luminous. Those born on the world seem to have no trouble in this regard, and some scientists believe that in time the natives could evolve in a slightly different manner from other humans. The farther inward a person travels on Luminous, the less breathable the air becomes.

One curious feature on the planet is God's Eye, a large cloud formation that was first sighted by an aerial observation ship some time ago. The heart of the formation is awash in electrical energy, making close studies difficult. The sparking within its core makes it look like a giant eye shifting its gaze across the horizon.

Early scientists who explored Luminous quickly realized that establishing colonies on the gas giant would be somewhat problematic. Indeed, for some time, it was thought that Luminous would remain nothing more than a scientific curiosity, a place where research could be conducted but where humanity was simply not going to be

able to survive. A man named Gregor Romanov came up with the idea of establishing bowl-shaped cities that would be constructed of a superlightweight alloy. This alloy would be buoyant in the heavy gas atmosphere, allowing them to float. Early attempts met with colossal failure, but the discovery of psiron on Barren changed everything. Immense quantities of the metallic fuel source were shipped to Luminous in this time, allowing the construction of the bowl-shaped cities that now float in the upper atmosphere. Psiron is used to power a wide variety of things in the city, including the emergency hover-thrusters that help protect the cities during electrical storms. Trained technicians known as city pilots are in charge of sealing the cities with a protective shielding and then piloting them through the dangerous weather conditions. The dwindling supplies of psiron on Barren have led to a halt in the building of new cities on Luminous, but there are hopes that more will be constructed in the future.

Repairs to the hover-thrusters and the underside of the floating cities are conducted with small psiron-powered jet packs. The dangerous winds and unreliable equipment make such jobs high paying, but there are few who volunteer for such things.

Luminous currently has six cities, spread out evenly across the planet's atmosphere. Travel between them occurs in two ways: Small atmospheric vessels called sky-rovers can carry up to eight passengers at a time, and larger stellar cars make stops at each of the cities.

Luminous has gained a well-deserved reputation as a techie's paradise. Virtually all the cutting-edge technology in the system comes through Luminous, and the brightest scientific minds tend to call the planet home. Perhaps because of this, the Amatsumaran Senate is also based on Luminous, which means that senators from throughout the system make regular visits to the planet. It's also one reason that the Rangers have elected to build an orbital space station

above Luminous. The base is far from operational at present, but many scientists and technicians are living there already, and a skeleton crew has recently moved in to handle the day-to-day working of the station. Though the facility has yet to acquire an official name, many among the crew have dubbed it the Lighthouse.

## CITIES & STARPORTS

### SOLARIS

The largest of the floating cities is Solaris, which was the first of the hovering colonies to prove successful. The outer rim of the bowl-shaped city is home to many hotels and businesses. As the city follows the inner curve of the bowl, all the way to the deepest part of the city, more and more structures belong to science and industry. The large edifice in the middle is the Helios Center, where the Senate holds its sessions. A park filled with flowers and trees surrounds the Helios Center, giving the entire area a pleasant aroma.

The interior of the Center is comprised of a number of meeting rooms surrounding the huge Senate Chamber, where the delegates from all the various worlds come together to discuss system policy. The Senate Chamber is round in shape with a raised central platform that features voice augmentation equipment. From this platform, senators can address the entire chamber, their voices carrying over the usual din. Senate debates have been known to turn ugly from time to time and a gunfight broke out a year or so back, leading to the death of a senator from Languid. Such things are the exception, of course, but many feuds that began in the Senate hall have spilled outside to other avenues of life. A senator from Saurian, for instance, might make sure that a shipment of raptors is delayed or "lost" when meant to be delivered to a rival on Verdant.

One of the most important positions in the Senate is the role of prime senator. The person in this office acts as liaison between the Senate and the Rangers, as well as acting as a tiebreaker when needed. The current prime senator is Sue Ellen Wallace, one of the Luminous delegation.

Next door to the Senate building is the largest hospital on Luminous, the Sunflower Medical Complex. The Sunflower is noted not only for having a wide variety of physicians on hand, but also for its pioneering work in the cybernetic replacement of limbs. Cyberware, as the technology is called, is still a rare commodity, and it's begun finding its way into the black market. Many visitors to the planet disappear into the depths of the city, where they pay large sums for augmentation. The leading figure in this illegal enterprise is Dr. Eric Holland, a man in his late fifties who has developed a strong addiction to shroom. Though his medical skills have begun to fade under the influence of the drug, he maintains a keen intellect and a willingness to proceed with experiments that others would consider unethical.

Augmentations remain mostly a novelty off world, but on Luminous, their popularity is spreading fast. The wealthy patrons of the cyberware movement sometimes find themselves addicted to the process in a way, much like some used to become obsessed with tattoos or other forms of body modifications. It's been suggested that some people

### AMATSUMARAN POLITICAL STRUCTURE



The political structure in Amatsumara is one that has changed much over the years. Originally, a colonial governor named Truman Landon oversaw the system's affairs, but his administration was overrun with corruption. By the time the Rangers arrived in the system, the governor was well known as a puppet of the feared White Dragon Society. The Rangers stripped Landon of his power and set about trying to replace the governorship with something of more lasting strength. Their solution was to ask each world in Amatsumara to elect three representatives. Once selected, these men and women became a part of the Amatsumaran Senate. The power of the group was uncertain at first, but with the Rangers backing them, the Senate has grown to become a well-respected and influential part of Amatsumaran life.

The legislative process is fairly direct, though there are still many places where bills can stall on the Senate floor. Individual senators propose bills to the Legislative Council, a rotating group of 15 senators who assemble twice a month in special chambers. All bills up for discussion are brought forward, with the original author of the bill invited to speak in its favor for no more than 15 minutes. The council then meets in private to discuss the bill. A majority vote is needed to approve the bill, which then goes to the general floor of the assembly at the next available session. For a bill to become a law, a two-thirds majority (14 votes) is needed.

## GETTING CYBERNETICS



For information on available cybernetic enhancements and the game mechanics behind getting them, see pages 45–51 of the D6 Space Rulebook. All of the cybernetics available in the Amatsumara system are custom designed, though cyberdoctors often share their techniques with each other. Those who have their augmentations performed in a legal medical center, such as the Sunflower Medical Complex, reduce the amount of damage that they take from the experience by one Wound level or half of the listed Body Points percentage. However, legal augmentations require that the person demonstrate a need for the cybernetic implant, as well as needing to participate in psychological counseling before and after the surgery.

begin to lose touch with their humanity the more they are augmented.

Though technology is common on Luminous and tech-heads abound, there remains a strong overpopulation problem, leading to many living in highly crowded environments. The floating cities each have only a finite amount of space and much of that's taken up by factories and research centers, leaving only a small amount of area for living quarters. Residents tend to live in small communal-style buildings, which can house 10 to 15 people. Individuals and families each have their own small suites but share a common cooking area, usually located on the second floor of the building. Some structures go a step further with shared bathing rooms. The general populace of Luminous tends to be either highly educated or (at the very least) highly skilled in the use of technology. This causes a certain amount of arrogance on the part of the populace, who look down on the "hicks" who live on such worlds as Verdant or Saurian.

Dress on Luminous tends to be of the formal variety, with most men wearing dark suits and hats, while the ladies wear long dresses that are cut to show a modest amount of cleavage and/or leg.

Sundown Point is a shopping district located on the eastern rim of Solaris. It's home to a large general store, O'Kellys, and a number of saloons. Technos is a bar that's known for playing host to a number of members of the cyberware community. Dr. Holland sometimes visits Technos, but a recent string of violent barroom brawls has threatened to ruin the saloon's appeal. With the large amount of tech on the planet, many people have access to powerful weaponry. This means that a brawl or duel on Luminous is much more deadly than on other planets in the system.

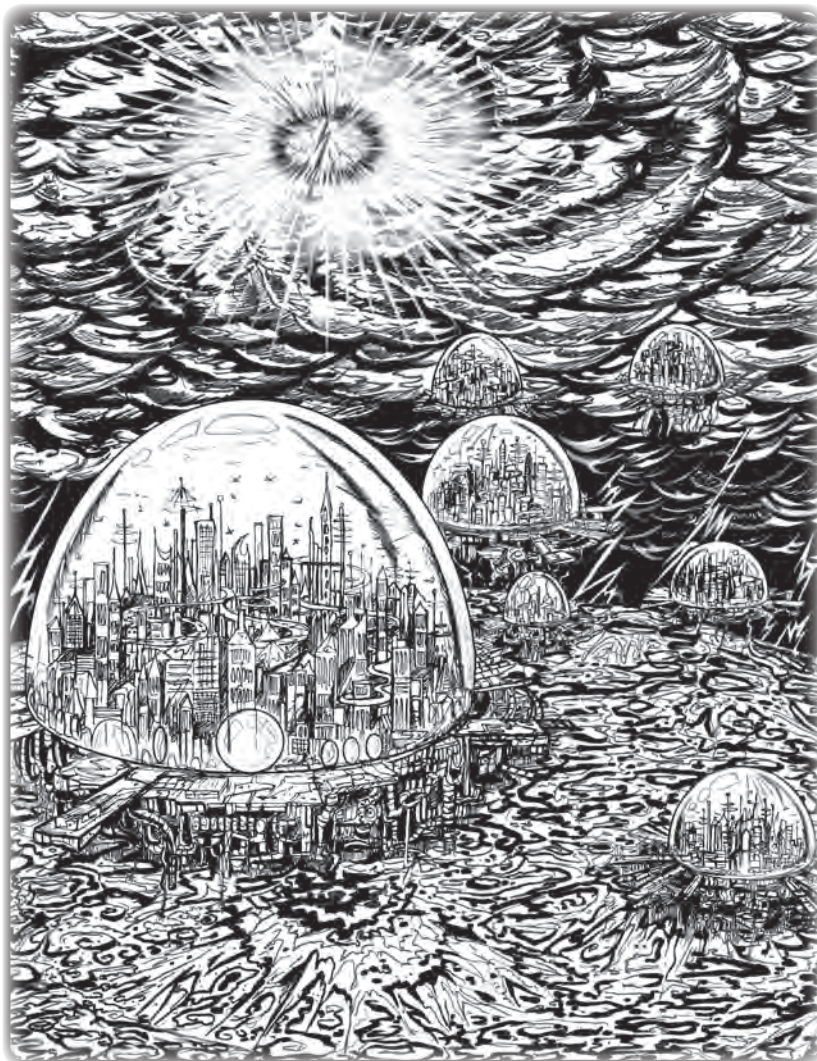
The Flaming Fox is a popular theater in the area, featuring everything from musicals to Shakespearean tragedy. An actor named Bartleby Booth has become a household name on Luminous, and his fame is such

that he's dined with senators on many occasions. Booth is particularly well known for his dramatic roles.

Located within Sundown Point is Stellar Hall, the city's starport. Stellar Hall is one of the most impressive structures to be found anywhere in the Amatsumaran system. A huge glass atrium rests in the center of the station, and the facility is capable of handling more stellar cars than any other starport in the system. A restaurant within the building is a popular dining destination for locals and visitors: Crawdaddy's is a seafood lovers' paradise, with food imported daily. Scythehead stew is considered a must-try.

A local transit system exists within the city, with hovercraft buses that can transport up to 40 people at a time. These buses make regular stops at almost all the major thoroughfares in the city. From time to time, criminals will hide away on the rooftops of these buses, hoping to make their escape at future stops. In some cases, this has worked fine, but in others, the high winds have swept the criminals right off the rooftop, and they've hurtled to their deaths.

There's a strong Ranger presence in Solaris, and Colonel McDonald has a residence in the wealthy Dios section of the city. This area is home to many senators and lobbyists, with the houses being much bigger than the communal-style buildings that most residents live in. The style of the homes is Spanish Colonial with small, private pools located in the backyards of many. Dios is like stepping into another universe compared to the way many settlers



live on the frontier, and security is tight in the area, with a large wall that surrounds the neighborhood. McDonald initially resisted taking a home in Dios for fear that it would make look as corrupt as the former colonial governor, but he finally relented after much pressuring from his fellow Rangers. To the surprise of no one, however, the Colonel has barely stepped foot in his own house. It stands at the end of its street, looking inviting and expansive, but the Colonel still believes that it would set the wrong example if he were to claim it for himself.

A Ranger station is also located near the Helios Center and a hard-drinking, gambling Ranger named Harrick St. James is the chief officer there. Harrick is rough around the edges, but his men love him and so do the locals.

## APOLLOS

Apollo is the closest city to God's Eye and is the one hit the hardest during the atmospheric storms that sometimes rage on Luminous. The most talented City Pilots are attracted to work here, each seeking to prove their skill against nature. The outer rim of Apollo is reserved for scientific purposes, as a number of sensors and cameras are aligned to take readings of God's Eye whenever a flare-up begins. The scientists sometimes must contend with religious nuts and tourists, all of whom want to climb as high as possible to get a clear view of the cloud formation. A number of suicides have occurred in the

region, as many choose to throw themselves over the edge of the city, plunging down into the liquid gas core of the planet.

Apollo has the smell of a chemical factory, as pollution threatens to take a deadly toll in the city. Unlike Solaris, which expends a good deal of technological effort in keeping their city attractive and clean, Apollo puts a low priority on such.

Many of the system's vehicles are produced here, including 95% of all the skimmers used on Verdant, Tenebrous, and elsewhere. In addition, a few gems smuggled off Scintilla have found their way into the weapons factories here. Rumors abound that some of the gems have extremely useful properties when it comes to focusing light into a weaponized beam.

The city grows more and more packed toward the bottom of the bowl, with the "downtown" area akin to being trapped in a sardine can. With property space at such a premium here, it's not uncommon for someone to suffer a terrible "accident," with his or her building being turned over for immediate use by someone else. This process is helped out by a corrupt official named Thulsa Krill, who regulates business conducted in Apollo. Krill is a member of the White Dragon Society and he's got an iron grip on the black market in Apollo. He's been augmented several times with cyberware, making him more than just an evil intellect: He has the physical power to back up his threats.

Apollo is also the current home of the Luminous Zoo, which features a collection of animals shipped in from all over the system. The pollution has affected them in a rather negative fashion, with many not surviving for long in their incarceration. As such, there are plans afoot to have the zoo moved to Solaris.

Gregor Romanov, the inventor of the hover-city concept, lives in Apollo. Now an old man, Romanov has become a bit more secretive in recent years, with rumors circulating that he and his aged peers have formed a cabal known as the Arcanists. The Arcanists group is publicly a think-tank of sorts, working to come up with solutions to various problems faced by system residents. Many suspect that they are involved in quite a bit more than that, however, as they've begun expanding past their initial ranks to recruit some of the brighter young minds on Luminous. Gregor's granddaughter, Nadia, is affiliated with the group, but she's yet to share any intimate details of their activities with her lover, Harrick St. James.

Luminous Station is located on the western rim. This stellar train station is rather small, but it has adjacent landing pads for atmospheric vehicles. From time to time, the Rangers hear of a mysterious "tech mart," but they've yet to find any concrete evidence.

## HELIUM

The floating city of Helium is famous for two things: its name, given in a moment of unusual jocular by the city's first mayor, and the annual poker tournament that it hosts. This tournament is held at the Royal Flush Casino during the waning days of summer, with players and guests coming from all over the system. The prize money for the tournament has grown each



year, with last year's winner taking home a cool million. Stakes like that can make anyone's pulse race, but the steep entrance fee (2,000 credits) mean that only the truly serious have to worry about it.

Helium is much smaller than Solaris or Apollos, with a focus on entertainment-oriented tech. A skimmer racing track has recently been built, and some of the saloons offer companions who've been cybernetically enhanced to improve their sexual capabilities. Small headsets with virtual reality games included are all the rage. Some of the more intense games have batteries laced with psiron, which makes these headsets too prices for most people.

Helium does not suffer from the rampant pollution that plagues Apollos, and what there exists is carefully hidden. Floral scented air is pumped into the city on a regular basis, which bothers some people's allergies, and industrial waste is poured straight over the city's rim, to be burned off in the gases below. This results in some impressive light displays, but it also has some scientists worried about the long-term effects of polluting the planet's core with Helium's waste.

The Royal Flush Casino was built 10 years ago. Within six months, it had become renowned for its commitment to poker. This three-story building has traditional slots, blackjack, and roulette on the bottom two floors, but the top is reserved for poker only. A large central area on the third floor has a number of tables available, and there are private rooms that can be rented. The casino is owned by Rusty Cartier, who is a three-time champion of the poker tournament. The Rangers fear that the tournament's large payout will encourage criminal interests in the event, but so far, it's remained remarkably clean. In fact, the casino is rarely the site of anything inappropriate. Fine dress is required for all who pass through the doors, and the behavior must remain equally high-class. Cartier has a number of staff members hidden among the crowds, serving as security, and small recording devices are planted elsewhere, making sure that all the games remain fair.

A handsome young man named Jon Burroughs has recently gained a good bit of attention in the area. A highly decorated soldier back on Earth, he joined the Rangers when they set off for Amatsumara. Handy with a gun and always seeming to have luck on his side, Burroughs looked like the logical source to succeed Colonel McDonald when he eventually stepped down. To the surprise of virtually everyone — including the Colonel — Burroughs resigned from the Rangers and opened his own bounty-hunting business. This has earned the enmity of many in the Rangers group, who believe Burroughs has betrayed their principles. Burroughs has a female sidekick who aids him in his job, an Asian beauty named Sakiko Shendoii.

## WILDLIFE

### CITY SLUGS

These glowing creatures are native to Luminous but were not discovered until sometime after the planet was settled. Approximately 15 centimeters long with no appendages, city slugs feed off energy cells and batteries. They have even shown the ability to leech energy from psiron-powered materials. Before the coming of humans, it's believed that the slugs survived within cloud formations such as God's Eye, absorbing the electrical current found there. Now, though, they are pests of the highest order, leeching much-needed

energy from hover-jets and the like. City slugs are outlawed, meaning that it's a crime **not** to kill one on sight.

The reproductive cycle of the slugs is unknown, but many believe they reproduce asexually. The manner through which city slugs fly is equally a mystery.

**Agility** 2D, flying/0-G 3D

**Mechanical** 0D

**Strength** 1D

**Knowledge** 1D

**Perception** 1D

**Technical** 0D

**Strength Damage:** 1D

**Move:** 3 (flight only)

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 13

**Wound levels:** 3

**Natural Abilities:** energy absorption (slowly absorbs energy from batteries and electrical devices; a device that has a city slug attached to it flickers or fades in energy output whenever a Critical Failure is rolled; completely drained when total rolled is lowest possible); ability to fly; small size (scale value 9)

## TECHNOLOGY

### VIRTUAL-REALITY GAME GLASSES

The best and most enthralling VReaGGs are powered with tiny psiron batteries that last for weeks before needing recharging. (Standard-powered glasses can run a few days before requiring a recharge.) Regardless of the power source, each set of glasses fit over the head, wrapping around to an adjustable size setting in the back. A number of realistic games can then be loaded into the glasses, making users feel like they're "in" the game. On the black market, adult programs and games are sold as well. Price: Difficult (1,400 credits) for psiron-powered glasses; Moderate (420 credits) for standard glasses.

### HOVER-BIKE

These personal transportation units are used for short-range transportation within crowded city streets. They're somewhat similar to the personal jungle skimmers used on Verdant, but they're sturdier and much flashier in design.

Hover-bikes come in a wide variety of colors and designs, with some popular types being the leap-frog (bright green and black paint job), the racer (black and white, with stylized "x" design between the handlebars), and the mustang (blue and silver paint).

**Move:** 84 (60 kph)

**Passengers:** 1–2 (1 crew)

**Toughness:** 3D+2

**Maneuverability:** +4D+1

**Scale value:** 3 (large)

**Price:** Difficult (5,641 credits)

### HOVER-BUSES

Hover-buses are boxy vessels that can carry up to 40 passengers through the crowded streets of the hover-cities. There are a number of stops along each hover-bus's route, with each trip costing only a few credits.

## 1. THE PLANETS

Hover-buses are used in other cities on Luminous, as well, but only Solaris has a full transit system. Hover-buses have been the scene of a number of high-adrenaline moments in recent years, with gunfights breaking out on their rooftops, bounty hunters dangling from the edge of their corners, and more. Bounty hunter Jon Burroughs and his partner Sakiko Shendoï have been involved in the destruction of four hover-buses in the last year alone, though in each case the fault was ultimately attributable to others.

**Move:** 70 (50 kph)  
**Passengers:** 40 (plus 1 crew)  
**Toughness:** 5D+2  
**Maneuverability:** +1  
**Scale value:** 8 (large)  
**Price:** Heroic (163,620 credits)

### JETPACKS

These highly maneuverable, psiron-powered packs are worn on their pilot's backs and allow for high-speed flight. The batteries allow the jetpacks to be used for about 16 hours of use. The main users of these packs are repair crews, who fly beneath the hovering cities to do work on the delicate hover-jets. Occasionally, jetpacks find their way onto the black market, ending up in the hands of mercenaries and the like. The *flying/0-G* skill is used by pilots to control the jetpacks.

**Move:** 98 (70 kph)  
**Passengers:** 1  
**Toughness:** 2D+1  
**Maneuverability:** +3D+1  
**Scale value:** 0  
**Price:** Very Difficult (16,430 credits)

### THE LIGHTHOUSE

The orbiting base of the Rangers is still under construction, but it will easily be one of the most impressive structures in the system when it's completed. Currently, the majority of the exterior is complete, though some work is still being done on the various hangars and docking systems. The interior is approximately 30% complete, but there remains another year or so of work to be done. Life support and some basic defenses are in place, but most of the computer and sensor arrays are yet to be installed. Some of the more anxious scientists and engineers have moved onto the Lighthouse already, but the higher-ups in the Ranger chain of command are still waiting to

call the place home. When all is said and done, the facility is expected to house approximately 1,500 people on a full-time basis with many more coming and going. The ultimate purpose of the base is not just to give the Rangers a set of orbiting offices. The Lighthouse will also be a place where the best and brightest from throughout the system can come and be trained in law enforcement or the sciences. Colonel McDonald wants the Lighthouse to live up to its name, pointing the way home amid the darkness. (For additional details on the Lighthouse, see "The Rangers" chapter.)

The following characteristics are for the completed Lighthouse. If characteristics for the current version are needed, begin shaving off all weapons and sensors, plus reducing the number of completed modules.

**Crew:** 100 (gunners, sensors, communication, repair, administration, and support staff; all stations provide a +1D bonus to the appropriate skill, with *sensors* stations providing +3D to their users)

**Passengers:** 1,400 (scientists, guests, and families)

**Cargo:** bulk (150 areas); hangar (500 areas)

**Life-Support Supplies:** 3 months

**Weapons:**

6 laser cannons (1 each arc, range 8/25/40, gunnery bonus +1D, damage 7D)

**In-System Drive:**

*Move:* 0 (thrusters for stability only)

*Maneuverability:* 0

**Interstellar Drive Rating:** 0

**Hull Toughness:** 5D

**Atmospheric Capability:** No

**Armor:** 0

**Shields:** +1D

**Scale:** 26

**Length:** about 6,000 meters through several decks

**Total Cost (new):** 4,860,250/Price Difficulty: 507

### SKY-ROVERS

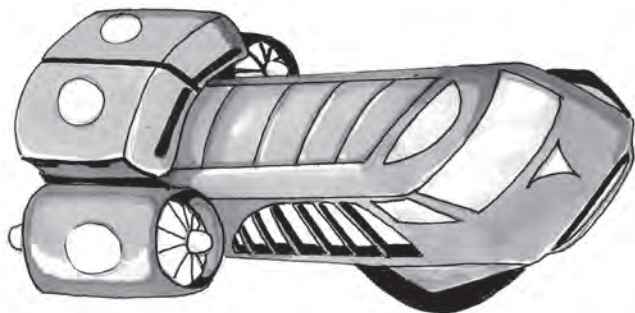
Sky-rovers are sturdy but unspectacular ships designed for atmospheric use. A standard sky-rover can transport around seven passengers (plus a pilot) from one hover-city to another. They are not normally designed for combat. Modified sky-rovers sometimes show up on other planets, usually with shielding and weaponry added on. On Luminous, however, it's very rare to see a modified sky-rover.

**Move:** 126 (90 kph)  
**Passengers:** 8 (1 crew)  
**Toughness:** 6D+1  
**Maneuverability:** +2D  
**Scale value:** 6 (large)  
**Price:** Heroic (74,625 credits)

### SAURIAN

There's perhaps no planet in the system that sums up the cosmic frontier experience more than Saurian. This is a rough, undeveloped world whose four sprawling continents feature a variety of dangers. Humanity has embraced Saurian in a way that's impressive, for the people who live on Saurian seem to soak up its rough

SKY-ROVER



nature and allow it to infuse their traditions and beliefs.

Saurian has more landmass than any other planet in the system, but the lack of oceans doesn't mean there's any kind of water shortage on the planet. There's a plethora of small lakes and streams, more than enough to sustain human life.

Saurian has two moons whose orbits are linked together. The larger of these is known as Rexus Major, while its smaller sibling is Rexus Minor. Neither

moon has much to make it appealing to humans, as neither has any breathable atmosphere and the surfaces are pockmarked with large craters from ancient interstellar collisions.

Saurian has a vertical tilt; thus the tilt is perpendicular to the plane of the planet's orbit. This means that there are no seasons to speak of on Saurian, though the temperature varies due to weather. For the most part, however, temperatures are in the comfortable range for humans, averaging around 50 degrees Celsius. Rainfall is steady, tending to come in three- to five-day spurts once or twice a month. The amount of rainfall tends to be heaviest as the planet completes its orbit, meaning that the end of the year generally features more storms and of a longer variety. This keeps the soil fertile enough for Saurian to be a major supplier of fruits and vegetables throughout the system. Among the more popular foodstuffs grown on Saurian are lumba beans, apricoils (a sweet carrot-like vegetable), and neotaunfala fruits, which closely resemble the Verdant variety but with enough differences in taste and size to warrant their own designation. High cobalt content in the soil produces a bluish-tinted grass that can be used to make a soothing tea and are also a major food source for the planet's indigenous lifeform, the raptors.

Raptors were discovered on humanity's first trip to Saurian and the discovery sent shockwaves throughout the settler community. Fear was intermingled with awe as people saw living creatures that resembled the dinosaurs from ancient Earth history.

Warm-blooded creatures, raptors are roughly horse-sized, with smooth scales and a wide range of colors. Most raptors are brown or green, but there are some whose hides are red, black, or even white, though these latter ones are by far the rarest. Raptors are now the backbone of the Saurian economy, as they are used, not only as pack animals, but also as a food resource. Raptor meat is easy to prepare and extremely delicious, but it's the beasts' ability to exist and flourish in a wide variety of environments that has really made them so essential to Saurian's success.

Raptors are raised on large ranches, with many of the animals exported off world. The sale of raptors has made many ranchers quite wealthy and some of them are the equals of the cattle barons of long ago, using their money and prestige to dominate neighboring areas. In effect, some of them have become lords of their own private fiefdoms.

Unfortunately, the flourishing of the raptor industry has had a negative effect on wild raptors. Their numbers are dwindling quickly, with the majority of the creatures now living in captivity. Even so, ranchers continue to hunt down the beasts, capturing them and



hauling them off to their ranches, where they are broken and domesticated. The ranchers who profit so handsomely off the creatures have recently begun suffering some terrible losses, however. Where there are cattle barons, after all, there must be cattle rustlers. So-called raptor raiders have begun stealing the animals from the ranchers, sometimes making off with as many as six or seven dozen of them in one night. Ranchers assume that these beasts are then sold on the black market, but so far, their attempts to expose the men and women behind the thefts have not been successful.

Saurian residents tend to be very self-sufficient and hate to turn to anyone else for help or "charity." They have similar opinions about technology, which means that while the planet has a moderate tech level, the majority of Saurians don't see the need for advanced speciality equipment. Though energy weapons can be found, slugthrowers are the guns of choice here and virtually every rancher has one or more on him at all times. It's not that the planet is lawless; it's just best not to take any chances.

Rangers are not very welcome on Saurian, thanks mainly to the locals' distaste for outside help. The law enforcement agents aren't treated with scorn; it's more along the lines of polite disregard. The Rangers have attempted to reach out to the Saurian populace, especially through the planet's three Amatsumaran senators, but the ranchers frown upon politics, so the Ranger effort hasn't panned out so far.

Clothing on Saurian tends to be of the comfortable variety. Denim jeans are the pants of choice for most men and even a few women, with loose-fitting button-up shirts completing the outfits. Hats are generally considered an essential part of any wardrobe. Earth-tones are quite popular, with some taking a risk by going for dark reds, blacks, or something similar.

For some reason, lifespans tend to be shorter on Saurian. It's been suggested that the rugged manner of life leads to earlier deaths, but nothing has been confirmed scientifically.

## CITIES & STARPORTS

### NORTH FLAGG

North Flagg was the first continent to be settled by humans, and it remains home to highest population in Saurian. The continent was named for Roland Flagg, the captain of the original band of settlers. Flagg died in a construction accident soon after the vessel set



## 1. THE PLANETS

down, and the thankful townspeople memorialized him by naming both North and South Flagg after their fallen leader.

The first landing site was near what is now known as Lake Heaven. The lake's name was given to it because the area surrounding the body of water was the very picture of frontier loveliness. Vibrantly colored flowers grew amid knee-high grasses, and a gentle wind kept the heat from becoming too oppressive. The first colonists reported seeing a number of interesting avians in the area, including gatorducks, a bird whose overall look resembled that of Earth ducks, but with one major difference — this bird's bill is filled with needle-like teeth, capable of slicing to the bone. Gatorducks became an early staple of the settlers' diets, but it was later learned that the birds sometimes carried deadly parasites in their flesh. Prolonged cooking of the birds could kill off all traces of the parasites, but it left the meat almost too tough to eat. Gatorducks are rarely consumed any longer (though some are attempting to make gatorduck jerky), and they've acquired a reputation for being unlucky.

Transport from North Flagg to the other continents is usually accomplished via rovers (such as the ones used on Luminous) or by boat. Psiron-powered fishing yachts are quite popular, though some of the older men and women construct and sail wooden boats.

Aside from the "capitol" city of Evergreen, most of the towns in North Flagg are small and not very well organized. Local law enforcement tends to be of the "might makes right" variety, with landowners drowning out the voices of the oppressed.

### EVERGREEN

The town of Evergreen was founded near Lake Heaven, and it remains the planet's premiere city in terms of size, education, and culture. During the corrupt days of Colonial Governor Truman Landon, Evergreen sometimes played host to political conferences, during

which Landon would usually outline his agenda for the next year. Since the coming of the Rangers, Evergreen's importance in system affairs has waned, and the decision to place the Amatsumaran Senate on Luminous instead of in Evergreen still galls many of the locals.

Evergreen is somewhat unique in Amatsumara in that it was a "planned" city, with all the streets laid out in a grid pattern. East-west running roads are named after flowers and trees from Earth (like Elm, Oak, or Rose) and include "avenue" in their title. Those that run north-south on the grid are named after noted settlers of Evergreen (such as Landon, Romanov, and Onus) and have "street" linked with them. In the very center of town is a building dubbed the Gathering Place. This is a ramshackle building whose interiors are taken up by a number of converted church pews. It's here that the leaders of Evergreen — and sometimes from all over Saurian — come to discuss important matters. By local custom, all men, regardless of stature in the community, are allowed equal respect in the Gathering Place. For this reason, many of the wealthier ranchers have stopped attending meetings. It's easier for them to do as they please without bothering to actually listen to complaints about their actions. Despite this, the Gathering Place still occupies a unique position in the city's history and is spoken of with great affection by almost all.

Next door to the Gathering Place is Junky's, a saloon that's been manned by three generations of the Thompkins family. The current owner, Monty Thompkins, is a one-legged man with thinning blond hair and blue eyes. He's been saving up for some time to pay for one of the cyberware augmentations they offer on the black market in Luminous.

Monty's considered a good friend to all. He listens with a sympathetic ear to all the troubles of the town and always has a kind word — and another glass of whiskey — to help console all who come to him.

The saloon gets its name from the somewhat crowded nature of the bar's interior, which does double duty as Monty's "museum of curiosities." Any oddity that's found in the area, be it a three-eyed raptor calf or the cast of an unusually large footprint, is brought to Monty, who dutifully places it on a shelf or tabletop, complete with meticulous notes on who gave it and where they found it. Junky's was also once famous for its topless dancing girls, but this has pretty much disappeared since the Rangers arrived and attempted to put a stop to the open prostitution that went on backstage. In order to drum up new business, Junky's has taken the relatively unusual step of employing male dancers for some shows. This effort to attract female patrons has



met with mixed success so far, but Monty thinks it'll catch on eventually.

Thick Paul Sizemore is the local blacksmith, making metal raptor shoes and harnesses from metals found in the area. Settlepot is the strongest and most durable that's been found, with a density and strength roughly equal to Earth iron. Paul is a bit slow in the mental department, leading to his nickname, but he's capable of running his own business and knows when he's being taken advantage of. That, coupled with his massive physique, means that Paul usually gets treated quite fairly.

Settlepot is mined in several places on Saurian, including a large area just north of Evergreen. The metal is used for a variety of purposes and has become standard throughout the system. In fact, the hover-buses on Luminous and the jungle skimmers on Verdant are all manufactured using the material. Most of the mining work is done the old-fashioned way with picks and axes chipping away at the ancient rock, but there are a few technological improvements that have slowly made their way into the industry in recent years. Laseraxes are the tool of choice now for most younger miners, though the older ones complain that the laseraxes are too imprecise and damage the settlepot. Men and women who handle the metal for long periods of time sometimes complain of "gray skin," a relatively harmless malady where their fingertips and hands are stained a dusky gray color. This stain seems to seep through multiple levels of skin and take up to three years of non-settlepot contact to fade completely.

Evergreen's mayor also doubles as one of the planet's senators. Louis Tubbleville definitely puts an emphasis on his mayoral duties, only making it to the bare minimum of senatorial appearances. Louis is a jolly man in his mid-fifties, with a rotund build and tufts of white hair on the sides of his head. Louis has been married six times, with each of his wives being much younger and very pretty. If not for the fact that his ranch is one of the largest in the area, Louis would have been bankrupted by each of the divorces. He's currently courting potential wife number seven, a store clerk named Mable Sizemore, who just happens to be Thick Paul's younger sister.

Despite Tubbleville's governmental positions, the true powerbrokers in Evergreen are Silas Wilcox, Jacob Oleander, and Logan Earp. These three men have spent the last 10 years buying up the property of other ranchers. Friends since their childhoods, the men share everything, from the land to the money earned. Wilcox is seen as the leader of the trio, but he's loyal to his partners, and all three are given an equal say in how things are to be done. It was Oleander who suggested the three men skip the town meetings held at the Gathering Place. He was also the one who broached the idea of hiring toughs to "encourage" other ranchers to sell their lands. These toughs are known as Oleander's Brigade and are feared wherever they go. In Evergreen, they are frequently given discounted drinks in the saloons, sometimes take advantage of various ladies, and have been known to intimidate Mayor Tubbleville into looking the other way when they get into fights and such. The captain of the Brigade is Jonah Mosley, a violent man whose scarred visage mirrors that of his soul.

The Brigade turned their attentions to Bill Bedingfield's ranch over a year ago, pressuring the man to give up the lands he'd worked for so long. Bedingfield resisted, even going so far as to ask the Rangers to assist him. Deputy Aaron Foster arrived from Tenebrous, eager to be free of the "Twilight Planet." Foster immediately set up a meeting with Wilcox, Oleander, and Earp, during which he explained

## SAURIAN FEUDS



Feuds are common enough on the frontier, but on Saurian they can take on amazing strength. The residents of the planet tend to be lifers, being born on Saurian and dying on Saurian. As such, they generally have long memories when it comes to the actions of other families, especially if said actions had a negative impact on one's own fortunes. While most feuds stay on the level of mild distaste and the occasional insult, such things can sometimes turn violent. By unspoken agreement, feuding families try to avoid bringing others into their dispute, but sometimes it's unavoidable. This is especially true if members of feuding families find themselves taking a romantic interest in the same person.

Feuds usually end in one of three ways: The people most responsible for continuing the feud give up or die; the families intermingle through marriage; or one family annihilates the other. This last method hasn't actually happened on Saurian, but it's come close a time or two. Characters whose family becomes caught up in a feud might develop the Enemy Disadvantage or a Quirk related to the whole affair.

the charges that had been made and warned them that he would be watching their activities in the future. Foster returned to Evergreen for the night, confident that he'd resolved the matter in the space of a few hours. Wilcox was furious that Bedingfield would violate the local code of conduct and turn to an outside party. The other two men agreed with their leader, and around midnight, the Brigade was dispatched to teach Bedingfield a lesson. A gang of 20 rode onto the Bedingfield property, guns blazing. Armed with torches, they began burning the houses to the ground and gathering up the raptors to take back to Oleander and the others. When Bill Bedingfield and his son attempted to resist, the patriarch of the family was shot dead. As the Brigade rode off into the night, Bill's son — Rusty — swore vengeance. The next day, Wilcox stepped into the local bank and bought the property outright, pointing out that Rusty lacked the funds to keep paying off the sizeable mortgage on the ranch. The feud that's developed between Rusty and the three men continues to his day.

The C&X Stellar Car Station is situated along the southwestern part of town, away from most of the ranches and stables. The stellar cars are known for giving the raptors a scare, and some of the more feisty steeds will sometimes throw their riders in an attempt to get away from the noise. The locals rarely visit the station, since most longtime residents are more than content to stay where they are, but the senators and some visitors from off-planet keep the station from going out of business.

## SOUTH FLAGG

Connected to North Flagg by a thin strip of land known as Hell's Pass, South Flagg is a relatively untamed place. Bands of explorers have set off over the plains, but few have returned. Those that have are usually half-starved and full of wild stories about dangerous beasts that dwarf the raptors in size and ferocity. Aerial reconnaissance has been done on several occasions, but no sign of the



monsters has shown up. Most consider the raving to be the result of fever and dehydration. An insect-infested river snakes its way from Hell's Pass into the heart of South Flagg, but at that point, its path becomes unclear.

Hell's Pass gains its name from the large rocks that line the shores. Some of these are so jagged that they can easily splinter apart large water vessels. From above, they resemble sharp teeth aligned along an open mouth.

## RAPTORIA

Raptoria was settled approximately shortly after Evergreen and is located to the west of North Flagg. Naomi Flagg, the daughter of Roland, led a group of women over the Silent River and into a new continent. Naomi felt that women were being wrongly treated in Evergreen, with some of the men apparently seeking to overturn the gender equality that had been earned back on Earth. Women were increasingly being pushed into subservient roles, and Naomi passionately believed that these ideas ran against her beloved father's wishes for the planet. She named the continent Raptoria after witnessing several particularly large herds of raptors grazing along the Silent River.

Two towns sprang up almost immediately, both run by women, but with plenty of open-minded men coming to help out. Naomi herself founded Sundance, while the neighboring town of Cady was situated right along the banks of the river. Both towns flourished

in the early days, acquiring reputations for being family oriented and strong in both religious conviction and education. Schools, similar in some ways to the later Mills School that was founded on Tenebrous, focused on teaching self-respect and a love for reading.

Cady was nearly destroyed some years later when the river surged upwards under the strain of an unusually strong rainstorm. Much of the town was washed away, and fully a third of the population was killed. When the waters receded, many elected to abandon the place, with some returning to North Flagg and others moving into Sundance. Cady did survive, though it's virtually a ghost town these days, with only a few solitary types calling the place home.

Sundance continues to thrive, though Naomi is long dead. Her memory is preserved in the Naomi Flagg Theater, which focuses on old Earth tragedies and some of the newer musical comedies. Aaron Foster, the Ranger who failed to prevent the murder of Bill Bedingfield, has come to call Sundance home, and he's opened a small office above the Kitty Klub, a dance hall and saloon. The Kitty Klub is a recent addition to Sundance, and its success is somewhat ironic given Naomi Flagg's intentions for the town. A general store is located just down the road from the Kitty Klub, featuring just about everything that a Saurian resident might want. Some of the foods are shipped in from elsewhere, but most of the goods are produced on Saurian. One of the more popular items for sale are chocos, circular pieces of candy that have a graham cracker center. Chocos are also a popular treat for the raptors, though some of the locals know that even a little caffeine makes the beasts jumpy and somewhat dangerous.

Dr. Carlos Rivera is the town's chief veterinarian. He knows more about raptor health than anyone else on the planet. He's an outspoken critic of the way the beasts are treated on many ranches, but there's too much money being made off the creatures for any real change to be brought about. His brother, Tomas, works as a house painter and is known as one of the community's most renowned philanthropers. His romantic relations have caused quite a few problems, and there have been a few clumsy attempts on his life over the years.

## BLUELAND

The lush grasses of Blueland give the continent its name, and, despite the fact that it was the last continent to be explored by humans, it's second only to North Flagg in population. A variety of flower known as the sourpuss is found only in Blueland, and its yellow-orange blooms are a common sight to residents. Blooming in the early part of the year, the sourpuss gives off a strong odor that's reminiscent of lemon juice. When the flower is in bloom, the entire countryside is blanketed by the scent, but locals barely even notice it. Blueland residents who travel to other continents or worlds are easy to spot because of the ambient odor they seem to carry with them. The sourpuss aroma clings to skin and clothes, fading only after many months of being away.

Blueland is located to the east of North Flagg and there are many strong shipping routes between the continents. Yachts whip across the waters, conducting fishing expeditions and transporting goods

from region to region. The waterfaring men and women of Saurian are a slightly different breed from their land-loving cousins, but in many ways they are the same. Both groups prefer “their own kind,” considering the other to be slightly odd. But the seafaring folk are a bit more standoffish, caring very little for system politics. Many of them live at sea, coming on to land only to do essential business. It’s said on Saurian that you can tell a seafaring man by the look in his eye and the sway of his limbs. They’re distrusted in some regions, mostly because almost everyone has heard stories about their habits of stealing away the virtue of young women before disappearing back into the waves.

The most prominent town in Blueland is Serenity, which lives up to its name only for its long-term residents. Home to a large port that stays busy, Serenity is considered by many to be the last stop for the truly destitute. The poor souls who live in Serenity are not like those on Tenebrous, who tend to fall into spiritual decay because of drug addiction or ritualized cult abuse. Generally, Serenity’s residents are men and women of deeper problems. Some of them are pyromaniacs, others are sexual fetishists, but all have something that sets them apart from most of humanity. For this reason, Serenity is a quiet place where everyone, at least ostensibly, minds their own business. Visitors to Serenity find that the streets are nearly empty, and those who are encountered tend to keep to themselves. Everyone has a secret here, and all are willing to go to great lengths to protect them. There are few families here, for those who truly care about their children flee the place. To leave them in Serenity would be to offer them up to pedophiles or worse.

Serenity’s largest raptor ranch belongs to Solomon Phage, who is by all accounts one of the cruelest men on the planet. He’s known for working his raptors to the brink of death and lacing their food with sawdust to stretch it out further. Phage has become the target for a number of raptor raiders in recent times, but he’s paid the White Dragon Society handsomely to find him someone capable of finding these raiders and making them pay. The woman who’s en route to Saurian to accomplish this is Shakira Stanley, who’s earned a fear-some reputation for lethality.

The city was named for its beautiful countryside, which includes a large cliff atop which the local preacher gives her sermons. Church attendance, curiously enough, is almost mandatory here. Some whisper that it’s because there are so many sinners in the area, and all know that they need forgiveness. The preacher has her own secrets, of course, so she doesn’t complain a bit.

## WILDLIFE

### RAPTORS

Horse-sized reptiles, raptors evoke dim memories in humans of a time when their animal forebears lived in quaking fear of giant creatures that could swallow them whole. Raptors are unlikely to do that, though their sharp teeth and claws can tear a human to pieces if he’s not careful. Raptors have smooth scales and come in several varieties of color. The most common is brown or green, though skins the colors of red, black, or white are not unheard of. White raptors are the most rare type, and a rancher who stumbles upon a white is considered quite lucky.

In the wild, raptors usually travel in large herds and hunt in packs, with no division of duties based upon gender. Males seem just as

likely as females to tend to the young and females are quite common among the hunting packs.

Raptors in the wild usually eat meat, though they supplement their diets with fruits and grains. The creatures are quite intelligent and can be trained to do simple tasks. Their durability makes them useful in a wide range of environments, so many raptors are sent off-world after capture and domestication. The dwindling numbers of wild raptors means that, before long, only the domesticated variety will remain.

Raptors are not used just as work animals, as their meat is considered quite delicious. Many saloons offer raptor burgers and raptor steak, further depleting the animals’ numbers. Generally, raptors who are meant for food are raised separate from the work raptors and are fed a high-caloric diet.

Most domesticated raptors wear “raptor shoes” made of settlepot.

#### TYPICAL RAPTOR (DOMESTICATED)

**Agility** 2D+2, **brawling** 3D, **dodge** 3D, **running** 4D

**Mechanical** 1D

**Strength** 4D, **climb/jump** 4D+1, **lift** 6D, **stamina** 6D

**Knowledge** 1D+2, **intimidation** 4D, **willpower** 2D+2

**Perception** 2D, **survival** 2D+2

**Technical** 0D

**Strength Damage:** 3D

**Move:** 12

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 22

**Wound levels:** 3

**Natural Abilities:** thick skin (Armor Value + 2); teeth (damage +2); claws (damage +1D); large size (scale value 3)

#### TYPICAL RAPTOR (WILD)

**Agility** 3D, **brawling** 3D+2, **running** 4D+2

**Mechanical** 1D

**Strength** 4D, **climb/jump** 4D+1, **lift** 5D, **stamina** 5D

**Knowledge** 1D+2, **intimidation** 4D+2, **willpower** 4D

**Perception** 2D, **survival** 3D+2

**Technical** 0D

**Strength Damage:** 3D

**Move:** 12

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 19

**Wound levels:** 3

**Natural Abilities:** thick skin (Armor Value + 2); teeth and claws (+1D damage)

### GATORDUCKS

Gatorducks are found in great numbers in North Flagg and once formed a staple of the early settlers’ diets. Gatorducks look much like Earth ducks, but their bills are filled with tiny, needle-like teeth that can cut straight to the bone. Gatorducks use these teeth to tear into the fish that they eat. The birds are also flightless, though they do have vestigial wings. They live entirely on the ground or in water.

The early settlers found Gatorduck meat to be very tasty and could be used in a wide variety of meals, but when settlers began to die off in great numbers, the birds came under suspicion. It was learned that the Gatorducks carried certain parasites that were fatal

to humans. These parasites could be killed if the meat was cooked long enough or hot enough, but this invariably led to the gatorduck being too tough for humans to enjoy. As such, gatorducks are now rarely eaten (though some are trying to make gatorduck jerky), and they're often considered an unlucky omen if spotted just before undertaking a project.

**Agility** 3D, **brawling** 3D+1

**Mechanical** 0D

**Strength** 2D, **swim** 6D

**Knowledge** 1D, **intimidation** 2D+1, **willpower** 3D

**Perception** 1D, **search** 3D, **survival** 2D

**Technical** 0D

**Strength Damage:** 1D

**Move:** 8 (land)/15 (water)

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 16

**Wound levels:** 3

**Natural Abilities:** beak (damage +2D); small size (scale value 6)

## TECHNOLOGY

### FISHING YACHTS

Similar to the hover-boats used on Verdant, these fishing yachts are used by Saurians to conduct mass fishing expeditions and to transport goods and materials from one continent to another. The yachts are psiron powered and quite fast, given their large size. Fishing yachts usually have a series of small cabins below deck that allow the fishers to stay onboard for long periods of time. There's also a galley, and large nets which are used to haul in fish with.

**Move:** 70 (50 kph)

**Passengers:** 18 (2 crew)

**Toughness:** 5D+2

**Maneuverability:** +2D

**Scale value:** 12 (large)

**Price:** Heroic (81,346 credits)

### LASERAXE

Laseraxes have become the tool of choice for settlepot miners. It's a handheld device that generates a small, tightly focused beam of energy that can be used to cut through rock. Some locals claim it damages the settlepot, but there's no proof of this. If used as a weapon, a laseraxe does 3D damage with a maximum range of one meter. Price: Moderate (730 credits).

### RANGE STOVES

A useful device, range stoves are a staple of frontier life. Small enough to fit into most backpacks, the oven is powered by a tiny

amount of psiron that usually has a lifespan of around three years. This is assuming, of course, that the oven is used two to three times a day during that time. Less use prolongs the lifespan of the battery.

Using a special pan, range stoves conduct just enough heat through the pan's surface to cook small meals. A favorite meal includes beans, thin strips of meat, and skillet bread. A raptor burger can be fried in about five minutes on a range stove. (While the pan itself warms and can do 1D damage for every two minutes that living flesh is pressed to it, the surface of the stove is actually cool to the touch). The pan must be jiggled every five minutes, or the stove automatically shuts off to prevent fires. Price: Easy (63 credits).

### SETTLEPOT

Saurian is home to a large amount of metals and minerals, but the most useful has proven to be settlepot. Settlepot is similar in durability to Earth iron, and the metal has become the backbone of many local industries. Hovercrafts from various worlds are built from the metal, and it's also used in the raptor shoes that protect the creatures' feet.

Settlepot is generally found inside small hillsides, but it sometimes literally turns up in ranchers' backyards. It can be retrieved from the earth with picks and axes and is usually melted down into a liquid form, which is then shaped into whatever is required.

A condition known as "gray skin" is related to prolonged handling of the metal. This condition is relatively harmless, resulting in fingertips and hands that are stained a grayish color. This stain passes deep into the skin and doesn't fade until after several years of noncontact with the raw ore.



## SCINTILLA

Resting in the furthest orbit from Amatsumara's sun and distant from even the next nearest planet, Scintilla is a glistening ball of ice that can barely be called habitable. The outermost planet in the Amatsumara system, Scintilla is a dangerous and desolate place where only the bravest and most resourceful — or the condemned — dare to tread. In the far reaches of the system, Scintilla primarily attracts two kinds of people: those wishing to make their name studying the planet's unique qualities, and those using the planet's unique qualities to hide their name. Frigid and with no breathable atmosphere, Scintilla is hostile to all forms of life, and only human ingenuity has allowed settlers to conquer the obstacles posed by the harsh world.

To most inhabitants of the Amatsumara system, Scintilla is the last place one would want to live. Even the blasted wastes of Barren are preferable

to the vacuum-encased ice ball orbiting at the end of inhabited space. Only those with great desire or great need settle in the domed cities of Scintilla, and in some cases the planet's residents are sent there unwillingly (as is the case in the orbiting penal colony). Scintilla is about as far from civilization as one can get in Amatsumara, and many fugitives and mercenaries find their way out to the frozen world in search of peace and anonymity. Scintilla is a world of dualities, presenting a welcome haven to some and an undesirable prison to others.

Scintilla, the last planet outward in the Amatsumara system, is a frozen ball of ice with amazing crystal growths scattered across its icy landscape. Scintilla is much larger than Earth, roughly 38,000 kilometers in diameter (around three times the size of Earth) and boasting a severe high-gravity environment. The combination of the world's distance from the sun and intense gravitational pull gives the planet no breathable atmosphere and creates a nearly solid mass of frozen water, ammonia, and methane, with the occasional pool of liquid found drifting on the surface. Additionally, a foggy layer of hydrogen and helium gases constantly covers the world, held in a low orbit by the planet's intense gravity and kept in a state of shifting liquid vapor due to slight changes in the planet's surface temperature.

Scintilla boasts a core of solid rock, with much of the planet's crust being composed of solid stone covered in layers of ice. Only a few drilling expeditions have made it very deep into Scintilla's crust due to the instability encountered when drilling through layers of ice, but those few that have found thick, hard stone with very little practical value.

As can probably be guessed, Scintilla is an inhospitably cold planet that would spell certain death for an unprotected human attempting to survive on the surface. More than that, Scintilla is a planet with several unique meteorological systems. Since Scintilla has only the smallest of atmospheres, not even large enough to encompass the tallest peaks of the Nethercold Mountains, very few actual weather patterns exist on the frozen world. Nonetheless, some conditions do exist that could be hazardous to any settlers or inhabitants of the freezing planet, such as frost clouds and meter storms.

Scintilla's name comes from the images sent back by the first planetary probes that showed a glistening, gem-covered world of shining ice. These gems lured settlers to Scintilla and remain the only real reason for respectable, honest citizens to stay. The unique gems that first attracted humans to Scintilla are the product of methane and ammonia interacting with carbon deposits pushed up through the ice by glacial shifts. Over time, methane and ammonia vapors collect on these carbon deposits and then alter the mineral as it's compressed by ice floes over millions of years, resulting in precious and pure gems that are as hard as diamonds and bright and colorful by any standard. If not for these valuable gems and their unique properties, Scintilla would hold little of value to anyone other than those desperate to get away from civilization.

Scintilla has the lowest total population of human inhabitants in the entire Amatsumara system. Though Barren comes relatively close, the lack of a breathable atmosphere on Scintilla makes it impossible to strike out on one's own and establish a homestead, severely limiting the amount of growth the civilized population of the planet can undergo. Scintilla has a population of roughly four million registered inhabitants, though estimates put the actual population at closer to six million people due to the large number of fugitives and other

unregistered people living on the frozen world. The largest population center is Icehaven City, but a number of other settlements are spread throughout the world with an average of 100,000 inhabitants in the moderately sized dome cities. Many outlying settlements, particularly those built in the Nethercold Mountains, might have as few as 100 settlers living in domed environments at any given time, though usually clusters of a dozen or so such settlements are built close together to provide a larger sense of community.

## HEAVY GRAVITY

One of the many dangers of life on Scintilla, the intense gravity possessed by the planet makes even basic operation on the planet a constant struggle. The planet's gravity is nearly three times that found acceptable by most humans, making movement sluggish and altering basic physical assumptions on the planet. The heavy gravity on Scintilla can cause devastating avalanches and pull surface vehicles through cracks in the ice, as well as any number of other hazards.

The human colonies on Scintilla use artificial gravity to offset the difficulties of movement on the surface of the world. As such, within most human settlements (including Icehaven City) movement and combat function as under normal gravity conditions. Some miners and explorers carry portable environment generators that are capable of producing antigravity fields, making it easier to spend long hours in the Crystal Caves without burning out the servos on their cold suits. Some atmosphere vehicles have similar inertial dampening and antigravity systems, making it easier to move about above the planet's surface.

## FROST CLOUDS

Composed almost entirely of ice crystals and methane and ammonia vapors, the phenomena commonly called frost clouds can be seen

### SCINTILLA'S WEIGHTY ISSUE



Humans and creatures new to the world but without mechanically assisted movement (such as that provided by a Scintilla cold suit) suffer a +10 difficulty modifier to all *Agility*, *Strength*, and tool-manipulating *Technical* attempts in Scintilla's heavy gravity environment. After three days spent on the world, humans and creatures typically adapt to the high gravity, reducing these difficulty modifiers to +5 for the remainder of their stay on Scintilla.

Movement rates are halved. Non-energy projectile weapons, including bullets and thrown weapons, only fire accurately at half their normal range. All damage taken from falling is doubled due to Scintilla's unique gravity.

Pilots of any vehicle that does not have such a system installed (or that has such a system, but it's damaged) suffer a +15 modifier to all *piloting* or *vehicle operation* difficulties due to the intense G-forces experienced during acrobatic maneuvers.

## KEEP YOUR HEAD OUT OF THE CLOUDS



After a vehicle travels through a frost cloud, an *Easy vehicle repair* check should be made to give the vehicle a thorough check and replace any damaged parts; increase the difficulty of this check by 5 for every hour beyond the first that the vehicle spends in the frost cloud.

Any living creature exposed to a frost cloud's effects suffers 4D cold damage every round. Wearing an enviro-suit reduces this damage by two times the normal Armor Value, and a cold suit (or any other protective gear designed to operate within a frost cloud) protects the wearer completely. However, if a character wearing an enviro-suit or a cold suit takes damage, there's a chance that the suit gets torn and the frost cloud can leak in. When attempting to resist damage, a result that allows damage through and has a 1 on the Wild Die indicates that the character is exposed to the effects of the frost cloud as though not wearing a suit.

on any part of Scintilla. Frost clouds drift above the surface of the planet, obscuring visibility and looming like fog over the ground. Unlike regular fog, the particles and vapors in frost clouds have a tendency to stick to solid objects and freeze there, usually resulting in significant buildup of liquid methane and ammonia on any object or person that passes through the clouds. Though most Scintillan vehicles have heated hull plating that causes this cold liquid to slide right off, individual people and machines must be careful not to stray into a frost cloud for too long. In extreme cases, the liquid methane and ammonia can build up on the surface of the object so thick that the material that the object is made of actually freezes and becomes brittle to the touch. Modern cold suits protect against frost-cloud buildup using timed heating systems, but should the suit malfunction, the person inside could be in considerable danger.

Frost clouds are mostly harmless to anyone traveling on the surface of Scintilla in vehicles, though caution should be taken to make sure that the vehicle suffers no damage from the freezing vapor. Though the plating on most vehicles can keep excess liquid from building up on the surface, intake vents and exposed machinery often does not have the same protection and can suffer internal damage from the frost cloud.

## METEOR STORMS

Given that Scintilla has only a low-hanging atmosphere with little to stop stellar debris from crashing to the planet, it should come as no surprise that meteor storms are among a common and deadly hazard on the frozen planet. The occasional shower of debris from the system's Oort cloud will pummel the planet for several minutes, wreaking havoc on the delicate ice surface of the world. Scintilla experiences meteor showers almost every week, and while the planet is large enough that the chances of meteorites striking a settlement are low, sometimes the inhabitants of the frozen world must seek shelter from the storm. Fortunately, most of the human cities on Scintilla boast advanced sky-watching sensors to alert the settlers to the danger of incoming meteor showers.

Without enough atmosphere to burn away most space junk before striking the surface, Scintilla's meteorites are larger and denser than

those that make it to the surface of other worlds — and are far more dangerous.

## SUBZERO TEMPERATURES

One of the most obvious and dangerous aspects of life on the inhospitable world of Scintilla is the constant exposure to freezing temperatures. While no known lifeform can survive on the surface of the icy world, the exact nature of the subzero temperatures experienced by anything on the planet is slightly more complex. Like any other planet with an atmosphere, Scintilla experiences constant increases and decreases in temperature, though the atmosphere never heats up to a level capable of supporting human life. These fluctuations in temperature cause several changes in the planet itself: Ice floes shift and break, chunks of ice on mountain ranges break free and cause avalanches, and temperature differences within the atmosphere create brisk winds that whip across the planet at all times. In fact, with only the occasional mountain range to block their progress,

some winds can reach upwards of 100 kilometers per hour when traveling across the vast plains of ice.

All humans must protect themselves from subzero temperatures on Scintilla, and they do so in several ways. The easiest way to avoid the hazards of the cold planet is to stay inside one of the many domed cities with their regulated environments. Additionally, most vehicles (both surface and hovercraft) have internal temperature regulation mechanisms so that their pilots can travel between settlements without the need for bulky enviro-suits. The third method of protecting oneself from the freezing temperature on Scintilla is through the use of a cold suit. More insulated than a traditional enviro-suit, cold suits are an absolute necessity for anyone wishing to travel on foot anywhere on Scintilla. Without such a suit, setting foot on Scintilla would be suicide for almost any form of mammalian life, especially the human race.

## THE SKY IS FALLING



Characters caught in a meteor shower should seek protective cover immediately; a *Difficult survival* check can locate caves, crevasses, or the like suitable for shelter. If the characters do not find shelter, they must avoid meteor strikes or be crushed by the deadly falling rocks.

Each meteor shower consists of about 2D meteorites threatening to strike characters caught in the open (adjusted higher or lower, as dramatically appropriate for the combat scene). The difficulty to evade a strike is 15 (or 5D, if randomness makes the scene more interesting). The rock drops with a force of 8D on characters (on foot or in vehicles) that fail to get out of the way. Characters succeeding their rolls by five points or less must make a *Difficult running* or *vehicle operation* check (as is appropriate for the situation) to avoid being trapped in the ice broken by the meteor. Failing this check stops the character or vehicle's movement for at least

## GETS A LITTLE NIPPY OUTSIDE



If for any reason a character or creature is exposed to the atmosphere of Scintilla without the protection of a cold suit or an environmentally regulated vehicle, such exposure is almost always fatal. Any lifeform exposed to Scintilla's raw atmosphere takes three points of damage per round or one Wound level every two rounds; given that the planet's surface is covered with lakes of liquid nitrogen, naked exposure to the cold is like having all the heat sucked out of one's body instantaneously. If for some reason a character or creature has sufficient heat insulation to withstand the cold but no apparatus to provide breathable air, the character begins to suffocate almost instantly. Any living being so exposed to the raw atmosphere of Scintilla must make a *stamina* check with a difficulty of 5 to hold his breath; for each round thereafter, the difficulty for this *stamina* check increases by 2. In any round in which the character or creature fails this *stamina* check, he immediately take two points of damage each or one Wound level every four rounds.

## SATELLITE

Scintilla boasts only one moon, a floating ball of solid rock called Galera that shines dimly in the night sky. With little light from Amatsumara to reflect back onto Scintilla, the moon simply resembles a hazy, glowing circle that traverses the darkened sky — it's nearly as visible in Scintilla's meager daytime as it's at night. Astronomers speculate that Scintilla may have had as many as five small moons at one point, but each one was eroded or destroyed over time. Debris found on the surface of Scintilla suggests that parts of these destroyed moons fell to the planet's heavy gravity long ago, though none can be sure of the exact cause.

Galera is a rocky moon with no atmosphere and gravity comparable to that of Earth, making it easy for humans to live in settlements on the moon.

## SCINTILLA PENAL COLONY

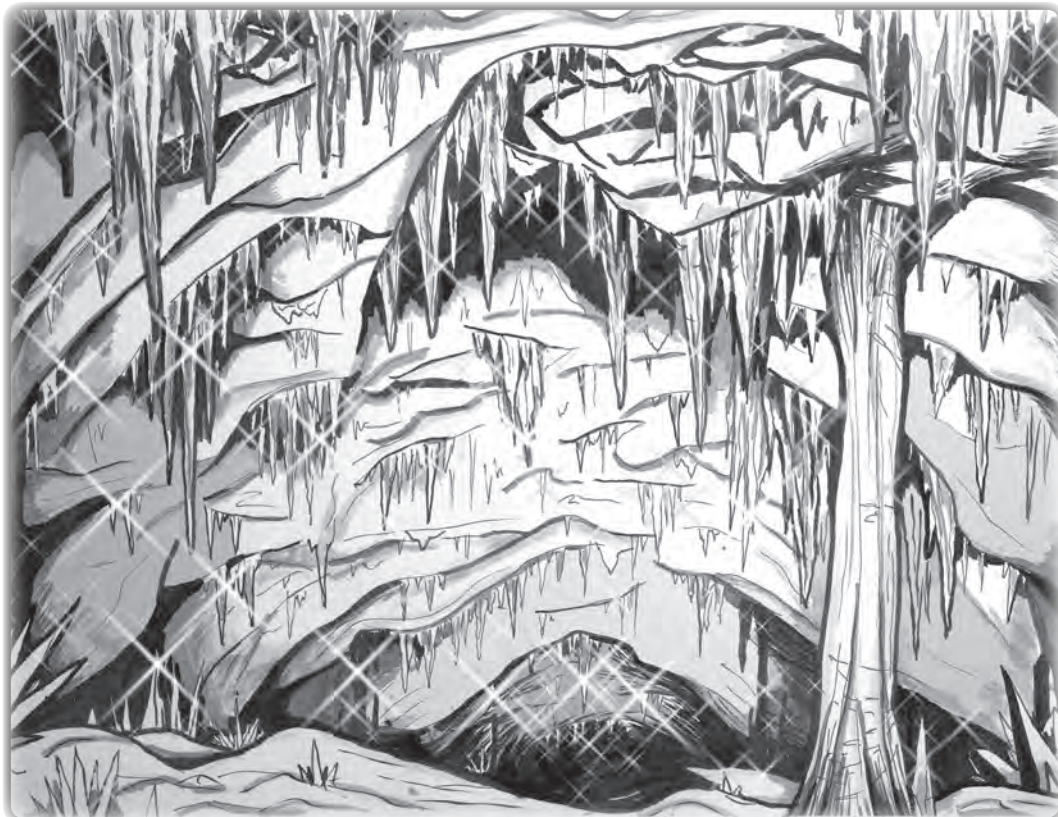
The largest collection of enclosed buildings on all of Galera, Scintilla Penal Colony is the home to the system's most vile captured criminals. Thousands of Amatsumara's worst inhabitants live in the brutal prison, guarded by a staff of trained police officers and a handful of Rangers. Resembling the domed cities of the planet below, Scintilla

Penal Colony is the only artificial structure on the moon that can be seen on the planet below. Bounty hunters and law enforcement officials bring in new criminals every day, sentenced to imprisonment by local governments but too dangerous to be kept in traditional terrestrial jails. Prisoners on Galera are not just held in captivity; they are in forced exile as well. When a planet wants to forget that a prisoner even exists, the government ships that prisoner off to Scintilla Penal Colony for internment. As a safety precaution, only one starship may dock at the prison at a time, meaning that on occasion, there's a queue of prisoner-bearing starships floating above Galera, waiting on their turn to land.

## GEOGRAPHICAL FEATURES

Floating far beyond the reach of most of solar radiation given off by the system's star, Scintilla remains frigidly cold at all times. Though the planet's orbit's far from perfectly circular, the planet never comes within range of Amatsumara's solar radiation to the degree that other planets in the system do. Additionally, the distance that

Scintilla must travel to make a single solar orbit's vastly larger than that of other planets, requiring roughly 180 Earth standard years to make the trip. The distance from Amatsumara makes the planet unbearably cold, with temperatures ranging from -175 degrees Celsius to -200 degrees at its coldest. Scintilla does not have night and day cycles as most people would consider them; the planet receives such a small amount of solar radiation from Amatsumara that at most the sky goes from "pitch black" to "mostly dark." The sun appears to be little more than a bright spot in the sky, barely provid-





ing any light during the daytime and contributing almost no heat or solar radiation.

The majority of Scintilla's landscape is barren and empty, consisting of vast, flat plains of ice broken up by a few towering mountain ranges. Geologists theorize that during its formative days, Scintilla possessed a molten core and experienced tectonic shifts like Earth, but when the core cooled these shifts stopped. Without the heat of the planet's core to keep the surface warm, ice floes overwhelmed the rocky surface and formed a new outer layer.

The awe-inspiring heights of these mountain ranges can sometimes seem out of place on the otherwise flat world, but their height is a testament to the violence of the earlier tectonic activity. Since a thick layer of ice now covers the original surface of the world, with only the tallest mountain ranges not covered up by the ice, Scintilla's landscape is one of extremes: extremely flat plains, and extremely jagged mountains. These mountain ranges are almost completely uninhabited by humans, with the exception of the Nethercold mountains that house a few scattered settlements.

Unfortunately for terraformers and settlers, even the thickest ice floes still melt and shift over time, resulting in an unstable environment for the erection of artificial structures. For this reason, the domed cities inhabited by most humans are stabilized by massive metal pillars that have been grounded on the stone surface of the world, plunging kilometers down through solid ice in order to reach the more stable rock below.

There are no paths or roads to speak of on Scintilla, given to the fact that the constantly moving clouds hovering over the surface cover any vehicle tracks almost as soon as they are made. The few known safe routes (those that avoid natural hazards, like the nitrogen lakes) are indicated using strobe beacons, which pulse with light, sensor data, and communications signals in order to guide surface travelers.

Though no living being can survive unprotected on Scintilla's surface, the world is relatively unremarkable and is frequently traveled by those human settlers who dare to brave its icy environment.

## CRYSTAL CAVES

Some of the most beautiful and valuable sites on all of Scintilla are the Crystal Caves. Dispersed throughout the icy surface of the world, the Crystal Caves are natural gaps in the glaciers that are rich with valuable gems and crystals. The Crystal Caves are in fact holes and tunnels (sometimes interconnected) formed as the shifting of ice floes opens up new passageways between different parts of the world. Some caves can stretch for several kilometers in any direction. All are jagged and unstable due to the fact that they are formed out of massive cracks in the ice. The most well-known Crystal Caves cover several hundred square kilometers of subice area and are located roughly 150 kilometers

from the primary settlement, Icehaven City. In some areas, the caves have been smoothed out and expanded by human exploration, while other as-yet undiscovered caves (or caves formed by the most recent glacial shifts) remain dangerous and uneven.

The most remarkable quality of the Crystal Caves, and that which gives them their name, is the abundance of Scintillan quartz and other gems found throughout the cave system. Literally thousands of collections of these crystals can be found scattered throughout the Crystal Caves as the ice fractures and opens up in new areas. Walking through the Crystal Caves, a miner could find many crystals jutting out of the walls, floor, and ceiling, with hundreds more such deposits just a little beneath the ice. When ice floes shift to create new caves, many crystals break free of their icy confinement and fall to the ground, meaning that early discoverers of new caves can simply pick up quartz and other gems right off the ground.

One of the most valuable discoveries in the Crystal Caves was the gem now known as Scintillan quartz. Unlike most other quartz, Scintillan quartz does not refract light but instead focuses it. Though scientists were at first baffled by this special property, medical technology firms, energy-production companies, and weapons manufacturers soon were clamoring to obtain samples of the amazing crystal. While Scintillan gemtologists have thus far been reluctant to release their findings about the gems to the rest of the planets in the system, miners delve into the Crystal Caves every day in search of

readily available samples of Scintillan quartz. Unfortunately for these miners, Scintillan quartz is the most rare of all the gems found on the icy world, and it sometimes requires days or even weeks of searching the cave system to find usable samples. Furthermore, due to the violently shifting nature of the cave system, many otherwise excellent samples of the gem shatter or otherwise become damaged and are of little use to gemtologists beyond the making of souvenirs and jewelry.

## LAKE HALLORAN

The largest and most notable of the dangerous nitrogen lakes of Scintilla, Lake Halloran is hundreds of kilometers across and at least four kilometers deep. One of the few natural landmarks that actually descends below the stone surface of the world, Lake Halloran is a massive pool of liquid nitrogen covered in a thin layer of ice that has been the cause of many deaths on Scintilla. During the first days of exploration on the planet, several expeditions died as their ground rovers (adapted from the same technology used to make ground vehicles on Barren) plunged through the ice into the liquid nitrogen lake below. Though the rovers were designed to withstand the frigid atmosphere, the intense cold of the lake soon froze the rovers (and all inside) solid as the vehicle sank to the bottom of the lake, as of yet not recovered. Following these incidents, the explorers and inhabitants of Scintilla adopted hover vehicles as their



primary mode of transportation, and they clearly marked the lake's location.

Lake Halloran is impressive in its size and is the largest liquid body on the entire planet. Though some expeditions have attempted to plumb the lake's depths, the nature of its composition makes scientific research difficult as instruments freeze and break when confronted with the frosty temperatures. Only one group, those working at the Bevriezing Stasis and Shipping Station, has dedicated more than one attempt to learn the secrets of the vast lake. Though the technology they use to do so is a closely guarded secret, it's widely known throughout Amatsumara that Lake Halloran is the primary source for the liquid nitrogen used in their cryogenic freezing process. The lake is so vast that even the prolonged removal of nitrogen has yet to make a visible dent in the volume of liquid in the mere, and scientists suspect that it would take hundreds, if not thousands of centuries before Bevriezing's use of the lake had any ecological effect.

## NETHERCOLD MOUNTAINS

The tallest and most spectacular mountain range on the surface of Scintilla, the Nethercold Mountain chain is also the only stretch of mountains to boast human settlements. Given the jagged and inhospitable nature of mountains on the frozen world, the presence of these settlements is a testament to human ingenuity and determination. The Nethercold Mountains are much like the other mountains on the world, formed eons ago before Scintilla's core cooled in the violent upheaval that took place on the planet's surface. At present, the Nethercold Mountains are stable in that they no longer undergo tectonic shifts as occurred millions of years ago, yet they are not without their share of hazards. These mountains boast towering spires, deep canyons, and very few flat surfaces on which to build settlements. Avalanches are a constant threat to all who travel their length, and meteor showers are particularly hazardous in the Nethercold Mountains due to their tendency to dislodge the ice and frozen chemicals on the chain's tallest peaks.

The Nethercold Mountains extend for 16,000 kilometers across the planet's surface, dwarfing almost all other mountain ranges on the world (and even in the rest of the solar system). The mountains are made of the same rough stone as the planet's surface and are covered with a dusting of ice and other frozen gases. Many of the peaks stretch outside of Scintilla's meager atmosphere and are actually in the vacuum of space, meaning that asteroid impacts at these higher altitudes are vastly more dangerous than those near the surface; any characters or vehicles that suffer damage from a meteor shower at such an altitude suffer double damage from the meteor impact. Additionally, cold suits cease to function as effectively at these altitudes, requiring a space suit to operate at normal capacity. However, given the planet's normally intense gravity, characters operating on the peaks of the Nethercold Mountains act as though under the effects of normal gravity.

Miners and gemtologists frequently find a vast array of valuable gems within the rock of the Nethercold Mountains. In fact, many of the most valuable samples of Scintillan gems are found at the highest altitudes in the mountain range, having been formed over millions of years of pressure and then forced to the surface high above the world, resulting in gems that have not been eroded by exposure to the planet's atmosphere. These gems, often called Nethercold gems, have far fewer impurities than those found on the surface and are valued at two to three times the gem's standard market value.

## NETHERCOLD MOUNTAIN AVALANCHES



Avalanches in the Nethercold Mountains can strike at any time, and do so with often-fatal results. Any characters caught in an avalanche may make a Moderate *survival* check to notice the early warning signs of the avalanche. If they succeed, the characters may escape the avalanche by fleeing in vehicles, though if far enough away from the source of the avalanche some inhabitants have been known to escape on foot. If the characters fail their *survival* check, they are caught in the avalanche and suffer a cumulative 1D damage (maximum 6D) per round from falling rock and ice. The brunt of an avalanche strikes quickly, and this damage only persists for 2D rounds. After the avalanche has ended, characters trapped beneath the ice and rock take 2D points of cold damage each round until they dig their way out; cold suits typically protect against this damage, but other characters (such as those in regular environments or pilot gear) are susceptible to the extreme colds at the mountain's peak.

Additionally, Nethercold Scintillan quartz samples are so rare that miners who discovered even a handful of the rare gem have found themselves rich beyond their wildest dreams, though less than 20 such discoveries have been made during the planet's history.

## SINKHOLES

Another constant peril on Scintilla is the danger of sinkholes. More deadly than their name would traditionally imply, sinkholes on Scintilla are areas where the icy exterior of the planet has cracked and become unstable from the surface all the way down to the rocky surface. While fracturing ice floes and the separation of different sections of the glacial surface are natural in the creation of the Crystal Caves, on occasion, these shifts produce a vertical shaft kilometers deep. When loose chunks of ice fill over the hole on the surface, these sinkholes only seem stable until enough pressure is placed upon them. Ground vehicles, even the ultra-light ice sleds, can sometimes break through this layer of broken ice and plummet down the sinkhole at incredible speeds. These sinkholes are rarely uniform enough to allow a person to fall straight down to the planet's surface; outcroppings and bends in the sinkhole shaft slow the descent to the rocky surface below only a little and then quite painfully.

Sinkholes stand out a little better than the ice-covered nitrogen lakes due to the fact that most sonar equipment can detect them well in advance. Visually, a sinkhole is marked by jagged pieces of ice jutting up from the surface, resembling a field of small stalagmites rising up from the icy surface of Scintilla. In reality, these "stalagmites" are fractured ice shards that have been upended during the creation and covering of a sinkhole shaft. Several ice sleds, moving in excess of 200 kilometers per hour, have plunged into sinkholes as their pilots could not maneuver in time to avoid them once they came into view. On the whole, sinkholes present little danger to the cautious but have been known to catch some inhabitants unawares.

In addition, a number of daring miners make it their chosen profession to delve down these sinkhole shafts in search of fresh gems revealed by the creation of the passageways. These brave spelunkers often dangle by tethers hundreds of meters beneath the ice surface, carefully extracting precious gems while hoping that other enterprising miners don't stumble upon their find and decide to loosen their cords. Several miners have died in attempts to delve into the sinkholes, though just as many have found cargo loads of precious gems just waiting to be plucked from the ice. Unfortunately for the miners, many sinkholes can be just as dangerous as their competition, suddenly shifting to close up and crushing the miner inside. Though this is rare, the unstable nature of the ice floes on the surface of Scintilla make such shifts a constant threat to any spelunkers.

## VOLAN'S CHASM

A natural landmark of some note on Scintilla, Volan's Chasm is a vast crevasse in the icy surface of the world that's unique in that it has remained stable for the entire duration of the human habitation of the world. While the rest of the ice floes on the planet seem to shift and move, cracking with temperature changes and constant pressure, the area around Volan's Chasm remains almost completely unchanged from the way it was when humans first landed on the planet. Two kilometers wide at the surface and stretching all the way down to the planet below, Volan's Chasm now possesses few deposits of gems or Scintillan quartz, the most abundant of which were plundered many years ago. The chasm itself is a dark and cold place, yet steam occasionally rises from the chasm's depths in an inexplicable geological phenomenon.

Scientists that have studied the area around Volan's Chasm speculate that the reason it has remained unchanged for so long is that a still-molten pocket of rock just beneath the planet's surface continues to melt the ice above, creating a heat vent as the last remnants of the planet's fiery core continue to slowly solidify. Any encroachment by the icy surface above this pocket of molten rock immediately melts, sending steam up through the chasm (which usually collects on the chasm wall and freezes once more). Though such a geological event has never been recorded before, several attempts to reach the pocket of molten rock have failed due to melted machinery. Since the rock surface of Scintilla holds little of value, the origins of Volan's Chasm are of small interest to the inhabitants of the planet. The site is relegated to the rank of a mere local oddity.

## WHITEFROST PLAINS

The Whitefrost Plains consist of the vast open swathes of ice surrounding Icehaven City. Stretching for kilometers in all directions, the Whitefrost Plains are an area of mostly stable glaciers covered in a thin layer of permafrost. The plains were chosen for the site of Scintilla's first permanent human settlement due to the relatively flat nature of the ice; there's less than a foot of difference in elevation between any two points on the Whitefrost Plains. Additionally, the ice floes beneath the plains seem to boast few air pockets or open spaces, resulting in almost no movement or cracking in the ice beneath the city.

The Whitefrost Plains span a large portion of the planet surrounding Icehaven City and have few landmarks. When straying too far from the original collection of tiny prefabs, early settlers would frequently become disoriented with little sense of the direction of the city, forcing them to rely on global positioning devices or tra-

ditional star navigation to find their way back. Over time, several locator beacons were installed on the plains that provide basic navigational data to travelers crossing the plains. The plains harbor few natural hazards, and there are almost no sinkholes or nitrogen lakes within a 10-kilometer radius of Icehaven City, making the area a safe, if disorienting, place to travel.

## CITIES & SPACEPORTS

Unlike many other planets in the Amatsumara system, cities and other settlements on Scintilla must be carefully planned and engineered in order to prevent tragedy caused by shifting ice floes, avalanches, or exposure to subzero temperatures. Almost every building on Scintilla is a dome-shaped artificial environment, connected to other environmentally sealed domes through round tunnels laid across the icy surface of the planet. Most settlements tend to be close together given the difficulty of overland travel on Scintilla, though a few outlying homesteads isolate themselves voluntarily as they do not wish to encounter any interference from other settlers.

Before a city or spaceport can be set up, engineers and geologists examine the potential location for a building, evaluating the structural integrity of the ice upon which it's to be built and identifying potential hazards in advance. Once a suitable location is determined, engineers take special precautions to prevent ambient heat from melting the ice below. Most settlements send metal beams deep below the ice, embedding them in the rock surface of the planet kilometers below. They place special heat-absorbing foundations beneath the domed buildings to trap warmth and return its energy to the city. Some domed environments are large enough to encompass smaller buildings of a more traditional design inside, while other domes are only big enough to house a single family and have little in the way of architecture within. Additionally, these domed environments each boast special shielding that protects against the constant meteorite impacts, a life-saving measure that's absolutely vital to survival on Scintilla.

## THE ARCTIC WAY TRAMS

In order to alleviate the difficulties of traveling between habitats on Scintilla, several engineers and machinists came together in recent years to find a way to connect the settlements in a safe but efficient way. The result of their work was the creation of the Arctic Way tram, an electromagnetic railway system that spans the icy surface of the planet and links the largest settlements. An Arctic Way tram hovers mere meters above the ground and is propelled along the surface of Scintilla by electromagnetic nodes that shoot the tram at breakneck speeds. Since these nodes are incredibly light and need only minimal electrical power, the tram's propulsion system lies on the surface of the ice and remains incredibly stable since it applies no downward pressure on the glaciers. The tram itself consists of several passenger and freight cars designed for mass transit, with several specialized cars designed to transport everything from hazardous chemicals to cryogenically frozen goods anywhere on the surface of the world. Hurling along at speeds in excess of 300 kilometers per hour, the Arctic Way trams are the fastest method for getting from one point to another on the surface of the world short of using a space ship.

The trams are based out of the largest and most populated settlement on Scintilla, Icehaven City. Here, the electromagnetic railways

stretch out from this central location like spokes on a wagon wheel. The tram currently connects only the most populated settlements, including routes between Icehaven City, Fourteen Points, Nethercold Mountain, and a half-dozen other major cities. Only one private settlement, the Bevriezing Stasis & Shipping Station, has its own tram stop; most other independent settlers must travel to the nearest city by land vehicle in order to catch a tram to wherever it is they wish to go.

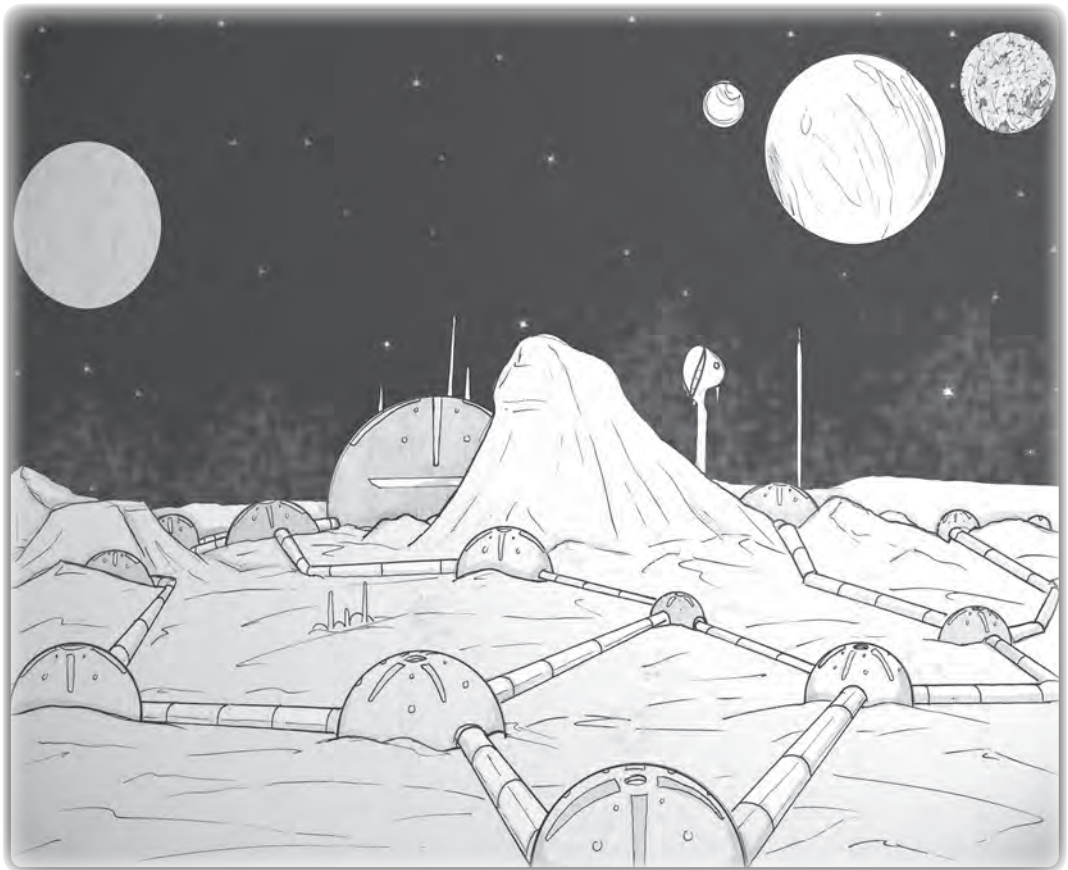
Each of the Arctic Way trams has its own law enforcement aboard, and on occasion, Rangers have been known to help guard the railways when they suspect criminal activity. Journeying aboard the tram is smooth and safe, though how affordable any given trip is depends on the preferred method of travel. A one-way ticket in the standard cars has

an Easy cost (25 to 200 credits, depending on destination), while travel in one of the luxury cars has a Difficult cost (1,000 to 4,000 credits, depending on destination). Standard cars feature group seating and little in the way of amenities, while travel in the luxury cars guarantee a private room, dinner and drinks, and several other accommodations depending on personal needs and tastes.

## BEVRIEZING STASIS & SHIPPING STATION

One of the largest private settlements on all of Scintilla, Bevriezing Stasis & Shipping Station is a sprawling complex that rivals several smaller cities in its size. Commonly just called Bevriezing Station, this outpost consists of a single large domed settlement with several smaller domes on its outskirts, all connected by tunnels to one another. Originally conceived by founder Hal Bevriezing, this settlement serves as Amatsumara's primary cryogenics facility and one of the most respected scientific research outposts in the entire system. Though too far from most other settlements to offer cryogenics services for the shipment of food and other perishable goods, Bevriezing Station manufactures and repairs all manner of temporary cryogenic storage units that can be shipped to and used on other planets. Almost all foodstuffs shipped between worlds are frozen and stored in Bevriezing Cryogenics chambers for preservation purposes, and all are manufactured at the facility on Scintilla.

Bevriezing Station also continues research into human cryogenics, perfecting the process and attempting to find new ways to preserve people for future revival. Though such things are a corporate secret, rumor has it that over 5,000 humans currently reside in cryogenic stasis within the storage facilities at Bevriezing Station, waiting for revival in the future. Using the massive natural stores of liquid nitro-



gen found on the surface of Scintilla, the scientists at Bevriezing Station can perform limitless amounts of research without having to worry about the need for more supplies, as they can simply pump new nitrogen out of the lakes found scattered across the frozen world. The inhabitants of Bevriezing Station are very secretive about their work, and rumors of sinister activity continue to spread through Scintilla's population due to this conspiratorial attitude.

## FOURTEEN POINTS

The only settlement on Scintilla that can be called truly militaristic in nature, Fourteen Points is a frontier fort that serves as the base of operations for Scintilla's police forces. Moderately sized and sporting a population of over 100,000 citizens, Fourteen Points is the oldest settlement on the entire planet. Originally used as an exploratory outpost for the first pioneers to visit Scintilla, local law enforcement agencies quickly adopted Fourteen Points as their home once Icehaven City and other large domes were constructed. At present, the fort rests between the edges of civilization and the beginnings of the Scintillan wilderness. Often serving as a stopover point for those traveling between Icehaven City and the Nethercold Mountains, Fourteen Points sees a fair share of drifters and settlers passing through, always under the watchful eye of Scintillan police.

Fourteen Points, which derives its name from the number of listening posts used during the first exploratory mission on Scintilla, houses the only permanent office of the Rangers on Scintilla. Ironically, Fourteen Points is also the largest haven for mercenaries, bounty hunters, and other hired guns on the entire world. Though the police on Scintilla typically frown on the presence of vigilantes and freelance fighters, there's little they can do to stop such activity

## 1. THE PLANETS

from taking place. Most bounty hunters come to Fourteen Points to learn of the most recent bounty posting after a successful trip to Scintilla Penal Colony dropping off a captured quarry. Some mercenaries act as temporary deputies and militia when the police are short-handed, but mostly there's an underlying dislike between the appointed law enforcement and the guns-for-hire.

### ICEHAVEN CITY

The most heavily populated city on all of Scintilla, Icehaven City serves as the hub of all civilized activity on the frozen world. With roughly 800,000 citizens in residence, Icehaven City is the single most concentrated population center on all of Scintilla and is practically overflowing with inhabitants. The domed city was originally designed to house roughly 500,000 people comfortably, but a constant flow of refugees and settlers forced the population to cram into ever-smaller spaces. Given that new settlements are not easily erected on Scintilla, the extra population has no place to go and has learned to live in much more meager homes than one could find on other worlds. On a planet where livable space is a premium, population growth is a problem that threatens the lives of everyone.

Icehaven City is far from the cosmopolitan center of civilization that many cities are known for. Instead, Icehaven City is a place where survival of the fittest is a fact of everyday life. Murders take place over food and beds, and even those earning an honest living must protect themselves against the vultures that would steal all that they have worked for. Most citizens carry firearms of some type, and families must defend themselves by force when necessary. This is not to say that the city is an entirely barbaric place; in fact, much of the interior of the dome is deceptively clean and well kept. The environmental maintenance systems that keep the dome's atmosphere breathable do a remarkable job of keeping the city clean, and trash and waste are recycled into energy for the city's environmental regulators. Nonetheless, despite its appearance of cleanliness and order, chaos and violence are the order of the day.

Scintillan police do their best to patrol the city, but even they are overwhelmed and outnumbered. Most police officers must work a second job in order to support themselves, leaving local law enforcement short-handed even in the most crucial of times. However, an overflowing population continually seethes with criminal activity, keeping those police on duty overwhelmed at all times. Many police officers have been known to take bribes if only to alleviate the need to work more hours to support their families, and corruption

is widespread. All manner of criminals and fugitives from the law flock to Icehaven City, even coming from other worlds, because of Scintilla's distance from other planets and the lax security on hand in the planet's largest city.

### STATLER & HOBBS RESEARCH FACILITY

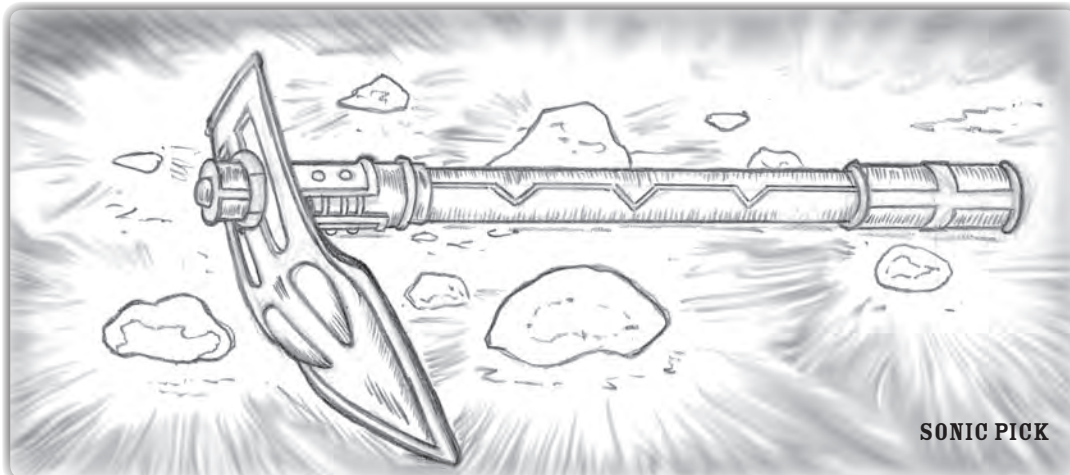
An important scientific research station situated far from most major cities or settlements, Statler & Hobbs Research is a weapons and defense systems development laboratory. Owned by one of the largest firearms manufacturers in all of the Amatumara system, the research facility continues to do exploratory research on the intriguing Scintillan quartz, especially in combination with psiron, hoping to provide Statler & Hobbs with an edge in the next generation of energy weapons. This facility is currently the owner of the largest collection of Scintillan quartz. Thus far, only a few prototype energy weapons have been successfully created and tested, but more common are the failures, many of which have resulted in deaths or the destruction of the valuable quartz crystals. Still, research continues to move forward, and these scientists hope that within a few months or years they will have perfected the next common sidearm, propelling Statler & Hobbs to the forefront of the arms race.

### LAWS & CUSTOMS

Scintilla boasts something of a unique dichotomy in that it has some of the strictest laws and law enforcement yet also acts as a home to a large number of criminals and fugitives. While Scintillan law is harsh to the point of being draconian in almost all instances, this seriousness of law was created out of necessity. With the integrity of the domed environments at stake, the settlements on Scintilla can ill afford the collateral damage of criminal violence and even firing a handgun it outlawed inside cities. While outside the settlements the laws become somewhat more slack, within the confines of cities and settlements, almost all violence is punishable by imprisonment or exile. Any violence that causes significant structural damage is grounds for immediate execution, and the prevalent police forces on Scintilla are often on hand within moments to see that a criminal is brought to justice. Within the cities of Scintilla, the law brings harsh punishment on those that threaten the safety of the populace.

That being said, Scintilla's remote location and scattered population make it easy for criminals to hide on the world. Mercenaries, escapees from the penal colony, and all manner of other criminals

flock to the frozen world for the relative anonymity they enjoy. Most of the Scintillan police force is either too busy monitoring dome safety to keep an eye out for interstellar fugitives or can be bought for the right price due to the low pay they receive. Within the confines of the larger cities, criminals will fight to the death over food and shelter, and the police will turn a blind eye if they've been paid off by the criminals themselves.



SONIC PICK

Visitors to Scintilla might think that the people inhabiting the planet are unfriendly or defensive, but the truth is that most people have lived under the constant shadow of overpopulation and violence, knowing little else. The concept of trusting a stranger is somewhat foreign to Scintillan natives, as visitors are rare and usually amount to being another mouth to feed on a world where food is scarce. Additionally, the abundance of criminals and mercenaries on Scintilla have hardened the hearts of honest citizens, causing them to see every stranger as a potential thief or hired gun. It's common in smaller settlements, especially those private settlements owned by a family or group of families, for a member of the family to keep a firearm handy even at the dinner table — more so when unexpected visitors are staying on the homestead.

Scintilla's inhabitants are a brisk and business-like lot, not unfriendly but requiring a great deal of time to grow to trust someone. Scintillans watch out for their own, and most family members would sacrifice their lives in order to save a relative from harm. Most would rather defend their homes by force than see anyone they love come to harm.

## TECHNOLOGY

Unlike some other low-population worlds, Scintilla boasts a relative high level of technology out of necessity. When the very living environments of every settlement must involve advanced technology, other valuable and items unfaillingly also find their way into the hands of the public. The following pieces of technology are relatively unique to Scintilla.

### COLD SUIT

An enviro-suit designed specifically to work on Scintilla, the cold suit's more than a mere heated protective outfit. The cold suit keeps its internal temperature at a level comfortable for humans and boasts servos and motors designed to assist in the adjustment to the high-gravity conditions on Scintilla. Each cold suit stores enough oxygen for up to 12 hours of continuous operation, and emergency air filters can recycle used air at a rate of one hour of clean air for every four hours of processing. Additionally, the cold suit secretes a thin chemical that repels ambient frost particles, keeping the suit clean and operational at all times. A character wearing a cold suit suffers no effects from the cold environment of Scintilla and may move and act on the planet without any penalties from high gravity. The suit provides an Armor Value of 1D. Price: Moderate (490).

### CRYONIC CHAMBER

A device perfected by Bevriazing Stasis & Shipping Station, the cryonic chamber is a miracle device that uses frozen chemicals drawn from the surface of Scintilla to cryogenically freeze anything placed inside. Cryonic chambers come in several sizes, the largest of which can hold up to five humans and the smallest of which is no bigger than a human's fist. Any item placed in a cryonic chamber immediately is put in stasis until thawed out; each chamber can only

## SCINTILLA'S BLACK MARKET



Though almost all violence is punished harshly (or ignored entirely, which happens so frequently that some cities seem almost lawless), Scintilla has a flourishing black market that's unrivaled on any low-population world. This black market traffics everything from foodstuffs to smuggled firearms, getting rare and valued items to those settlers who are willing to pay the high price. Scintillan smugglers can obtain almost any item provided that enough time and money are available. Locating a merchant that deals with the black market is a Difficult *streetwise* check, and requires at least one hour of speaking with the local populace. From there, an item's price and the time taken to get the item can be determined. This price is based on the standard price of the item, with suggested modifications listed herein (credits will need to be refigured based on the item's new price difficulty).

Item Is ...	Price Modifier	Time to Obtain
Available on Scintilla	+5	+2 hours
Available on Languid, Saurian, or Tenebrous	+10	+2 days
Available on Barren, Luminous, or Verdant	+15	+1 week
From Earth	+30	+1 month
Legal	+3	+1 hour
Restricted or Requires License	+5	+3 hours
Illegal	+10	+1 day
Rare or Limited in Number	+10	+3 days
Unique	+20	+2 weeks

be used once per freezing-chemicals tank, though replacement tanks may be purchased for multiple uses of the chamber. Operating a cryonic chamber requires a Moderate *computer interface/repair* check to operate the device. Price: Heroic to Legendary (50,000 to 500,000 credits), depending on size. Refill tanks cost half the unit's price difficulty or 1% of the cost in credits.

### ICE SLED

One of the most commonly used vehicles on all of Scintilla, the ice sled is a combination ground and hover vehicle specifically designed for operation on the frozen world. The ice sled consists of a two-person cockpit with a large cylindrical cargo area mounted on the back of the chassis. The front of the sled boasts two ski-like protrusions that support the vehicle on the ground, while an anti-gravity generator causes the rear half of the vehicle to float evenly above the ground. The result is a half-floating, half-skiing vehicle perfect for traversing the planet's icy wastes. Almost every mining company owns a fleet of ice sleds, which are completely protected from Scintilla's freezing temperatures and have special shielding plates on the outside designed to repel ambient chemicals in frost clouds.

**Move:** 84 (60 kph)

**Passengers:** 2 (1 crew)

**Toughness:** 5D

**Maneuverability:** +1D

**Scale value:** 3 (large)

**Price:** Very Difficulty (76,620 credits)

## SCINTILLAN BLASTER PROTOTYPE

The first working weapon using the amazing Scintillan quartz crystal, the prototype Scintillan blaster fires a high-powered beam of light at a target in short, quick bursts. The quartz's amazing ability to focus light allows the blaster to use a much smaller power source than other energy weapons, resulting in a high ammunition capacity as well as a more powerful energy attack. Unfortunately, scientists have not yet been able to perfect the process of cutting and situating the Scintillan quartz in the blaster's chamber, and the resulting weapons are unstable at best. Prototype versions of the blaster that have been snuck off-world have been known to break or, in some cases, explode as the focused light shatters the quartz instead of traveling through it.

A 1 on the Wild Die indicates that the crystal breaks — after the shot goes off if the roll was otherwise successful, or as the weapon prepares to discharge if the attack failed (which causes the weapon's damage to its user).

Damage 6D, range 30/70/170, ammo 30 (shots per cartridge). Price: Legendary (720,385 credits). Ammo cartridge price: Easy (175 credits).

## SONIC PICK

An ingenious device meant to extract gems from the ice without damaging them, the sonic pick resembles a typical miner's pick but

with a few augmentations. Made of high-grade metal and designed to withstand the extreme cold on Scintilla, the sonic pick emits a tightly focused, high-frequency sonic vibration from the tip of the tool (damage +1D+2). The end result is that the more fragile ice surrounding valuable gems shatters with less application of force by the miner, while still breaking the gems free for extraction. Every miner on Scintilla is outfitted with a sonic pick, which can be used to carve new tunnels in the ice caves just as easily as it can break the ice around valuable gems. Price: Moderate (445 credits).

## TENE BROUS

Tenebrous is known as the "Twilight Planet" because of its peculiar orbit, which leaves it bathed in perpetual darkness. Locked in a concentric orbit with its sister planet, Saurian, Tenebrous is blocked from the rays of the sun. At its brightest, there's barely as much light as the planet Earth receives from a full moon. Because of this unusual condition, the planet is overrun with fungi of all kinds, some of which grow as large as Earth shrubs. These fungi shrubs are sometimes cut down and used in a variety of foods and medicines.

Tenebrous is the smallest inhabitable world in the Amatsumara System, but that and its shadowy nature have not dissuaded colonists from establishing a number of cities on the surface.

There are few mountains, with the majority of the landscape being flat and desolate, save for small bunches of trees or oversized fungi.

Where mountains are found, deep labyrinthine caves lead into the bowels of the planet, with reports of lost seas and hidden passageways being very common.

The first colonists wondered if Tenebrous might be a haunted place, as the wind sometimes howls like a banshee over the fields of clay. Even now, decades after being first colonized, there remains a feeling to the planet like humanity is just a visitor here, guests who will check out as suddenly as the first arrived.

Tenebrous is not lacking in technology, though it's seen as just another commodity to be bought and sold like anything else. Most tech-heads who come to the planet do not stay, because doing so usually leads to addiction to one thing or another, making any kind of lucrative career go up in smoke. Lantern-like street lamps are found on most corners, though the seedier parts of the planets are lacking in these amenities. Without the lamps, some areas are so dark that it's almost impossible to see more than a few meters.

The temperature on Tenebrous is fairly cool, ranging from an average high of 20 degrees Celsius to a low of five degrees Celsius in the dead of night. There are some who joke that summer never comes to Tenebrous. This is untrue, of course, but since the summers are the rainiest part of the year, there's little respite from the elements when the temperature warms slightly. For most of the year, rain comes in small showers lasting 10 to 15 minutes in duration. It's not uncommon for three or four such showers to fall each day. In the summer, the storms last much longer, sometimes stretching over several days. Since the sun never truly rises on Tenebrous, this leaves the planet in a constant state of moistness, giving muddy stains from the dusky-red clay to almost



everything and providing a potent breeding ground for both fungus and moss. Many people who live on Tenebrous for any length of time develop pallid complexions, with fingertips that are permanently stained a light orange from the clay that surrounds them.

There are five continents on Tenebrous, though only two are currently inhabited. At the northernmost pole lies Scato, a harsh land of ice and snow. No human has yet set foot on this continent, but enough ships have flown over its landscape to paint a desolate picture of the place. The south pole is located on Dimfain, which is warmer by far than its northern cousin, but still lacking in amenities. The “continent” is made up of thin plates of ice resting on the surface of the planet’s largest ocean, the Ebon Sea. An early scientific research team barely made it back alive after the thin ice gave way beneath them. A dozen men and women, along with their equipment and raptors, were lost in the depths of the freezing waters.

The last of the uninhabited continents is Scedu, located not far north of Dimfain. Scedu was once home to a bustling town known as Penser Falls, one of the earliest settlements on Tenebrous. Penser Falls was famous for being a bit more inviting than most Tenebrous cities, with a nearby set of waterfalls that sprayed onlookers with a thin film of exhilaratingly cold water. The town’s mayor, Battlin’ Frank Seaver, served one term as senator but retired after that, saying that he wanted to spend more time in his favorite place in the galaxy — Penser Falls. The idyllic nature of the place took a sinister turn one harsh winter’s night, however, when a Ranger station located on the edge of town picked up a distress signal from the mayor’s house. There was no message attached, just a repeating automated call for help. When the Rangers arrived on the scene, they found Penser Falls deserted. There was no trace of any man, woman, or child, nor of their raptors or other livestock. Doors had been left ajar, warm food still sat on dinner tables and children’s toys lay scattered about, as if they been in use when the emergency had occurred. The Rangers scoured the area but found no trace of the town’s 856 inhabitants, and the mystery remains unsolved to this day. There exits only one clue to what may have occurred — in the mayor’s office, where the automated distress signal was activated, there was a word painted in blood on the wall: Sepulcher. The meaning has yet to become clear and the area has been mostly abandoned in the wake of the mass disappearance. Locals have come up with a wide range of possible solutions to the case, ranging from slavers stealing away the town’s populace in the middle of the night to some sort of Ranger cover-up of a mission gone terribly wrong.

## CITIES & STARPORTS

### SKOTOS

The largest continent on Tenebrous is Skotos, which has three major communities: Saturnine, Graytown, and Dusk.

#### SATURINE

Saturnine is the capital city of Skotos and is home to the planet’s most influential senator, Halcyon Onus. The city features a wide array of people and places, but it’s primarily noted for its thriving drug trade. A fungus found on Tenebrous has gained the popular nickname shroom and has become a problem throughout Amatsumara. The effects of the drug vary from person to person, but in its most hardcore users, it produces horrible mental and physical scarring. This

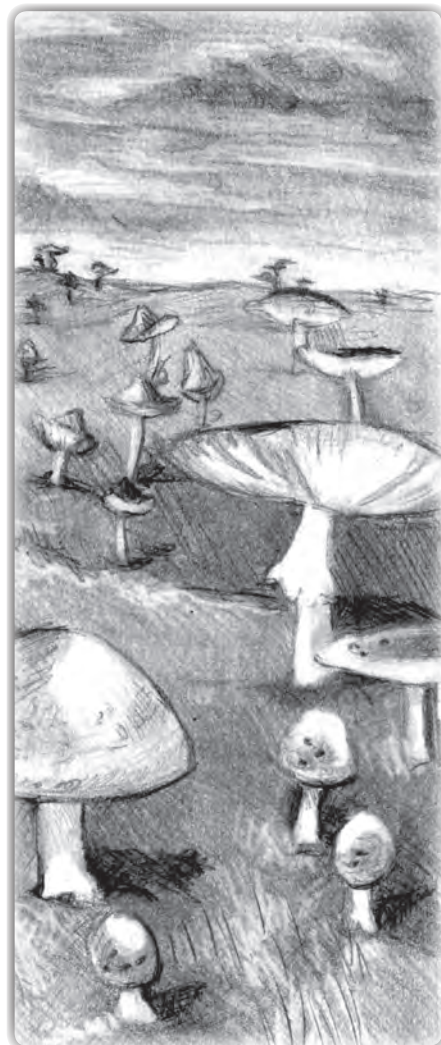
has not detracted from the drug’s popularity, however, and many ingesters end up in Saturnine, where the shroom is plentiful. Rangers have established two large bases within the confines of the city, but their efforts to stop the distribution of shroom have been mostly unsuccessful. Worse, shroom is hardly the only drug to be found, unfortunately. Virtually any illicit substance desired can be purchased somewhere on Tenebrous, but it’s definitely shroom that has become the drug of choice.

Silhouette Point is the city’s starport and is located on the edge of town. A number of addicts have claimed the station as their living space and workers

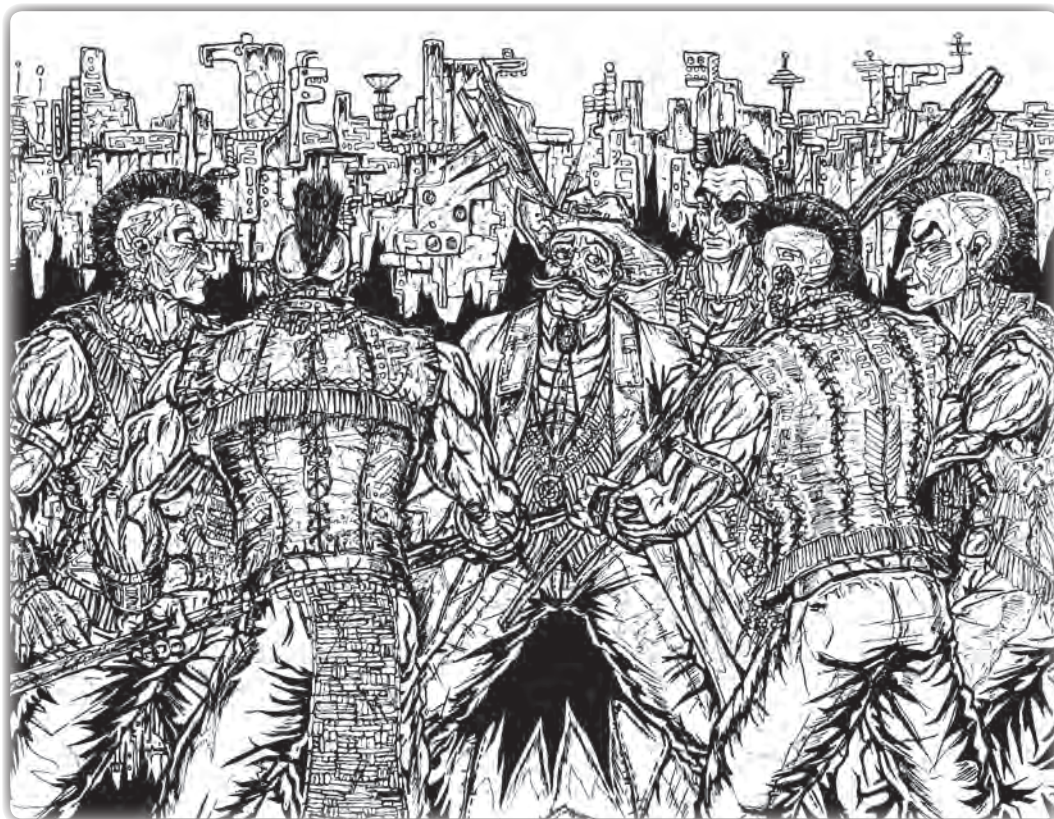
have all but given up driving them away from the place. Visitors to Tenebrous are thus greeted by the immediate sight of shroom addicts lying in every available chair, shaking as they come down from their latest high. Many others are waiting just outside the station, eager to sell themselves or their belonging in exchange for enough money to score more shroom. Stanley Wayne, the manager of Silhouette Point, has worked with a few local religious groups to build some halfway houses where shroom addicts can kick their habit, but the rooms are disappointingly empty most of the time.

As with most cities on Tenebrous, Saturnine is home to a number of criminal organizations and cults, some of which double as both. Across the street from the dry goods store (Hop-Along Pete’s Goods and More) is a Church of Synchronicity chapel. The chapel has a number of placards out front offering warm meals and beds to any who seek sanctuary, but its focus is on the young and attractive. These youths are brainwashed into believing they are the chosen ones who will be lifted up into power after the arrival of the Crimson Lords, chaos-powered demons who supposedly reside in the system’s black hole. This is actually a front for a far-reaching slavery and prostitution ring, sending its victims to buyers on a number of worlds. The chapel is careful not to lose control of its members before they have been leached dry of all their belongings.

Hop-Along Pete’s Goods and More is managed by Pete Morsi and his wife, Nancy. They run an honest business, which is tough to







do in Saturnine. Their daughter, Ellie, is considered the town beauty, and they watch over her like hawks.

Pete's cousin Walter operates a raptor stable two blocks from the dry goods store. It's home to a number of raptors that can be rented or purchased. Walter also stables the raptors of visitors for a modest fee and a promise that the strangers will recount any interesting adventures they've had.

The Dark Place is the most well-known saloon in the city. It's owned by Senator Onus, who lives upstairs when he's on planet. The Rangers are aware that the place is a meeting area for shroom pushers and their addicts, but they are rarely able to prove anything. A group known as the Silent Peace also meets here, but their agenda is as mysterious as their group's name would suggest. The fact that they have the senator's blessing is apparently enough to ensure that no one crosses their paths, however.

### GRAYTOWN

Graytown is situated some 60 kilometers to the west of Saturnine and is a perfect example of frontier ingenuity. Due to the fact that lumber is hard to come by on Tenebrous, much of it's imported from Verdant. The cabins that are built tend to be sturdy, if visually unimpressive, structures that can withstand a great deal of punishment. Most homes are one-story, though some have converted lofts into bedding areas, accessible via small ladders. While dirt floors are common, some wealthier citizens have put down carpets or tile. Wells are the typical source of water, though members of the upper crust sometimes have machines that purify theirs before it's drunk or used for bathing.

The Rangers who first came to Graytown were surprised to see that a local law enforcement group was already in place, run by Sheriff Jake Benson. Benson was a sturdy man who had drafted

several like-minded men into forming a local militia of sorts. The group was effective in dealing out frontier justice in many cases, but the Rangers still saw them as vigilantes who could undermine their own authority. Benson was drafted into service by the Rangers, becoming the first Amatsumaran resident to join the group after their arrival.

Graytown was the original home of Eddie Lee's criminal operation and he still maintains control of the city's drug trade, but the Rangers believe he has moved his central base off planet. One of his chief lieutenants, Jose "The Reaper" Stinson, still lives here, however. The Reaper is a suspect in over 13 murders committed in Graytown over the past three years, but Benson has been unable to prove it.

Molly Mills is another prominent resident of Graytown. The attractive brunette woman is in her late twenties and unmarried, but it not simply her beauty that makes her so well known. She founded the Mills School six years ago, inviting children from all over Tenebrous to come and learn how to read and write. The school has proven so successful that she's been forced to invite other teachers to come to the school and has split the student body into three classes, broken up by age. Molly knows that many of her charges are in danger of falling prey to drugs and cults, so she puts special emphasis on teaching the kids about self-respect. This hasn't proven to be enough, however, and she's sought out the help of Sheriff Benson in putting a stop to the dealers who lurk about on school grounds.

### DUSK

The third major city on Skotos is Dusk, situated near a large grove of fungi and a lake whose bottom has never been found. Fathom Bay, a small starport, is based in Dusk and is used primarily for moving supplies to and from Tenebrous. The chief export, of course, is shroom, though it's frequently hidden within other, more legitimate materials. Carl Boone is a local shaman of sorts, running a bar called the Open Curtain. The Curtain features one of the more risqué shows in the system, but it's the shroom-friendly atmosphere that attracts many visitors. Although the Rangers have attempted to shut down the saloon on many occasions, local power brokers have proven resistant to such a move. Boone argues that shroom is a local substance that enhances one's consciousness, in the same way that psiron is said to do the same for others. If one substance is legal, he argues, shouldn't the other be as well?

The Open Curtain is notable also for its regular gambling tournaments, several of which are considered lead-ins to the big Royal Flush Casino event held in the city of Helium on Luminous. A local

poker player named Fezlow has acquired a reputation for being the best around, but he's held off entering the high-stakes event on Luminous so far. Fezlow is a figure that pops up in a great number of local scandals, and he's a bit of an outsider among both the Rangers and the criminal element.

Dusk is also home to a branch of the Church of Synchronicity, but their numbers are fairly small. Of greater concern are the Undertakers and the Mo'hawks. Undertakers are exactly as their name implies — they work in the death industry, providing hand-carved coffins and officiating at many funerals. The original undertakers in Amatsumara were hard-working men and women who sought to provide a valuable public service. They've been pretty much run out of business by the cultists who have usurped their duties, however. The Undertaker cult is fairly secretive about their agenda, but it definitely seems that they take great enjoyment in their work and they've begun appearing on other planets, as well. Wherever a gunfight might break out, an Undertaker will be there.

The ultra-violent Mo'hawks (which have usurped an Earth name) tend to dress in leather vests and pants, patrolling the streets while looking to enforce what they consider "justice." This usually means striking down anyone they don't like and beating them within an inch of their life. Rumors sometimes fly that their beatings aren't quite as random as they might appear, but for now, most people aren't willing to risk their lives by investigating.

## NOCTURNE

The other inhabited continent on Tenebrous is Nocturne, which has one city and one village. Nocturne is an oddly shaped stretch of land, being very long and narrow. A river, Styx, runs the length of the continent, and both human settlements are built along its banks. The first and largest of these is New Penser, named in honor of the Penser Falls settlement that disappeared years ago. New Penser is home to several saloons, so many in fact that some outsiders wonder if the town's residents do anything besides ingest shroom and drink beer.

Lila Porterfield is the local Ranger in the area, and she's been growing increasingly concerned by a number of disappearances that have been plaguing the town. While the large number of addicts makes it likely that some of these disappearances are the result of suicide or accidental death, Lila believes that some are foul play. The most likely source of these murders might be Sweeney Tom, an overweight butcher who owns a barbecue and taxidermy shop just outside New Penser. Sweeney lives alone and has gained a reputation for oddness.

Also in the city is Clara Belle's Tea House, where the ladies of the town gather when the men folk are drinking in one of the saloons. The tea served here is quite good, and Clara Belle is willing to add a bit of whiskey to the contents if asked.

On the opposite side of town from Sweeney Tom's property is Darkreign Prison, home to criminals who aren't quite vile enough for Scintilla but too vicious to keep close to "respectable" citizens. Darkreign has gained a reputation for harshness and many of its less-dangerous prisoners are "rewarded" with the opportunity to go on supervised work duties in the town, picking up trash and cutting down the large fungi so that it can be used in food and medicine.

A small town has recently been established to the east of New Penser. Dubbed Night's Gate by its founder, Henry Gates, the town has fewer than 200 residents at present. The community was meant to be a haven for those who wanted to escape the rampant drug and

alcohol abuse that has plagued the rest of the planet, but these hopes have mostly been dashed. Shroom addiction is on the rise here, and Henry Gates is considering a run for Senate in the hopes that he can have the substance outlawed entirely.

A number of criminals, attracted by the lack of Ranger activity in the area, have begun making Night's Gate their home. One of their local moneymaking exercises has been taking personal jungle skimmers from Verdant and replacing the usual fuel source with special psiron engines. These modified vehicles, known as psi-skimmers, are used in races, but their unstable nature has led to numerous accidents.

## WILDLIFE

### NIGHTHAWK

These avians are jet black in color, with eyes that glow a soft yellow. Nighthawks generally travel in flocks of six to eight birds, hunting rodents and other small mammals. Nighthawks are quite used to humans and show little to no fear of them. In fact, when a human comes too close to their nests, the flock will sometimes attack people in an attempt to drive them away.

With razor-sharp beaks and claws, nighthawks are a force to be reckoned with. For those who are brave enough to tangle with them, though, the rewards are fairly great: Nighthawks can be used in a

## TENEBOUS CULTS



The proliferation of cults on Tenebrous began almost immediately. While no one knows what the first cult to spring up in Saturnine was, it's safe to say that it met with great success. There are a number of explanations that have been suggested for this, but the most popular two have to do with the environment and the shroom drug culture. It's been theorized that the continual twilight on the planet may induce depression in some people, making them more likely to accept teachings that might otherwise strike them as unlikely or dangerous. Addiction to shroom would dull their reasoning ability even more, again increasing the likelihood of someone falling prey to the various cults and their teachings. Combine a natural sense of depression with possible drug addiction, and you can easily see how the cults would be able to increase their numbers.

One interesting side effect of the cult culture is that the groups are frequently in competition with one another, even resorting to stealing members from each other. It's not uncommon to encounter residents of Tenebrous who have been a part of three or four different cults during their stay on the planet. Some influential people throughout the system belong to one group or another, and some of them having begun subtly directing events through the Amatsumaran Senate.

While most of these groups are fronts for various criminal enterprises, the most dangerous of them actually believe the tales they are selling.

## 1. THE PLANETS

wide variety of cooking and have been described as having a taste similar to chicken.

**Agility** 3D+1, **dodge** 4D+2, **flying**/0-G 5D

**Mechanical** 0D

**Strength** 2D: **lift** 3D

**Knowledge** 1D

**Perception** 2D, **hide** 2D+2, **sneak** 2D+1

**Technical** 0D

**Strength Damage:** 2D

**Move:** 10 (flying)/5 (ground)

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 16

**Wound levels:** 3

**Natural Abilities:** claws (damage +1D); beak (damage +2); wings; small size (scale value 9)

### SHADOW PIG

Shadow pigs are boarlike creatures who live in the wilds of Tenebrous, feeding mainly on fungi. They are encountered quite a bit by shroom harvesters, as the pigs enjoy eating the particular fungus that's used to make the popular drug. The pigs are as large as a great dane, with small tusks that protrude from the corners of their mouths. They have small, bristly hair that covers their entire body, which has a slightly purple hue. An earthy sort of odor follows them, smelling a bit like freshly moistened earth.

Shadow pigs are notoriously aggressive and will charge almost any foe who does not back down from it. A few of the braver harvesters have attempted to tame the pigs, hoping to use their innate ability to sniff out the shroom fungi. They have met little success so far, with most of them losing a finger or two in the process.

**Agility** 2D, **brawling** 3D+2, **running** 4D

**Mechanical** 0D

**Strength** 3D+1

**Knowledge** 1D, **intimidation** 3D

**Perception** 2D, **search** 3D, **survival** 2D+2

**Technical** 0D

**Strength Damage:** 2D

**Move:** 8

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 20

**Wound levels:** 3

**Natural Abilities:** tusks (damage +1D+1); bite (damage +1D); dark coloration (+1D to **dodge** rolls); small size (scale value 3)

### SCYTHEAD

Scytheheads are common Tenebrous fish. The golden-scaled fish grow to approximately 50 centimeters in length and are recognizable by a sharp growth located on the top of their

heads. The growth is somewhat reminiscent of a traditional scythe shape. The meat of this fish is quite nutritious, and there's a heavy amount of fishing done near the streams and lakes that it populates. Scytheheads are frequently exported off-world; they're especially popular at Senate functions on Luminous.

Scytheheads are notable for their great intelligence, which makes them somewhat difficult to catch. The fish seem to have an uncanny ability to learn from their mistakes. In the event that one narrowly escapes being captured, they are unlikely to ever fall for the same trick again.

**Agility** 4D, **brawling** 4D+1, **dodge** 6D

**Strength** 1D, **swim** 9D

**Knowledge** 2D+1, **survival** 3D

**Perception** 2D

**Mechanical** 0D

**Technical** 0D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 13

**Wound levels:** 3

**Natural Abilities:** water breathing; scythe fin (damage +1D); bite (damage +1); quick learner (won't fall for a trap or trick that it's already seen); small size (scale value 6)

## TECHNOLOGY

### HEAVY CLOTHING

Due to the cold weather found on much of Tenebrous, many residents wear heavy parkas during the coldest parts of the year. These don't provide much in the way of defense, but they can add as much as +2 to Armor Value. Price: Easy (64 credits).

### NIGHT GOGGLES

With the dim lighting on Tenebrous, it only makes sense that settlers would develop some means of combating the darkness. Night goggles function much like a standard flashlight and cast a glow that makes them inappropriate for stealth use. Goggles reduce darkness modifiers by up to 2D (6) in a cone-shaped area up to five meters from the user. These use standard batteries that can be recharged from any electrical unit. Price: Easy (41 credits).

### PSI-SKIMMER

These are basically personal jungle skimmers, of the sort popularly used on Verdant. The difference is that they've been outfitted with a more powerful propulsion system, one charged by psiron. This ups the cost of the skimmers considerably, but it also makes the hover-bikes function at a much higher rate of speed. The bikes have been stripped of virtu-



SHROOM PACKER

ally everything not essential to racing, making them somewhat brittle. It's not uncommon for even a minor crash to leave a psi-skimmer in very tiny pieces. Whenever a character uses a psi-skimmer, rolling a 1 or 2 on the Wild Die means that the vehicle has suffered some sort of malfunction. If the result was also a failure, the damage was to the psi-engine, meaning that the repair costs will be doubled.

**Move:** 107 (75 kph)

**Passengers:** 1–2 (1 crew)

**Toughness:** 1D+1

**Maneuverability:** +5D+1

**Scale value:** 3 (large)

**Price:** Heroic (32,325 credits)

## SHROOM

Although not the only mushroom growing on Tenebrous, shroom is the most value one. Shroom is a powerful hallucinogenic drug, formed from a fungus by the same name. The fungus can be enhanced by mixing it with traditional Earth-born drugs such as cocaine, though most users just ingest the fungus directly with no additional ingredients.

Shroom can be absorbed in a number of ways, but the most common manner is by eating the mushroom-like fungus whole. The effects tend to hit almost immediately, and the user then slowly consumes the rest. A process known as “mass shrooming” involves having a partner feed the user enormous quantities of the drug while the addict vegetates. Shroom can also be smoked, but the intense acrid odor of the drug announces its presence to anyone within several meters. Since the Rangers are working hard to crack down on shroom usage, most addicts prefer to eat it slowly in the hopes of hiding their use.

The full range of effects varies from user to user, with some reporting only a mild buzz when taking the drug to others who immediately go into full hallucination-mode. Most report a gradual sense of leaving their body behind, followed by a euphoric rush that lasts six to eight hours. This euphoric period grows smaller with repeated usage, forcing addicts to crave higher and higher amounts of the drug.

The drug has a number of side effects, ranging from the fairly minor (a slight greenish tinge to the addict's flesh, sometimes with enlarged veins that show through the skin) to the far more extreme (dementia, intestinal disorders). Shroom addicts sometimes have trouble keeping food down as the drug destroys the lining of the intestines as it passes through the body. The drug has also been linked to some horrific forms of birth defects, including several reported instances of babies being literally born inside out, with their organs formed on the outside of their bodies.

Kicking the habit can be a difficult process and usually takes two to three months. Addicts

## SHROOM ADDICTION



Characters who are in the early stages of addiction gain the Quirk disadvantage at rank 1, but this increases up to rank 3 as the addiction grows. At that point, the character becomes a major junkie and will either need to be a gamemaster's character or else the player will need to show some good roleplaying to properly display the depths to which her character has dropped.

Characters who attempt to overcome an addiction to shroom must make a Very Difficult *stamina* or *willpower* roll each week for the first month. In the second month, this drops to Difficult. Any failure during this period means that the process begins completely over again.

experience tremendous shakes without the drug and some resort to violence to stop the discomfort they feel. There have been a few positive reports of addicts easing their addiction by temporarily taking some other drug, such as morphine.

Some pushers have been known to “stretch” the drug by selling it in chopped-up bits that have been mixed with other drugs or food items. In some cases, the materials that have been blended in with the shroom are poisonous but most of the time, relatively harmless items are mixed in to reduce the amount of drug sold per hit. This maximizes the profit of the pusher by allowing him to sell the same amount of Shroom to more users.

## SHROOM PACKER

These small storage devices are approximately 25 centimeters long and made of a durable plastic. The top of the packer has a vacuum seal allowing it to be twisted close with no oxygen remaining in the tube. The shroom packers hold the fungus used in the making of the popular shroom drug. Each packer can hold 1.4 kilograms of fungi, and many shroom harvesters wear six to seven of the packers. Price: Very Easy (21 credits).

## VERDANT

Verdant is the second innermost planet in the Amatsumaran system and is the largest in terms of population, with over three million humans calling it home. As its name would suggest, Verdant is a lush tropical paradise, with dense jungle vegetation covering 95% of the planet's landmass. The first humans to arrive in the system were met by exotic flowers, towering waterfalls that tumbled down the sides of majestic mountains, and active volcanoes that spewed hot ash into the atmosphere. Verdant's weather is well within human toler-



## 1. THE PLANETS



The local government officially restricts trips into the jungle to licensed hunters, who are given permission, in exchange for money changing hands, to scour the jungles for animals or plants that may be of value. Many locals ignore these rules, however, seeing it as their right as residents of Verdant to travel through the jungles. Few are foolish enough to plunge very far into their depths, however, as unwary travelers can soon

lose their way and become a meal for the planet's many predators. Verdant is a haven for those interested in natural medicine and horticulture as it's home to several thousand types of trees and shrubs. Many of these produce components that have become essential in Amatsumaran medicine, and there's a thriving business in exporting these off-planet. Verdant is also famous for its nutritious nuts and fruits. By far the most popular of these is the taunfala fruit, which has a spheroid shape and emerald-tinted skin. A strong, pungent aroma emanates from the fruit before it's peeled and grows even stronger when the flesh is exposed. The pulp of the taunfala is used in a wide variety of drinks and the fruit as a whole can be fermented into taunfala wine, a potent drink that can humble even the most hardened of men. Another well-known commodity are neris berries, which in small amounts are deliciously tart and a favorite of children. With great quantities over a very short period of time, however, the potent berries can induce hallucinations, sometimes followed by debilitating nausea.

Verdant's three oceans are Oceanus, Centric, and Temperus. The waters tend to be warmest in Temperus, while Oceanus is home to a large band of whale-like creatures that have been spotted from afar but never encountered firsthand.

Although there exist three continents on the planet, most human settlements are on the largest, dubbed New Eden. This continent is in the Temperus Ocean. The other continents, North and South Oasia, are relatively unexplored, though aerial reconnaissance has detected the presence of multiple active volcanoes on each. South Oasia is home to several small cities, but North Oasia has only one major town, a fishing village called St. Marcus. North Oasia is situated in the Oceanus Ocean, while South Oasia is part of the Centric Ocean.

There are many rivers and lakes throughout the jungles, though most of these are home to dangerous predators and are approached with great care by the locals. The jungles also provide homes to a breathtaking array of insects, some of which are quite aggressive and venomous. The pahleth beetle, for example, was responsible for many deaths in the early days of colonization, though recent advances in medicine have reduced the seriousness of receiving such a bite. Trips deep into the jungle sometimes force visitors to wear long-sleeved shirts and hats equipped with mosquito netting. The stifling heat and humidity make such attire almost unbearable, but the alternative is to risk infection or death — or at the very least great aggravation — because of the insect life.

The planet retains a savage beauty to this day, with the vast majority of its surface still unexplored by its human visitors. Stories immediately sprang up about mysterious beings who called the jungles home, but for the most part, these tales have been dismissed as folklore. Nonetheless, there remains a healthy commerce in the "jungle people" mythology, and many enterprising vendors have made careers out of leading brief excursions into the jungle in search of the native peoples.

lose their way and become a meal for the planet's many predators.

Verdant's celestial neighbor, Barren, follows an elliptical orbit that brings it relatively close every few years. Because of its nearness to Barren, many miners and skimmers make layovers on Verdant. This means that a sizeable amount of the valuable material travels through Verdant, making it a staging ground for psiron thefts and raids.

Verdant has a single moon, named Josephine in honor of the original colonial governor's wife. It's an inhospitable ball of rock, but one that has become a popular component of many Verdant jokes. Though few, if any, Verdant residents had any interaction with the actual Josephine, tales of her harsh nature and unattractive features are common.

### SATELLITE

Verdant has a single moon, named Josephine in honor of the original colonial governor's wife. It's an inhospitable ball of rock, but one that has become a popular component of many Verdant jokes. Though few, if any, Verdant residents had any interaction with the actual Josephine, tales of her harsh nature and unattractive features are common.

### CITIES & STARPORTS

#### NEW EDEN

While most of the planet remains unconquered by humanity, the early settlers managed to start several successful villages that have since grown into cities.

#### TROPICUS

The largest Verdant city is Tropicus, home to over half the planet's human population. Tropicus hosts Verdant's only spaceport, Jungle

Station, and the locals are well used to the near-constant arrival and departure of the massive trains.

Tropicus was settled in a large plain, cleared through the use of heavy logging equipment brought from Earth. The undertaking was quite taxing, as the removal of the native plant life proved harder than expected. One early settler described the situation thusly: "It was like the jungle itself was alive ... and didn't take very kindly to our presence." A number of illnesses also plagued the initial colonists and the insect population proved quite distracting. Nevertheless, Tropicus was eventually erected and has become the model for all later settlements on the planet.

The heart of the city is home to Arrival Park, the alleged landing site of the original probe's landing rover. A small obelisk with a plaque has been erected here, and the park is a popular setting for local events, such as the annual Taunfala Festival. Merchants of all kinds can be found in the city, and the technology level is fairly high, though it lags far behind any of the towns found on Luminous in this regard.

A number of hotels line the central part of the city, especially near Jungle Station. The most successful of these is the Tropicus Inn, run by Jake Liberty and his three sons, Ricky, Jimmy, and Billy. The boys are well known in the area for being hellions with a knack for mischief, but their rugged good looks and earnest natures have helped them stay out of real trouble. Jake's wife ran off to Luminous with someone several years ago, garnering a solid amount of sympathy from the town's lady folk. Jake is frequently the recipient of free home-cooked dinners, to the point that some of it ends up on the menu at the Inn rather than go to waste.

The residents of Tropicus are interested in system politics, and the Senate races are notorious for being hotly contested. Rumors of rigged elections are common, though a high Ranger presence during the process makes most citizens feel that their votes are being counted fairly.

There's a town mayor; however, his role is mainly for appearance's sake. The true power in Tropicus lies with its representative to the Amatsumaran Senate, Pax Febris. Pax is known as a fair man, though one who seems to be falling one step behind the times in many areas. His speeches are rife with references to a glorious past that many elders don't recall ever existing, and he's steadfastly ignored opportunities to invite new industries to Verdant.

The "jungle people" folklore is prevalent in Tropicus, and there are a surprising number of scouts available for excursions into the dense undergrowth. Rangers who are new to the planet quickly learn that for the most part the scouts are worthless when it comes to aiding in investigations. The scouts are generally interested only in peddling fake pelts or taking gullible tourists on money-wasting trips into the jungle. Even so, there are a few who have distinguished themselves as being better than the norm. These scouts are highly prized by the Rangers, who sometimes come to them for advice or maps.

### DEVIL'S FOOT

To the north of Tropicus is the second-largest city, Devil's Foot. This city draws its name from the interesting rock formation near the area's lake: When seen from above, the rocks resemble a misshapen human leg ending in a hoof.

Devil's Foot rests in the shadow of an active volcano, though scientists who have examined it believe it hasn't erupted in the last two centuries. The volcano occasionally rumbles today, but locals barely give it a second thought.

The city has acquired a reputation for violence in recent years, and Rangers are struggling to contend with a rising number of dueling-related deaths. (Dueling is ingrained in Verdant society and is perhaps indicative of the planet's relative wealth. Unlike on planets like Tenebrous, residents of Verdant tend to believe that they are civilized men and women. In other words, they enjoy having a bit of order to their disputes.)

Without a doubt, the center of local gossip in the city is the general store, Scotty's. Scotty's is owned by Miss Virginia Stanford, who inherited the place after her husband died in a gunfight. Miss Virginia is a beloved figure in Devil's Foot, and her pronouncements about local propriety are always treated with grave respect, even if they are frequently ignored.

### SAN MARTINEZ

Southwest of Tropicus lies the third largest city, San Martinez. San Martinez is located near Legacy Lagoon and is home to several raptor farms, where locals can buy beasts imported from Saurian. The lagoon is quite beautiful at sunset but a number of crocodile-like creatures called thunderbacks patrol the waters and have been known to pull unwary bystanders to a watery grave.

San Martinez is fairly quiet compared to its neighbors and is famous mainly for having the prettiest dancing girls on the planet. The taunfala wine is plentiful and cheap, as well, making it a popular stop for gamblers and tourists. The Laughing Cowboy Saloon is the premiere establishment of its kind on Verdant, with a talented songbird named Sally Wingfoot headlining most nights. The Terran Museum, dedicated to old Earth history, can be found in San Martinez, but the popularity of the place has waned in recent years due to the facility's crumbling structure. Even so, it has a number

## THE LAUGHING COWBOY



The Laughing Cowboy is a two-story building with a large saloon/dance hall on the bottom floor and several rooms upstairs. The second floor has two storage rooms and four bedrooms, which are used by the working girls and their customers, as well as doubling as a safe zone during local storms. The basement is used to store alcohol and food in waterproof containers.

A large stage takes up a good portion of the first floor, with a number of tables arranged before it for viewing. Sally Wingfoot, the most popular performer at the Cowboy, sometimes enters on a personal hover-pad decorated to look like a cloud. This is usually timed for a performance of "Cowboys and Angels," one of the more popular song reviews that she stars in. Sally has been very good for Lefty's legitimate business, and despite the fact that she works at a saloon, she's got a good heart and is beloved by almost anyone.

The bartender and owner of the saloon is Louis "Lefty" Camacho, who lost his left hand to a thunderback attack about three years ago. Lefty has ties to a number of smuggling operations, but his most profitable one involves importing shroom, a powerful fungus grown on Tenebrous. The shroom arrives from Tenebrous and is packaged for resale by Lefty.



of interesting items in its collection, and its owner, Basil Brett, has a reputation for being good natured. Brett is a major supporter of the Rangers and has asked them to donate items to the museum's collections.

### NORTH OASIA & ST. MARCUS

The continent of North Oasia was settled relatively recently, with its sole town being founded within the last two years. The city of St. Marcus is located on the shoreline and has begun garnering a reputation for tremendously good fishing. Much of their product is being shipped to New Eden or off world, making the early settlers here very rich. Unfortunately, there are two volcanoes perilously close to St. Marcus, both of which have been rumbling since the town's founding. Couple that uncertainty with the rising number of people moving into the area looking to get rich quickly in the fishing market, and there's a recipe for disaster. For now, though, the city is booming and attracting a lot of attention. Newcomers who move to the area from Tropicus are sometimes surprised by the stiff winds that blow off the water, lowering temperatures in the evenings. St. Marcus is the one city on Verdant where you'll find residents decked out in jackets and long-sleeves on a regular basis.

The newness of the city has made it a bit more rough-and-tumble than elsewhere on Verdant, as there are no Rangers currently patrolling the area. This may lead to problems down the road, but for now the city is small enough that the locals have been able to enforce laws and handle problems on their own.

The center of town life in St. Marcus is Granny's, a restaurant owned and operated by 96-year-old Pearl Jennings. Pearl is a quick-witted lady who treats everyone who comes her way as if he or she were a long-lost member of the family. The food is uniformly deli-

icious, and there's a pleasant atmosphere to the place that makes folks want to kick off their boots and relax for a spell. While seafood is understandably a staple at Granny's, she's also famous for her country-fried raptor steaks.

A group of scientists led by Professor Wilhelm McCoy have recently set up a base here, though the locals aren't sure exactly why they're always tracking into and out of the jungle.

### SOUTH OASIA

Settled just after the founding of San Martinez in New Eden, South Oasia is notable for having a much higher amount of rainfall than any other part of the planet. The first few settlements were washed away in unexpected flooding, leading the colonists to build their homes on stilts,

some as high as three to five meters off the ground (though the waters have never reached that high). Long ladders (which can be pulled into the structures) allow access to and from the buildings.

South Oasia has a good bit of farmland, with a number of fruits and vegetables found nowhere else in the system being grown here. As a result, there are more raptors present in South Oasia than in the rest of Verdant combined. The beasts are used as pack animals for the most part, though in the winter, many of them end up as steaks for the colonists to enjoy.

During floods, the townspeople tend to stay in their homes as much as possible, though some of them venture out for needed supplies in small wooden boats. Raptors are usually left to fend for themselves during these times, but some residents have built floating corals for the more tames ones, and some bring baby raptors into their homes.

### CORDOVA

The most successful of the South Oasian cities is Cordova, located near Lake Fathom. The area surrounding the lake is home to a large taunfala grove, which is frequented by a dizzying number of brightly colored birds. These avians, known as rainbirds for their tendency to appear before a shower comes, are quite beautiful to behold, but their presence is a source of great annoyance to the local landowners. Rainbirds are extremely noisy and can ravage a taunfala grove if left unchecked. The birds will eat a portion out of each taunfala they come to, discarding the bulk of the fruit. Because of them, there are a large number of scarecrows posted throughout the grove, but the birds have grown to ignore the straw-and-cloth dummies for the most part. Some farmers have taken to hiding in the trees with their slug-throwing rifles and then trying to pick the birds off one by one.

Cordova has a large gambling house in the center of town called Lucky Sevens. The casino's owner, Marcus O'Bannon, is the young brother of Moxie O'Bannon, the influential senator from Devil's Foot.

Many men from the area like to gather at the local barber's shop, run by an old man named Dexter Novum. Novum runs a clean place, and he's strict on some things. Women, for instance, are not allowed to step past his door. A lady in need of beautification must head down to Lillie's on the edge of town.

Lillie's is based out of an old converted church house, but the business has gained a raucous reputation. Many ladies in town spend entire Saturdays at the beauty parlor, emerging with the faint odor of alcohol on their breath. The men folk tend to ignore the whole thing, since it allows the women to vent to each other rather than taking out their frustrations on their husbands.

Cordova is also home to an offshoot of a cult based on Tenebrous. When this group split from the larger cult over a difference in views, their leader — a charismatic preacher named Anthony Zora — led his followers to Verdant to establish their own holy order. Known as the Crimson Guild, Zora and his flock believe that a race of dark beings reside within the system's black hole and are waiting to return to the universe they created long ago. The Guild has erected a church building on the outskirts of the city, outfitted with an array of astronomical devices that they use to watch the stars for any sign of the elder gods' return.

## WILDLIFE

### PAHLETH BEETLE

Pahleth beetles are small, winged insects found throughout Verdant. The creatures appear in early spring, flourish throughout the summer, and then begin to die off as autumn fades into winter. They are approximately five centimeters long with a bright greenish-yellow carapace and large mandibles. The beetles have evolved a powerful defense against their natural predators, one that claimed many colonists' lives before Pax Febris found an anti-toxin: The beetles have a bite that delivers venom into the bloodstream of its enemy, bringing with it a burning sensation, followed by fever. If left untreated, the poison will kill most human adults, but the anti-toxin can halt the effects if given within 24 hours of the bite. Fortunately, even light clothing prevents them from getting at skin.

**Agility** 3D, **brawling** 4D+2, **dodge** 4D+1, **flying/0-G** 4D

**Mechanical** 0D

**Strength** 1D

**Knowledge** 1D

**Perception** 2D

**Technical** 0D

**Strength Damage:** 1D

**Move:** 6 (flight)/3 (ground)

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 13

**Wound levels:** 3

**Natural Abilities:** bite (Strength Damage only); venom (on a successful bite to the skin, causes 6 points of damage or 1 Wound level every 10 minutes until the victim dies or is treated; Difficult *stamina* roll to resist); wings; small size (scale value 11)

## RAINBIRDS

These birds can be found throughout Verdant but are most frequently seen in South Oasia. Rainbirds come in a wide variety of colors, ranging from bright orange to the darkest black. Males tend to be the most colorful, while the females generally come in subdued hues. Rainbirds are approximately the same size as Earth pigeons and can be recognized from afar by their loud song, which has been described by some as being akin to the raking of fingernails down a chalkboard. Rainbirds usually eat worms and other small insects, but they're also partial to taunfala fruit. The birds are cursed by farmers because they take tiny nibbles out of the taunfala and then toss the rest of the fruit to the ground, where it rots. They seem to be able to sense the coming of rain, flocking to areas that are about to receive large amounts of moisture. Rainbirds wait until the storm has passed and then swarm to the ground, eagerly hunting for any worms that might have been stirred up during the rain.

**Agility** 4D, **brawling** 4D+1, **dodge** 4D+2, **flying/0-G** 5D

**Strength** 2D

**Mechanical** 0D

**Knowledge** 1D

**Perception** 1D, **search** 3D

**Technical** 0D

**Strength Damage:** 1D

**Move:** 30 (flying)/10 (ground)

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 16

**Wound levels:** 3

**Natural Abilities:** wings; noisy; small size (scale value 8)

## VERDANT DUELING



Dueling on Verdant follows certain rules that must be maintained for the sake of decorum. While a spontaneous shootout will sometimes break out in a saloon or on the streets, this is considered rather poor form. The respectable thing to do is to call out the enemy and challenge him to a gunfight. These fights are usually scheduled events, taking place either at sunrise or sunset, depending upon the mutual agreement of those involved. (Only those with great stamina or foolhardiness plan one for high noon.) The type of guns to be used is also a matter agreed upon, with the weapon of choice these days being the pearl-handled energy blaster. Participants in a gunfighter duel take their positions approximately 30 paces from one another. Crowds, if present, are asked to remain to the sides of the scene, where they are less likely to cause distraction or be hit by stray shots.

On the count of three, the duelists go for their pistols. The faster the draw, the more likely one is to win his or her duel. Generally, the contest ends when one of the gunfighters hits the ground. Properly treated, most energy blast wounds are not fatal but the number of deaths related to shootouts has been rising steadily, leading to a Ranger crackdown on the practice. Anyone caught participating in such an act faces heavy retribution in the form of fines or jail time.



**JUNGLE SKIMMER  
(PERSONAL)**

These are small hover-bikes, specially designed to aid in jungle transportation. They are streamlined to allow for more maneuverability and can be purchased or rented in most towns for a modest fee. This fee tends to be kept reasonably low because they have a disturbing tendency to break down in the middle of use. Whenever a character uses a personal jungle skimmer, rolling a 1 or 2 on the Wild Die means that the vehicle has suffered some sort of malfunction.

**Move:** 98 (70 kph)

**Passengers:** 1-2 (1 crew)

**Toughness:** 2D+2

**Maneuverability:** +4D+1

**Scale value:** 3 (large)

**Price:** Difficult (3,664 credits)

**JUNGLE SKIMMER (GROUP)**

This is a much slower, group-oriented version of the jungle skimmer. This unit consists of a circular standing pad that can hold four to five passengers in addition to the pilot. A metal handrail encircles the pad, with a locking gate on one end to allow for boarding and disembarking. The unit's controlled via a raised touch pad in the center of the vehicle. The advantages are obvious in that one can transport larger groups of people or items in one trip. The disadvantages are equally obvious when one examines the unit, however: It has little maneuverability and breaks down even more often than the personal model. Whenever a character uses a group jungle skimmer, a roll of 1 or 2 on the Wild Die means that the vehicle has suffered a malfunction. The player must then roll the Wild Die again — if it comes up on any even number (2, 4, or 6), the vehicle has suffered an irreparable breakdown and is now totaled. Despite this, many scouts prefer the group jungle skimmer because it increases the number of tourists they can bilk out of their money.

**Move:** 84 (60 kph)

**Passengers:** 5-6

**Toughness:** 2D

**Maneuverability:** +1D

**Scale value:** 6 (large)

**Price:** Very Difficult (13,254 credits)

**HOVERBOATS**

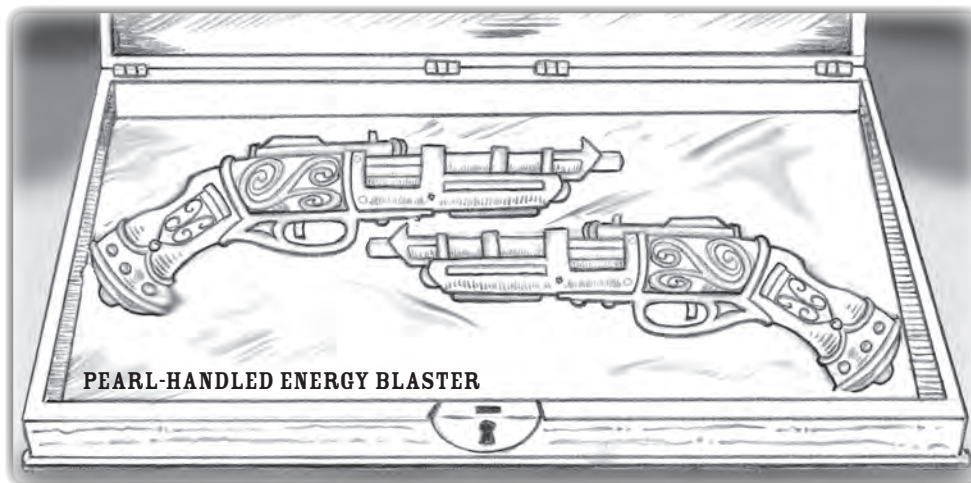
These ships are designed to skim across the surface of the water at high speeds. Special sound-dampening devices cut down on the noise pollution and help to avoid scaring away fish. The hoverboats are quite popular in North Oasia, but they also show up on Legacy Lagoon and elsewhere.

**Move:** 70 (50 kph)

**Passengers:** 9

**Toughness:** 4D+2

**Maneuverability:** +2D



**PEARL-HANDLED ENERGY BLASTER**

**THUNDERBACKS**

These reptilian creatures grow to a length of three meters and have an elongated snout. Along their backs are rows of sharp spines that generate small amounts of electricity. These electrical charges serve as a deterrent to other predators but have the secondary effect of generating a rush of sound when the creatures hurl themselves from the water after prey. This sound is often compared to the noise of rolling thunder, giving the animals their name.

A slight ozone smell permeates the air around a thunderback territory, generated by their natural electric current. The smell, combined with the somewhat plum coloration of their scales, is sometimes all that gives away a thunderback's presence, as they can lie motionless in the water for hours before snatching up their prey.

Thunderbacks lay their eggs on land, covering them with a light layer of sand. These eggs are sometimes poached by locals who consider them quite a delicacy.

**Agility** 2D, **brawling** 4D+2

**Mechanical** 0D

**Strength** 4D, **swim** 6D

**Knowledge** 1D, **intimidation** 5D

**Perception** 1D+2, **sneak** 3D

**Technical** 0D

**Strength Damage:** 2D

**Move:** 5 (ground)/15 (swimming)

**Fate Points:** 0

**Character Points:** 0

**Body Points:** 22

**Wound levels:** 3

**Natural Abilities:** thick skin (Armor Value +2); teeth (damage +1D); electrical burst from scales on back (damage 2D to any living creature that touches it); large size (scale value 2)

**TECHNOLOGY**

While Verdant isn't known for being as dangerous as Tenebrous or Barren, the planet is not without significant pitfalls. Adventurers who are planning an expedition into the jungles of Verdant should make sure their bags are packed full of some essential equipment. The following is far from everything a traveler would need, but it's enough to give him or her a fighting chance at survival.

Scale value: 6 (large)  
Price: Heroic (65,655 credits)

### PAHLETH ANTI-TOXIN

Small vials of this yellowish fluid are frequently carried in pouches or on necklace chains. When administered within 24 hours of a pahleth beetle bite, the anti-toxin halts the spread of the poison and adds +2D to *stamina* rolls to resist further venom attacks. Price: Very Easy (10 credits).

### PROTECTIVE GEAR

Most residents of Verdant wear heavy khaki clothing, though this can be combined with other, more effective forms of armor. The khaki adds +1 to the wearer's overall Armor Value. Price: Easy (55 credits).

### TRACKING DEVICE

Relied on by many tourist guides in the area, these plam-sized transmitters can be used in combination with miniature signal locators to track lost groups in the jungle. More expensive models send out a signal in case of emergency, but most found on Verdant are of the passive variety and wait for a signal to come to it before sending out a response. The device offers +1D to *sensors* rolls to find locators that are attuned to it. It can find other locators, but it offers no bonus to *sensor* rolls for those. It has a one kilometer range. Price:

Moderate (731 credits) for device with 3 locators; additional locators have an Easy price (80 credits each).

### WEAPONS

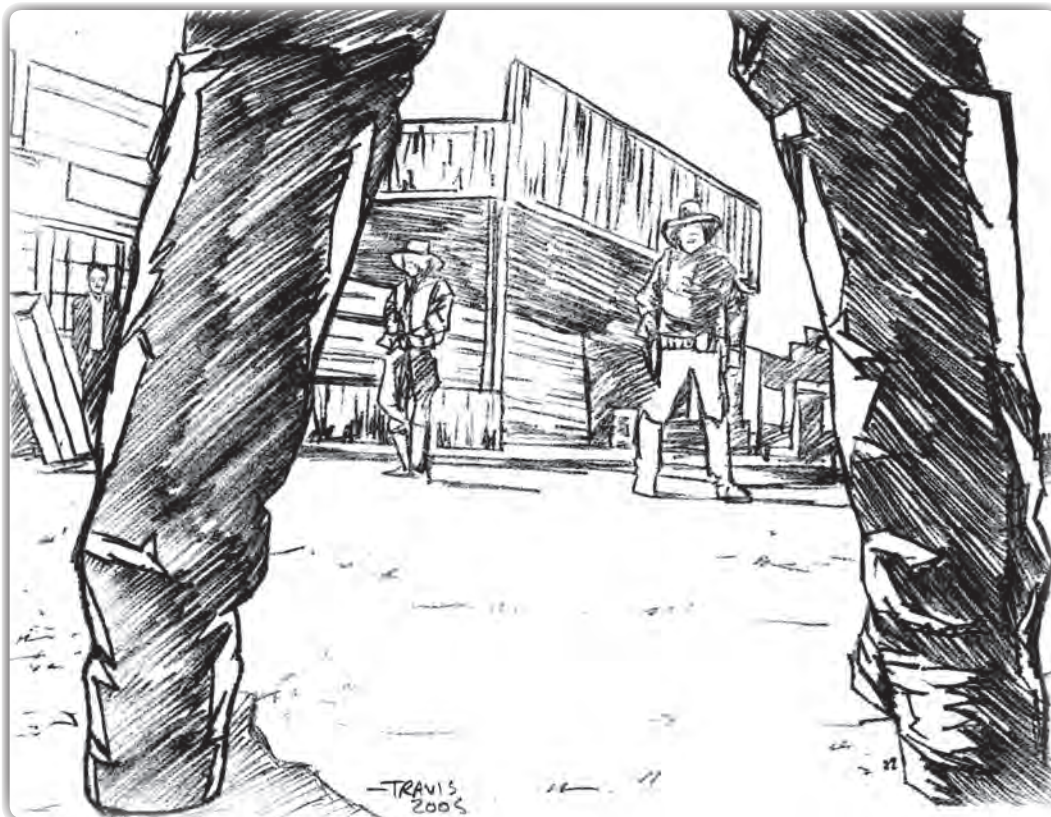
With the popularity of dueling on Verdant, it should come as no surprise that the weapon of choice these days is the pearl-handled energy blaster. While many colonists make due with a slug-throwing rifle when it comes to defending their land and property, no self-respecting citizen would be caught dead without a dueling pistol on their person when they wander into the larger towns, such as Tropicus or Devil's Foot.

The neffi stick is the preferred weapon of Xuiso warriors. It's carved from the wood of God Trees, the largest trees found on Verdant. The wood is extremely durable and is generally carved into a rounded "L" shape for battle.

**Neffi Stick:** damage +2D+1. Price: generally unavailable except for Xuiso characters.

**Pearl-Handled Energy Blaster:** damage 5D, range 20/50/150, ammo 12 (shots per cartridge), 1 shot per round. Price: Moderate (363 credits). Ammo cartridge price: Easy (51).

**Slug Rifle:** damage 5D+1, range 20/75/200, ammo 6, 1 shot per round. Price: Easy (184 credits). Ammo Price: Very Easy (26 credits) per 50 slugs.



# 2. THE RANGERS

In a dangerous and complex galaxy, threats against law, order, and civilized society continue to proliferate and evolve. Standing between these threats and the people, assets, and values of Amatsumara is a unique, highly trained and effective team of law officers, investigators, and combat troops: the System Rangers.

## THE MISSION

The System Rangers (nowadays simply known as “the Rangers”) are a paramilitary police force performing a function that has one foot in traditional law enforcement and the other in combat operations. They are not far removed from the typical image of the frontier Texas Rangers of nineteenth century Earth. Rangers, singly or in small parties, serve as roving agents of stability and order, hunting down fugitives, skirmishing with raiders, and suppressing outlawry. The only difference is the technology available, and in many cases even, that isn’t too far removed.

In addition to the full-time Rangers, there are a considerable number of auxiliary Ranger companies comprising part-time volunteers, many of whom are retired from the force or who offer specialized skills, and associate members who also hold a local law-enforcement position. These units provide a useful and fairly reliable resource upon which the always overstretched Rangers may occasionally call.

It should be noted that this frontier imagery only partly encompasses the modern Ranger. True, most fit the “one rifle, one ranger” mold, people faster to the guns than to the arrest warrant, but modern law enforcement has not entirely passed the force by. Perhaps a third of Rangers are involved in true police work, busting narcotics rings, solving homicides, and rooting out corruption. Less glamorous than their gun-slinging counterparts, the men and woman of Ranger Criminal Investigations are nonetheless increasingly valuable in bringing civilization to the system.

## HOW TO JOIN

Are you versatile, eager to travel the star system, ready to work in challenging and complex situations? The Rangers may be for you.

Potential applicants must be between 19 and 40 years old, pass a physical examination and graduate from “boot camp” (a combination of military training and class-room schooling), and be vetted by an in-depth background check conducted by Special Agents. The background check is particularly grueling, designed to weed out White Dragon infiltrators and characters of dubious morals. It includes, where practical, interviews with family and friends, and in-depth examinations, interviews, and interrogations of the potential recruit. In cases where the candi-

dates are highly questionable, either because of their motivation or their personality, they’re immediately disqualified.

During boot camp, trainees are taught necessary skills (everything from firearms handling to riot control procedures), but the focus is on weeding out those who lack drive or the necessary mental fortitude. Standards are high, and failure rate equally high. As many as 70% don’t make it, for a variety of reasons. Once this four-week course is completed, the individual is considered a Ranger and joins the ranks. From here on, the education is on the job.

## ORGANIZATION

The Rangers are commanded, as they have been since the day of their inception, by Colonel Smilin’ Jack McDonald, formerly a United States Marine and Judge Advocate general lawyer. His unique combination of enthusiasm and courtroom savvy, aggressiveness and respect for the law makes him an ideal leader for a unit that has one foot in law enforcement and the other in the military. A lieutenant-colonel or major commands each of three battalions, which are administrative rather than tactical units — 800 Rangers are never assembled in any one place, at any one time, for any one operation. Battalions are further divided into eight companies of 100 enlisted people. Each company is commanded by a captain, and assisted by a lieutenant, a second lieutenant, four sergeants, and four corporals, for a grand total of 111 people per unit.

There’s never a problem in finding enough people willing to enlist as Rangers, though most of the ranks are filled with the rural poor and a steady stream of adventurers. The unstable conditions in the star system provide a breeding ground and clearing house for unrest. The opportunity for excitement brings many young spirits to the Rangers — people of physical courage, daredevils of restless spirit, ever

### RANGER RANKS



- Colonel (only one colonel at any given time; leads organization)
- Lieutenant-colonel
- Major
- Captain
- Lieutenant
- Second Lieutenant
- Sergeant
- Corporal
- Trooper
- Deputy (volunteer or associate member with additional local law enforcement duties)

ready and always anxious to hazard their lives in any enterprise that promises excitement and adventure. But whatever their initial reason for joining, all soon become infused with the desire to see justice (though not necessarily law) done, to live up to the esprit de corps of the Rangers, and to add laurels of valor in their own name and that of the force.

## MARINES

Rangers by their very nature are paramilitary, equally at ease apprehending a criminal for trial or engaging raiders in a battle to the finish. But sometimes a situation calls for heavier weapons, larger tactical units, greater use of force, and dedicated combat units. That's when the Rangers call in the Marines.

The Ranger Marine Corps maintains a number of vital functions. It serves as a rapid reaction force, dispatched to troubled spots on any planet where crises brew over from local law enforcement to matters of planetary security. They also serve as security for ports and the under-construction orbital starbase, provide boarding parties for the Ranger gunboats, and occasionally act as guards for important goods or people being shipped from one planet to another.

The Corps consists of a headquarters unit of a major, a quartermaster, a paymaster, an adjutant, a sergeant-major, and a quartermaster sergeant. The line troops consist of three companies, each one numbering a captain, a first lieutenant, a second lieutenant, four sergeants, four corporals, two medics, and 100 troopers.

A company consists of three rifle platoons, a heavy weapons platoon (armed with mortars and light missile launchers), and a headquarters platoon. In addition to the three line companies, the Corps includes an administrative headquarters company and a support company that performs duties related to stores, maintenance, and transport.

Whereas recruitment for the Rangers is always brisk, that for the Marine Corps often lags. It's less prestigious, service is more regimented and demanding, and, in many ways, it's less glamorous than the image of the solitary Ranger cleaning communities of criminal elements at the point of a gun. To keep numbers up, a 1,000 credit bounty is provided to anyone enlisting for a two-year tour of duty.

## SPECIAL AGENTS OF RANGER CRIMINAL INVESTIGATIONS

Special Agents are among the most adept and resourceful of Rangers. Thoroughly professional law-enforcement investigators, they are not restricted to a narrow specialty. Even relatively junior agents are expected to handle a wide variety of criminal, counter-terrorist, and counter-intelligence matters with equal skill.

Nevertheless, officers often associate with a specific "division" for years on end, meaning that a Special Agent assigned to any given case is ideally suited to follow it to a successful conclusion.

## NARCOTICS SUPPRESSION OPERATIONS

Combating drug use is a priority for the Rangers, especially drug use by members of their own organization or the Senate. Special Agents use relevant intelligence to stop illegal drugs at the source and to intercept drugs already on the streets.

### REGULAR FORCES



SPECIAL AGENTS

MARINES

Narcotics Suppression Operations function to target drug activity in the vicinity of Ranger assets or governmental posts, and to defeat street level dealers. During these criminal suppression/force protection operations, Special Agents work with local law enforcement (wherever such exists) to intercept dealers, thereby greatly reducing the amount of narcotics available around Ranger and bureaucratic installations.

## CRIMES AGAINST PERSONS

Approximately 30 Special Agents investigate cases that fall under the broad category of crimes against persons. These cases include felonies such as rape, robbery, kidnapping, homicide, and other unnatural deaths.

## PROPERTY CRIMES

Special Agents investigate crimes against government property, especially that which is considered to be especially sensitive, such as systems, weapons, explosives, and ammunition. Property crimes include wrongful destruction, larceny, burglary, counterfeiting, arson, and the like. In addition, in the interest of maintaining a high quality of life for Rangers, government officials, and their families, Special Agents investigate the theft, damage, or destruction of personal property valued at more than 1,000 credits.

## SURVEILLANCE

To detect and counter electronic eavesdropping, Ranger Technical Surveillance Countermeasures personnel conduct "sweeps" of sensitive facilities. Offensively, they also engage in gathering intelligence and evidence against a host of threats using electronic, audio, and visual surveillance equipment.

## BASES

The Rangers maintain a system-wide presence. Personnel operate from 14 field offices and, in the case of Marines, tactical bases spread across all the planets and in the void between. One of these field offices is an operational unit dedicated solely to the threat of the

White Dragon Society. Each field office or base is the center of activity for smaller, localized operations, which number 140 in total.

All commands are subordinate to Ranger Headquarters, currently located on the planet Barren in a location called the Arch, but eventually destined to move to an orbital base currently under construction near Luminous. As the center of operations for the entire spectrum of the Ranger mission, the headquarters oversees all field offices and their subordinate components and is the most heavily protected location anywhere in system.

### THE ARCH

The Rangers' current headquarters is in an isolated location on the planet Barren. The Arch, as the base is officially known, is located in the midst of a barren and largely lifeless desert. The area in the vicinity of the Arch is constantly plagued by dust twisters that, when combined with the harshness of the desert, provide the Ranger base with a formidable natural defense.

The base itself is located within and atop a massive stone archway that rises sentinel-like from the rocky wastes below. It's the only geographic feature of any note for many dozens of kilometers, and is therefore unmistakable. Immediately below the Arch are deep, narrow gorges bored into the earth millennia ago. These gorges form a twisting maze that helps mask the main entrance to the base.

Atop the Arch is a long-range sensor post that monitors starship traffic near the planet, all airborne traffic within the stratosphere, and communications for the Ranger starport. Also atop the rock formation are landing pads, repair hangars, and support services for Ranger starships.

The top levels of the facility cater to industrial and civilian residential needs. Here, important defense-related industries produce the Rangers' most sensitive and closely guarded technology. Corporations that produce six-shooters, manufacture starship parts, assemble surveillance and electronic systems, and design computer programs are located here. Surrounding them are the homes of perhaps 200 civilians employed by these businesses, all of whom have their backgrounds carefully vetted by Special Agents and who remain closely watched during their entire stay in the Arch. Of course, only a fraction of the Rangers' vast needs are met by these few factories and their workers; most mundane items are procured elsewhere.

Below these levels are barracks for Rangers and the administrative, maintenance, and quartermaster personnel that allow the Arch to function on a daily basis. The base also includes hangars, repair bays, fuel stores, and support facilities dedicated to smaller space and aircraft, notably shuttles and a handful of defenders from Earth. Despite the best efforts of ground crew, these airframes are reaching the end of their service life and require upwards of 10 hours of maintenance for every hour of flight, an unsustainable ratio. Most of the problem is the scarcity of spares (some ships are being cannibalized for parts) and the incompatibility of Earth-born tech with equipment that's designed in-system. Consequently, the Rangers are looking for Amatsumaran-designed alternatives that can better stand up to abuse and severe environments and that obviously wouldn't require highly trained technicians to service.

Protecting the Arch are banks of light blaster cannons disguised in the cliff faces. Unfortunately, there are simply not enough of them to provide overlapping fields of fire, so the air-defense grid is incomplete. Each hangar is defended by a thick blast door and a light

blaster cannon, while the top-side landing field has four medium blaster cannons providing a 360-degree arc of fire. A company of Marines protects the base and patrols the surrounding area, in conjunction with whatever number of Rangers happens to be present in the Arch at any given time.

When the Rangers first arrived, they found within the natural caves at the base of the Arch signs of ancient habitation. Few clues have surfaced as to who might have resided here, save for the crumbling churchlike edifice which stands at the entrance to the cave network and the end of the mazelike gorges that encircle the Arch. This church is roofless, though whether this is a result of incompleteness or decay is unknown, and is surrounded by several acres of walled compound.

Shortly after the Rangers arrived in system and began excavating the Arch for their base, the White Dragon Society launched a mercenary army against them, hoping to wipe them out before they could establish themselves. The Rangers, vastly outnumbered and holed up in the church compound and its caves, survived 13 days of siege before they threw back their attackers with grievous losses. The eerie similarities of this siege and that in Texan history did not escape the Rangers; they nicknamed their base as the Alamo.

### THE LIGHTHOUSE

The Rangers are in the initial stages of constructing an orbital base around Luminous, known as the Lighthouse. This ambitious new project is destined to be the Rangers' new home when it sees completion, but due to scarcity of resources and skilled laborers that doesn't promise to be anytime soon. In the meantime, it hangs like a skeletal sphere in a somewhat shaky orbit over the planet, maintained with a minimal staff of scientists, technicians, and engineers aboard.

When finally finished, the Lighthouse promises to be an impressive achievement. It will be home to more than 1,500 personnel, and will serve as both the administrative and operational heart of Ranger activity. When it finally comes on line, likely within the next year or two, the Arch on Barren will be reduced in capacity to an auxiliary base.

Some critics have chimed in suggesting that the slow pace of construction is a result of the project being too ambitious. The high-tech systems upon which its capabilities depend are extremely costly and, in some cases, unproven. Solaris will feature a communications system capable of instantaneously reaching any planet in the system, secure from eavesdropping and capable of bursting through any jamming. An advanced tactical suite will allow commanders to observe and direct any Ranger operation, from a full-scale battle to a simple criminal apprehension. Finally, the base is being designed to interface with a proposed spy satellite system that will allow Rangers unrivaled access to intelligence on all planets.

When complete, the base will more closely resemble an asteroid than a space station, a simu-stone sphere several kilometers in diameter with a skeleton of metal. In theory, the base promises to be nearly indestructible. In practice, there have been some snags.

The pouring of simu-stone has only just begun on the base's southern pole. The outer shell contains as much rebar as available, but demand has far outstripped supply. Consequently, substandard materials such as wire and weaker metal are being used for reinforcement. Close examination by engineers has shown that construc-

tion crews have not always proven adept at pouring the simu-stone: seams have been detected between different batches along with air voids, thereby weakening the structure. Still, with costs rapidly rising and other delays already slowing progress, there isn't time or money to correct these faults. Work proceeds.

Another weakness is the size of firing ports for laser cannon emplacements. Designed small to make them difficult to detect and hit, the lasers consequently have reduced fields of fire. Either additional gun emplacements will have to be shoe-horned into the design, further increasing the cost, or the Lighthouse will be deficient in terms of defensive fire.

Solaris will have numerous hangers, making it capable of housing and maintaining two gunboats, two dozen shuttles, and a squadron of system defenders. These hangers will lie deep within the core, along curved corridors designed to deflect and absorb incoming fire and ringed by laser cannon batteries. In theory, it would be impossible for a vessel in orbit around the Lighthouse to destroy the spacecraft "on the ground," and bordering on suicidal for enemy craft to run the gauntlet of guns and fly into the bases' superstructure to strafe the craft in their hangers.

If the Lighthouse is as grand as the designers' intent, it will represent a shining accomplishment for Amatsumara. If, however, the weaknesses that are beginning to become evident undermine its operation or become more numerous, the ambitious project will be nothing more than a grand folly.

The game characteristics for the Lighthouse can be found in the Luminous section of "The Planets" chapter, page 30.

## PLAYERS' CHARACTERS

Rangers represent a ready role for players to step into, and they certainly make for a change of pace from the typical party of highly individualistic characters with only moderately overlapping goals. Rangers are not simply thrown together: They are part of a team; highly trained characters with a unified goal. In a Ranger campaign, missions are outlined by superior officers, and though the characters might be extended significant latitude when fulfilling their tasks, guidelines and goals are provided from above (via the game-master).

That said, being a Ranger doesn't mean sacrificing distinctiveness. There are numerous roles within the vast organization, allowing characters to specialize in certain areas. Several sample Ranger tem-



plates appear at the end of the book, providing an idea of the wealth of opportunities available to players. Furthermore, a character's personality is not simply a function of skills. Each Ranger, even those belonging to a regimented Marine combat squad or sharing specific roles, is unique and has a different mindset. To demonstrate, several typical archetypes have been provided as well.

## RANGER OCCUPATION PACKAGE

**Package total:** 3 creation points or 3 skill dice

**Disadvantages:** Employed (R1), Ranger authority, contacts, and equipment depend on the character maintaining a good standing with the Rangers; Enemy (R3), various criminals throughout the system

**Advantages:** Authority: Law Enforcement (R3); Contacts (R2), other Rangers; Equipment (R2), Ranger equipment, including occasional access to a ship and other equipment

**Special Abilities:** none

**Standard Equipment:** Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0–2/2–5/5–10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots); spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter

bandana (+2D bonus to *stamina* against airborne contaminants; comlink with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one's identity); lightly armored duster (Armor Value +1D+1; +1D to *hide* items on person) or lightly armored suit (Armor Value +2); hand comp with tracking and navigation capabilities (+1D to *sensors* and *navigation* rolls)

**Note:** Special agents increase Employed to Rank 2, because they are set on very specific assignments. Rangers in support positions have Authority of Rank 1 (they are recognized as Rangers and gain a small amount of respect and reputation for that) or Rank 2 (they have respect and reputation from being a Ranger, but they may not use force to uphold the law and they have no authority over other Rangers). Rangers may also have personal Enemies in addition to the general Enemy due their occupation.

## ARCHETYPES

In addition to the templates given in this book, here are some other ideas for player's and gamemaster's characters.

### DANDY

An aristocrat among law officers, you wear the finest garments, socialize among the elite of society, and have impeccable manners — even when dealing with the vilest of criminals or a blood-crazed mob. You are a master of civility and charm, as much or more than weapons and intimidation. Style and flair are foremost on your mind while performing your duties, the better to impress the movers and shakers of the world. You also prefer the most high-profile cases, which again will obviously bring the most attention to your exploits.

**Important Skills:** *bureaucracy, con, persuasion*

### FRONTIER LAW OFFICER

You were raised in a backwater region with little technology and more than its share of natural hazards and predatory wildlife. You're used to living off the land and surviving on your own. These talents were put to use when you joined the Rangers. When an outlaw goes into hidden in a remote desert on Barren, it's you they call to track him down. Laconic, rugged, and self-reliant, you don't make particularly good company, but people respect you nonetheless. You have little use for technology or those who rely heavily upon it.

**Important Skills:** *climb/jump, sneak, stamina, survival*

### NAIVE ROOKIE

It was only a few months ago that you were accepted into the Rangers and given the symbolic six-shooter and star. You wear both with pride in this, your first assignment. You're young and untried but eager to learn and full of confidence. Look out criminals, 'cause here you come! You're going to make a difference, and you take a dim view of veteran Rangers who've become jaded. Bursting with energy, you throw yourself into action at any opportunity, maybe not thinking things through completely beforehand.

**Important Skills:** *firearms, running, stamina*

### LAWDOG

It was before the arrival of the Rangers. You watched your father stand trial for a crime he did not commit. The trial was hardly wor-

thy of the name, the jury dominated by people more interested in lynching a man than seeing real justice done. The verdict was guilty, and you watched in horror as your father was hung before throngs of jeering townsfolk. You could have been scarred in that moment, but instead, the tragedy revealed a calling you had never imagined. You would bring law — real justice, not some frontier variety — to these people. It would be your way of honoring your father. Consequently, the rule of law guides your every action. It does not bend on whim or convenience, and neither do you. In your mind, the courtroom is a temple, and codified law, its gospel.

**Important Skills:** *cultures, security regulations, willpower*

## RENEGADE

You operate close to, and perhaps occasionally beyond, the edge of the law. As ill-defined as the law may be in frontier regions, and as much latitude as Rangers have in interpreting it, you push the boundaries of the law even further. You act as judge, jury, and executioner and leave a trail of corpses and broken lives in your wake. Superiors have in the past turned a blind eye toward your antics because you got results. But with the rule of law taking hold in Amatsumara, they are becoming concerned with those who cavalierly snub the law, even if he happens to wear a badge. As a result, most other Rangers are not well disposed toward you.

**Important Skills:** *brawling, firearms, intimidation*

## TINKERER

Most Rangers are, by definition, minimalists. They rely upon their wits, their trusty six-shooter, and little else. Their own training and experience are considered their best tools. You're different. You love gadgets that make your task easier, recognizing that while technology should not replace the Rangers' skills, they can certainly enhance them. You are defined by your use of personally designed gadgets and contraptions, and you're always looking for making existing technology better or more suited to your specialized needs.

**Important Skills:** *firearms repair, personal equipment repair, vehicle repair*

## TECHNOLOGY

Besides the standard array of weapons and armor available on the market, the Rangers maintain a wide variety of specially designed or modified equipment to suit their specific needs. Most items are restricted in public hands; all weapons are completely illegal. The truth is, however, just about any piece of Ranger equipment can be found on the black market and therefore in criminal hands. It's a reality that concerns the Rangers, and one that special agents in particular spend a great deal of time and resources rectifying.

In many cases, Rangers have modified existing equipment to suit their specific needs or the environmental requirements of the Amatsumara System. Frequently, they found themselves modeling the gear after mundane items hailing from the American Old West. This isn't just an apropos homage to Ranger heritage; often times, the nineteenth-century technology remains serviceable and simply requires updating. In any case, Rangers rarely put too much stock in newfangled technology. There's nothing better than a good, old-fashioned gun at the side, and more often than not, a Ranger must rely solely upon her keen wits and trusty sidearm to survive.

## ARMORED DUSTER

Long, lightweight, and water-resistant coats have long been a favorite of frontier-types, and they've become almost a trademark of the Rangers. These modern versions of the Wild West duster are made of a strong and yet still lightweight material that provides Armor Value +1D+1. The coat's length makes it easy for the Ranger to conceal things on her person, even relatively large items like rifles, providing a +1D bonus to *hide*. Price: Difficult (3,550 credits).

## ARMORED SUIT

This light jacket of casual cut resembles that worn by businesspeople throughout the system. Where it differs is the threads of armor woven into the material, providing a modicum of protection (Armor Value +2). Not only do Ranger special agents typically wear these suits, but so too do bureaucrats, politicians, and entrepreneurs who fear attack. Price: Moderate (220 credits).

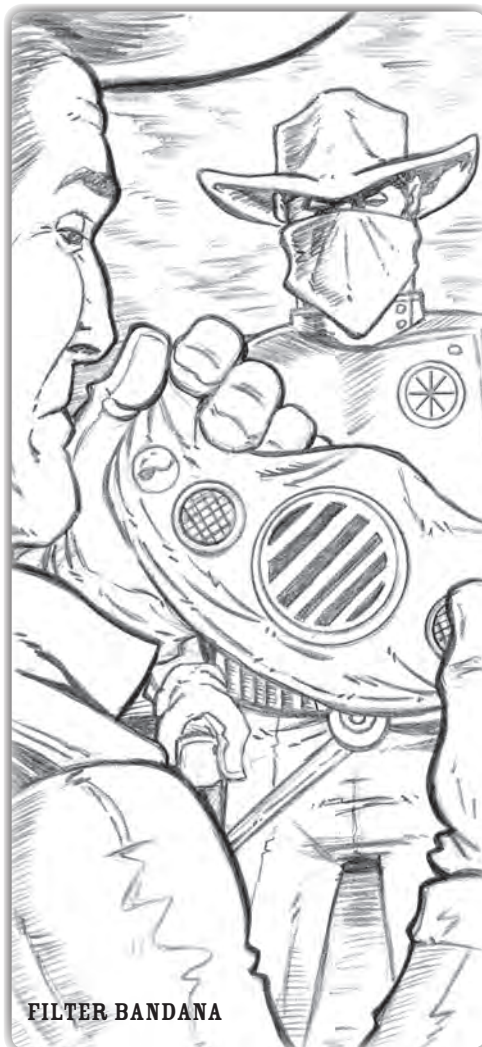
## CAMO PONCHO

Resembling a standard poncho, this item does far more than merely protect the wearer against the elements. The light-weight material is interwoven with holographic projection threads that can form a distortion field. This field mimics the nearby terrain when a belt-worn generator is activated. As long as the wearer remains motionless, the distortion field increases the *hide* totals by +5. The ability of the camo poncho to mimic terrain is reduced as the wearer begins moving, but it's still of limited service (+2 to *sneak* totals) as long as the wearer moves no more than two meters per round. (Note that because the character is attempting to sneak, moving even this little amount counts as an action.) Price: Difficult (1,820 credits).

## CONVICT COLLAR

Convict collars enable a law officer to effortlessly bring an outlaw in for justice and for prisons to maintain control of inmates. Unfortunately, some have made their way onto the black market and are now being used by slavers to capture innocents.

The convict collar is a metal cirlet that fits around the neck and features a neural inhibitor that temporarily fuses itself to the spinal column. A hand-held broadcaster is used to send messages to the collar that either alters behavioral patterns by making prisoners more passive (providing +2D to *intimidation* or *persuasion* checks) or inflicts great pain through high voltage electric shock (2D to 6D damage, depending on the setting). Convict collars also have a built-in tracking device, which can be followed with an Easy *sensors* roll using the associated broadcaster. Each broadcaster can control 10 collars within



FILTER BANDANA

25 meters and track those collars for up to 100 kilometers.

If someone attempts to forcibly remove the collar, it automatically deals 6D damage to the prisoner every round. It requires a Very Difficult *sleight of hand* roll to remove. It has 18 Body Points/2 Wound levels and damage resistance total 15. Price: Very Difficult (5,110 credits) on the black market.

## FILTER BANDANA

Though it looks like a mundane bandana, this standard Ranger-issue item is actually high-tech and very valuable. The fibers contain chemical-biological filters designed to protect the wearer from a range of airborne hazards, including sand, odors, chemical weapons, and biological agents. As such, it provides a +2D bonus to *stamina* checks against these threats. They also have built-in comlinks with a 10-kilometer range, and a megaphone that carries the user's voice up to three times as far as normal. Finally, the item also serves the ages-old role as a disguise, providing +1D to *con* for the purposes of masking one's identity. Price: Difficult (2,350 credits).

## GEL BOLA

When a Ranger wants to bring a felon in alive, rather than dead, she'll often use

gel bolas. Formed from several cords attached together, each with a metallic golf-ball-like sphere on the end, the bola is spun around the head and then thrown. Like primitive Earth bolas, when the weapon hits, it entangles the target. If it gets the legs, it causes the victim to fall, reduces his movement to zero, and increases the difficulty of leg-related actions by +15. If it wraps around his arms, they're pinned and all arm-related actions are impossible (or at the very least, have their difficulties increased by +15). The penalty lasts until he escapes by cutting himself out or breaking free (10 Body Points/1 Wound Level; damage resistance total 5), or succeeds at a Moderate *acrobatics* roll — assuming he can do it before the balls release their gel.

The round after it hits, the balls release a foam-like substance that rapidly hardens to further bind its victim. The target must make a *Strength* roll to avoid being bound, beginning with a difficulty of 10. Failure to succeed at this roll results in being encased in the increasingly strong gel. The difficulty to break free increases by +2 each additional round, finally topping out at 30. A special dissolving agent degrades the gel. Price: Moderate (465 credits) on the black market.

## MAGNETIC SEAL BYPASS MODULE

A device of negligible size, this item allows individuals to quickly gain entrance to buildings by bypassing the magnetic charge often



used to seal doors (+20 to *security* totals). The module, which looks like a small suction cup, is applied to a portal and temporarily negates the magnetic charge (2D rounds). If the door has security sensors focused upon it, they will detect the unlawful entry. Price: Moderate (435 credits) on the black market.

### GUNBOAT

The Rangers maintain four gunboats in the system, sister vessels made locally a few years back. All were built for service within the limits of a single star system, and they were designed to be easy to maintain and repair. Remarkably, each boat was completed within 90 days, a testament to the acumen of the builders and to the dire need for these vessels to enter service.

Each boat carries three bow guns, four broadside guns on each side, and two stern guns. Covered by inches of armor plating, they are 57 meters long and 17 meters wide, with three decks. The crew consists of 175 officers and men.

Despite their imposing appearance, the gunboats are far from indestructible. In a recent skirmish with the pirate vessel *Ripclaw*, a fluke blaster shot entered the casement above a forward gunport of the gunboat *Sentinel*, immediately killing three gunners and then piercing the reactor. Eighty-two people were immediately scalded to death as radiation spread through the ship. Shocked survivors entered lifeboats to escape certain death, but many were killed when the *Ripclaw* began firing at the lifeboats as well.

The *Sentinel* is currently undergoing repairs, but the forward casements remain a vulnerability aboard all gunboats. In game terms, any time there's a Critical Success scored against a forward gunport, the weapon automatically cuts through all shields and armor. If the ship is Mortally Wounded, the reactor has been compromised and all crew suffer 6D damage each round from radiation (the radiation moves aft at a rate of 10 meters each round).

**Crew:** 175 (pilot, navigation, gunners, sensors, communication, repair, administration, and support staff; comm and sensors stations receive +2 to relevant skills)

**Passengers:** 10 (Marines for boarding party)

**Cargo:** bulk (10 areas); escape pods for entire crew

**Life-Support Supplies:** 1 month

### Weapons

13 laser cannons (3 front, 2 rear, 4 starboard, 4 port, range 3/12/25, damage 7D)

### In-System Drive:

*Move:* 7 (space), 350 (atmosphere, 1,000 kph)

*Maneuverability:* +2

**Interstellar Drive Rating:** none

**Hull Toughness:** 3D+2

**Atmospheric Capability:** Yes, with landing gear

**Armor:** +2

**Shields:** +1D

**Scale:** 20

**Length:** 57 meters

**Total Cost (new):** 732,490/*Price Difficulty:* 93

### RANGER BADGE

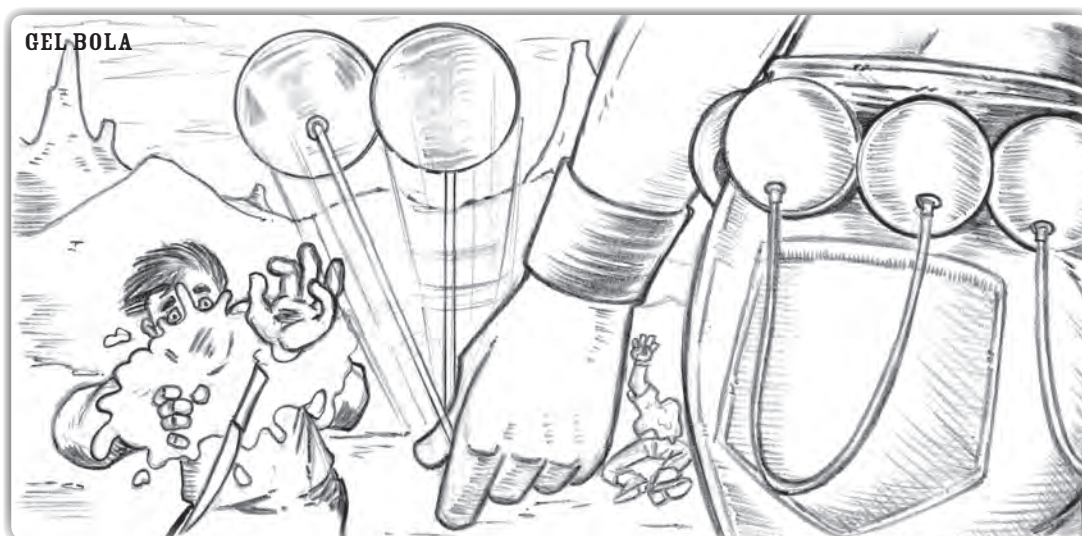
A symbol respected throughout the system by law-abiding citizen and criminal alike, the Ranger badge is both a badge of office and a utilitarian piece of equipment. The star has a built-in active tracking transmitter, allowing other Rangers to track movements using signal locators. Though the device transmits in short bursts, making it difficult to be detected by other parties up to 50 kilometers away (+3D to the *sensors* difficulty for intercepting), Rangers typically leave the transmitter off until the need arises.

By depressing another small button the back, a sharp serrations pop out from the lower half. These can provide an emergency cutting tool or melee weapon (damage +1D). It's illegal for any other than a Ranger to possess this item. Price: Moderate (615 credits) on the black market.

### RANGE GOGGLES

These goggles are multi-functional: They have built in binoculars, providing +1D to sight-based rolls for viewing objects beyond two meters in the daylight and twilight. Range goggles have built-in sensor arrays that detect motion within the wearer's field of vision, providing +1D to *search* rolls involving movement up to 100 meters away. They also have protective lenses, providing +1D protection against blinding and other attacks that target the eyes. Finally, the user can

activate infra-sights that decode ambient infrared and ultraviolet light and enhance the image, providing visibility even in darkened conditions. This reduces darkness modifiers to actions by up to 2D. However, if intense light is shone directly on the goggles for several rounds, the light dampeners temporarily overload and the wearer must make a Difficult stamina roll or be blinded for 1D rounds. Price: Moderate (625 credits).



## RANGER SIX-SHOOTER

The most distinctive piece of Ranger technology is the trademark six-shooter. Though in appearance it isn't far removed from revolvers of the American West, this pistol is actually a deadly marvel of modern technological ingenuity. Each one is personalized to their wielder, biometrically keyed to the law officer who receives it upon swearing allegiance to the Rangers. Undoing or altering this safeguard is extremely difficult and dangerous (*Legendary firearms repair*; an attempt that fails by more than 10 points results in the weapon blowing up, doing 6D damage in a blast radius of 3/8/16). It's a grievous dishonor for a Ranger to lose his weapon, and they'll go to any lengths to prevent this from happening.

Ranger six-shooters are called this because they are capable of shooting six types of energy. The user turns the barrel to switch the type of shot.

> **Blast:** standard single-charge shot (damage 5D, range 20/50/150, up to 5 shots per round)

> **Burst:** a five-charge rapid-fire blast shot (damage 6D, range 15/40/100, up to 3 shots per round, uses 5 charges per burst)

> **Flash:** a blinding burst of energy meant to incapacitate multiple targets (damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted, up to 5 shots per round)

> **Nade:** A timed explosive charge (damage 5D, range 15/30/45, blast radius 0-2/2-5/5-10, up to 5 shots per round)

> **Slug:** a heavy, short-ranged blast similar in effect to a shotgun slug (damage 6D+1, range 10/20/40, up to 5 shots per round)

> **TMP:** taser magnetic pulse; a streak of electromagnetic energy enough to shutdown a single target within range (damage 5D stun only, range 15/30/45; up to 5 shots per round)

Ranger six-shooters are distinguishable by, not only their design, but also the pump-action on the pistol's barrel. This pump (like that on a shotgun) is required to charge the pistol when using the flash, slug, TMP, and nade energy types; each shot requires cocking the weapon a single time. Blast and burst shots may be fired simply by pulling the trigger. A small switch, when used, can prevent the weapon from going off prematurely.

The six-shooter "ammo clip", actually a power cell, has enough energy for 50 shots. It's illegal for anyone save a Ranger to possess a six-shooter. Price: Heroic (56,530 credits) on the black market. Ammo price: Easy (120 credits) per clip.

## RESTRAINT MODULE

These prison cells are typically installed in a spaceship or terrestrial vehicles. They are essentially two discs about one meter in diameter, one laying flat on the ground and the other suspended nearly three meters above by three metal supports. Both discs contain forcefield generators that, when activated, completely encase the area between them. While they carry small batteries, enough to operate for two hours on their own, typically these devices are tapped into the vehicle's power systems. Anyone confined within the cage must make a Heroic *Strength* or *lift* roll to break out. The forcefield also contains an electric charge designed to deter break-outs; it can be set to deliver between 2D and 5D in stun damage to anyone touching the bars or field. Price: Very Difficult (6,540 credits).

## STUN GLOVES

Stun gloves are designed to circumvent security precautions, provide Rangers with a potent last-ditch defense, and be of use in circumstances where six-shooters or other overt arms would be inappropriate or undesirable. Typically designed as leather riding gloves, this device has an inner lining of electromagnetic circuitry, a small power battery, and, of course, insulation to protect the wearer. When activated, the gloves deliver a powerful stun to a target that the wearer touches (6D stun damage). Touching someone who is fighting back requires a successful *brawling* attack. The one drawback is the small size of the batteries limits usage to six stuns, after which the batteries must be replaced. Price: Moderate (545 credits) with Very Easy (10 credits) for the batteries.

## STUN GRENADE

This grenade releases a fast acting bio-agent into the air which, in theory, quickly enters the respiratory system and slows the heart-beat until the victims fall unconscious (5D stun damage and blast radius of 3/6/9). Many Rangers have an affinity for this weapon, believing it saves the lives of individuals — law enforcers and outlaws alike — who might otherwise die in a desperate shoot-out. However, on occasion, the bio-agent has been known to work too efficiently, slowing the heart down so much that it actually stops beating and causes cardiac arrest. This occurs when the stun damage totals 16 or more than the resistance total. This device has no effect against characters wearing breathing masks. Price: Moderate (340 credits).

## TASER LANCE

Lances are often used by people living on the frontiers as a cheap, low-tech means of hunting large game. They're also prominently used by raiders, who turned their pointed tips upon human prey. Rangers occasionally make use of high-tech versions called taser lances for crowd control or riot suppression. Taser lances are about two meters long and made of a lightweight but sturdy metal alloy that allows them to be used as both thrown weapons and in melee combat.

Unlike real lances, the tip is not a sharpened blade but rather blunted. This tip delivers a potent energy charge when it strikes a target (5D stun damage), literally crackling with bright-blue bolts of miniature lightning. The lance contains a battery with enough energy for 30 charges. The lance can be used as a staff as well, inflicting +1D damage. Price: Moderate (420 credits).

## WEAPON SCANNER

This handheld, short-ranged device allows users to detect concealed weapons with a great degree of accuracy. It's flat and rectangular in shape, with a scanning panel on one end and an output screen that shows visual results of the scan. The scan takes the form of a person's outline with highlights pinpointing the location of all detected weapons. The scanner provides +5D to the operators' *sensors* skill for detecting hidden energy weapons and +3D for locating explosives and slug-throwing weapons. Unfortunately, it has no utility in detecting simple melee or muscle-powered ranged weapons. Price: Difficult (2,215 credits).

# 3. THE WHITE DRAGON SOCIETY

Once the de-facto rulers of the Amatsumara system, the White Dragon Society has evolved from an alliance of warlords into a streamlined criminal organization. This, ironically, is more in keeping with the roots of the organization from its past on Earth than the rogue state it had become in recent decades. The true origins of "The Society" are in medieval Asia. It started as cartel of local crime bosses and became a worldwide syndicate by the twentieth century. When humanity took to the stars, the society was the first organized crime faction to arrive in force, and they built the underworld in Amatsumara from the ground up.

In the early days of Amatsumara's development, the society concentrated mostly on smuggling psiron to Earth for sale on the black market and controlling the illicit entertainment industry that served the miners and colonists. As time went on and Earth lost control of Amatsumara, the White Dragon Society found itself a key link between the rising warlords of the system. Controlling the largest alliance of starships and having access to a steady stream of psiron gave the master of the society the ability to unite the warlords and gangsters, bringing them into the fold. This man was Eddie "Two-Toes" Lee.

Lee came from Earth as a very young man with great ambition. As legend maintains, Lee gained his nickname by demanding the payment of two toes from every man who failed to pay his debts. He apparently went from being a street hustler to drug lord and eventually Master of the White Dragon Society by age 30. His life is Cinderella story of crime, if rumor is to be trusted. What certainly is fact is that for decades he was considered the ruler of the system and none dared challenge him ... until the coming of the Rangers.

As the warlords fell before the Ranger crusade and the local governments rallied to seize order, Lee vanished from his palace on Tenebrous, and the symbol of the society disappeared from public display. Now few outwardly claim any allegiance to the organization, and there's no end to the speculation on Lee's whereabouts or if he yet lives. The golden age of the



society may have passed, but they have not perished.

The society, despite the loss of its obvious hold over the system, is still the mightiest criminal organization in Amatsumara. They work now from a more elevated position than in the past. Each of the "Eight Dragons," the highest-ranking members of the society, holds an important position in public life and in secret controls a network of local criminal organizations. Numerous criminals, as well as many law-abiding citizens, work for the organization and are completely unaware of it, though those who operate on the shadier side of the law generally assume their leadership reports to the society.

Regardless, local authorities are not eager to root out the society, fearing for the lives of their families and the fragile prosperity of the citizens. In the days before the Rangers, the warlords simply held the people under an iron heel of fear,

brute force, and horrific atrocities. Now the White Dragon Society is much more subtle. They leave tell-tale signs of foul play in order to encourage rumor and innuendo.

Furthermore, the society prides itself on taking revenge beyond mere murder. Often, instead of terminating an enemy they will subject family members or friends to terrible tragedy such as disfigurement, bankruptcy, or implication in a heinous crime. They have even been known to starve small towns and space stations of supplies — including food, water, fuel, and even air — in order to enforce their will. No victim is off limits, no matter how important or innocent.

The White Dragon Society is clever and patient. They plan every move carefully and are comfortable investing in long-term goals that may have no immediate value. They do not measure success on profit alone, but in the growth of their power and control of the markets. The society seeks to expand their influence in order to return as the rightful rulers of the Amatsumara system. They mean to see every man, woman, and child touched by the breath of the Dragon once more.

## ORGANIZATION AND RECRUITMENT

There's one Dragon for each of the colonized worlds of the system; the Eighth Dragon is the Master of the society. Below each Dragon are his lieutenants. These lieutenants may be the boss of a crime syndicate, a corrupt public official, a corporate officer, or a surviving warlord in one of the more lawless parts of the system. The lieutenants have a select cadre of trusted advisors and enforcers that round out the true membership of the society. The White Dragon Society is the puppet master of crime in the system; it no longer does the "dirty work" itself.

To become a true member of the society, a person must be recognized by a Dragon or lieutenant as a potential asset to the society at large. The society chooses very carefully, exploring the background of each potential candidate before revealing themselves to the fortunate individual and inviting him to join the organization. Candidates can come from any background. The society does not discriminate; breeding is not important — only results. When possible, the vetting process may include psychological screening by technological, chemical, or metaphysical means. The society treats spies, and all whom they hold dear, with great disdain; to the society, death is often a sentence too merciful.

It's this screening process that makes infiltrating the society so very difficult. An undercover operative must not only be made to appear as a very successful and ruthless criminal or businessperson, she would then have to be trained to deceive a number of interrogation methods to satisfy the society of her authenticity. Furthermore, Dragons are free to run their parts of the organization as they wish, so everything from their methods and equipment to their reporting structure differs greatly from world to world. Thus, it can take years to learn the ins and outs of one Dragon's operation, and yet, this experience maybe worthless in attempting to investigate the dealings of another Dragon.

One of the few things widely known about the society, a tradition kept from the ancient days back on Earth: New members who are accepted into the White Dragon Society are marked with the society's symbol. The crest is tattooed on their chest, over the heart, in a secret meeting of the local society members. Some say that if you find a dead man who has been killed by a precise blow to the heart, it's the punishment of the society on a disloyal member. This is more likely fable than fact.

These days, the tattoo cannot be seen with the naked eye or any kind of detection device yet discovered. The tattoo can only be made visible by the liberal application of a highly toxic substance called "the Dragon's Kiss," a poison made from the shrooms of Tenebrous, to the chest area. Like the existence of the mark, the method of exposing it's well known, but the process for rendering the mark in the skin is still a mystery to all outsiders.

The tattoo somehow gives the bearer immunity to the poison, thus far the only known measure to survive contact with a lethal dose of the Dragon's Kiss. This poses an interesting problem for law enforcement; if this expensive poison is applied to a suspect and they live, exposing the mark of the society, a major blow to the criminal underworld maybe within their grasp. Yet the method of detection would be certain to kill anyone who is innocent of being a member of the society. Several aggressive law enforcers, especially at the local level, have used this knowledge in modern-day witch trials where the price for being not guilty is death. Of course the society is unconcerned about the death of any potential spy they may test for authenticity.

## EQUIPMENT AND CAPABILITIES



Most nonmember criminals and operatives working for a lieutenant of the society are typical examples of thugs and petty criminals. Aside from skills that reflect some experience in fighting and equipment required for their criminal inclination, they are stock generic characters. Lesser society members are built on the same level as starting characters, with three to five Character Points, and they have several items that are top of the line, including weapons with damage codes that are +1D higher than standard equipment.

Lieutenants are more experienced versions of the basic society member and have an additional 6D to 10D spread among in skills. A lieutenant generally has one or more Fate Point as well. Generally, a security force is available to a lieutenant made up of a handful of society members plus many security guards who have combat skills of 5D to 6D. In addition, this security force has the best equipment available in their region.

Dragons rarely make an appearance in the field, but when they do, they have several society members for security, advanced weapons and equipment not available on the market, at least one person skilled in *Metaphysics* at their disposal, and several Character Points and three to five Fate Points.

In general, there's no standard gear the society uses. However, their vehicles are typically better armed and faster than stock varieties. Secret compartments are very popular with the society for ships, clothing, computers, rooms, and so on. They're a must for smuggling and for the concealment of weapons systems from the authorities and unsuspecting enemies. The complexity and ingenuity of these hidden caches can be quiet astounding.

# 4. MASS TRANSIT

Space travel in the Amatsumara system is far from rare, but most people never leave the surface of their planet. Those that enjoy the opportunity to venture to different worlds do so aboard a variety of starships unique to this frontier system. Standard shuttlecraft and light freighters do exist in relatively small numbers, but most stellar travel is experienced aboard a star-train, star-coach, or, in the case of Rangers, aboard a gunboat.

These varied vessels have a few things in common: they are rugged and easy to maintain, a necessity in the relatively low-tech Amatsumara system, and they rely on simpler technology and less of it than do counterparts in more civilized systems.

## STAR-COACH

For those who cannot afford the relative comfort of riding the star-trains, the most common method of travel between planets is by star-coach. A coach is essentially a shuttlecraft that has been stripped down to bare essentials, allowing its operator to make a profit on the low fares such services command. They lack food processors and any form of self-defense (beyond the blasters wielded by the pilots). The on-board computers are extremely basic. Star-coaches even reduce the power to their inertia dampeners and stabilizers, providing for rough and uncomfortable rides.

**Crew:** 2 (pilot/navigator and comm/sensors; comm and sensors stations receive +1 to relevant skills)

**Passengers:** 8

**Cargo:** bulk (10 areas)

**Life-Support Supplies:** 1 month (atmosphere only)

**Weapons:** none

**In-System Drive:**

*Move:* 7 (space), 350 (atmosphere, 1,000 kph)

*Maneuverability:* 0

**Interstellar Drive Rating:** none

**Hull Toughness:** 1D+2

**Atmospheric Capability:** Yes, with landing gear

**Armor:** 0

**Shields:** +2

**Scale:** 9

**Length:** 22 meters

**Total Cost (new):** 40,850/*Price Difficulty:* 25

## STAR-TRAINS

Developed from the Brunel series of personnel and cargo haulers that dominates the solar system, the star-trains was designed specifically for the Amatsumara system. Knowing that spares and skilled technicians would both be in short demand, the ship was made rugged and dependable. It differs from its predecessor only in detail, the degree of automation, and the type of engine fitted. Surprisingly, despite a lower-tech engine, the star-train is only marginally slower than the Brunel.

The Star-Rocket is modular in design, with a bridge and crew's quarters located fore, followed by dedicated passenger modules, a lounge, cargo containers, and finally a drive section. In theory, its capable of short interstellar hops, but the lack of creature comforts of passengers for anything longer than one month makes this impractical.

One civil star-train was bought by the Rangers. Designated the *Tarawa*, it's used as a general cargo hauler and troop transport. It's only been slightly modified, with a second blaster cannon and minor shield upgrades, and the lounge area has been replaced with an infirmary.

**Crew:** 4 (pilot/navigation, gunner, sensors, communication; sensors receive +1D to relevant skill; comm receives +1 to relevant skill)

**Passengers:** 60

**Cargo:** bulk (50 areas)

**Life-Support Supplies:** 1 month

**Weapons**

1 blaster cannon (top-mounted turret with four arcs, *gunnery* bonus +1, range 8/25/40, damage 3D)

**In-System Drive:**

*Move:* 7 (space), 350 (atmosphere, 1,000 kph)

*Maneuverability:* 0

**Interstellar Drive Rating:** 0.1

**Hull Toughness:** 3D

**Atmospheric Capability:** Yes, with landing gear

**Armor:** 0

**Shields:** +2

**Scale:** 18

**Length:** 175 meters

**Total Cost (new):** 214,810/*Price Difficulty:* 41

## THE TARAWA

**Crew:** 4 (pilot/navigation, gunner, sensors, communication; sensors receive +1D to relevant skill; comm receives +1 to relevant skill)

**Passengers:** 60

**Cargo:** bulk (50 areas)

**Life-Support Supplies:** 1 month

**Weapons**

2 blaster cannons (top-mounted and bottom-mounted turrets with four arcs, *gunnery* bonus +2, range 8/25/40, damage 3D)

**In-System Drive:**

*Move:* 7 (space), 350 (atmosphere, 1,000 kph)

*Maneuverability:* 0

**Interstellar Drive Rating:** 0.1

**Hull Toughness:** 3D

**Atmospheric Capability:** Yes, with landing gear

**Armor:** 0

**Shields:** +1D

**Scale:** 18

**Length:** 175 meters

**Total Cost (new):** 214,810/*Price Difficulty:* 41

When psiron was first discovered by Earth probes, it baffled scientists. The advanced spectrometers aboard the probes indicated that the substance was metallic helium, which was thought to be impossible at the relatively moderate temperature of the world now known as Barren. Across the scientific community, the discovery was stunning, yet initially it did not create wide spread enthusiasm for further exploration among the population of the Earth at large.

It was up to the two lead scientists on the probe team, Dr. Eugene Yong-Jin and Professor Phillip Goedicha, to ignite public interest in this new substance. They decided the task required something showy, producing dramatic results. The general hypothesis of the team was that the metallic helium would be an incredible energy source; therefore, a crude experiment was devised using one of the probes to test the idea. During the experiment, there was a spike of energy so powerful that the probe exploded. Nothing like it had ever been seen in propulsion technology. It was a multi-billion-dollar risk that paid off.

Within their lifetimes, both Yong-Jin and Goedicha were able to go to Barren and pioneer the first excavation and refinement of metallic helium into a viable fuel source. Along with the astronauts and first colonists, these men ushered in the first age of inter-stellar expansion by the people of Earth. Institutes and schools across Amatsumara still bear the names of these two great scientists. However, it's unlikely either of these men knew just how far their discovery would take humanity. Psiron, as it would come to be known, was far more than a way to fill the tanks of starships and expand the dominion of people ... it expanded the minds of humanity itself.

## PROPERTIES

Psiron is a substance that's doubtless unique in the entire galaxy, for it can only be formed in a star system like Amatsumara. Here, high concentrations of ambient helium in gas clouds orbiting the black hole at the center of the system become trapped at the edge of the gravity well. In the area in which the star and nearby planets prevent the helium, along with other trace elements, from being sucked up in the black hole, the gases become superdense. Once compressed into this form of dwarf-matter, the metallic helium rains from the cloud layer when violent ion storms erupt. Perhaps one in a billion star systems could possess this rare set of natural refining elements in order to create psiron.

The basic uses of psiron are well documented. When melted down into liquid form and diluted with liquid hydrogen, the substance is an excellent source for fuel. Depending on the sophistication of the engine used, the amount of psiron in the fuel is varied. The more advanced the engine, the greater the intermix of psiron to hydrogen can be. A rare few engines, like some that the Rangers possess,

can take 99% liquid Psiron. However, such grades of fuel are really only needed for fast travel between distant parts of the systems. Most ships typically use a 7.25% psiron grade fuel.

The more exotic uses of psiron are much less understood. Specifically, the metal can enhance mental abilities and create devices that can harness the power of psiron on small, yet devastating scales. It's a field of study that's been given a name all its own: pscience.

Unfortunately, this incredible source of energy can come with a terrible price. Exposure to the raw ore has a mutative effect upon the human body, though protective gear can help to avoid certain ill effects of psiron. Refined psiron, such as that in most fuel, is far too purified to produce mutation from casual contact.

Exposure to raw psiron has different effects on different people, determine partly by the person herself and partly by where she is in the Amatsumara system when she comes in contact with psiron. On Barren, for example, long-term or intense exposure to fine airborne psiron particles causes brain fire. See pages 5–6 of this book for more details on this debilitating ailment and its cure. Elsewhere, breathing, ingesting, or injecting the ore has even more varied results. The following suggestions are for pure psiron exposure; mixing the dust with other substances (such as shroom or other chemicals) produces other, as-yet-undocumented results.

**1. No Effect:** The person has a resistance to the mutagenic effects of psiron. His body immediately traps and eliminates the psiron. This is always the case with characters who have the Immunity Special Ability. Gamemasters may allow intense psiron exposure as a reason for obtaining the Immunity Special Ability.

**2. The Eyes:** The eyes of the exposed individual glow slightly with the same radiance that the psiron ore has. It's rather eerie to behold. Aside from acting as a very small light source, the eyes grant the exposed person the ability to detect psiron concentrations in refined substances or in mixture, including contamination in the environment, thus making them valuable in mining communities as food, water, and air filtration system inspectors. However, to do this the person cannot wear any protective eye covering. Characters with this exposure effect gain Advantage Flaw (R1), +1 modifier to the difficulties of all social rolls, and Extra Sense: Psiron Detection (R1), +1D to *search* and *investigation* rolls related determining location and amount of psiron within line of sight.

**3. In the Blood:** The exposed person's blood exhibits small glowing specks, like glitter suspended in solution. (After long-term intense exposure, the skin of those with the In the Blood effect begins to glow.) This version of the metamorphosis can also

# 5. PSIRON

create a physical dependence on psiron exposure. Without regular consumption of the raw substance, individuals begin to deteriorate as though they were suffering from starvation. Those with metaphysical powers see a marked improvement in all of their abilities, while those who had not previously displayed any metaphysical powers now do. Gamemasters may allow those with *Metaphysics* to purchase one or more additional pips in that attribute, while those without it may now purchase their first die in *Metaphysics*, along with one skill die in one *Metaphysics* skill. Alternatively, the gamemaster may allow a character the one-time use of a single *Metaphysics* manipulation. Additionally, characters have the option of receiving nine Character Points, which may only be used to improve *Metaphysics* abilities, by taking Achilles' Heel (R3), requires daily ingestion of a small amount of psiron. Upon reaching the glowing-skin stage, characters get Advantage Flaw (R3), +3 modifier to the difficulties of all social rolls; they do not receive any points for this Disadvantage.

**4. Miner's Insurance:** The victim has been exposed to so much psiron over a short period of time that he dies within a few days. At the family's request, refineries will liquefy the body, filter out the psiron content, and turn over the proceeds from the sale of the rather pure sample to the deceased family. Thus his loss, in the financial sense, will not likely be missed. This effect was common in the first months of Amastumar's settlement, but with advances in protection, it's rarely seen in recent years.

Gamemasters may either select an appropriate effect or randomly choose one. To randomly decide, roll 1D, divide the result by two, and round up. Add 1 to the value if the exposure is very high or if the character injected or ingested the psiron while on Barren; subtract 1 if the exposure was low (but not low enough to be inconsequential). Treat anything higher than a 4 as a 4 and anything lower than a 1 as a 1. Compare the number to the above list to get the effect.

The effects of psiron are permanent unless treated (with the exception of Miner's Insurance, which is always fatal). Luminous and Barren both have medical facilities equipped to cure psiron poisoning and brain fever cases. The treatment requires at least a Difficult *medicine* roll — higher if the character is at an advanced stage — and a day of bed rest. Any failure in the *medicine* roll at a medical facility has no ill effects outside of an extended stay. The roll may be attempted once per day. The cost equals the difficulty level in *Funds* (or 100 times the difficulty number in credits).

Cheaper and thus more risky, versions of the service exist in street clinics. However, the potential for infection, disfigurement, and even death are vastly higher than professional treatment and are less effective. Side effects vary greatly, but by the physician or pscientist generally results in death. Poor equipment and facilities increases the difficulty number by 5 or more.

## PSCIENTISTS

Beyond the serious and responsible study of psiron, on what is generally considered the lunatic fringe, are the pscientists. This bizarre branch of true science deals in pushing the envelop of psiron application in ways that confound reason. These folks have moved beyond the simple psiron batteries developed by conservative scientists into integrating psiron into the workings of the devices themselves.

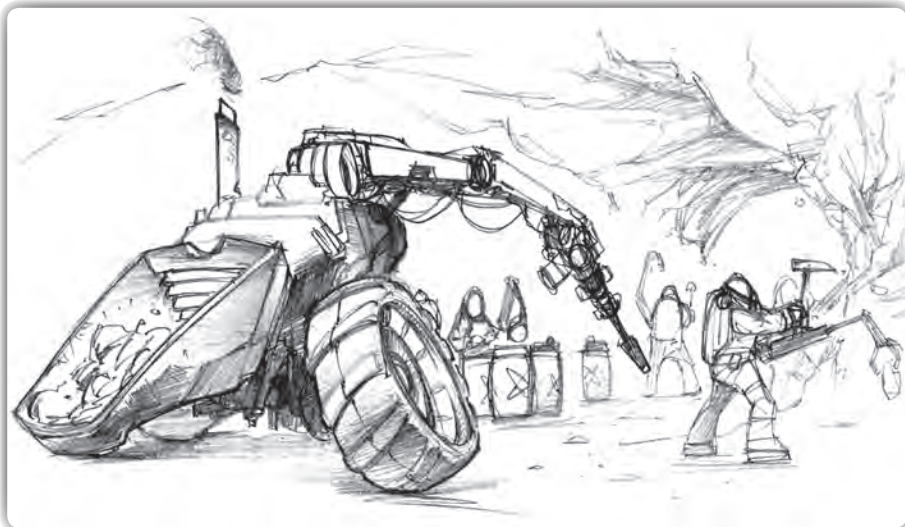
The art of pscience is in manipulating the psiron itself. It's a metal that's not easily formed into things like circuitry; it must be refined with other liquid metals and then made into components. This requires very precise calculations, well-calibrated equipment, and no small amount of luck. This part of the process of construction pscience devices is governed but the new *pscience* skill (which falls under *Knowledge*). Furthermore, the pscientist must have some competence in the skills that cover the aspect of the device he's trying to construct, such as *firearms repair* in the creation of a personal weapon.

The process for creating a device based on pscience is done in three phases: concept; design and resources; and construction. In the concept, phase the pscientist describes the basic idea and desired result. For instance, the pscientist may propose that a bullet made of psiron would be armor piercing and could potentially increase the risk of psiron poisoning in the target. If the player convinces the gamemaster that the cause and effect are sound, then the gamemaster sets a difficulty for the design and resources phase.

The more complicated the device and the more psiron required, the higher the difficulty. For devices that have no moving parts, such as a bullet or blade, the difficulty would be 5 to 10. Advanced computers or starships should have difficulties as high of 20 to 30 or more. The gamemaster may modify the number based on research resources and design tools available to the pscientist, with better quality information and equipment resulting in a lower difficulty number. The character has to make this difficulty with both *pscience* and *investigation*. Character Points can be used for this roll but not Fate Points. Any result point bonus from this roll may be applied to the roll for the next phase. The cost of building a device based on psiron is +5 to the price difficulty (10 times the normal cost in credits).

Should the character make the roll, he can then proceed to the construction phase. If he fails, he cannot try again until after the next adventure or for one month, whichever comes first. The credits spent in the design and resources phase are not lost, but should the character decide to scrap the project, only half of the resources will be recoverable for use on another project.

In the construction phase, the character commits the time to completing the device. This is generally six hours of trial-and-error



for each function that the device has (that is, Toughness, Armor Value, each type of damage, each type of skill bonus, etc.); gamemasters should make up appropriate times for exceptionally complex devices (such as space ships). Preparing and rushing (discussed on page 60 of the *D6 Space Rulebook*) can reduce the time. Likewise, modifying a piece of equipment that the pscientist previously created reduces creation time by half (before applying preparing and rushing modifiers).

The pscientist also rolls the appropriate *Technical* skill for building the device, using the design and research difficulty adjusted by the result points modifier (if any) from that roll and by any modifiers the gamemaster wishes to impose for availability of parts.

Another aspect of pscience is the production of psiron drugs. This is considered the dark side of pscience, a practice already viewed as suspect by most. Psiron drugs can augment a human being in amazing ways, but each use of a psiron-based drug has a chance of giving the imbiber an unfortunate side effect (one random psiron poisoning effect). Thus, production and use of such drugs is a taboo on most planets, and outlawing these substances is a high priority in the Amatsumaran Senate.

Creation of a psiron drug is the same as devices. They can provide a bonus to any single skill, short-term access to a single *Metaphysics* manipulation, or various Special Abilities temporarily. The difficulty to create a psiron drug is based on the *Metaphysics* manipulation design tables (see pages 96–97 of the *D6 Space Rulebook*). The cost of making a psiron drug is +10 to its difficulty (or 100 times the difficulty in credits), though purchase of such a drug is much higher on the black market.

## PSCIENCE DEVICE EXAMPLES

**Psionic Bullet:** Difficulty: 10. Cost: Easy (10 credits) per bullet. Construction time: 2 days per 10 bullets. Effect: armor piercing bullet also inflicts one random psiron effect.

**Psientific Sensor Goggles:** Difficulty: 15. Cost: Heroic (10,000 credits) per unit. Construction time: 2 weeks per unit. Effect: Character can scan objects within visual range to determine chemical composition, weaknesses, energy signature, and psiron content. A bonus of +2D is applied to the *sensors* roll.

**Psi-Booster Fuel Additive:** Difficulty: 25. Cost: 40,000 credits per unit. Construction time: 1 month per unit. Effect: Gives a ship a temporary bonus of doubling its Move and adding 2D to Maneuverability for five rounds; requires 10 minute cool-down period between uses.



## PSIRON DRUG EXAMPLES

**Psteroids:** Difficulty: 26. Cost: Difficult (2,600 credits) per dose. Construction time: 1 day per dose. Effect: +1D to a single attribute designated at the time of design; lasts for 10 minutes.

**Liquid Cool:** Difficulty: 22. Cost: Difficult (2,400 credits) per dose. Construction time: 1 day per dose. Effect: target gains a 5D *persuasion* skill for 20 minutes.

## METAPHYSICS

Characters who wish to have access to *Metaphysics* in this campaign setting must either be born with it (purchase *Metaphysics* and its skills during character creation) or get the opportunity to gain it later through exposure to psiron. (After character creation, the cost is 20 for the first 1D of *Metaphysics*, plus 1 Character Point for the first pip in one *Metaphysics* skill.)

In this setting, because there's no formal training, characters may only use one *Metaphysics* manipulation at a time.

## NEW MANIPULATION

### PSIRON DETECTION

**Skill Used:** Sense

**Difficulty:** 19

**Effect:** *search: psiron* 5D (10)

**Target Size:** Person (+2)

**Range:** Long (+7)

**Duration:** 2 rounds (0)

One of the more difficult manipulations, psiron detection helps a character find psiron in the area. The total for the *search: psiron* roll determines how much information the pscientist gains. The greater the roll, the more information she learns (all levels are cumulative). With a Critical Failure result, add the total normally, including the 1 on the Wild Die, and use the results of one level less than that total. For totals that would have been minimal, the Critical Failure causes the character to lose the last round of this manipulation.

Result	Information Gained
1–6	Knows that there's psiron in the direction she's facing, but not how much or exactly where it is
7–11	Knows how much psiron is there (up to "person sized")
12–14	Knows exactly where the psiron is
15+	Knows the quality of the psiron



# 6. THE PEOPLE

## BARREN PEOPLE

The people of Barren come from a diverse and interesting set of backgrounds. Almost all of the remaining settlers are poor and desperate, and even those ranchers, farmers, and prospectors that have made a fortune on Barren are still below the poverty line by the standard of planets such as Languid. Gazing out over a collection of the people that inhabit Barren, a visitor could see a gathering of haggard faces with just a gleam of a forgotten dream still dwindling in their eyes.

The majority of regular citizens on Barren spend their days attempting to support themselves and their families, through psiron gathering, farming, or providing a service. Though small patches of ground are capable of supporting plant life, as evidenced by the rockweed plains, food harvesting is almost unheard of, and only a few small settlements are capable of growing their own crops. Even then, the harvest is hardly enough to last a few weeks and serves only to stretch out purchased foodstuffs.

Since most of the settlements on Barren tend to keep to themselves, only a few key figures are known across the planet due to word of mouth and their own notable deeds.

### MAYOR O'MALLEY

The current mayor of Deadrock Gulch and a former water farmer from the outlying settlements, John O'Malley is one of the most corrupt and self-serving people to ever govern the planet's largest city. O'Malley keeps close relations with every crime syndicate and gang on Barren, and he takes bribes and offers from even the smallest criminal organizations in exchange for turning a blind eye to the indiscretions of the underworld. At any given time, Mayor O'Malley is on the payroll of half a dozen different crime bosses and mercenary chiefs, making him inordinately rich and unabashedly corrupt. However, despite his own flouting of the law from a position of incredible power, O'Malley still watches out for the people under his jurisdiction. For years, the mayor has funneled a large portion of the bribe money he receives into special projects and urban renewal efforts, using dirty money to attempt to provide a better living environment for even the poorest inhabitants of the city. Similarly, his influence with the crime syndicates allows him to avert gang wars and dissuade criminals from harming the general populace as much as possible. Though by no means altruistic, O'Malley is a reasonable man making the best of a bad situation on a hellish world populated by the desperate.

**Agility** 2D, firearms 4D, dodge 3D+1, melee combat 4D+1

**Mechanical** 2D+1, vehicle operation 3D+2

**Strength** 3D+1

**Knowledge** 3D+1, bureaucracy 7D+2, business 5D+1, intimidation 6D+1, streetwise 7D, willpower 5D

**Perception** 3D+2, command 7D, con 7D+2, gambling 4D+2, persuasion 5D+1

**Technical** 2D+1

**Strength Damage:** 2D

**Move:** 10

**Fate Points:** 1

**Character Points:** 4

**Body Points:** 30

**Wound levels:** 5

**Disadvantages:** Enemy (R1), sometimes makes decisions that help one set of criminals at the expense of other lawbreakers

**Advantages:** Authority (R2), mayor of Deadrock Gulch

**Special Abilities:** none

**Equipment:** slug-throwing revolver (damage 4D, range 15/30/45, ammo 6); spare bullets; hand comp with comlink; various currency in hidden wallet

## PROSPECTOR DAVIES

One of the last remaining true prospectors from the old days, Bud Davies has a unique nose for sniffing out psiron deposits in areas thought to have long since run dry. Over the last 10 years, Prospector Davies has uncovered some of the richest psiron veins on the entire world, and he continues to show his disdain for the skimmers who have abandoned the planet below in favor of their dangerous atmospheric harvesting. Though he never possessed the resources to properly gather and sell psiron at the ludicrous prices that other mining organizations managed, Davies has tucked away a tidy sum and plans on retiring one day and moving to Languid to live out the rest of his life. Unfortunately, he knows that he's still far from that goal. As such, he continues to work diligently in any capacity. Davies frequently offers his services as a guide and survival expert to any who will pay; for years, he has escorted a number of settlers across the burning wastes of Barren to find a sufficient spot for their new homestead. No one knows the surface of Barren as well as Bud Davies, and inhabitants of almost any settlement welcome him and his advice.

**Agility** 3D, firearms 4D+2, dodge 3D+1

**Mechanical** 2D+2, navigation 3D: Barren +4D, sensors 4D+2, sensors 4D, vehicle operation 5D+2

**Strength** 3D

**Knowledge** 3D, survival: Barren 8D+2, willpower 5D+2

**Perception** 4D, investigation 5D, search 6D; psiron +3D

**Technical** 2D+1, computer interface/repair 2D+2, firearms repair 2D+2, personal equipment repair 3D, vehicle repair 5D

**Strength Damage:** 2D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 29

**Wound levels:** 5

**Disadvantages:** Devotion (R2), to finding psiron and making enough money to retire; Devotion (R2), will do nothing to tarnish reputation of being honorable and trustworthy

**Advantages:** Contacts (R2), numerous homesteads; Fame (R2)

**Special Abilities:** none

**Equipment:** slug-throwing revolver (damage 4D, range 15/30/45, ammo 6); spare bullets; rugged clothing (Armor Value +1); divining rod (Very Difficult *sensors* roll; only works within 1 kilometer of water); hand comp with comlink and geopositioning program; psiron drill; psiron sensor (Moderate *sensors* roll to display information about psiron within a one-kilometer radius); breathing mask



## PROSPECTORS AND SKIMMERS

The largest profession on all of Barren is psiron gathering. Inhabitants collect raw psiron ore in one of two ways: prospecting or skimming. Prospectors are far more traditional in their approach to obtaining the miracle mineral. Using cutting-edge technology and an eye for minerals, prospectors mine psiron directly out of the ground and send it to refineries for processing. Almost all members of the initial wave of settlers that came to Barren were psiron prospectors. These prospectors rooted out nearly every psiron vein found beneath the planet's surface and harvested the raw ore for themselves, strip mining the planet and leaving it a metaphorical shell of its former self. Though prospectors still continue to dig beneath the planet's surface to search out psiron deposits, they do so in much smaller numbers now that the initial boom has come and gone.

Skimmers, on the other hand, are the psiron harvesting profession's wave of the future. Skimmers harvest psiron by flying specially designed craft into the volatile storms high above the planet and collecting ambient psiron particles from the atmosphere. Skimming is a dangerous profession, and many crews have died due to hazardous journeys into the atmosphere. Lightning strikes from these psiron storms can short out sensors and disrupt vehicle systems, sending the craft slamming into the ground from great heights. Still, the psiron

skimmers continue to undertake these dangerous journeys into the atmosphere due to the incredible profits they make once they return; skimming brings in vastly larger amounts of psiron than most prospectors could hope to find nowadays, and the pay-off is as great as the danger.

**Prospector:** Agility 2D, brawling 2D+1, firearms 2D+2, melee combat 4D, riding 2D+2, running 2D+2, Mechanical 3D, sensors 3D+2, vehicle operation 3D+1, Strength 3D+2, climb/jump 4D, lift 4D+1, Knowledge 2D, business 3D, intimidation 2D+2, streetwise 3D, Perception 2D+2, con 3D, investigation 3D+2, search 3D+2, Technical 2D, computer interface/repair 2D+2, firearms repair 2D+2, personal equipment repair 2D+2, vehicle repair 2D+2. *Strength Damage:* 2D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 21. *Wound levels:* 3. *Disadvantages:* Debt (R1). *Advantages:* Contacts (R1), other prospectors. *Special Abilities:* none. *Equipment:* slug-throwing revolver (damage 4D, range 15/30/45, ammo 6); spare bullets; rugged clothing (Armor Value +1); Barren rover; psiron drill; psiron sensor (Moderate *sensors* roll to display information about psiron within a one-kilometer radius); breathing mask.

**Skimmer:** Agility 2D, brawling 2D+1, firearms 3D, melee combat 2D+2, running 2D+2, Mechanical 3D, piloting 4D, sensors 3D+2, Strength 3D, lift 3D+2,

Knowledge 2D, business 3D, intimidation 2D+2, streetwise 3D, Perception 3D, con 3D+1, search 3D+2, Technical 2D, armor repair 2D+1, computer interface/repair 2D+2, flight system repair 2D+2, personal equipment repair 2D+2. *Strength Damage:* 2D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 19. *Wound levels:* 3. *Disadvantages:* Debt (R1). *Advantages:* Contacts (R1), other skimmers. *Special Abilities:* none. *Equipment:* slug-throwing revolver (damage 4D, range 15/30/45, ammo 6); spare bullets; skimmer harvester; key to a storage bay; enviro-suit; breathing mask.

## WATER FARMERS

One of the most necessary professions on Barren is the water farmer. Given the planet's arid environment and severe lack of water, water farmers are constantly in demand (though not as much as they once were). Water farming requires not only knowledge of how to operate a condensation harvester but also of meteorology and geology. The most successful water farmers on Barren are those that have studied natural sciences in some formal capacity and understand the way that water collection really works.

Water farmers typically harvest more water than they can use at their own settlement. Many have modified Barren rovers with

water tanks on the back that travel from one homestead to another selling the liquid. Most farmers make enough money selling water to other settlements that they are able to purchase the bulk of their food; some water farmers have small crops planted in soil they moisten using collected water, but the majority of farmers see this as a waste of good water that could be just as easily sold.

Agility 2D, brawling 2D+1, melee combat 2D+1, riding 2D+2, running 2D+1, Mechanical 2D, sensors 3D, vehicle operation 2D+2, Strength 3D, lift 3D+2, Knowledge 2D, business 3D, Perception 2D+2, persuasion 3D, Technical 2D+2, computer interface/repair 2D+2, personal equipment repair 2D+2. *Strength Damage:* 2D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 19. *Wound levels:* 3. *Disadvantages:* Debt (R1). *Advantages:* none. *Special Abilities:* none. *Equipment:* divining rod; water bag; cred-key.

## LANGUID PEOPLE

Most of the people on Languid fall into two categories: Light Siders, and Dark Siders. Even those that live in the Twilight Band tend to identify with one group in the other (given the expensive nature of property there, typically they consider themselves Light Siders). Though Languid is far more hospitable than many of the worlds in the Amatsumara system, many people on the world still live in poverty while half a planet away, other humans live in opulent luxury. This dichotomy is the source of tension between both groups and acts as the primary dividing line between the populace.

The abundance of high technology and the growing population on Languid make it very easy to reach a certain level of fame (or, in some cases, infamy). Local demagogues and politicians hurl commentary and dogma at one another across planetary communication lines, and even the poverty-stricken Dark Siders have access to daily news and events. The following citizens of Languid are among its most famous and influential.

## LABOR CHIEF MCGRAW

Widely considered the most dangerous man on Languid by both Light Siders and Dark Siders, Franklin McGraw is the currently recognized leader of the terrorist group known as the Laborers. Distantly related to one of the founding members of the organization, Labor Chief McGraw has brought new power and reach to the organization. McGraw, a hard-faced man in his late forties with a permanent five o'clock shadow and multiple combat scars, considers his mission as Labor Chief to be one of justice. A zealot for the



social cause, Labor Chief McGraw is directly responsible for founding Laborer cells on Barren and Scintilla and currently oversees a vast network of informants connecting each terrorist cell. Using pirate audio/video broadcasts to communicate his messages from a hidden base, McGraw continually calls an all oppressed workers to rise up against bureaucratic oppressors and seize the economy as their own. Vicious and violent to a fault, McGraw is personally wanted in connection to over 200 murders, not including acts of terrorism that have claimed several thousand more lives.

**Agility** 3D+2, brawling 4D, firearms 5D+2, dodge 5D+1, melee combat 5D, running 4D

**Mechanical** 2D, vehicle operation 2D+2

**Strength** 3D

**Knowledge** 3D, bureaucracy 5D+2, intimidation 6D+1, streetwise 6D+2, willpower 4D

**Perception** 3D, command: Laborers 8D+2, persuasion 6D

**Technical** 2D+1, demolitions 7D+1

**Strength Damage:** 2D

**Move:** 10

**Fate Points:** 1

**Character Points:** 5

**Body Points:** 29

**Wound levels:** 5

**Disadvantages:** Devotion (R3), to his cause; Infamy (R2)

**Advantages:** Authority (R2), over world-spanning Laborers terrorist group; Contacts (R3), various sympathetic individuals across Languid

**Special Abilities:** none

**Equipment:** aristocrat's blaster (damage 3D, range 10/20/60, ammo 100, fires up to 2 times per round); rugged clothing (Armor Value +1); hand comp with comlink; false identification

## SICILY MONAGHAN

More even-tempered than the ravenous Labor Chief, Sicily Monaghan is a Dark Siders rights activist who spends her days traveling across the Light Side seeking an end to the constant repression of the Dark Side masses. Born in the Boroughs and raised working on Light Side farms, Monaghan discovered her talent for public speaking and began putting it to good use. At the age of 14, she organized the first labor strike on the farm she worked on in an attempt to obtain medical aid for sick workers. Since then, she has championed the cause of the Dark Side workers through debate and public

displays; her flair for the dramatic is well known, and many of her publicity stunts have landed her in jail for disruption of the peace. Inevitably, she returns to life in the public circle, and many Light Siders have even begun to flock to her cause as she puts on display the discrepancy between the two halves of the world for the entire Amatsumara system to see.

**Agility** 3D+2, **dodge** 4D, **running** 4D+1

**Mechanical** 2D, **vehicle operation** 3D

**Strength** 2D

**Knowledge** 3D+2, **bureaucracy** 7D, **scholar** 4D, **streetwise** 4D+2, **willpower** 6D

**Perception** 3D+2, **bargain** 5D+2, **con** 7D+2, **know-how** 5D, **persuasion** 6D+1

**Technical** 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Devotion (R3), to better treatment for Dark Side workers

**Advantages:** Contacts (R3), various sympathetic individuals across Languid; Fame (R1); Trademarks Specialization (R1), +1D to *persuasion* when using a publicity stunt to attract attention to her cause

**Special Abilities:** none

**Equipment:** fine clothing; hand comp with comlink; cred-key

## BARON ALEXANDER VON THILLHELM

Though the title of baron is little more than an honorary one, Baron Alexander von Thillhelm considers himself as close to royalty as can be found on Languid. Claiming to belong to a great ruling family from Earth, Baron Thillhelm is the largest landowner on all of Languid. Over 20% of all farms on the planet belong to Thillhelm, or are built on lands he owns, giving him wealth beyond imagination. Thillhelm, a member of the Secret Council, also holds the position of regional governor for Sundial Port and its surrounding communities. Baron Thillhelm opposes every movement designed to bring more wealth to the Dark Siders, and he has clashed with both the Laborers and Sicily Monaghan's Dark Siders' rights movements. In fact, Thillhelm has survived three different attempts on his own life, and he's said to have nearly a half-dozen body doubles working for him intended to draw away potential assassins.

**Agility** 2D+1, **firearms** 4D+2, **dodge** 3D

**Mechanical** 2D+2, **vehicle operation** 3D+2

**Strength** 2D+2

**Knowledge** 3D+1, **bureaucracy** 7D+1, **business** 8D, **intimidation** 6D, **willpower** 5D

**Perception** 3D+2, **bargain** 7D, **command** 5D+1, **persuasion** 6D+2

**Technical** 2D+1

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 5

**Body Points:** 28

**Wound levels:** 5

**Disadvantages:** Devotion (R3), opposed to Dark Sider rights; Quirk (R2), arrogance can cause difficulties in some interactions

**Advantages:** Authority (R2), regional governor; Wealth (R3)

**Special Abilities:** none

**Equipment:** aristocrat's blaster (damage 3D, range 10/20/60, ammo 100, fires up to 2 times per round); fine clothing; hand comp with comlink; cred-key

## REGULAR CITIZENS

With two sides of the planet providing a cultural divide and extreme conditions on either side, it comes as no surprise that there are many distinct power groups and organizations that make their home on Languid. Most citizens are not caught up in the political intrigue surrounding the class warfare between Dark Siders and Light Siders, and simply want to make their own way in the world (or, in the case of Light Side aristocrats, simply want to spend their fortunes as they please).

## DARK SIDERS

Most Dark Siders consider themselves self-made and valuable contributors to life on Languid. Though poor and socially repressed, Dark Siders have a certain amount of pride in their position as the people that make the planet work. They do the manual, manufacturing, and service labor, and without their contributions, the world would grind to a halt. In fact, despite having little in the way of material possessions, most Dark Siders consider earning an honest living through work to be one of the only things they would not trade. While class struggles continue to leave the Dark Siders feeling that they are not getting back what they put in (and rightly so), many residents of the Dark Side will claim that hard work and sacrifice are preferable to slothfulness and a life of excess.

Among Dark Siders, nearly 40% of all working adults commute to the Light Side of the planet each day to work. This number is staggering when given the distance that many must travel, and during the work day (lasting 12 standard hours), the Dark Side of the planet seems empty and spacious. When not working, most Dark Siders are crammed into their hovels and have little room or time for recreation. Some find solace in local saloons and dive bars, while others are simply too worn out from a day of labor to do anything but eat and sleep. Dark Siders are the working class on Languid, and most spend the majority of their days doing backbreaking labor only to come home to little reward. Most Dark Siders are somewhat rough around the edges, and they are far more prone to violence and crime than their more wealthy counterparts on the Light Side.

**Worker:** Agility 2D, **brawling** 2D+1, **melee combat** 2D+1, **running** 2D+1, **Mechanical** 2D, **vehicle operation** 2D+2, **Strength** 3D, **lift** 3D+2, **Knowledge** 2D, **streetwise** 3D, **Perception** 2D+2, **con** 3D, **Technical** 2D, **computer interface/repair** 2D+2, **personal equipment repair** 2D+2. **Strength Damage:** 2D. **Move:** 10. **Fate Points:** 0. **Character Points:** 1. **Body Points:** 19. **Wound levels:** 3. **Disadvantages:** Debt (R1). **Advantages:** none. **Special Abilities:** none. **Equipment:** cred-key

## THE LABORERS

A dangerous and aggressive group founded on Languid, the Laborers are a terrorist organization that claims to be dedicated to bringing a better life to the residents of the dark side of the planet. The Laborers consist of workers and other employees of Light Side

## 6. THE PEOPLE

businesses that have become fed up with living an inferior lifestyle and have chosen to rebel against their aristocratic neighbors. Most Laborers are drawn from disgruntled worker pools, especially those in distasteful or difficult jobs receiving low pay, and are eager to strike back at the half of their society that lives like kings while they rot on the Dark Side. The Laborers are organized into loosely affiliated cells, spread throughout Languid and utterly secretive. Interestingly, the organization has several members native to the Light Side, typically young activists who are rebelling against the very society they were brought up in. The ever-growing membership works in secret, most often quietly sabotaging the everyday lives of Light Side elites.

The Laborers only targeting buildings and citizens on the Light Side. The terrorist group prefers to disable manufacturing and production plants during off-hours, minimizing Dark Sider casualties and throwing the wealth-producing mechanisms into disarray. Some more extreme Laborer cells specialize in assassination, and the group has taken responsibility for the deaths of several well-known Light Sider aristocrats. The organization claims to seek a greater distribution of wealth on Languid, but many join the organization simply to sate their thirst for violence against those they see as oppressors. The Laborers can strike at any time on Languid, and many Light Siders have begun to fear that the group is the seed of a revolution that will topple the social order on the planet.

Agility 2D+2, brawling 2D+1, firearms 2D+2, melee combat 3D, running 2D+2, Mechanical 2D+2, vehicle operation 3D, Strength 3D, climb/jump 3D+1, Knowledge 2D+2, intimidation 3D, streetwise 3D, willpower 3D, Perception 2D, con 3D, Technical

2D+1, computer interface/repair 2D+2, demolitions 3D, firearms repair 2D+2, security 3D, vehicle repair 2D+2. *Strength Damage:* 2D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 19. *Wound levels:* 3. *Disadvantages:* Devotion (R2), to cause. *Advantages:* Contacts (R1), other Laborers. *Special Abilities:* none. *Equipment:* laser pistol (damage 4D, range 25/75/175, ammo 15); spare energy cell; knife (damage +1D); dark clothing (+1D to *hide* and *sneak* in dark conditions).

### LIGHT SIDERS

The inhabitants of the Light Side live in luxury thanks to the immense wealth concentrated within certain families. The reason that the Light Side is considered by many to be an idyllic paradise is because the wealthy elites that live there have transformed it into one through years of spending excess. Though only about half of the planet's population resides on the Light Side, over 85% of the planet's wealth is concentrated within the bank accounts of Light Siders. This vast wealth and elitist attitude causes much of the tension between Light Siders and Dark Siders, something that Light Siders see as simple class envy. Though many Light Siders are truly good people born into wealth, others are greedy, self-serving aristocrats that spend their days trying to find new ways of accruing wealth and ensuring their financial legacy.

Many Light Siders claim that they can trace their heritage all the way back to rich leaders and powerful politicians on the Earth their families left behind. Though such claims are often disputed and can never be truly confirmed (many records of lineage and birth were lost or left behind during the migration from Earth), this does not stop Light Side residents from assuming a sense of inherited power and prestige. Most Light Siders see their lives as their reward for being born into a great heritage, often spending their days pleasure seeking while Dark Siders toil away to make ends meet. Most Light Siders regard Dark Siders as unclean rabble, second-class citizens or, in extreme cases, not even truly humans at all. Though such conditions are extreme examples of the bias that Light Siders have against Dark Siders, the fact remains that the wealthy Light Siders are typically only concerned about the preservation of their own opulent lifestyles and care little for who they must tread on to accomplish such goals.

One of the latest Light Sider trends is making an ostentatious display of participating in the Church of Synchronicity. It's more about showing off books and icons rather than actually believing in the teachings.

Agility 2D, firearms 2D+1, running 2D+1, Mechanical 2D+2, vehicle operation 3D, Strength 2D, Knowledge 3D, business 4D, cultures 4D, intimidation 3D+1, Perception 2D+2, con 3D, Technical 2D, computer interface/repair 2D+2. *Strength Damage:* 1D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 16. *Wound levels:* 3. *Disadvantages:* Quirk (R1), disdain of those of lower social status. *Advantages:* Wealth (R1). *Special Abilities:* none. *Equipment:* aristocrat's blaster (damage 3D, range 10/20/60, ammo 100, fires up to 2 times per round); fine clothing; hand comp with comlink; cred-key.

### ROUGH RIDERS

A group of young Dark Siders that only recently achieved world-wide notice, the Rough Riders are a gang (or, in truth, a collection of gangs) of Dark Side youths who have taken to lives of crime. The



Rough Riders specialize in piloting high-performance street hoverbikes and are experts in tweaking and retrofitting their bikes to get the fastest and flashiest rides on the planet. Though this amazing mechanical talent could normally be put to use earning an honest living, the Rough Riders have banded together and turned to lives of crime. Rough Riders in every city on the Dark Side of the planet prey on the weak and the slow, racing up on helpless individuals and running them down in order to take their belongings. The Rough Riders will terrorize anyone they feel can provide them with something they need, and no one is safe from their unique brand of thievery. When most citizens hear the trademark roar of the Rough Riders' hoverbikes, they board up windows, lock doors, and hide in buildings until the hooligans pass. Anyone caught out in the open becomes a target for these dangerous and rebellious youths.

Agility 3D, brawling 3D+1, firearms 3D+1, melee combat 3D+2, Mechanical 3D, vehicle operation 4D, Strength 2D, Knowledge 2D+2, intimidation 3D+2, streetwise 3D+2, willpower 3D, Perception 2D, con 3D, Technical 2D, vehicle repair 3D. *Strength Damage:* 2D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 16. *Wound levels:* 3. *Disadvantages:* Infamy (R2). *Advantages:* Contacts (R1), other Rough Riders. *Special Abilities:* none. *Equipment:* laser pistol (damage 4D, range 25/75/175, ammo 15); spare energy cell; knife (damage +1D); ST10 speedbike.

## LUMINOUS PEOPLE

### GREGOR ROMANOV

A brilliant man in the twilight of his career, Professor Romanov has made the study of Luminous and its gases his lifetime's work. It was he who first devised the bowl-shaped cities that now hover in the planet's atmosphere, and it was he who found the secretive Arcanists, a think-tank made up of many of the original scientists who came to Amatsumara. Rumors abound about the Arcanists and their true purpose, but most on Luminous see them as harmless old men and women who mean well.

Gregor's wife, Ingrid, shares his modest home in Helios with him. Together, they raised three children, all of whom entered the science fields. His granddaughter Nadia has modeled her own research on her grandfather's work, and the two are extremely close.

Gregor sees the Rangers as a necessary evil in many ways: They are needed to keep order in the system, but the violence that follows them only feeds more violence in his opinion.

Gregor is an eccentric man who distrusts outsiders, but he remains a valuable resource if strangers take the time to gain his trust.

**Agility** 2D, flying/0-G 2D+1

**Mechanical** 2D+2, piloting 3D, sensors 3D, vehicle operations 3D: hover vehicles +2D

**Strength** 2D

**Knowledge** 4D, business 4D+1, scholar 6D, Luminous and hovering city technology +2D

**Perception** 3D+1: search 4D, investigation 4D+2, know-how 5D, persuasion 4D+1

**Technical** 3D, computer interface/repair 6D, flight systems repair 5D+2, personal equipment repair 5D+1, robot interface/repair 4D, vehicle repair 6D

**Strength Damage:** 1D

**Fate Points:** 1

**Body Points:** 26

**Move:** 10

**Character Points:** 5

**Wound levels:** 5

**Disadvantages:** Age: Old (R2), +1 to the difficulty of physical actions — those related to *Agility*, *Mechanical*, and *Strength* — that require unusual exertion; Quirk (R1), distrusts newcomers and adds +3 to *bargain*, *con*, and *persuasion* difficulties

**Advantages:** Contacts (R1), Arcanists; Fame (R2)

**Special Abilities:** none

**Equipment:** comlink; cred-key; hand comp with scholarchips; small tool kit

### NADIA ROMANOV

Nadia has grown up immersed in science and technology. Considered a prodigy by age five, Romanov completed her education by the time she was 12. Nadia has long brown hair that reaches to her waist, and she wears glasses. Those who first meet her invariably think she's somewhat mousy and thin, but to those who get to know her, she's surprisingly attractive and outgoing.

She's not very close to her own parents, preferring the company of her grandfather, who has literally taught her virtually everything he knows. They both believe that humanity is standing on the edge of a dangerous precipice as far as cybernetics are concerned. Nadia has gone into the underground on several occasions, paying visits to black-market "improvement shops" and to the tech mart located beneath Luminous Station. The wide range of enhancements that are available both excite and repulse her.

About two years ago, Romanov met a Ranger named Harrick St. James, and the two have struck up an unlikely romance. The rough-and-tumble St. James and the dignified young researcher draw smiles from onlookers whenever they're spotted together, but their relationship seems genuine and affectionate. Nadia's role in the Arcanists remains a small sticking point, however. Harrick knows very well that the group is up to something more than mere research, but Nadia remains mum about what that might be.

**Agility** 2D+2, acrobatics 3D

**Mechanical** 2D, vehicle operation 3D

**Strength** 2D

**Knowledge** 3D+2, scholar 5D+2, Luminous and hovering city technology +1D

**Perception** 2D+1, investigation 4D+1, know-how 4D+1, persuasion 3D, search 3D+1

**Technical** 3D+1, computer interface/repair 6D+2, flight systems repair 5D, personal equipment repair 4D, robot interface/repair 4D, vehicle repair 5D

**Strength Damage:** 1D

**Fate Points:** 0

**Body Points:** 26

**Move:** 10

**Character Points:** 5

**Wound levels:** 5

**Disadvantages:** none

**Advantages:** Contacts (R1), Arcanists

**Special Abilities:** none

**Equipment:** comlink; cred-key; hand comp with scholarchips; tool kit

## HARRICK ST. JAMES

Harrick is a man of extremes. A bit thick around the middle and prone to drinking and card playing, he gives off an initial impression of being a bit of a loose cannon within the Rangers. The truth is far different, however. Harrick is extremely loyal to his friends and to his organization, traits that have won him many admirers. He's the commanding officer of one of the most important Ranger stations in the system, located next to the Senate's meeting chambers. Though his shirts sometimes bear suspicious stains and his belly hangs a bit over his belt, Harrick still manages to impress almost anyone that he meets. This was especially true of his lady love, Nadia Romanov. The only spot of contention between them is her refusal to share details of the Arcanists organization with him, but he's accepted that this isn't something she's comfortable discussing just yet. But he's anticipating the day she does open up to him fully, because he's worried that the group is going to get her into trouble.

On an unrelated note, Harrick was the third runner-up in last year's poker tournament in Helium, and he's planning to finish even higher this year.

**Agility** 2D, **brawling** 5D, **dodge** 3D+2, **firearms** 3D, **running** 3D+2

**Mechanical** 2D+1, **vehicle operation** 3D

**Strength** 3D+2, **lift** 5D

**Knowledge** 2D, **intimidation** 3D+1, **security regulations** 4D, **willpower** 4D

**Perception** 3D, **command** 4D+2, **gambling** 3D+2, **investigation** 3D+2

**Technical** 2D, **firearms repair** 3D, **medicine** 2D+2

**Strength Damage:** 3D      **Move:** 10

**Fate Points:** 1

**Body Points:** 31

**Character Points:** 5

**Wound levels:** 5

**Disadvantages:** Employed (R1), Ranger authority, contacts, and equipment depend on the character maintaining a good standing with the Rangers; Enemy (R3), various criminals throughout the system; Hindrance: Overweight (R1), +1 to *dodge*, *running*, and *climb/jump* difficulties

**Advantages:** Authority: Law Enforcement (R3); Contacts (R2), other Rangers; Equipment (R2), Ranger equipment

**Special Abilities:** none

**Equipment:** Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0-2/2-5/5-10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots; biometrically keyed to St. James); spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); lightly armored jacket and vest (Armor Value +2)

## SUE ELLEN WALLACE

Sue Ellen is a woman in her mid-thirties, with raven black hair and dark brown eyes. She's won many admirers over the years for her rapier wit and gentle ways, but there's a backbone of pure steel that runs through her. Sue Ellen's ancestors were among the first settlers to arrive in Amatsumara, and to this day, her family maintains an almost proprietary sense toward the system.

Sue Ellen grew up as a tomboy, learning to shoot a gun and handle herself in fistfights before most of her male companions had even considered such things. As she grew to become a handsome but not beautiful woman, she learned that she could get her way more often by building a strong case supporting her positions, rather than her youthful way of ramming her ideas down the throats of others. When the Rangers formed the Amatsumaran Senate, Sue Ellen eagerly put her own name forward for consideration. To her surprise, she easily won election and has served ever since.

Sue Ellen is currently prime senator, a role that she takes very seriously. She's aware that



there's a secretive group existing within the greater Senate, but so far, that group has avoided her attempts to unmask it.

Wallace is unmarried, which sometimes saddens her, but she considers her life to be a rich one nonetheless.

**Agility** 2D+1, brawling 3D+1, dodge 3D, firearms 2D+2, running 2D+2

**Mechanical** 2D

**Strength** 2D+1, climb/jump 2D+2, stamina 3D, swim 3D

**Knowledge** 3D, bureaucracy 9D+1, intimidation 3D+1, willpower 5D

**Perception** 2D+1, bargain 3D+2, command 3D, persuasion 4D+2

**Technical** 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 27

**Wound levels:** 5

**Disadvantages:** none

**Advantages:** Authority (R3), Amatsumaran senator; Contacts (R2), Amatsumaran Senate; Fame (R3)

**Special Abilities:** none

**Equipment:** comlink; cred-key

## TRUMAN LANDON

Truman Landon was the colonial governor at the time of the Rangers' arrival in the Amatsumaran system. Landon was a cruel man who allowed himself to become a pawn of the White Dragon Society in exchange for great wealth and personal power. Landon had a small harem of slaves, as well as a growing addiction to drugs and drink, when Colonel McDonald threw him out of office. Landon was put on trial, for which he was convicted of a wide range of charges, including money laundering, accessory to kidnapping, and murder. Just before he was to be placed in Darkreign Prison on Tenebrous, Landon was freed in a daring raid carried out by White Dragon agents, including the infamous Jose "The Reaper" Stinson. Truman has since gone into hiding on Luminous, where he's tried to find a means of revenge on the men and women who, in his twisted mind, stole his power.

Landon is definitely a "behind the scenes" kind of criminal. He's a coward at heart and will try to avoid physical confrontations at all costs.

**Agility** 2D, dodge 2D+1, running 2D+2

**Mechanical** 2D

**Strength** 2D

**Knowledge** 2D+2, bureaucracy 3D, intimidation 4D

**Perception** 3D, command 3D+2, con 6D

**Technical** 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 0

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Infamy (R2); Quirk (R1), cowardice

**Advantages:** Contacts (R2), White Dragon Society

**Special Abilities:** none

**Equipment:** hand comp with comlink; cred-key

## DR. ERIC HOLLAND

There's arguably no more unethical medical figure on Luminous than the infamous Dr. Holland. A leader in the field of cybernetic enhancement, the good doctor has fallen prey to a growing shroom addiction. This and his willingness to perform any surgery that's asked of him have made him a wanted man throughout the system.

Dr. Holland is a gaunt-featured man with thinning silver-tinted hair. He tends to wear a blood-stained lab coat over jeans and button-up shirt. He sometimes wears a battered ten-gallon hat that he acquired during a trip to Verdant.

Eric has done work for virtually every criminal organization in the system, but he has virtually no ability to call upon them for help. He's a tool for them to use, not a true ally.

As Holland's addiction grows, he has begun making more mistakes in his work and causing death and disfigurement. This has led many of his patients to swear vengeance upon him, but his expertise is still so great that he has no shortage of work available to him.

**Agility** 2D+2, dodge 3D, running 3D

**Mechanical** 2D+1, sensors 2D+2

**Strength** 2D

**Knowledge** 2D+2, scholar: cybernetics 7D, streetwise 3D+2

**Perception** 2D, con 4D

**Technical** 4D, computer interface/repair 6D+2, medicine 6D, personal equipment repair 7D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Enemy (R1), those he's harmed; Infamy (R1); Quirk (R2), shroom addict

**Advantages:** Fame (R1), as cybernetic enhancement expert

**Special Abilities:** Skill Bonus (R3), +3 to *computer interface/repair, medicine, and personal equipment repair* totals

**Equipment:** medical pack with cybertools (+1D to *medicine* rolls and allows performance of cybernetics surgery; includes spare supplies); packet of shroom

## THULSA KRILL

An operative of the White Dragon Society, Thulsa Krill is the business license official for the city of Apollos. As such, he wields great power over who can open up a business, what sort of businesses are allowed, and where the business can be established. Thulsa receives enormous kickbacks from this enterprise, and he's been rumored to be behind a few of the local disappearances, as those who miss their scheduled payments have their land turned over to Krill for processing. This allows him to sell off the same property again and again.

Thulsa is a well-muscled man of African ancestry. He keeps his head shaven at all times and has been enhanced with cyberware on many occasions. He considers Dr. Holland to be a genius and has offered to put the doctor on his private payroll if Holland is willing to kick the shroom habit.

**Agility** 3D, brawling 5D+1, firearms 4D

**Mechanical** 2D

**Strength** 3D+1, lift 6D, stamina 4D



## 6. THE PEOPLE

**Knowledge** 2D, bureaucracy 2D+1, intimidation 6D, streetwise 4D+2

**Perception** 2D, bargain 2D+2, con 5D

**Technical** 2D+2, personal equipment repair 3D

**Strength Damage:** 3D      **Move:** 10

**Fate Points:** 1      **Character Points:** 3

**Body Points:** 30      **Wound levels:** 5

**Disadvantages:** none

**Advantages:** Authority (R1), business license official in Apollos; Contacts (R2), White Dragon Society

**Special Abilities:** see cyberware equipment

**Equipment:** cyberware ears (Enhanced Sense: Hearing (R1), +2 to hearing-based totals, with Cybernetics (R1)); cyberware left arm (Increased Attribute (R2), +2 to *Strength* totals, with Ability Loss (R1), left arm only, and Cybernetics (R1)); cred-key; energy blaster (damage 5D, range 20/50/150, ammo 12)

### BARTLEBY BOOTH

The most famous actor on Luminous, Bartleby is the starring performer at the Flaming Fox, a popular theater in Solaris. Booth always knew he was going to be a star, what with his childhood being filled with song, dance, and performance. Frequently called upon to perform for his parents' friends, Bartleby became fairly well known even before he was in his teens.

Trim-waisted, handsome, and blessed with a wonderful singing voice, Bartleby first burst upon the Luminous theater scene with his play-stealing performance in *Annie's Raptor Done Run Away*, a farcical musical set on Saurian.

Bartleby's lover, Max, was killed late last year, and the murder went unsolved despite Harrick St. James' best efforts. The loss barely affected Booth on stage, but in his private life, he was devastated. Using his ability to mimic others and blend in using makeup, Bartleby went undercover and managed to track down the murderer himself. Bartleby anonymously turned over evidence to the Rangers, who quickly swept in and captured the criminal. Flush with success, Bartleby has solved two more crimes over the past few months, even going so far as to acquire a nickname among the criminal element: the Masque. All of the Masque's messages to the Rangers are signed with stylized depictions of the Comedy and Tragedy masks.

**Agility** 3D, acrobatics 6D, dodge 6D, running 3D+2, sleight of hand 5D+1

**Mechanical** 2D+1

**Strength** 2D+1, climb/jump 3D, stamina 4D

**Knowledge** 2D, streetwise 3D

**Perception** 4D, artist: plays 8D, con 5D+2: acting +1D/disguise +1D, hide 5D, investigation 4D+1, persuasion 6D+2, sneak 4D+2

**Technical** 2D, computer interface/repair 3D+2, security 3D+2

**Strength Damage:** 1D      **Move:** 10

**Fate Points:** 1      **Character Points:** 3

**Body Points:** 27      **Wound levels:** 5

**Disadvantages:** none

**Advantages:** Fame (R2); Wealth (R1)

**Special Abilities:** Master of Disguise (R1), gains +5 to *con* totals when using that skill to disguise himself and a +1D bonus to any *con*, *intimidation* or *persuasion* actions while in that disguise

**Equipment:** disguise kit; cred-key

### JON BURROUGHS

Back on Earth, everything seemed to make sense for Jon Burroughs. Dark-haired and square-jawed, he was loved by women and feared by men. He was a bounty hunter, recruited to serve the government. For a time, he wore the uniform of the United American States and fought whomever was the enemy that week. He made enough money to feed and clothe himself, but never enough to retire on. It seemed that Jon would die the way he lived: with a gun. Smilin' Jack McDonald promised him something more if he joined the Rangers: He promised him self-respect. Jon thought it over and accepted the offer, knowing that there was nothing holding him back.

In Amatsumara, he carved out a reputation as an old-fashioned gentleman, but one whom no one wanted to cross. He was good with a gun and held a grudge. There was even talk that he might take over for the Colonel if and when Smilin' Jack met his maker. But then Jon met Sakiko, a young bounty hunter who'd been hired to kill him. Suddenly, life was complicated again. After a few fights, the two ended up in each other's arms. One week later, Jon resigned from the Rangers and opened up shop in Helium.

He smokes a little too much, he has a tendency to wear black a little too often, and he's never quite gotten over his habit of swearing in public. It seems that he's back to his old ways, taking money to track down criminals, but he doesn't mind. He's found his self-respect in the eyes of his princess, Sakiko.

**Agility** 3D+1, brawling 4D, dodge 4D, firearms 5D+2, running 4D

**Mechanical** 2D+1, vehicle operation 3D

**Strength** 2D+2, climb/jump 3D, lift 4D, stamina 3D

**Knowledge** 2D, intimidation 3D+2, security regulations 4D, streetwise 4D+1, survival 3D, willpower 4D

**Perception** 2D+2, con 4D, investigation 5D

**Technical** 2D+2, firearms repair 3D+1, medicine 3D

**Strength Damage:** 2D      **Move:** 10

**Fate Points:** 1      **Character Points:** 3

**Body Points:** 28      **Wound levels:** 5

**Disadvantages:** Enemy (R1), many Rangers believe he's betrayed them

**Advantages:** Fame (R1)

**Special Abilities:** Luck: Good (R1)

**Equipment:** energy blaster (damage 5D, range 20/50/150, ammo 12); spare cell; cred-key; pack of cigarettes

### SAKIKO SHENDOI

Sakiko is a vision of Asian loveliness with green eyes and straight, black hair. Usually clothing her trim form in skintight attire, Sakiko can turn heads no matter where she goes. But it's not for her attractiveness that the name Sakiko Shendoï is so well known. It's for her deadly ability as a bounty hunter. Her career was thriving even

before she accepted a job to kill a local Ranger by the name of Jon Burroughs. Though she normally didn't do assassinations, this one paid so well that Sakiko accepted without hesitation. But meeting after meeting led to an unexpected attraction between the two, and eventually Sakiko and Jon became lovers. Sakiko thought nothing would come of the relationship, for she knew how much being a Ranger meant to Jon, but he surprised her by resigning from the group and offering to become her partner. The names Shendo and Burroughs are quickly becoming famous throughout the system, thanks in part to the incredible amounts of collateral damage the two usually bring to the case. Nevertheless, they always catch their prey.

**Agility** 4D, acrobatics 6D+2, firearms 4D+2, melee combat 4D+1, running 5D, throwing 5D

**Mechanical** 2D

**Strength** 2D, climb/jump 4D

**Knowledge** 2D, intimidation 3D, streetwise 4D+2, survival 3D+1

**Perception** 3D, con 3D+2, investigation 5D, sneak 4D+1

**Technical** 2D, medicine 2D+2

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** none

**Advantages:** Fame (R1)

**Special Abilities:** Ambidextrous (R1), +1 to relevant two-handed actions

**Equipment:** energy blaster (damage 5D, range 20/50/150, ammo 12); spare cell; cred-key; 6 throwing stars (damage +1D, range 5/10/15)

## REGULAR CITIZENS

### ARCANISTS

The Arcanists were birthed when Gregor Romanov discovered that one of his oldest friends had "augmented" himself with cyberware in an attempt to regain his lost youth. The process went awry and left the man an invalid, barely able to speak or write. Gregor called together many of his peers and formed a new group, ostensibly to serve as a think-tank alternative to the corporations who had come to dominate the science industry on Luminous. Almost immediately, however, rumors sprang up that the group's meetings had little to do with their carefully constructed press releases and far more to do with an attempt to undermine the cyberware industry. As such, they've made a few enemies along the way, but no one has gotten angry enough to physically strike out at them. Instead, the Arcanists are being painted as over-the-hill eccentrics. To combat this,

the Arcanists have begun recruiting like-minded younger scientists, such as Nadia Romanov.

**Agility** 2D, **Strength** 2D, **Knowledge** 3D+1, scholar 5D, **Perception** 2D, **Mechanical** 2D+2, **Technical** 3D, computer interface/repair 4D+2, medicine 3D+2, personal equipment repair 4D, vehicle repair 4D. **Strength Damage:** 1D. **Move:** 10. **Fate Points:** 0. **Character Points:** 1. **Body Points:** 16. **Wound levels:** 3. **Disadvantages:** none. **Advantages:** Contacts (R1), Arcanists. **Special Abilities:** none. **Equipment:** hand comp with scholarchips (+1D to relevant rolls when using appropriate chip).

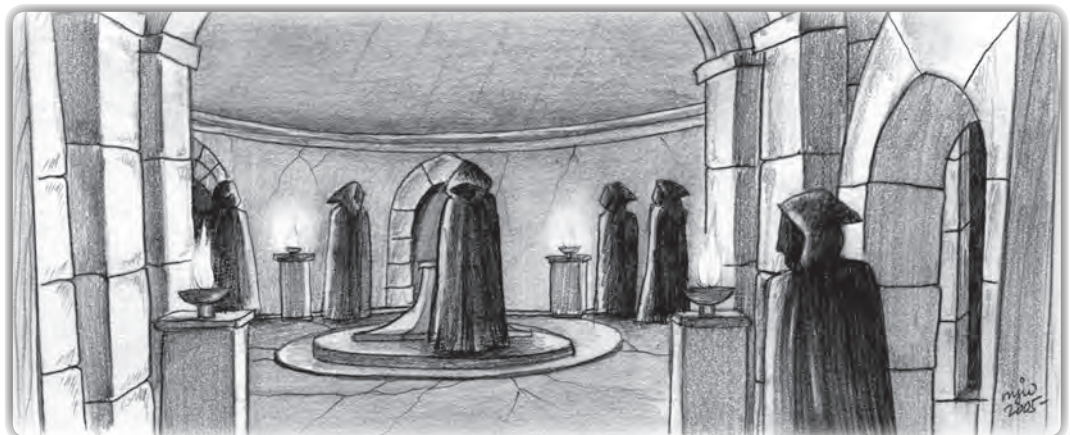
### MERAN ORGANIZATION

The Merans are a shadowy organization existing within the greater Amatsumaran Senate. The group meets at irregular intervals, always cloaking themselves in purple hoods and robes so that no one — not even the other members — may know their true identities. The Prime Meran is the leader and founder of the group, though no one is quite certain who he's. Many assume that it's Moxie O'Bannon, a senator from Verdant, but there's been no definitive proof of this. What is definitely known is that the Prime Meran wishes to have a return to the old ways, before the Rangers came and "ruined" everything. He realizes that there's little hope of undoing the Senate's role in modern Amatsumara, but he believes that the Merans can manipulate the greater Senate into consolidating true power in the hands of a few. To that end, they have introduced numerous pieces of legislation that carve away the Rangers' power. Taken individually, none of the laws are enough to attract attention, but taken all together, a pattern begins to emerge. Prime Senator Sue Ellen Wallace has begun to put the picture together, but she has yet to convince others that the Meran pose a threat.

**Agility** 2D, firearms 2D+1, **Mechanical** 2D, **Strength** 2D, **Knowledge** 2D+2, bureaucracy 3D+2, willpower 3D, **Perception** 3D, con 4D, **Technical** 2D. **Strength Damage:** 1D. **Move:** 10. **Fate Points:** 0. **Character Points:** 1. **Body Points:** 16. **Wound levels:** 3. **Disadvantages:** Enemy (R1), Sue Ellen Wallace. **Advantages:** Contacts (R2), Meran Organization; Contacts (R2), Amatsumaran Senate. **Special Abilities:** none. **Equipment:** cred-key. **Note:** Some characters also have Authority (R3), Amatsumaran senator.

### CITY PILOTS

These brave men and women risk their lives on a regular basis. Whenever the powerful electrical storms threaten to topple the hovering cities of Luminous, the city pilots strap themselves into podlike





chambers located on the rim of the city. From there, they tap into the delicate hover-jets that lie beneath the city. The pilots then literally fly through the storm, riding out the waves of electricity and keeping damage to a minimum. Truly talented pilots can sometimes keep the ride so gentle that the citizens barely even notice their actions. City pilots sometimes don jetpacks and fly beneath the cities for mechanical work or cleaning off city slugs, as well. Considering how much depends on the precious psiron batteries that power the engines, all city pilots develop an intense hatred of the power-stealing city slugs.

As being a city pilot is a lucrative though hazardous profession, there are many folks who seek out these people for marriage. A would-be “city pilot widows” can be almost as draining as city slugs.

Agility 3D, acrobatics 3D+1, flying/0-G 5D+1, Mechanical 4D, comm 4D+1, navigation 6D, piloting 6D+2, sensors 4D+2, vehicle operations 4D+2, Strength 2D+1, stamina 3D, Knowledge 2D, Perception 2D+2, command 2D+1, search 3D, Technical 3D, computer interface/repair 4D+1, flight systems repair 5D, vehicle repair 4D. *Strength Damage:* 1D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 17. *Wound levels:* 3. *Equipment:* jetpack; hover-jet toolkit (+2 to relevant *repair* totals); cred-key.

## SAURIAN PEOPLE

### MONTY THOMPKINS

Monty is the owner of Junky’s, a popular saloon in Evergreen. Monty is the third generation of Thompkins to run the place and he hopes to eventually pass it on to his own son, Mickey. Mickey is only six at present, so Monty should have a long tenure of his own before he steps down.

Thompkins lost a leg to an infection a few years back, and the loss has haunted him every since. He longs to save enough money to visit Luminous and undergo a cyberware augmentation, but the cost of maintaining his business makes that unlikely. Monty’s liked well enough that many locals would donate to such an endeavor, but he’d never accept that kind of charity.

Monty is a collector of the bizarre and unusual, so the saloon’s original name (the Watering Hole) was abandoned a few years back because the saloon was bursting at the scenes with “junk.” Locals bring anything unusual to Monty, who catalogs it and puts it on a shelf. There’s no telling what might be lurking in Junky’s.

**Agility** 2D, **firearms** 2D+1, **riding** 2D+2

**Mechanical** 2D

**Strength** 2D+2, **stamina** 3D

**Knowledge** 2D+2, **business** 5D, **scholar (local trivia)** 4D

**Perception** 2D

**Technical** 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 0

**Character Points:** 5

**Body Points:** 28

**Wound levels:** 5

**Disadvantages:** Hindrance: Missing Left Leg (R2), +2 to *acrobatics*, *running*, and *climb/jump* difficulties

**Advantages:** Fame (R1)

**Special Abilities:** none

**Equipment:** miscellaneous items in Junky’s

**Note:** If a character wishes to determine if Monty has something useful in his saloon, she should make a search roll, using the “Observation Difficulties” on page 85 of the rulebook as a guide. At a difficulty of 10, Thompkins has something close to what the character wants, while a 25 or more could indicate that the character finds (more or less) exactly what she seeks. The gamemaster’s discretion should be taken with this, as Monty should never have something in his possession that would warrant an Equipment Advantage.

### THICK PAUL SIZEMORE

Paul Sizemore was always a little less bright than his schoolmates. Reading and writing seemed to give him more difficulty than should have been normal, but Paul’s massive physique always meant that no one made fun of him. In his late teens, he apprenticed to a local

blacksmith, learning how to take settlepot and turn it into a variety of useful items, including raptor shoes. Though most of his work can be duplicated by machines, locals recognize the extra effort that Paul puts into his creations, and they appreciate the finely crafted items they purchase from him.

Sizemore has dark hair and eyes, with a slightly protruding brow. His little sister, Mabel, has always been especially dear to him, and their bond is a deep and true one. Paul's nickname might seem harsh, but he doesn't seem to mind it. He's always considered it a token of affection, as if having a nickname made him fit in a little bit better.

Paul's slowness of thought has made it hard for him to have relationships with women, though one or two have tried to take advantage of him over the years, hoping to take away some of his meager earnings. Paul's good nature makes it likely that someone special will enter his life at some point.

**Agility** 2D+1, brawling 3D

**Mechanical** 2D

**Strength** 4D, lift 8D, stamina 6D+2

**Knowledge** 2D, intimidation 3D

**Perception** 2D, bargain 2D+1, know-how (blacksmithing) 6D

**Technical** 2D+2, armor repair 3D+2, firearms repair 3D, vehicle repair 3D

**Strength Damage:** 4D

**Move:** 10

**Fate Points:** 0

**Character Points:** 5

**Body Points:** 32

**Wound levels:** 5

**Disadvantages:** Learning Problems (R1)

**Advantages:** Fame (R1), for blacksmithing

**Special Abilities:** none

**Equipment:** toolkit with metalworking tools (+1D to all metalworking attempts)

## LOUIS TUBBLEVILLE

Evergreen's mayor and one of the planet's three senators, Louis Tubbleville is a well-known, if not terribly well-respected, local figure. With a rotund build, shocking tufts of white hair on the sides of his head and an ever-ready smile, Louis oozes small-town sophistication. His tenure in politics hasn't resulted in very many accomplishments, but given the lack of interest most Saurians have for the Senate in general, nobody seems to mind.

Louis has been married six times and has set his eyes on pretty Mable Sizemore as a potential number seven. Her brother, Paul, isn't sure what to make of Louis just yet, which has slowed the affair down to a crawl. Nonetheless, Louis is hopeful that his charm will eventually win out.

Louis isn't a bad person, but he's not a hero either. He's simply someone who enjoys having his little tastes of power.

**Agility** 2D: riding 3D

**Mechanical** 2D, comm 2D+1, vehicle operation 2D+1

**Strength** 2D+1

**Knowledge** 2D, bureaucracy 4D, business 4D+1, cultures 2D+1, intimidation 3D+2, scholar 2D+1, security regulations 3D

**Perception** 2D+2, bargain 3D, command 3D+2, persuasion 4D

**Technical** 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Hindrance: Overweight (R1), +1 to *acrobatics*, *dodge*, and *running* difficulties

**Advantages:** Authority (R3), Amatsumaran senator; Contacts (R2), Amatsumaran Senate

**Special Abilities:** none

**Equipment:** cred-key

## SILAS WILCOX

Wilcox is leader of a partnership that has gained a stranglehold over Evergreen and its environs. Along with his childhood friends, Jacob Oleander and Logan Earp, Wilcox has amassed a fortune through the buying up of land at cutthroat prices. These methods work because the men pay off a group known as the Brigade to physically harass ranchers until they sell off their property. Their actions have made many enemies, most notably Rusty Bedingfield, but their power base seems secure for the present.

Wilcox is a slender man with a surprisingly gentle manner about him. He has a moustache that's kept neatly trimmed, and he's got a flair for public speaking and poetry. It's these qualities that have made him the spokesperson for the trio, but he doesn't lord over them. He considers them all equal partners, and they're very loyal to one another. Though a conniving man, Wilcox has moments where he almost seems likeable.

**Agility** 2D+2, brawling 3D, dodge 3D, firearms 4D, riding 4D

**Mechanical** 2D, navigation 2D+2, vehicle operation 2D+2

**Strength** 2D+1, lift 3D

**Knowledge** 3D, bureaucracy 3D+2, intimidation 3D+1, scholar: literature and poetry 3D+2, survival 4D

**Perception** 2D, artist: poetry 3D, command 4D+2, know-how: ranching 4D, persuasion 3D+1

**Technical** 2D, medicine: raptor first-aid 3D

**Strength Damage:** 2D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 27

**Wound levels:** 5

**Disadvantages:** Enemy (R2), Rusty Bedingfield and other former ranchers

**Advantages:** Authority (R1); Wealth (R1)

**Special Abilities:** none

**Equipment:** 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); cred-key; raptor

## JACOB OLEANDER

Jacob is part of a trio that includes Silas Wilcox and Jacob Earp. The group controls much of the raptor industry around Evergreen, having amassed their power through intimidation and force. Oleander is a lean, wiry man with sunken cheeks and a sarcastic smile and always sporting a stylish cowboy hat. He's married to a woman named Maggie, but she's aged fast, no doubt thanks to a life with Jacob. Though the personification of a "good ole boy" in public, he's

a harsh man, whipping his animals when they begin to tire and once shooting a ranch hand dead for allegedly pilfering food from Jacob's house. It was Jacob who encouraged his friends to begin avoiding the town meetings and to form their own militia. He considers the Brigade's leader, Jonah Mosley, to be a kindred spirit, though Mosley thinks Jacob is a sadistic fool with overinflated notions of his own importance. Jacob suffers from an intense desire to feel powerful and will not miss an opportunity to boast.

**Agility** 3D, brawling 4D, dodge 3D+1, firearms 3D+2, melee combat 4D, riding 3D+2

**Mechanical** 2D, vehicle operation 3D, navigation 2D+2

**Strength** 2D, stamina 2D+2

**Knowledge** 2D+2, bureaucracy 3D, business 2D+2, intimidation 4D, security regulations 3D, survival 3D, willpower 3D+2

**Perception** 2D+1, command 2D+2, sneak 3D

**Technical** 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 3

**Character Points:** 8

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Enemy (R2), Rusty Bedingfield and other former ranchers; Quirk (R1), boasting; Quirk (R3), deep secret

**Advantages:** Authority (R1); Contacts (R2), White Dragon Society; Wealth (R1)

**Special Abilities:** none

**Equipment:** light semi-automatic slug-throwing handgun (damage 3D+2, range 10/25/50, ammo 6); cred-key; raptor

## LOGAN EARP

The third member of the Wilcox gang, Logan usually fades into the background when the men are all involved in something. Earp was the butt of many jokes played on him by Oleander during their childhood, rarely fighting back because he was smaller than normal. His small height has continued into adulthood, and he currently stands only 1.62 meters tall. This has made him a bit sensitive to certain kinds of humor, and he's snapped on a number of occasions, challenging people to gunfights in the city streets. He's won all these because of his great hand-eye coordination, but Wilcox has warned him to avoid too many of these confrontations in the future.

**Agility** 3D+2, brawling 4D, dodge 4D, firearms 5D, riding 4D

**Mechanical** 2D

**Strength** 2D

**Knowledge** 2D, intimidation 2D+1, survival 3D, willpower 2D+1

**Perception** 2D+1, gambling 2D+2, hide 3D, search 3D, sneak 3D

**Technical** 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Enemy (R2), Rusty Bedingfield and other former ranchers; Quirk (R2), dislikes jokes about his height — must make a Very Difficult *willpower* roll to avoid losing his temper when being made fun of

**Advantages:** Authority (R1); Wealth (R1)

**Special Abilities:** Fast Reaction (R1), gains +1D to *Perception* when determining initiative and receives one additional action for one round three times per adventure

**Equipment:** pearl-handled blaster pistol (damage 5D, range 20/50/150, ammo 12, 1 shot per round); cred-key; raptor

## JONAH MOSLEY

Jonah Mosley's past is shrouded in mystery, but what is known is that he's a hard-as-nails mercenary who feels nothing for his fellow man. His only concern is where his next paycheck will come from — and right now, Jacob Oleander is the man signing the checks. Jonah is well built, but his handsomeness was lost forever when a terrible scar marked his face. The left corner of his upper lip is now permanently slanted upwards, revealing his gums and a broken front tooth.

Oleander loves to drink and spends his off hours in one of the local saloons. He's very fond of Junky's, even going so far as to break up a few fistfights in order to protect the place. This doesn't



mean he's soft on Monty or anyone else who works there, though. He just likes having a bar that serves him at half price. As leader of the Brigade, Jonah takes full advantage of his position, and he maintains it by beating the tar out of anyone who challenges him.

**Agility** 3D, brawling 6D, dodge 3D+1, firearms 4D+1, melee combat 4D+1, riding 3D+1, running 3D+1

**Mechanical** 2D, navigation 3D, vehicle operation 2D+1

**Strength** 3D, lift 6D+2, stamina 5D

**Knowledge** 2D, intimidation 5D, streetwise 4D

**Perception** 2D+2, command 3D: the Brigade +3D, con 4D, sneak 4D

**Technical** 2D, firearms repair 3D+1

**Strength Damage:** 3D      **Move:** 10

**Fate Points:** 1      **Character Points:** 3

**Body Points:** 29      **Wound levels:** 5

**Disadvantages:** Enemy (R2), Rusty Bedingfield and other former ranchers; Quirk (R3), loves violence

**Advantages:** Contacts (R1), the Brigade; Patron (R3), Jacob Oleander

**Special Abilities:** none

**Equipment:** 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); cred-key; raptor

## RUSTY BEDINGFIELD

Rusty grew up on his father's ranch and fully intended to one day take over the place himself. But when Silas Wilcox and his gang decided that what belonged to Bill Bedingfield should be theirs instead, they began a campaign of terror that ended in Bill's death. Rusty buried his father on the outskirts of the land that had once belonged to them and he watched helplessly as Silas stole everything that his father had worked so hard to build. Swearing vengeance, Rusty began doing whatever he could to interfere with the activities of Wilcox and the others. No longer trusting the Rangers after they failed to help his father, Rusty sold what little remained to him to an off-worlder black marketer. Having heard rumors about men and women who had gained mental abilities after exposure to psiron, Rusty took the dangerous step of trying it for himself. Purchasing a small supply of the strange metal from the black marketer, Rusty began exposing himself to the material on a regular basis. At first he feared that nothing would come of it, but slowly he has begun to feel ... different, like he's able to grasp something that's only now become tangible to him. Only time will tell where his new abilities will lead him.

Rusty is a handsome young man with blond hair and green eyes. He usually wears a vest over a red shirt and always keeps his cowboy hat near at hand. To make ends meet, Rusty works on various ranches, helping with the breaking of difficult raptors.

**Agility** 2D+2, brawling 3D, firearms 4D, riding 6D, running 3D

**Mechanical** 2D, navigation 3D, vehicle operation 2D+2

**Strength** 2D, climb/jump 2D+2, stamina 3D

**Knowledge** 2D+1, survival 3D, willpower 4D

**Perception** 3D, bargain 3D+1, hide 3D+2, know-how: ranching 5D, search 4D, sneak 4D

**Technical** 2D

**Metaphysics** 1D, channel 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Enemy (R1), the Wilcox gang

**Advantages:** none

**Special Abilities:** none

**Equipment:** 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); raptor

## CARLOS RIVERA

A veterinarian in Sundance, Dr. Rivera has become a renowned expert on raptors. Tall and elegant, Rivera has short-cropped hair and intelligent, piercing eyes. His brother, Tomas, is even better looking and has left a string of broken hearts throughout the city. Carlos, however, is single and not really looking to settle down. He's busy with his practice and with his vocal criticism of the way that raptors are mistreated throughout the system. Carlos believes the creatures are sensitive and intelligent and that humanity's abuse of them is eventually going to drive raptors into extinction.

**Agility** 2D, brawling 2D+2, dodge 2D+2

**Mechanical** 2D

**Strength** 2D, lift 3D+1

**Knowledge** 3D, scholar 4D: raptors +4D, survival 3D+1: raptor handling +2D, willpower 3D+2

**Perception** 2D+2, investigation 3D, persuasion 3D+2, search 3D

**Technical** 3D, medicine 3D+1: general veterinary +3D/raptors +5D

**Strength Damage:** 2D

**Move:** 10

**Fate Points:** 0

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** none

**Advantages:** none

**Special Abilities:** none

**Equipment:** veterinary med-kit (+1D to all relevant *medicine* rolls); hand comp with scholarchips on raptors and Saurian

## SOLOMON PHAGE

Solomon Phage dominates the raptor industry around Serenity. Though he's profited handsomely off the native creatures, Phage little affection for them. They are nothing more than simple beasts to him and do not feel pain in any way that he can comprehend. Thus, he works them nearly to death and laces their food with sawdust in an attempt to stretch it out.

Phage is a dusky-skinned man with a full beard and narrow, piercing eyes. He looks a bit like a stereotypical gold prospector from Earth, especially since he hordes his money and does not waste it on fine clothes. It's a common sight to see him entering Serenity in ragged jeans and shirts ridden with holes.

Phage is single, and some in Serenity wonder if he doesn't have interests that are improper at best and highly illegal at worst. Given

the way Serenity is set up, however, nobody would dare to snoop too much into Phage's business.

Recently, a large number of raids have been carried out on Phage's herd, and he's hired someone capable of finding and killing these raiders. That "someone" is Shakira Stanley.

**Agility** 2D, brawling 3D, firearms 3D, riding 3D

**Mechanical** 2D, vehicle operation 2D+1

**Strength** 3D, lift 3D+2

**Knowledge** 2D+1, business 3D, intimidation 4D, know-how: ranching 3D

**Perception** 2D, gambling 2D+2

**Technical** 2D

**Strength Damage:** 2D

**Move:** 10

**Fate Points:** 0  
**Points:** 3

**Character**

**Body Points:** 29  
**levels:** 5

**W o u n d**

**Disadvantages:** Enemy (R1), raptor raiders; Quirk (R3), greedy

**Advantages:** Wealth (R1)

**Special Abilities:** none

**Equipment:** 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); raptor; cred-key

## SHAKIRA STANLEY

Stanley is a mercenary who's become a frequent employee of the White Dragon Society in recent years. Tall and thin, Shakira has dark, sun-tanned skin and bleached-blond hair. She has a small beauty mark on the upper right side of her lips and dresses in jeans and leather chaps and vests. Born on Verdant, Shakira is an excellent tracker and can scale a tree with incredible ease. She's not a sadist by any means and usually looks for the least violent way to accomplish her goals. When ordered to kill, however, she will do so. Shakira could be swayed back to the side of the angels, for she hasn't totally lost sight of morality. But it would be a difficult process and would have to be undertaken by someone who cared for her a great deal.

**Agility** 3D+1, acrobatics 4D+2, brawling 3D+2, dodge 4D+2, firearms 3D+2, running 3D+2, throwing 4D: daggers +2D

**Mechanical** 2D+1, navigation 2D+2, piloting 2D+2, vehicle operation 2D+2

**Strength** 2D+1, climb/jump 5D, swim 4D

**Knowledge** 2D, intimidation 3D+2, streetwise 4D, survival 4D, willpower 3D

**Perception** 3D, con 4D, hide 3D+2, investigation 3D+2, persuasion 3D+2, search 4D, sneak 4D+2

**Technical** 2D, medicine 2D+2, security 3D

**Strength Damage:** 1D



**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 27

**Wound levels:** 5

**Disadvantages:** none

**Advantages:** Contacts (R1), White Dragon Society

**Special Abilities:** none

**Equipment:** pearl-handled blaster pistol (damage 5D, range 20/50/150, ammo 12, 1 shot per round); cred-key; comlink

## REGULAR CITIZENS

### RANCHERS

Most ranchers are honest, hard-working people. There are a few, like Solomon Phage and Jacob Oleander, who have let their power corrupt them, but these are the minority. Likewise, most ranchers are not wealthy. They scrape by, hoping to earn enough to keep themselves and their family fed. On Saurian, ranchers tend to be fairly simple in their wants and expectations, as well. To them, having land that's your own and having a roof over your head should be enough to make a body proud and happy. Like everyone on Saurian, they tend to be a bit distrustful of strangers, but this is because they're used to others looking down upon them and trying to take advantage of them.

**Agility** 2D+2, brawling 3D, firearms 3D+2, riding 4D, Mechanical 2D, navigation: Saurian 3D, Strength 3D, lift 5D, stamina 4D, Knowledge 2D, business 2D+2, intimidation 2D+1, survival 3D, Perception 2D, know-how: ranching 4D, Technical 2D+1, medicine 2D+2. **Strength Damage:** 3D. **Move:** 10. **Fate Points:** 0. **Character Points:** 1. **Body Points:** 19. **Wound levels:** 3. **Equipment:** 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); raptor; water bottle; rations; blanket and range stove in saddlebags.

### SALOON DANCER

There are many paths that frontier folk's lives might take that could lead them into a life as a dancing girl. For some of them, it's merely a quick and easy way to use their beauty to make a living. For others, it's a misguided attempt to catch the eye of a hardworking person or a way to break into show business. But one thing always remains the same: It's hard work. Saloon dancers are expected to take good care of themselves and maintain their beauty, despite the harshness of frontier life.

One thing that's important to note is that dancing girl is not synonymous with prostitute. Many times, one career leads to the other, but for the most part, the two occupations remain separate. Saloon dancers are expected to socialize with the people in saloons after

their performances, encouraging them to buy them drinks and such, but prostitution is something that's beneath most of the workers.

Agility 3D, acrobatics 3D+2, sleight of hand 3D+1, Mechanical 2D, Strength 2D, climb/jump 3D, stamina 3D+2, Knowledge 2D, Perception 3D, artist: dance 4D+1, bargain 3D+1, con 3D+1, persuasion 4D, Technical 2D. *Strength Damage:* 1D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 16. *Wound levels:* 3. *Equipment:* makeup kit; stage costumes in a small trunk.

## BRIGADE MEMBER

Oleander's Brigade is made up of men and women who have nothing better to do than earn a little cash by beating up innocent ranchers. They're well paid by Jacob Oleander, but they have no great love for him. Anyone who crosses the path of a Brigade member should be very careful, however, as harming one of them usually leads to a confrontation with the group as a whole.

Jonah Mosley's leadership is based on intimidation and physical strength, but there's an undercurrent of respect that the other Brigade members feel for him.

Agility 2D+2, brawling 3D, firearms 3D+1, riding 3D, Mechanical 2D, vehicle operation 2D+1, Strength 3D, lift 4D, stamina 5D, Knowledge 2D, intimidation 3D, streetwise 2D+2, survival 3D, Perception 2D+1, Technical 2D. *Strength Damage:* 2D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 19. *Wound levels:* 3. *Disadvantages:* Infamy (R1). *Advantages:* Contacts (R1), Brigade; Patron (R1), Jacob Oleander. *Special Abilities:* none. *Equipment:* 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); raptor; range stove

## SCINTILLA PEOPLE

The people of Scintilla are a harsh and rough lot, many of who have experienced great hardships over the course of their lives. Though some people come to Scintilla for the promise of riches and fame, most simply seek out the world as a place to start a new life while leaving an unpleasant one behind. For a number of Scintillans, the world is a home out of necessity and not out of choice, and the poor and downtrodden people crammed tightly into hovels inside Icehaven City and other settlements long for the chance to escape to something better.

## DR. PHINNEAS BELLWOOD

A brilliant research scientist and one of the foremost cryogenics experts in the Amatsumara system, Dr. Phinneas Bellwood studied abroad for several years before returning to the planet of his birth to gain a deeper understanding of the preservation capabilities of cryogenics. Dr. Bellwood, a lanky and pale man with pure white hair, created some of the newest creations to come out of Bevriezing Station, including the most recent iteration of the cryogenics pod. Though his research needs are expensive and often require obtaining rare chemicals or machinery, the benefactors that oversee the laboratories are happy to continue funding even his most eccentric ventures in exchange for his continued (profitable) service to the station.

**Agility** 2D, **dodge** 4D

**Mechanical** 3D, **comm** 5D+2, **sensors** 6D

**Strength** 2D

**Knowledge** 4D, **bureaucracy** 6D+2, **scholar:** biology 9D, **scholar:** cryogenics 8D+1, **intimidation** 4D+2

**Perception** 3D, **con** 4D+2, **hide** 4D+2, **persuasion** 5D, **know-how** 7D, **sneak** 4D+2

**Technical** 4D, **computer interface/repair** 6D, **medicine** 7D+1

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 4

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Devotion (R3), to work; Quirk (R3), dark secret; Price (R1), must continue to produce breakthroughs in order to keep lab

**Advantages:** Equipment (R3), lab outfitted by employer; Patron (R3), Bevriezing Stasis & Shipping Station

**Special Abilities:** none

**Equipment:** doctor's clothing; hand comp with comlink and medical and science scholarchips (+1D to related skill rolls)

## COLD BILLY MCLANAHAN

A ruthless and deadly mercenary the likes of which are rarely seen even on Scintilla, "Cold Billy" McLanahan is a brutal gunfighter made infamous by his exploits on and around Scintilla. Originally born on the desert world of Barren, Cold Billy left his home planet after fleeing the law for committing several murders. Over the years, Cold Billy gained a reputation as an emotionless killer who showed no remorse, even for the most tasteless murders. A valued assassin, Cold Billy earned his nickname when he set up a personal base of operations on Scintilla, a planet said to match his own heart in temperature. While Cold Billy will accept nearly any job no matter how grisly, he flat-out refuses to return to Barren for any reason, even in search of a quarry. On the rare occasion that he's hired to kill someone living on Barren, Cold Billy will kill off-planet friends and relatives in order to draw them off-world for the targeted killing.

**Agility** 3D+2, **firearms** 8D+2, **dodge** 7D+2, **melee combat** 8D

**Mechanical** 2D+1, **gunnery** 5D+2, **navigation** 6D, **piloting** 4D+2, **vehicle operation** 4D+2

**Strength** 4D, **climb/jump** 6D, **stamina** 6D+2

**Knowledge** 2D, **intimidation** 7D+1, **security regulations** 4D, **streetwise** 6D+1, **survival** 5D, **tactics** 6D+2, **willpower** 6D

**Perception** 3D, **forgery** 6D, **hide** 6D+2, **investigation** 5D+2, **know-how** 4D, **search** 7D, **sneak** 6D+1

**Technical** 2D, **computer interface/repair** 4D+2, **demolitions** 5D

**Strength Damage:** 2D

**Move:** 10

**Fate Points:** 1

**Character Points:** 5

**Body Points:** 32

**Wound levels:** 5

**Disadvantages:** Infamy (R3); Quirk (R3), emotionless, remorseless killer

**Advantages:** Contacts (R3), on various planets; Wealth (R3)

**Special Abilities:** none

**Equipment:** blaster pistol (damage 5D, range 20/50/150, ammo 12); spare energy cell; hunting knife (damage +1D); rugged clothing



## 6. THE PEOPLE

(Armor Value +2); cold suit; hand comp with comlink; several sets of false identification; handcuffs

### WARDEN JAMESON

A grizzled veteran gunfighter and former member of the Rangers, Warden Thomas Jameson is the presiding officer in charge of Scintilla Penal Colony. Roughly 50 years old, the no-nonsense warden is graying at the temples and shows numerous battle scars on all visible skin. Though fair, Jameson is one of the few unflinching upholders of the law who cannot be conned, bribed, or pleaded with under any circumstances. Jameson hails from the Scintillan school of justice and is quite draconian in his version of justice; any prison inmates that fight, riot, or otherwise cause problems are taken to Scintilla and abandoned naked on the planet's surface to die a cold and painful death. Though his methods are part of the reason he left the Rangers, few dare oppose the Warden due to his effectiveness. The prison has the fewest escapees and fights of any similar prison elsewhere in the system, and most planetary governments dare not criticize his methods for fear that their forgotten exiles might one day escape under more lax security measures.

**Agility** 3D, firearms 7D, dodge 6D+1, melee combat 5D, running 4D

**Mechanical** 3D, piloting 5D, vehicle operation 4D

**Strength** 2D+2, stamina 6D

**Knowledge** 2D+1, bureaucracy 5D+1, intimidation 6D+2, security regulations 8D+2, streetwise 6D+2, willpower 7D

**Perception** 3D+1, command 7D+1, investigation 6D, search 7D+1

**Technical** 2D+2, security 7D+2

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 28

**Wound levels:** 5

**Disadvantages:** Devotion (R3), to upholding the law

**Advantages:** Authority (R1), prison warden; Contacts (R3), Rangers

**Special Abilities:** none

**Equipment:** range 20/50/150, ammo 12); spare energy cell; official clothing; hand comp with comlink; handcuffs

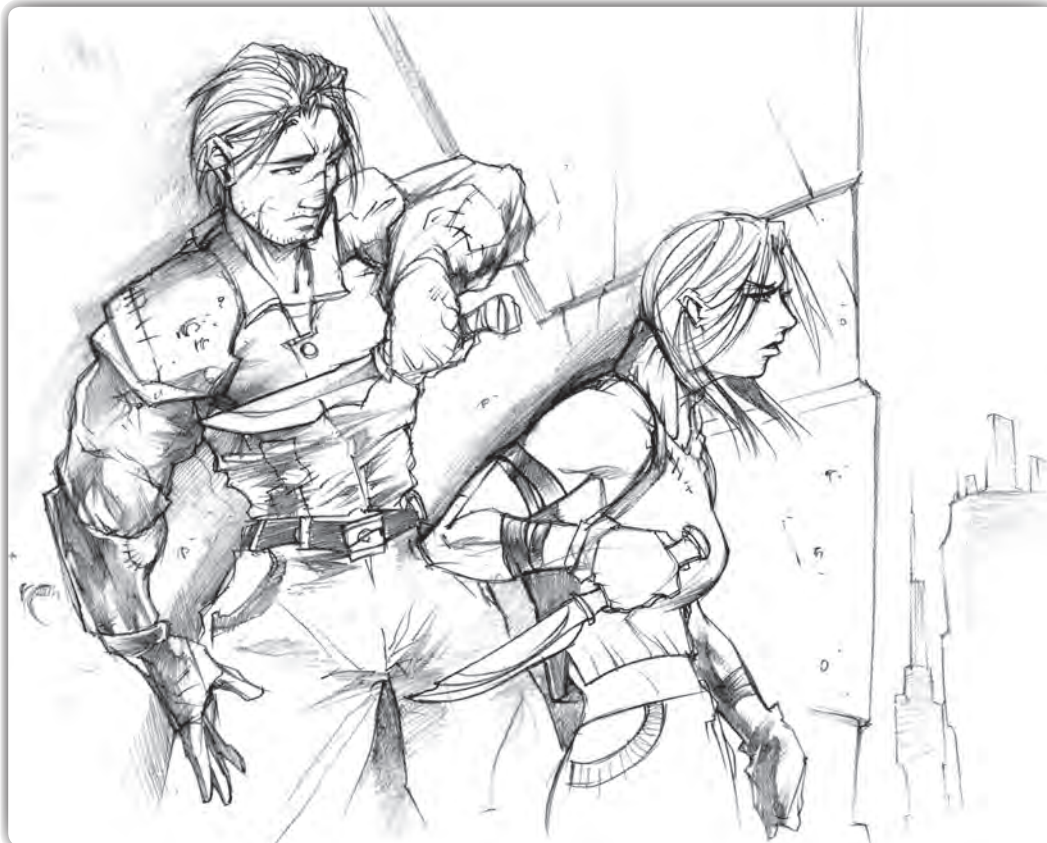
### REGULAR CITIZENS

There are two major kinds of people on Scintilla: those desperately trying to better their lives, and those trying to escape a desperate life. The former is made up by most of the honest citizens on Scintilla, such as miners and scientists. The latter primarily consists of refugees and criminals that have fled to the far-flung reaches of the solar system to escape a past they can no longer live with. Unfortunately for the honest citizens, many times it seems that the fugitives outnumber the workers.

Most citizens of Scintilla work in the mining industry in some capacity; several mining firms operate out of each city, and each one needs not only miners but also mechanics, pilots, geologists, manual laborers, administrative staffs, and dozens of other positions. Some families have worked in the same company for generations, with

every member of the family employed by the same corporation in some way. Those who are working for gem-mining business support it with other goods and services (like food and entertainment).

Unfortunately, the mining firms do not always pay well, especially for their manual laborers and unskilled workers. Furthermore, mining corporations that offer "employee housing" provide little more than crowded hovels owned by the firm. Some unscrupulous mining firms keep their employees in abject poverty through low wages and high rent prices, and others have even gone so far as to purchase major food suppliers and luxury goods stores, meaning that every bit of pay a mining firm worker receives goes right back into the firm-owned shops and stores. With entire communities under the thrall of these corporations, it



comes as no surprise that living conditions have plummeted while misery has become the most common currency.

## FUGITIVES

Scintilla's high crime rate is a direct result of its distance from other planets. Thousands of fugitives flock to Scintilla each year, fleeing the law or their previous lives in an attempt to start anew. Unfortunately for the Scintillan populace, while leaving one's life behind can be simple leaving one's habits behind is not. Frequently these fugitives arrive on Scintilla and delve right back into a life of crime, either striking out on their own or joining one of the organized crime syndicates. The high criminal population is also directly responsible for the draconian law code, which even though it's rarely enforced can be quite harsh when a criminal is brought to justice.

Agility 3D, brawling 4D, firearms 3D+1, dodge 3D+2, melee combat 3D+1, Mechanical 2D, Strength 3D, stamina 3D+2, Knowledge 3D, intimidation 3D+2, streetwise 4D, Perception 3D, hide 4D, sneak 4D, Technical 1D. *Move:* 10. *Strength Damage:* 2D. *Fate Points:* 0. *Character Points:* 2. *Body Points:* 19. *Wound levels:* 3. *Disadvantages:* Poor (R1); Infamy (R2). *Advantages:* none. *Special Abilities:* none. *Equipment:* blaster pistol (damage 5D, range 20/50/150, ammo 12); spare energy cell; knife (damage +1D); cold suit.

## GEMTOLOGISTS AND MINERS

The most abundant source of honest work comes from the gems mined from the icy surface of Scintilla. Miners are typically specially trained to spot the rarest and most valuable gems, and learn methods of safe extraction during their first days with the mining firms. Most miners are poorly educated, and they know how to read enough to operate machinery or understand the instructions on emergency equipment. The scientists that experiment on these gems are known locally as "gemtologists," a bastardized word used by uneducated miners that eventually came to stick. These gemtologists typically work for funded research laboratories constantly searching for new uses for the rare and valuable gems, particularly Scintillan quartz. Most gemtologists come from other worlds where education is more valued, though some self-made gemtologists from Scintilla learned their trade from other gemtologists already at work.

**Gemtologist:** Agility 2D, brawling 2D+1, sleight of hand 3D, Mechanical 3D, sensors 3D+2, vehicle operation 3D+1, Strength 2D, Knowledge 2D+2, business 3D, scholar 4D, Perception 2D, persuasion 3D, Technical 3D, computer interface/repair 4D, personal equipment repair 4D. *Strength Damage:* 1D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 16. *Wound levels:* 3. *Disadvantages:* Price (R1), can keep lab as long as continue producing results. *Advantages:* Patron (R2), research firm. *Special Abilities:* none. *Equipment:* cold suit; cred-key; hand comp with scholarchips on psiron and Scintilla crystals.

**Miner:** Agility 2D, brawling 2D+1, firearms 2D+2, melee combat 4D, running 2D+2, Mechanical 3D, sensors 3D+2, vehicle operation 3D+1, Strength 3D+2, lift 4D+1, Knowledge 2D, intimidation 2D+2, streetwise 3D, Perception 2D+2, con 3D, investigation 3D+2, search 3D: Scintilla crystals +1D, Technical 2D, computer interface/repair 2D+2, personal equipment repair 2D+2, vehicle repair 2D+2. *Strength Damage:* 2D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 21. *Wound levels:* 3. *Disadvantages:* Debt (R1), to mining firm for housing; Learning Problems (R1). *Advantages:*

Patron (R1) mining firm. *Special Abilities:* none. *Equipment:* slug-throwing revolver (damage 4D, range 15/30/45, ammo 6); spare bullets; rugged clothing (Armor Value +1); ice sled; cold suit; sonic pick (damage +1D+2).

## MERCENARIES

Though not technically criminals in the local sense, the abundance of mercenaries on Scintilla can be discomfiting for many honest citizens. Most mercenaries on Scintilla are in fact working for the Scintilla Penal Colony on the moon of Galera, either tracking down bounties or visiting the planet for downtime and supplies between jobs. Other hired guns work for the mining firms, spending days or weeks in the Crystal Caves protecting the company's interests with force when necessary. A handful of reputed interplanetary mercenaries operate permanently out of Scintilla, using it as a distant base of operations so that they can have some privacy when not on the job. A hired gun is easy to find on Scintilla, and the mercenaries on the icy world do a brisk business despite the planet's relative isolation.

Agility 3D+2, brawling 4D, dodge 4D, firearms 5D+2, Strength 3D+1, Mechanical 2D+2, piloting 3D, vehicle operation 3D, Knowledge 2D+2, business 3D, security regulations 3D, Perception 3D, con 3D+1, hide 3D+2, investigation 3D+1, persuasion 3D+2, search 3D+1, sneak 4D, Technical 2D+2, security 3D+2. *Move:* 10. *Strength Damage:* 2D. *Fate Points:* 0. *Character Points:* 2. *Body Points:* 20. *Wound levels:* 3. *Disadvantages:* Infamy (R1). *Advantages:* Contacts (R1), other mercenaries and the Rangers; Wealth (R1). *Special Abilities:* none. *Equipment:* blaster pistol (damage 5D, range 20/50/150, ammo 12); spare energy cell; protective vest (Armor Value +2); cold suit; cred-key; hand comp with the latest bounties; spaceship.

## TENEBOUS PEOPLE HALCYON ONUS

Halcyon Onus is the most influential senator on Tenebrous, his family having staked a claim to power during the early days of the planet's settlement. He's a tall man with a hooked nose and a widow's peak, but there's nevertheless something about him that engenders trust. He has a persuasive manner of talking and a keen mind for business, allowing him to transform the Dark Place into a thriving success despite the fact that he spends much of his time attending Senate meetings on Luminous.

Onus is assumed to have control over much of the drug trade in Saturnine, but the Rangers have never been able to prove this. Publicly, Onus has been openly critical of Smilin' Jack McDonald and his crew, even insinuating that their presence has only further destabilized the system.

**Agility** 2D+1, dodge 3D, firearms 3D

**Mechanical** 2D, vehicle operation 2D+2

**Strength** 2D

**Knowledge** 2D+2, bureaucracy 6D, business 7D+1, willpower 6D

**Perception** 4D, command 4D+2, con 4D+2, persuasion 6D

**Technical** 2D

**Strength Damage:** 1D

**Move:** 10

## 6. THE PEOPLE

**Fate Points:** 1

**Character Points:** 5

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** none

**Advantages:** Authority (R3), Amatsumaran senator; Contacts (R2), Amatsumaran Senate; Wealth (R1)

**Special Abilities:** none

**Equipment:** hand comp

### ELLIE MORSI

Ellie is considered to be a rare kind of beauty. With a smooth, milky-white complexion to go with curly blonde hair and ice blue eyes, she started attracting the attention of Saturnine males as soon as she began blossoming into a woman. Now that she's 17 and nearly grown, she's become the source of much chasing-after. Her parents, Pete and Nancy, own Hop-Along Pete's Goods and More, and Ellie sometimes works there in the afternoons. This has led to more customers than usual coming through the door, but Pete is not pleased. He knows that his daughter is highly coveted and he's become extremely protective as a result.

Ellie is a sweet girl, but she's sometimes attracted to the wrong kind of boy and this might lead her into trouble. Her trusting nature might also put her at risk for one of the local cults. If such a horrible thing did happen, Pete would spare no expense in trying to get his daughter back.

Ellie is wonderful with animals and has considered learning a trade related to them, such as working as a veterinary assistant.

**Agility** 2D

**Mechanical** 2D

**Strength** 2D, swim 2D+1

**Knowledge** 2D

**Perception** 2D+1, persuasion 4D

**Technical** 2D+1, medicine: animals 2D+2

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 0

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Advantages:** none

**Disadvantages:** Quirk (R1), Moderate *willpower* roll to avoid succumbing to sob story

**Special Abilities:** Skill Bonus: Beauty (R2), +6 to con and persuasion totals

**Equipment:** none

### JAKE BENSON

Jake Benson is the prototypical frontiersman. He's a hazel-eyed, square-jawed man of fierce determination and high morals. Jake's wife died in childbirth, leaving him to raise their son, David, by himself. He's courted a number of women over the years, but none have been able to match the memory of his beloved wife. David is now nine years old and idolizes his father, who formed a group of lawmen in the days before the coming of the Rangers. These men and women dispensed a rough kind of justice, acting as judge, jury, and (when necessary) executioner.

Jake believes that life on Tenebrous is hard enough without criminals preying on the weak. His work was effective enough that the

Rangers recruited him to their cause, and he now works as a sheriff in Graytown.

**Agility** 3D, brawling 5D, firearms 6D+1, throwing 4D

**Mechanical** 2D, piloting 2D+1

**Strength** 3D, lift 8D, stamina 6D

**Knowledge** 2D, intimidation 4D+2, security regulations 2D+2, survival 4D

**Perception** 2D+1, command 3D+2, investigation 4D

**Technical** 2D+1

**Strength Damage:** 4D

**Move:** 10

**Fate Points:** 1

**Character Points:** 5

**Body Points:** 29

**Wound levels:** 5

**Disadvantages:** Devotion (R1), to protecting his son David

**Advantages:** Authority: Law Enforcement (R2), sheriff and deputy Ranger; Contacts (R2), the Rangers; Equipment (R2), Ranger equipment

**Special Abilities:** none

**Equipment:** Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0-2/2-5/5-10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots; biometrically keyed to Benson); spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter bandana (+2D bonus to *stamina* against airborne contaminants; comlink with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one's identity); lightly armored duster (Armor Value +1D+1; +1D to *hide* items on person); night goggles (reduce darkness modifiers by up to 2D (6) in a cone-shaped area up to five meters away)

### MOLLY MILLS

Molly grew up believing that knowledge could help anyone overcome any and all difficulties in life. Her desire for learning led her to establish the Mills School in Graytown, focusing on teaching her pupils that even amid the darkness of Tenebrous there was hope. The school has blossomed under her leadership, so much so that she's had to split the classes into three groups, separated by age. Other teachers have come from throughout the Amatsumaran System to join her in her crusade for education, but it remains Molly herself who is the symbol of the school. Despite its success, the school routinely suffers from a lack of money, and Molly has pleaded for more funding from local politicians and ranchers.

With fiery red hair and emerald green eyes, Molly is an eye-catching woman, but she remains too dedicated to her career to tie herself down to a man.

**Agility** 2D

**Mechanical** 2D

**Strength** 2D

**Knowledge** 2D+2, scholar 5D, willpower 3D+1

**Perception** 2D+1, persuasion 3D+1

**Technical** 2D+2, medicine 3D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 0

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Devotion (R3), to the Mills School

**Advantages:** Fame (R1)

**Special Abilities:** Quick Study (R1), Knowledge

**Equipment:** hand comps with various general scholarchips; pamphlets about the school (some for prospective students and some for potential sponsors)

## CARL BOONE

Boone was once an ordinary ranch hand, working the fields for those who were richer than he. He came to Tenebrous after an affair with a rancher's daughter made him a wanted man on Saurian, but he discovered that the kinds of work he preferred were hard to come by in Graytown. Finding himself penniless and alone, Carl fell in with a shroom crowd, who offered him the drug in exchange for Boone's work as an enforcer. Boone excelled at this work, as he was naturally strong and quick, with few morals. Quickly becoming deeply addicted to the powerful drug, Carl's mind began to twist and change. He started to hear voices, who aided him in making a few investments that paid off handsomely. Word began to spread that Carl Boone was "touched," and he played up these claims, arranging a series of false predictions that seemed to cement his role as a local celebrity. Acquiring a small but growing cult of followers, Boone used his sudden finances to open a sex- and drugs-oriented saloon, which he called the Open Curtain. Using his business to promote his belief that the drugs he took were a means of expanding consciousness, Boone became an overnight success. He has since run afoul of the Rangers on numerous occasions, but his ability to keep influential people well stocked in shroom means that he's never in jail for long. Boone has recently begun claiming, that he's affiliated with the White Dragon Society but it remains to be seen if he's telling the truth or merely crafting another tall tale.

Remarkably dangerous, Boone uses the twin tools of drugs and sex to maintain his small empire.

**Agility** 3D, firearms 5D+2, melee combat 4D+1

**Mechanical** 2D+2, vehicle operations 3D: psi-skimmers +1D

**Strength** 4D, lift 7D, stamina 6D+2



**Knowledge** 2D, business 3D+1, streetwise 6D

**Perception** 2D+1, sneak 3D

**Technical** 3D, firearms repair 3D+1

**Strength Damage:** 4D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 32

**Wound levels:** 5

**Disadvantages:** Quirk (R2), shroom addict

**Advantages:** Wealth (R1)

**Special Abilities:** Luck: Good (R1)

**Equipment:** packets of shroom; light semi-automatic slug-throwing handgun (damage 3D+2, range 10/25/50, ammo 6)

## FEZLOW

Fezlow's full name is unknown, as are most details of his life. Lanky and handsome, Fezlow lost his left eye under mysterious circumstances and he currently wears a black eyepatch to hide the disfigurement. Fezlow is a bit of a maverick, smooth with the ladies but cursed with a run of bad luck that seems almost comical at times. This bad luck is what's kept him from making the trip to Luminous to enter the truly high stakes gambling events.

Fezlow has a knack for angering the wrong kinds of people, the sort who have the capacity to then put out high-credit contracts on his

head. Despite this, he somehow manages to keep a smile on his face — and an ace up his sleeve.

**Agility** 2D+2, brawl 3D, firearms 4D, sleight of hand 4D+2

**Mechanical** 2D

**Strength** 2D+1

**Knowledge** 2D, streetwise 4D+2

**Perception** 3D, con 4D, gambling 8D

**Technical** 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 2

**Body Points:** 27

**Wound levels:** 5

**Disadvantages:** Bad Luck (R3)

**Advantages:** none

**Special Abilities:** Luck: Great (R2), with Restricted (R1), only useful for preventing his Bad Luck from directly or indirectly killing him

**Equipment:** marked deck of cards (+1D to gambling rolls); light semi-automatic slug-throwing handgun (damage 3D+2, range 10/25/50, ammo 6)

**JOSE “THE REAPER” STINSON**

The Reaper is a tall, dark-skinned man with a gold tooth in the upper right of his mouth. One of Eddie Lee’s chief lieutenants, Jose once served as a go-between for Lee and the Tenebrous syndicates. In recent years, however, his penchant for murder and rape has led him to become an assassin in service to Lee and the White Dragon Society. For a price, the Reaper will kill anyone — usually with a good bit of torture thrown in free.

Stinson prefers going shirtless, wearing only a fringed vest over his well-muscled torso. His favored weapon is the knife, but he’s well trained in other means of killing, as well. The Reaper is a dangerous foe.

**Agility** 2D+2, **brawling** 4D+1, **dodge** 3D, **firearms** 4D+1, **melee combat** 6D+2, **throwing** 4D+2

**Mechanical** 2D

**Strength** 3D+2, **lift** 6D, **stamina** 4D

**Knowledge** 2D, **intimidation** 4D+2, **streetwise** 3D+2, **survival** 3D

**Perception** 2D+2, **search** 3D, **sneak** 3D

**Technical** 2D

**Strength Damage:** 3D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 31

**Wound levels:** 5

**Disadvantages:** Quirk (R1), sadism — when confronted with an opportunity to inflict serious physical harm to another, must make a Difficult *willpower* roll to resist

**Advantages:** Contacts (R3), White Dragon Society

**Special Abilities:** none

**Equipment:** hidden daggers (damage +1D); night goggles (reduce darkness modifiers by up to 2D (6) in a cone-shaped area up to five meters away)

**LILA PORTERFIELD**

Lila is a buxom brunette whose beauty is marred by a four-inch long scar on her left cheek. The wound was acquired in her youth, when a gang of toughs raped and killed Lila’s mother. Lila was a young girl at the time and was spared the worst of the attack, but in her attempts to help her mother, one of the men slashed at her face with a knife. Lila swore then and there that she would protect innocents like her mother. Operating first as a bounty hunter and later as a Ranger, Lila has made good on that solemn vow, but her determination has been tested since coming to the town of Dusk. With more and more people disappearing and with Lila’s growing awareness that Sweeney Tom might be behind it all, Lila has become extremely frustrated by her lack of ability to find hard evidence in the case. Lila’s considered throwing the Ranger law book out the window and dispatching Tom herself, but her desire to see justice done has stayed her hand.

Lila has a mild romance going with Henry Gates, the founder of nearby Night’s Gate, but so far neither of them has seen fit to advance the relationship beyond the courting stage.

**Agility** 3D+1, **brawling** 3D+2, **dodge** 4D, **firearms** 4D, **riding** 4D, **throwing** 3D+2

**Mechanical** 2D+1, **sensors** 2D+2, **vehicle operation** 3D

**Strength** 2D, **climb/jump** 3D

**Knowledge** 2D, **intimidation** 3D, **security regulations** 4D, **willpower** 3D+1

**Perception** 4D, **investigation** 5D, **search** 4D+2

**Technical** 2D+1, **security** 2D+2, **medicine** 3D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 4

**Body Points:** 26 **Wound levels:** 5

**Disadvantages:** Employed (R1), Ranger authority, contacts, and equipment depend on the character maintaining a good standing with the Rangers; Enemy (R1), Sweeney Tom; Enemy (R3), various criminals throughout the system

**Advantages:** Authority: Law Enforcement (R3); Contacts (R2), other Rangers; Equipment (R2), Ranger equipment

**Special Abilities:** none



**Equipment:** Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0–2/2–5/5–10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots; biometrically keyed to Porterfield); spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter bandana (+2D bonus to *stamina* against airborne contaminants; comlink with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one's identity); hand comp with tracking and navigation capabilities (+1D to *sensors* and *navigation* rolls); heavy khaki clothing (Armor Value +1); night goggles (reduce darkness modifiers by up to 2D (6) in a cone-shaped area up to five meters away)

## SWEENEY TOM

An overweight man with a comb+over hairdo, Sweeney gives off an aura of danger. Perpetually smelling of a slaughterhouse, Sweeney comes into New Penser only when necessary. The rest of the time he lives on a small farm located just outside the city. It's there that he runs a barbecue/taxidermy shop that has become quite popular despite the unappetizing nature of its owner. Local Ranger Lila Porterfield considers Sweeney her number one suspect in a number of disappearances in the area.

Sweeney has a number of distinguishing features, including one blue eye and one green. He also squints repeatedly because of his poor eyesight, and he has a habit of talking to himself while working.

**Agility** 2D, **melee combat** 4D+2

**Mechanical** 2D

**Strength** 3D+2, **lift** 6D

**Knowledge** 2D, **scholar: cooking** 4D

**Perception** 2D+1, **know-how: cooking** 4D, **sneak** 3D+2

**Technical** 2D, **security** 2D+1

**Strength Damage:** 3D      **Move:** 10

**Fate Points:** 0      **Character Points:** 2

**Body Points:** 31      **Wound levels:** 5

**Disadvantages:** Hindrance: Overweight (R1), +1 to *acrobatics*, *climb/jump*, and *running* difficulties; Infamy (R1); Quirk (R1), talks to himself

**Advantages:** none

**Special Abilities:** none

**Equipment:** meat cleaver (damage +1D+1)

## REGULAR CITIZENS

### THE CHURCH OF SYNCHRONICITY

This cult is one of the oldest and largest on Tenebrous. Their teachings are an odd amalgamation of various science-fiction notions and quasi-religious mythologies. According to the pamphlets that cultists hand out in the spaceports, the Amatsumaran System was

once the domain of the Crimson Lords, chaotic elder entities who eventually withdrew from the mortal realm, taking up residence in the system's black hole. These beings are supposedly on the verge of returning, and the members of the Church of Synchronicity are going to be among their chosen ones, granted great power and prestige in the coming age of chaos. The higher-ups in the Church are amazed that this fabricated pack of lies has gone over so well. The cult is actually a front for a wide-ranging prostitution and slavery ring, with an emphasis on recruiting young, sexually desirable young people. The recruits are drained of all their financial resources and fed on a steady diet of mind-altering drugs and rituals, as well as intensive physical exercise. When their money has run dry and their spirits are sufficiently broken, the young men and women are sold for various purposes. The White Dragon Society probably has a hand in the profits made by the group. The group is overseen by Reverend Simone Labeau, who founded the cult soon after she arrived on Tenebrous.

One of the group's most prominent members, Anthony Zora, split from the Church after proclaiming that the Crimson Lords were real and that he alone would lead the faithful. His organization, the Crimson Guild, is now based on Verdant.

**Agility** 2D+2, **running** 3D, **Mechanical** 2D, **Strength** 2D+1, **climb/jump** 2D+2, **stamina** 3D+1, **Knowledge** 2D, **scholar: Crimson Lords mythology** 2D+1, **Perception** 2D, **Technical** 2D. **Strength Damage:** 1D. **Move:** 10. **Fate Points:** 0. **Character Points:** 1. **Body Points:** 17. **Wound levels:** 3. **Disadvantages:** Devotion (R3), the Church of Synchronicity; Quirk (R2), finds it difficult to discuss anything but cult beliefs and rituals. **Advantages:** Contacts (R1), the Church of Synchronicity. **Special Abilities:** none. **Equipment:** pamphlets.

### SILENT PEACE CULT

These men and women tend to fade into the background as much as possible, but it's obvious to observers that they're keeping their eyes and ears open. If pressed for details about their motives, most members of the Silent Peace Cult murmur that silence is golden.

Unlike other cults, the members of the Silent Peace have no set color scheme or uniform that they wear, but almost all have a small bracelet on their right hand. These golden chains have a single charm on them, in the shape of a human ear.

The Silent Peace group holds regular meetings at the Dark Place in Saturnine, but their meetings are always behind closed doors. Some say that senator Halcyon Onus is a member.

**Agility** 2D, **dodge** 2D+2 **Mechanical** 2D, **Strength** 2D, **Knowledge** 3D, **streetwise** 3D+1, **willpower** 3D+1, **Perception** 3D+1, **hide** 4D, **investigation** 3D+2, **search** 4D+1, **sneak** 4D, **Technical** 2D. **Strength Damage:** 1D. **Move:** 10. **Fate Points:** 0. **Character Points:** 1. **Body Points:** 16. **Wound levels:** 3. **Disadvantages:** Quirk (R1), rarely speaks. **Advantages:** Contacts (R1), Silent Peace Cult. **Special Abilities:** none. **Equipment:** charm bracelet.

### UNDERTAKERS

Dressed from head to toe in black, the Undertakers have a fearsome reputation. Though they never take a life themselves, they are closely associated with death, as they appear vulture-like at the scene of any local demise. Based originally in Dusk, the group has begun spreading throughout the system, particularly on planets where gun

## 6. THE PEOPLE



fighting is common. The hierarchy, goals, and origins of the cult are all complete mysteries, but that hasn't stopped locals from dreaming up any number of stories about them. What is known is that the Undertakers are about 90% male, with most of its members being remarkably similar in appearance: tall and gaunt, with little hair and sunken eyes. Their voices tend to be monotone in timbre and laced with a cold sarcasm.

Agility 2D, dodge 2D+1, sleight of hand 4D, Mechanical 2D, Strength 2D: lift 3D, Knowledge 3D, intimidation 6D+2, scholar: funeral practices 8D, Perception 3D, sneak 5D, Technical 2D. *Strength Damage:* 2D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 16. *Wound levels:* 3. *Disadvantages:* Infamy (R1). *Advantages:* none. *Special Abilities:* none. *Equipment:* measuring tape; various coffin-making tools; tattered Christian Bible.

### MO'HAWKS

On the surface, there's little to differentiate the Mo'hawks from any ordinary gang. Their name is a shortened version of some unknown original phrase. They tend to wear fringed leather vests and pants, shaving their hair into a single strip of hair across the middle of the scalp. The violent beatings they inflict on those who cross their paths are passed off as some sort of vigilante justice by the members themselves, but those who've studied the group have detected a pattern to the abuses. The Mo'hawks generally target those who seek to interfere with the shroom trade on Tenebrous, leading many to suspect that they're being paid off by Eddie Lee, Carl Boone, or others. Several of the Mo'hawks have been seen taking part in ritualized ceremonies near bodies of water, but the full extent of their beliefs is unclear. It's very possible they are merely trying to appear

as strange as possible to throw off investigation into their true motives.

Agility 3D, brawling 4D+1, melee weapons 5D, Mechanical 2D, vehicle operation 2D+2, Strength 3D+1, lift 4D, Knowledge 2D, intimidation 4D, Perception 2D, Technical 2D. *Strength Damage:* 2D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 20. *Wound levels:* 3. *Advantages:* Infamy (R2). *Disadvantages:* none. *Special Abilities:* none. *Equipment:* Baton (damage +1D+1); leather clothing (Armor Value +1D).

### SHROOM HARVESTER

These brave souls travel out into the wilderness in search of Shroom, squeezing as much of the valuable fungi as possible into their shroom packers. A few of them are hardcore shroom addicts, but the

majority are either occasional users or abstain entirely. Using too much shroom makes it very hard to stay in good enough shape to handle an angry shadow pig, for example.

Some harvesters are good guides for those new to Tenebrous, but most are too busy to take on such jobs. They might be persuaded to let someone tag along on one of their treks, though — as long as they felt secure that the guest wouldn't try to steal their shroom.

Agility 2D, acrobatics 2D+1, brawling 2D+1, dodge 2D+2, firearms 3D, Mechanical 3D, navigation 3D+2, vehicle operation 3D+1, Strength 2D+2, climb/jump 3D, stamina 3D, Knowledge 2D, streetwise 2D+2, survival 3D+1, Perception 3D, bargain 3D+1, gambling 3D+1, search 3D+1, Technical 3D, demolition 3D+2, vehicle repair 3D+1. *Strength Damage:* 1D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 18. *Wound levels:* 3. *Equipment:* Shroom packer; light semi-automatic slug-throwing handgun (damage 3D+2, range 10/25/50, ammo 6); night goggles (reduce darkness modifiers by up to 2D (6) in a cone-shaped area up to five meters away).

### PSI-SKIMMER RACERS

These daredevils are usually found in Night's Gate on the continent of Nocturne. Many racers are down-on-their-luck shroom addicts who take the dangerous path of a racer in order to fund their habit. Others, though, are thrill seekers who choose to race because it makes them feel alive. The majority of racers are thin and young, and the numbers of males and females racing are about equal.

Agility 2D+1, acrobatics 3D, Mechanical 3D+1, vehicle operation 4D, psi-skimmer +1D, Strength 2D, stamina 3D, Knowledge 2D, Perception 2D, Technical 3D, vehicle repair 3D+1: psi-skim-

mer +1D. *Strength Damage:* 1D. *Move:* 10. *Fate Points:* 0. *Character Points:* 1. *Body Points:* 16. *Wound levels:* 3. *Disadvantages:* Devotion (R2), to racing. *Advantages:* Equipment (R2), psi-skimmer. *Special Abilities:* none. *Equipment:* psi-skimmer; padded racing uniform and helmet (Armor Value 1D+2); night goggles (reduce darkness modifiers by up to 2D (6) in a cone-shaped area up to five meters away).

## VERDANT PEOPLE

### XUISO

The Xuiso are the indigenous people of Verdant, with a society dating back several thousand years. Though they may appear primitive at first glance, they have a complex religion and are fully capable of interacting with humans. Standard Xuiso are around two meters tall and have roughly the same weight range as humans, though they tend to be fairly slender. A light coating of fur covers them from head to toe, in colors ranging from light cocoa to deep brown. This fur sometimes gets extremely long and thick on the faces of older males, giving them the appearance of having fuzzy-cheeked beards. Some Xuiso have vestigial tails, but these have grown more rare over time. Females tend to live slightly longer than male Xuiso, but in both cases, lifespans of over 100 are not uncommon.

The first few years of human colonization did not attract Xuiso attention, as their tree-dwelling villages are located deep within the jungles, far beyond where humans initially journeyed. As time passed, however, humans began moving further and further inward, building villages and establishing outposts in areas that were once considered sacred to the Xuiso. The elders elected to keep their existence a secret, but it has become increasingly clear that the humans are not planning to leave. Many of the younger Xuiso are growing restless and concerned by what their elders call the “plague of outsiders.” Some of them have begun sabotaging logging equipment and dispersing crudely written pamphlets in Tropicus and Devil’s Foot. These tracts generally warn humans to stay away from the jungles, but so far, they have achieved little effect.

The Xuiso are familiar with human nature, having made a practice of observing their actions over the last few decades. Some Xuiso have made contact with the colonists in various ways, but few humans give mind to the wild tales of the “jungle people.” Nonetheless, most residents of Verdant are more than willing to pass a few hours dispensing tall tales of their own to gullible visitors.

Xuiso villages are located high in the trees, explaining why more of their tracks aren’t found by the colonists. Many Xuiso spend their entire lives in the trees, moving from one to another through a complex system of bridges and vines. Though harsh weather sometimes wreaks havoc on the structures, the Xuiso have become expert in constructing sturdy homes and bridges. Some Xuiso spies have learned much about the colonists by following groups of them, staying to the trees above while the colonists below had no idea they were being observed.

Each Xuiso village is built around a central area known as the colios, a circular construction that’s generally home to a well-tended fire. The word “colios” roughly translates as “praying bowl.” Village gatherings occur at the colios and important religious ceremonies are carried out around the fire.

The Xuiso are peaceful by nature, but they excel at hunting and tracking. They consider the jungle to be a living thing and pay homage to it in numerous ceremonies. When a pack of animals is cap-

tured and killed by the Xuiso, the largest of the beasts is always sacrificed and left out in the open as an offering to the jungle itself. Humans have occasionally stumbled upon these offerings, and the skinned carcasses have become part of the local folklore.

Most Xuiso have an easygoing temperament, with strong ties to family. Xuiso females choose their mates during their fifteenth summer, during which all unattached males of courting age (generally 13 and above) are expected to take part in a series of competitions. These events range from tests of physical strength to oral recitations of history. When they have concluded, the females discuss their options among themselves and then choose their mates, whom they will remain with for the rest of the lives, barring death. Should one’s mate be killed, both males and females are allowed to find new partners. Most couples produce three to four children, though there’s a high mortality rate among infants.

The colonists seem to have brought disease and illness with them, for the Xuiso have recently begun suffering from new maladies. In time, the Xuiso will most likely develop antibodies to these strange new germs, but for now, it’s cutting a deadly swath through the jungle people.

Within their villages, Xuiso males typically wear feathered headbands and loincloths, while the females generally don sarongs in various colors. Jewelry is of great importance to the Xuiso, and they are fond of collecting attractive rocks, gems and feathers to decorate their clothing and homes. It’s not uncommon to see a powerful warrior adorned with multiple strands of beads, brandishing several earrings in each ear and topping it all off with a large feather in his or her headband. (Outside of the village, Xuiso wear whatever will help them blend into their environment.)

Shortly after a Xuiso has found a mate, they are expected to declare a Life Path. These paths are: healer, warrior, caregiver or leader. While it’s not unheard of for a Xuiso to change Life Paths, it’s fairly rare.

Many do not choose their path until they have first undergone a spirit quest in the jungle, wandering without weapons or food until they an answer presents itself. These quests are generally taken within six months of their mate selection but can vary from time to time. A Xuiso who has not chosen a Life Path within a year of taking a mate is considered to be greatly shamed and may be expelled from the village and considered dead to his or her mate. All Xuiso are expected to contribute to a village’s success, and a villager who cannot find a way of doing so is seen as a parasite, leeching away precious food and medicine from others who are contributing more.

Healers are taught the ancient ways of natural medicine, taking what the jungle gives to help those who are ill. Theirs is frequently a harsh path, full of loneliness and despair. Though all Xuiso revere those who give succor to the ill and infirm, they also come to regard them as harbingers of pain and sadness. Healers spend many years traveling through the jungle in the accompaniment of protective warriors, gathering plants and trapping useful animals.

Warriors are the guardians and defenders of their village, trained in the ways of stealth and violence. Warriors are taught that violence is a necessary evil, one that should not be relished. For them, treating a foe with respect is a highly valued trait. Warriors are trained in the use of specialized staffs called neffi sticks, though many are well versed in the longbow, as well. A few of the warriors have stolen slug throwing rifles and blasters from the colonists over the years, but most are not trained in their use.



## 6. THE PEOPLE

Warriors keep their skills sharp by accompanying healers on their expeditions into the jungle and by hunting the dangerous beasts that surround their living areas. The eco-terrorism being conducted against the human's logging equipment is usually carried out by squads of three to five warriors who are warned to keep their presence a secret at all costs.

Caregivers are given the important tasks of raising the children and passing on the oral histories of the Xuiso. They also tend to be the ones in charge of maintaining foodstuffs for the village, skinning and treating the animals caught by the warriors and supplementing this with nuts and berries found by healers. Caregivers also tend to the sick, when their condition either doesn't warrant or no longer requires the presence of a healer.

The path of a leader is not one chosen by many. Leaders are expected to learn aspects of all other Paths so that they may more effectively guide the village as a whole. They are also given guidance by previous followers of this path, who teach patience and wisdom in all things. Leaders tend to be more spiritual than most, and they frequently take charge in religious ceremonies and in seeking the guidance of the jungle in choosing future actions that the Xuiso undertake.

A ryvan, or village elder, rules each village. The ryvan can be either male or female but must be someone considered in tune with the wants of the jungle. This generally means that their metaphysical abilities are slightly stronger than others'. In times of peace, ryvans are generally concerned with keeping his villagers well fed and happy — but at others times, such as now, the ryvans are called upon to decide more difficult questions, such as when to wage war or expose

themselves to outsiders. The decisions of the ryvans are generally the result of long hours spent praying. Truly momentous decisions might require the ingestion of massive amounts of neros berries. The berries are believed to aid one in making contact with the spirits of the jungle.

The most powerful of the ryvans today is Vida, a female of remarkable beauty and wisdom. Her village is closest to Tropicus and she has long believed that her people must eventually make some sort of peace with the off-worlders. This belief led her to save the life of local rancher Pax Febris years ago. She has since observed the direction his life has gone, and though she feels disappointment in him, she still believes he can be a source of good in the coming days. She has attempted to use her spiritual powers to contact him through his dreams, but to little effect so far.

### VIDA

The most powerful of the Xuiso ryvans (or "elders"), Vida is considered by her peers to have a special connection with the jungle spirits. It has watched over her from birth, when a solar eclipse occurred moments after she was born. She's a beautiful woman who has attained the rank of ryvan at the youngest age ever recorded. Barely in her thirties, she has been accorded the title of elder for her great wisdom and counsel.

She knows that the day is fast coming when the Xuiso must reveal themselves to the humans who now share their world, but the manner in which this is to be done is a source of great discord within her people. Some fear the humans and wish to move further into the jungles to escape them. Others want to make war upon them and drive them out. Vida believes that neither option is truly what the jungle wants them to do.

**Agility** 4D, acrobatics 5D, melee combat 5D: neffi stick +1D, missile weapons 4D+1, running 4D+1

**Mechanical** 2D

**Strength** 2D, climb/jump 4D, stamina 3D+1

**Knowledge** 3D, aliens: humans 3D+1, intimidation 3D+2, survival 4D, willpower 5D+1

**Perception** 4D, search 4D+1, sneak 4D+2

**Technical** 2D, medicine 4D

**Metaphysics** 2D, sense 2D+1

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 10

**Body Points:** 26

**Wound levels:** 5

**Advantages:** Authority (R2), over her tribe and influential among other Xuiso; Fame (R1)

**Disadvantages:** Devotion (R2), to the jungle and the tribe

**Special Abilities:** none

**Equipment:** neffi stick (damage +2D+1); medicine bag containing various natural remedies (+2D to *medicine* rolls against known ailments; 3 uses); knife (damage +1D)

### GENERIC XUISO

**Typical Xuiso Caregiver:** Agility 4D, acrobatics 4D+2, melee combat 4D+1, Mechanical 2D, Strength 2D, climb/jump 3D+2, Knowledge 3D+1, scholar: tribal lore: 5D, survival 3D, Perception



3D+2, persuasion 4D, willpower 4D, Technical 2D, medicine 2D+2, Metaphysics 1D, transform 5D+1. *Strength Damage*: 1D. *Move*: 10. *Fate Points*: 0. *Character Points*: 2. *Body Points*: 16. *Wound levels*: 3. *Disadvantages*: Devotion (R1), to the jungle and the tribe; Quirk (R1), prefer to remain hidden from outsiders. *Advantages*: none. *Special Abilities*: none. *Equipment*: small blanket; water pouch; small knife (damage +2).

**Typical Xuiso Healer**: Agility 4D, acrobatics 4D+2, Mechanical 2D, Strength 2D, climb/jump 3D+2, Knowledge 2D+2, survival 3D, willpower 3D+1, Perception 4D, search 4D+1, Technical 2D+1, medicine 4D+2, Metaphysics 1D, transform 5D+2. *Strength Damage*: 1D. *Move*: 10. *Fate Points*: 0. *Character Points*: 2. *Body Points*: 16. *Wound levels*: 3. *Disadvantages*: Devotion (R1), to the jungle and the tribe; Quirk (R1), prefer to remain hidden from outsiders. *Advantages*: none. *Special Abilities*: none. *Equipment*: medicine bag containing various natural remedies (+2D to *medicine* rolls against known ailments; 5 uses); knife (damage +1D); lightweight pouches; slender rope (damage +2; damage resistance total 5).

**Typical Xuiso Leader**: Agility 4D, acrobatics 4D+2, melee combat 4D+1: neffi stick +1D, running 4D+1, Mechanical 2D, Strength 2D, climb/jump 3D+2, Knowledge 3D, scholar: tribal lore 4D, survival 3D, willpower 3D+1, Perception 4D, command 4D+2, persuasion 4D+2, search 4D+1, willpower 4D+1, Technical 2D, medicine 2D+1, Metaphysics 1D, sense 7D+2, transform 6D+1. *Strength Damage*: 1D. *Move*: 10. *Fate Points*: 0. *Character Points*: 2. *Body Points*: 16. *Wound levels*: 3. *Disadvantages*: Devotion (R1), to the jungle and the tribe; Quirk (R1), prefer to remain hidden from outsiders. *Advantages*: Authority (R1), over a Xuiso tribe. *Special Abilities*: none. *Equipment*: medicine bag containing various natural remedies (+2D to *medicine* rolls against known ailments; 3 uses); knife (damage +1D).

**Typical Xuiso Warrior**: Agility 4D, acrobatics 4D+2, brawling 4D+1, melee combat 5D+2: Neffi Stick + 1D, missile weapons 4D+1, running 4D+1, Mechanical 2D, Strength 2D+1, climb/jump 3D+2, Knowledge 2D+2, intimidation 3D+2, survival 4D, Perception 4D, search 4D+1: tracking +1D, sneak 4D+2, Technical 2D, Metaphysics 1D, channel 5D+1. *Strength Damage*: 1D. *Move*: 10. *Fate Points*: 0. *Character Points*: 2. *Body Points*: 17. *Wound levels*: 3. *Disadvantages*: Devotion (R1), to the jungle and the tribe; Quirk (R1), prefer to remain hidden from outsiders. *Advantages*: none. *Special Abilities*: none. *Equipment*: neffi stick (damage +2D+1); long bow and quiver (damage +2D+2, range 10/100/250, 8 arrows); small gathering nets; knife (damage +1D).

## XUISO PACKAGE

**Total creation point price**: -2

**Total defined limit**: -2 skill dice

**Required attributes**: Metaphysics

**Disadvantages**: Devotion (R1), to the jungle and the tribe; Quirk (R1), prefer to remain hidden from outsiders

**Advantages**: none

**Special Abilities**: none

**Notes**: When creating a character using the Xuiso package, players should focus on purchasing skills that suit the environment in which the Xuiso has been raised. Since they are a tree-dwelling race, such skills as *acrobatics*, *climb/jump*, and *survival* are all important. Also keep in mind which Life Path the character has chosen and

pick applicable skills, such as *medicine* for Healers and Caregivers. The Xuiso's devotion to the jungle is almost equaled by their desire to remain hidden — with few exceptions, all Xuiso will be wary of outsiders. One more thing to consider is that while all Xuiso have *Metaphysics*, their skills and manipulations will vary depending on their Life Path. A healer will usually learn the *heal* and similar manipulations, while a warrior may be able to utilize the *blast* ability. (Sample manipulations can be found on pages 100–101 of the *D6 Space Rulebook*.)

Players who take this package for their characters receive two additional creation points or skill dice. Furthermore, those who deal primarily with humans should also have Fame (R1), because they are unusual, and Cultural Unfamiliarity (R1). (This combination adds nothing to the cost of the package.)

## PAX FEBRIS

Pax Febris was just like all the other residents of Verdant, living hand-to-mouth in the shadow of the great jungles that surrounded him. In his teens, Pax took to delving into the depths of the jungle surrounding his father's property in Devil's Foot. On one of these trips, a pahleth beetle (a winged insect whose poison killed many settlers) in the early days of Verdant's settling, stung him. Pax fell prey to fever before he could reach help, and he passed out in the jungle, sure that he would die. Pax had a dream that a sleek-bodied, furred woman came to him and pressed a leaf into his mouth. Something in the leaf's fibers helped him fight off the poison in his system and when he awoke, he brought several of the leaves with him. Though he never told anyone of his contact with a member of the Xuiso, Febris has never forgotten the experience. He learned to use the leaves to produce an anti-toxin that made him a very rich man. Febris grew to control much of the local political scene, and when the Rangers came and introduced the concept of the Amatsumaran Senate, Febris was elected in a landslide. In recent years, Febris has spearheaded the cause of those colonists wishing to push further into the jungle, cutting down much of the forest to make room for houses and villages. A recent spate of attacks on his logging equipment has made him question his goals, however.

He's currently in his late forties but comes across as being older. This could be because he's a good man who feels incapable of standing up to criminals like the mysterious White Dragon Society. In addition to this, he has begun having dreams in which the Xuiso who saved him returns to tell him that she's very disappointed in him.

**Agility** 2D, brawling 4D+1, firearms 3D+2

**Mechanical** 2D

**Strength** 2D, stamina 4D

**Knowledge** 4D+1, bureaucracy 7D, business 8D, scholar: Verdant history and folklore 6D+1, survival 5D+2

**Perception** 3D, bargain 5D

**Technical** 2D, medicine 4D+1

**Strength Damage**: 1D

**Move**: 10

**Fate Points**: 0

**Character Points**: 1

**Body Points**: 26

**Wound levels**: 5

**Disadvantages**: Age: Old (R1)



in Devil's Foot: a Ranger dressed all in white, with his face hidden behind a mask. Calling himself Fantom Star, this figure has become a constant thorn in the side of Moxie O'Bannon. There are many who believe that Fantom Star is Spike Wilco's spirit given new life, out to prove that one lone Ranger can make a difference.

**Agility** 3D, brawling 5D+2, firearms 7D, riding 4D, running 3D+1

**Mechanical** 2D+1, gunnery 3D+2

**Strength** 2D+2, climb/jump 4D, lift 4D, stamina 3D+1

**Knowledge** 2D, intimidation 4D+2, security regulations 3D, streetwise 3D+2, survival 3D, willpower 4D+1

**Perception** 3D, con 3D+1, investigation 4D+1, search 4D, sneak 4D+2

**Technical** 2D, firearms repair 4D

**Strength Damage:** 2D

**Move:** 10

**Fate Points:** 2

**Character Points:** 5

**Body Points:** 28

**Wound levels:** 5

**Advantages:** Authority (R3), Amatsumaran senator; Contacts (R2), Amatsumaran Senate; Wealth (R1)

**Special Abilities:** none

**Equipment:** pearl-handled blaster pistol (damage 5D, range 20/50/150, ammo 12, 1 shot per round); cred-key

## FANTOM STAR

Spike Wilco grew up in an inner-city neighborhood. Poor but blessed with incredible hand-eye coordination, Spike found himself living the life of a mercenary on Earth, selling his services to whomever could pay the highest bounty. When Colonel Smilin' Jack McDonald came calling, Spike saw an opportunity to make a difference in his life: to fight for what was right, not just for whatever could pay the bills that month. He accepted the title of Ranger with pride, swearing that this time his reckless attitude and penchant for trouble wouldn't ruin things for him.

His arrival in the Amatsumara system saw him stationed on Verdant, where he was supposed to make sure that the local elections went off without a hitch. When he uncovered evidence that the senator from Devil's Foot, Moxie O'Bannon, was on the payroll of the White Dragon Society, Spike found himself in hot water. Moxie sent a group of thugs to ambush Spike and they did their job well, beating him to a pulp and leaving both him and his raptor for dead in the jungle. Colonel McDonald sent another Ranger in to investigate his disappearance, but the trail had gone cold as locals were too frightened of O'Bannon's retribution to answer the questions honestly. Not long after Spike's supposed death, however, a new figure began to emerge

in Devil's Foot: a Ranger dressed all in white, with his face hidden behind a mask. Calling himself Fantom Star, this figure has become a constant thorn in the side of Moxie O'Bannon. There are many who believe that Fantom Star is Spike Wilco's spirit given new life, out to prove that one lone Ranger can make a difference.

**Advantages:** Contacts (R2), the Xuiso; Equipment (R2), Ranger six-shooter

**Special Abilities:** Fast Reactions (R1), gains +1D to *Perception* when determining initiative and 3 times per adventure may receive on additional action for one round

**Equipment:** Ranger six-shooter (biometrically keyed to Fantom Star); neffi stick (damage +2D+1); badge (with damaged transmitter; damage +); raptor (Clyde)

## CLYDE

Spike's trained raptor is a fierce-looking beast with one jagged tooth set near the front of his mouth. His smooth hide is a dusky brown color. Clyde is very loyal to his owner.

**Agility** 3D, brawling 3D+2, running 4D+2

**Mechanical** 0D

**Strength** 4D, climb/jump 4D+1, lift 6D, stamina 6D

**Knowledge** 1D+2, intimidation 4D, willpower 3D+2

**Perception** 2D

**Technical** 0D

**Strength Damage:** 3D

**Fate Points:** 0

**Body Points:** 32

**Move:** 12

**Character Points:** 2

**Wound levels:** 5

**Natural Abilities:** thick skin (Armor Value + 2); teeth (damage +2); claws (damage +1D)

## MOXIE O'BANNON

Moxie is the embodiment of the word smarmy. With his handlebar moustache and squinty eyes, he gives off the impression of a used starship salesman. But one thing about Moxie that no one can deny is that he gets things done. He lords over Devil's Foot like a Old Earth medieval baron, controlling every aspect of the city's life, from its government to the illicit trade in sexual favors. While everyone suspects that Moxie is in bed with criminal elements, no one has mustered the courage to press the issue since Spike Wilco disappeared while investigating Moxie's business dealings. Most residents of Devil's Foot are just glad that Moxie spends most of his time attending Senate meetings on Luminous, though his deputies and lieutenants are always around to enforce Moxie's law. His ties to the White Dragon Society are less well known, but they are the focus of most of his off-world dealings. Despite being a very minor cog in their overall plans, he envisions himself becoming more important with time. He sees Pax Febris as an old fool and has carefully outmaneuvered him on the Senate floor several times recently.

Moxie has a wife named Samantha, who worships the very ground he walks on — and who refuses to believe there's anything even remotely illegal about his business practices.

The senator has recently suffered through a series of personal setbacks, however, most of them coming through the actions of the mysterious Fantom Star. Moxie has sworn to remove this thorn from his side.

**Agility** 2D, firearms 3D+1

**Mechanical** 2D

**Strength** 2D

**Knowledge** 3D, bureaucracy 5D+1, intimidation 6D, streetwise 6D+2

**Perception** 2D+1, bargain 4D+2, command 4D, con 5D, forgery 3D, gambling 3D+2, persuasion 3D

**Technical** 2D

**Strength Damage:** 1D      **Move:** 10

**Fate Points:** 1      **Character Points:** 3

**Body Points:** 26      **Wound levels:** 5

**Disadvantages:** Enemy (R3), Fantom Star; Infamy (R1)

**Advantages:** Authority (R3), Amatsumaran senator; Contacts (R1), the White Dragon Society; Contacts (R2), Amatsumaran Senate

**Special Abilities:** none

**Equipment:** pearl-handled blaster pistol (damage 5D, range 20/50/150, ammo 12, 1 shot per round); cred-key

## MARCUS O'BANNON

Moxie's younger brother, Marcus owns the Lucky Sevens in Cordova. Marcus is not the hard-core criminal that his brother is, though he's no angel, either. Marcus is handsome and intelligent, but he's made a lot of poor decisions in his life and is now deeply in debt to the White Dragon Society. A few poorly played hands of poker have left him owing thousands of credits and his business simply making up for his losses. As a result, he's begun borrowing money from his brother, putting him in debt once more. Marcus is growing

increasingly desperate for a big score, which has led him to make some rather rash decisions.

**Agility** 2D, brawling 3D, sleight of hand 4D+1

**Mechanical** 2D

**Strength** 2D

**Knowledge** 3D, streetwise 4D

**Perception** 3D+1, con 4D, gambling 5D+1, persuasion 3D+2

**Technical** 2D

**Strength Damage:** 1D      **Move:** 10

**Fate Points:** 1      **Character Points:** 3

**Body Points:** 26      **Wound levels:** 5

**Disadvantages:** Bad Luck (R2); Debt (R2), to the White Dragon Society; Quirk (R3), addicted to gambling, must make a Very Difficult *Knowledge* or *willpower* roll to avoid the addiction

**Advantages:** Contacts (R2), Moxie O'Bannon

**Special Abilities:** none

**Equipment:** marked deck of cards (+2 to *gambling* totals when using it); pearl-handled blaster pistol (damage 5D, range 20/50/150, ammo 12, 1 shot per round); cred-key

## LOUIS "LEFTY" CAMACHO

Lefty owns the Laughing Cowboy saloon in San Martinez. He's a heavyset man with broad shoulders and a short beard. Most folks like him a good bit because he's funny and has become a very good listener with practice. Unfortunately, Lefty is also a criminal. He's used the information he's overheard at the saloon to blackmail some important people, and his hands are pretty deep in the drug trade. Lefty crossed Eddie Lee some years back, which has left him living in perpetual fear that the crimelord will strike back. So far, he's managed to stay under Eddie's radar.

**Agility** 2D, firearms 2D+1

**Strength** 3D, lift 6D, stamina 4D+2

**Knowledge** 2D, business 2D+2, intimidation 3D, streetwise 3D+2

**Perception** 2D, bargain 3D, con 2D+2

**Mechanical** 2D

**Technical** 2D+1, demolitions 3D

**Strength Damage:** 3D      **Move:** 10

**Fate Points:** 1      **Character Points:** 3

**Body Points:** 29      **Wound levels:** 5

**Disadvantages:** Enemy (R1), Eddie Lee; Quirk (R1), paranoia

**Advantages:** Contacts (R1), Tenebrous drug trade

**Special Abilities:** none

**Equipment:** personal blaster (damage 3D, range 4/8/12, ammo 6, 1 shot per round); cred-key

## SALLY WINGFOOT

Auburn-haired and slim-waisted, Sally Wingfoot's beauty is matched only by her incredible talent. Blessed with a voice that can warm the heart of even the most work-weary colonist, Sally has become famous throughout the system, and she commands a hefty salary to headline the shows at the Laughing Cowboy in San

Martinez. She's not aware of Lefty's drug dealing, but she has suspicions that he's involved in something shady. Sally had a brief infatuation with Spike Wilco before his disappearance, having met him during the Ranger's visit to San Martinez in search of information about the White Dragon Society. Sally is a brave woman who suspects that Spike met a foul end, but she's chosen to remain where she's for now, keeping her eyes and ears open. If she can find out who killed Spike, she plans to turn them in to the Rangers and then retire from performing, using the money she's set aside to open up her own place. Since lonely men on the range tend to ramble a bit when they're drinking, Sally knows a good bit of gossip and might be persuaded to pass it on if asked nicely.

**Agility** 2D+1, **acrobatics** 3D, **melee combat**: knives 2D+2

**Mechanical** 2D

**Strength** 2D

**Knowledge** 2D, **streetwise** 2D+2

**Perception** 3D, **artist**: songs and dances 7D, **persuasion** 4D+2

**Technical** 2D

**Strength Damage**: 1D

**Move**: 10

**Fate Points**: 1

**Character Points**: 3

**Body Points**: 26

**Wound levels**: 3

**Disadvantages**: none

**Advantages**: Fame (R2)

**Special Abilities**: none

**Equipment**: expensive outfit; small dagger hidden under dress (damage +2); photo locket with picture of Spike Wilco

## PROFESSOR WILHELM MCCOY

A thin man in his sixties with a receding hairline, Professor McCoy is a fan of ten-gallon hats and cigars. He leads a scientific research team based out of St. Marcus in North Oasia. While most of the colonists think he and his team are investigating the two active volcanoes in the area, they are actually on a very different mission.

McCoy is considered quite eccentric by those who encounter him and he has a tendency to ramble on a bit when discussing his favorite scientific theories. He has spent a good deal of time studying psiron, but his current field of work has monopolized his attention for the time being.

It should be noted that the professor has a terrible fear of water, relating back to a near drowning that occurred in his childhood.

**Agility** 2D

**Mechanical** 2D

**Strength** 2D

**Knowledge** 4D, **cultures** 6D, **scholar** 8D

**Perception** 2D, **investigation** 3D

**Technical** 2D+2, **computer interface/repair** 3D+2

**Strength Damage**: 1D

**Move**: 10

**Fate Points**: 1

**Character Points**: 3

**Body Points**: 26

**Wound levels**: 5

**Disadvantages**: Age: Old (R2), adds +1 to the difficulty of all *Agility*, *Mechanical*, and *Strength* physical actions; Quirk (R1), rambles on and annoys people; Quirk (R3), water phobia, unless he

makes a *willpower* roll he may take no actions at all when submerged in water

**Advantages**: Equipment (R2), access to a variety of scientific field equipment

**Special Abilities**: none

**Equipment**: comlink; flashlight (reduces darkness modifiers by 2D up to 5 meters away); hand comp; scholarships related to Amatsumara (+1D to related *scholar* totals); scientific tool kit

## THE CRIMSON GUILD

This cult was birthed on Tenebrous, where such groups are commonplace. Anthony Zora was an influential member of the Church of Synchronicity, which claimed to worship dark elder beings known as the Crimson Lords, who were believed to exist within the Amatsumaran black hole. Zora came to embrace the group's philosophy but was distressed to learn that the cult's leaders did not share his zealous nature. Instead, they used the cult to recruit young men and women for in their prostitution and slavery rings. Zora had no objection to the group supplementing its income with criminal activities, but he did feel that their primary focus should be the preparing of the system for the return of the Crimson Lords. As a result, Zora broke from the Church of Synchronicity and led a group of 30 followers to Verdant, where he established his own church in South Oasia. The group is considered quite insane by many, but it has been successful in recruiting the disillusioned and lonely. Their moonlight rituals have become sources for gossip throughout Cordova, with rumors of nude dancing and animal sacrifice. The truth is that most of the stories are accurate and that Zora has an iron grip on his followers, who are fanatical in their devotion to him. Zora believes that there's a "chosen race" that will rise to power before the Crimson Lords return. Up to this point, he's considered his own followers to be that race, but if he were to find out that the Xuiso exist, he might point to them as validation for his claims. Their "arrival" could herald the end times when the Lords leave the black hole and begin slaying the unbelievers. Zora holds that the Crimson Lords will then recreate the universe in their chaotic image, giving ultimate power over to their true followers.

### ANTHONY ZORA

Charismatic and intelligent, Zora is the leader of the Crimson Guild. He believes that he's beyond the laws of the Rangers and will brook no interference in expanding his sphere of influence and recruiting more followers. There's a strong streak of sadism that runs through Zora, and he greatly enjoys punishing those who betray (or simply irritate) him.

Zora wears black pants, a blood red shirt, and a dark cloak. He keeps his goatee beard trimmed short and meticulously neat. He has exposed himself to psiron on numerous occasions and believes that the mysterious metal has activated his innate mental abilities.

**Agility** 2D+2, **brawling** 3D+1, **sleight of hand** 4D

**Mechanical** 2D+1, **vehicle operations** 3D

**Strength** 2D

**Knowledge** 3D, **bureaucracy** 3D+1, **intimidation** 5D, **scholar**: Crimson Lords mythology 8D, **streetwise** 3D+1, **willpower** 4D+2

**Perception** 3D, con 3D+1, command: Crimson Guild members 7D, hide 4D, sneak 3D+1

**Technical** 2D, medicine 2D+1

**Metaphysics** 1D, channel 2D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 1

**Character Points:** 3

**Body Points:** 26

**Wound levels:** 5

**Disadvantages:** Devotion (R2), Crimson Lords religion

**Advantages:** Authority (R1), over followers; Contacts (R3), Crimson Guild

**Special Abilities:** none

**Equipment:** padded robes (Armor Value +1); comlink

## REGULAR CITIZENS

### TOUR GUIDE/SCOUT

Verdant tour guides tend to be half snake oil salesmen and half jungle explorers. Their main goal in life is to make enough money to afford a few drinks in their local watering hole. Many of them are actually quite capable men and women, but their stock in trade tends to be tall tales regarding the “jungle people.” The vast majority of their information is inaccurate, but it’s certainly entertaining.

**Agility** 2D, brawling 4D, firearms 3D+2, Mechanical 2D, navigation 2D+2, sensors 3D, vehicle operation 3D, Strength 2D, lift 3D, Knowledge 2D, scholar: jungle people lore 4D, survival 3D, Perception 2D, con 3D+1, gambling 2D+1, search 3D, Technical 2D, medicine 2D+1. **Strength Damage:** 2D. **Move:** 10. **Fate Points:** 0. **Character Points:** 2. **Body Points:** 14. **Wound levels:** 3. **Equipment:** 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); compass (+2 to navigation totals); guide map (+2 to navigation totals); tracking device with five signal locators (+1D to sensors rolls to find locators attuned to it; can find other locators, but no bonus to sensor rolls for those; 1 kilometer range); jungle skimmer.

### BARKEEP

Living on the frontier is hard work, and almost everyone will eventually find themselves in a saloon, seeking respite from the Verdant heat. As on Earth, the barkeep is frequently a source of information, as well as someone to whom weary folks can pour out their souls in hopes of receiving useful advice. Depending on the area and the specific saloon, the quality of the service will vary, but most barkeeps on Verdant take their duties very seriously.

**Agility** 2D, melee combat: broken bottles 2D+2, Mechanical 2D, Strength 2D+1, Knowledge 2D, business 2D+2, intimidation 3D, streetwise 2D+1, Perception 3D, gambling 3D+1, persuasion 4D, Technical 2D. **Strength Damage:** 1D. **Move:** 10. **Fate Points:** 0. **Character Points:** 1. **Body Points:** 17. **Wound levels:** 3. **Equipment:** 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); access to various types of alcohol.

## RANGER PERSONAS

### MATT BEXAR

A tall, round-shouldered man with a hawkish face and a close-trimmed smear of a moustache, Matt Bexar is among the most feared of the Rangers. He’s a man who strikes terror in outlaws with merely the mention of his name but who increasingly also causes fear among the very people he has sworn to protect.

Bexar is a true frontier lawman, an individual who is absolutely fearless and who uses his six-shooters with deadly, almost legendary, proficiency. In his 32 years, almost half of which has been lived with a silver star affixed to his breast, Bexar has filled literally dozens of graves with his pistols. He’s an enviable reputation for cleaning up towns of criminal elements by bringing in wanted felons.

Unfortunately, he’s taken to alcohol, and when drunk, he can’t be influenced, much less controlled. His slide began several years back, when his hip and pelvic bone was shattered in a deadly gunfight. For a time, the doctors were sure the wounds were fatal, but the redoubtable Ranger pulled through. From that day, however, he has not been able to walk without the assistance of a cane, and he has been in near constant pain, causing him to drink like there’s no tomorrow. His rash, alcohol-induced raucous behavior has promptly worn out his welcome in many communities, despite the law and order his pistols bring. The drinking has also caused him to demonstrate increasing bravado, bordering on recklessness, when confronting outlaws. Some believe he has a death wish, that perhaps he welcomes death as a reprieve from his constant pain.

Superior officers privately worry about Bexar’s uneven behavior. At what point does he become a liability? And when he does, just who do they send to reign in this deadly gunman?

**Agility** 4D, brawling 5D, dodge 6D, firearms 7D+1, riding 6D+1

**Mechanical** 2D+1, piloting 3D, vehicle operation 3D

**Strength** 3D, climb/jump 3D+2, stamina 4D+2

**Knowledge** 2D+1, intimidation 5D+1, security regulations 4D, streetwise 3D, survival 3D+1, willpower 3D



## 6. THE PEOPLE

**Perception** 4D, command: posse 6D, gambling 5D+2, hide 4D+2, investigation 5D, search 5D, sneak 5D

**Technical** 2D+1, medicine 2D+2, security 4D+1

**Strength Damage:** 2D      **Move:** 6

**Fate Points:** 1      **Character Points:** 6

**Body Points:** 29      **Wound levels:** 5

**Disadvantages:** Employed (R1), Ranger authority, contacts, and equipment depend on the character maintaining a good standing with the Rangers; Enemy (R3), various criminals throughout the system; Hindrance: Lamé Leg (R3), Move reduced to 6, +2 modifier *acrobatics* and *climb/jump* difficulties, and +3 modifier to *running* difficulties; Quirk (R2), if Matt doesn't drink on a regular basis, the pain in his leg causes him to automatically experience one Critical Failure per scene; Quirk (R3), shows no sign of fear, refusing to back down from even the greatest odds or retreat from the direst of danger, especially if he's drunk

**Advantages:** Authority: Law Enforcement (R3); Contacts (R2), other Rangers; Equipment (R2), Ranger equipment; Trademark Specialization (R1), known as perhaps the greatest gunfighter in system and gets +2D to *firearms* rolls when using Ranger six-shooter

**Special Abilities:** Fast Reactions (R2), +2D to *Perception* when determining initiative and may take an additional action once per round for up to three times during an adventure

**Equipment:** 2 Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30;

all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0-2/2-5/5-10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots; biometrically keyed to Bexar; spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter bandana (+2D bonus to *stamina* against airborne contaminants; comlink with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one's identity); walking cane with stun tip (damage 4D stun only, touch only, 10 charges; damage +2 if used to bludgeon); bottle or canteen of whiskey; ankle flask of whiskey; lightly armored duster (Armor Value +1D+1; +1D to *hide* items on person); cred-key

### JOHNNY PIMA

For a short period, Johnny Pima considered a sedentary life. He married a beautiful woman and went into business with her father as a store clerk. Tragically, she was killed a few years later, struck down by a drunken outlaw. In profound grief, Johnny was for several years disillusioned and directionless, wandering the frontier in search of purpose. He found renewed meaning with the Rangers, and he's been a stalwart lawman ever since, driven to instill order by the haunting memory of his deceased wife.

When Johnny's wife was killed, a dour, foreboding demeanor grew on him like a thick shell. He rarely smiles today, and his grey eyes can harden into a look of such disdain that even the most feared outlaw might tremble under his steely gaze and think twice about crossing the man. He has a slender build, but his stoic seriousness, coupled with his penetrating glare, makes him seem intimidating and larger-than-life.

For the past several years, he has been posted to the wild frontier town of Sulphur Springs, Verdant. An enterprising individual, he has shared in several speculative ventures there, including mining claims, several town lots, water and timber rights, and a saloon. Sulphur Springs is plagued by an outlaw band known as the Manticores, which shamelessly terrorizes the community with drunken crime sprees and flying lead. Johnny has had numerous run-ins with these desperadoes, and everyone knows that a final reckoning between them is inevitable.

**Agility** 3D, brawling 5D+2, dodge 8D, firearms 6D, melee combat 5D+1: pistol whipping +1D, riding 3D+2

**Mechanical** 3D, piloting 3D+1, vehicle operation 3D+1

**Strength** 3D, **Stamina** 3D+2

**Knowledge** 3D, bureaucracy 3D+1, business 4D, intimidation 6D, security regulations 7D, streetwise 7D, survival 3D+1, willpower 6D

**Perception** 3D, command 5D: posse +1D, investigation 6D+2, persuasion 5D, search 5D, sneak 5D

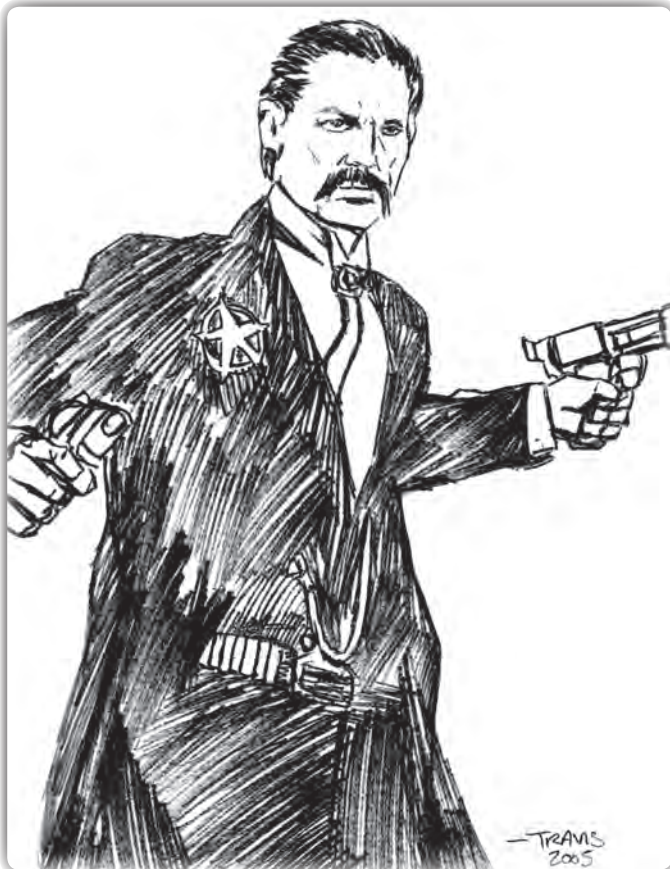
**Technical** 3D, computer interface/repair 3D+1, medicine 3D+1

**Strength Damage:** 2D      **Move:** 10

**Fate Points:** 1      **Character Points:** 6

**Body Points:** 29      **Wound levels:** 5

**Disadvantages:** Employed (R1), Ranger authority, contacts, and equipment depend on the character maintaining a good standing



with the Rangers; Enemy (R2), the Manticores; Enemy (R3), various criminals throughout the system; Hindrance: Cold Demeanor (R3), +3 modifier to *bargain*, *con*, and *persuasion* difficulties

**Advantages:** Authority: Law Enforcement (R3); Contacts (R2), other Rangers; Equipment (R2), Ranger equipment; Trademark Specialization (R1), +2D to *intimidation* rolls when using his infamous gaze and stoic demeanor

**Special Abilities:** none

**Equipment:** Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0–2/2–5/5–10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots; biometrically keyed to Pima; spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter bandana (+2D bonus to *stamina* against airborne contaminants; comlink with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one's identity); lightly armored duster (Armor Value +1D+1; +1D to *hide* items on person); hand comp with tracking and navigation capabilities (+1D to *sensors* and *navigation* rolls); braided nylon rope tied into a noose (damage +1 when used as garrote)

## COLONEL SMILIN' JACK MCDONALD

If ever there was a by-the-book officer, former United Countries Marine and Judge Advocate General Officer Colonel "Smilin'" Jack McDonald is it. The grizzled but still powerfully built middle-aged man seems older than he really is, mostly because he has been jaded and wearied by the ills he has seen humanity inflict upon itself. Before the courtroom became his battlefield, McDonald had bloodied and been bloodied in delicate peace-keeping operations, shadowy skirmishes against terrorists and guerrillas, and even full-scale battle at the head of a Marine expeditionary battalion, and it shows in his expression. Simply put, the man does not smile. Ever. Not even his oldest comrades can remember even a flicker of a smirk flashing across his granite-like face.

McDonald rose through the ranks on sheer merit and by following his unimpeachable sense of duty, if not always his orders. His unswerving loyalty to the concept of justice, law, and human dignity brought him to the attention of world leaders when a relief force for Amatsumara was initially conceived. They could think of no better man to assemble, train, and lead the Amatsumara System Rangers than Colonel McDonald. Though politicians are rarely given credit for intelligence, on this day, they made the right choice. Colonel Jack McDonald has led his men with integrity, flexibility, imagination, and immense success for the past five years and helped bring a semblance of order to the wild and bawdy frontier system.

This success has made him enemies too numerous to count. Foremost among them is the White Dragon Society, whose capricious hold on the system has been loosened by the Colonel's vigilance. There have been several attempts on his life of late, spurred

on by a 100,000 credit reward (reputedly 200,000 credits if his head is brought before Two-Toe Lee). If these assassination plots worry McDonald, it certainly doesn't show. As he's fond of saying, any energy or resources his enemies spend trying to stamp out his existence is that much fewer they can devote toward average criminal pursuits. **That's** the kind of selfless man Colonel Smilin' Jack McDonald is.

**Agility** 3D+2, brawling 4D+2, dodge 5D+1, firearms 5D+2, melee combat 5D, throwing 4D

**Mechanical** 2D+2, gunnery 4D, sensors 3D, vehicle operation 3D+2

**Strength** 2D+1, stamina 3D+2

**Knowledge** 3D+1, bureaucracy 4D: Rangers +2D, cultures 4D, intimidation 5D, scholar 4D+1, security regulations 8D, street-wise 5D+2, survival 4D, tactics 5D+2, willpower 7D

**Perception** 3D, command 8D, investigation 4D+2, persuasion 5D: oration +1D, search 4D, sneak 4D

**Technical** 3D, computer interface/repair 3D+1, firearms repair 4D+2, security 5D

**Strength Damage:** 1D

**Move:** 10

**Fate Points:** 3

**Character Points:** 8

**Body Points:** 27

**Wound levels:** 5

**Disadvantages:** Advantage Flaw (R1), things are expected of the semi-legendary lawman, heroic feats no man is capable of performing — he has to live up to these expectations everyday of his life; Devotion (R3) to duty as the leader of the Rangers and as the defining lawmaker in the system; Employed (R1), Ranger authority, contacts, and equipment depend on the character maintaining a good standing with the Rangers; Enemy (R3), various criminals throughout the system; Enemy (R3), White Dragon Society; Hindrance: Unsmiling (R1), +1 modifier to *bargain*, *con*, and *persuasion* difficulties

**Advantages:** Authority: Law Enforcement (R4); Contacts (R3), other Rangers; Contacts (R3), Amatsumaran Senate and planetary governors; Equipment (R3), Ranger equipment; Fame (R3), everybody knows Smilin' Jack — there's even been children's broadcast serials based loosely upon his life

**Special Abilities:** Combat Sense (R1), surprise penalties reduced by 2

**Equipment:** Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0–2/2–5/5–10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots; biometrically keyed to McDonald); spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter bandana (+2D bonus to *stamina* against airborne contaminants; comlink with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one's identity); hand comp with tracking and navigation capabilities (+1D to *sensors* and *navigation* rolls); knife (damage +1D) hidden in boot; lightly armored vest and jacket (Armor Value +2); cred-key



# 7. SECRETS & PLOTS

Players who want to keep some excitement for the adventures should skip over this section, reserving it for their gamemasters. Players who decide to peruse this chapter should realize that their gamemasters may well make many changes to this information. In fact, gamemasters are encouraged to customize the information to suit the tastes of their groups.

## BARREN SECRETS

The terrorist group known as the Laborers, based on the highly populated planet of Languid, recently established a new cell on the planet Barren. Hoping to recruit desperate men and women living in settlements scattered across the world, the Laborers continue to ingratiate themselves with honest farmers and settlers in order to gain their trust. It's the hope of the Laborers that when recruitment brings in enough members to give the cell enough strength, they will be able to disrupt the psiron refineries and halt the flow of the mineral from the world, seizing control of an incredibly valuable natural resource to be meted out at their discretion.

Before Redstone became the largest ghost town on Barren, a wealthy gambler and prospector lived in a palatial mansion near the outskirts of the city. Though dust twisters destroyed the building long ago, lying deep beneath the rubble and tons of desert rock is a secret vault filled with wealth, riches, and a huge stockpile of psiron just waiting to be found. Unfortunately, the gambler died without revealing the location of the vault nor the combination to its locks, burying the vast fortune underground with little hope of retrieval.

Six months before the first permanent settlers were to take up residence on Barren, a colony ship of desperate refugees set out for the planet but crash-landed in the Wide Desert. All aboard were either killed on impact or died in the desert during High Noon. Dust twisters quickly covered up the wreckage, and rescue efforts and orbital sensor sweeps were unable to locate the ship. The wreckage lies buried in the Wide Desert with years worth of water, foodstuffs, and other terraforming items, a stockpile that could supply half the settlements on Barren for several months.

## PLOTS

On a routine trip to Deadrock Gulch, the party stumbles across a particularly grisly situation: A desperate woman was caught stealing food from the kitchen of a local saloon, and was turned over to the authorities. However, rather than imprisoning her, the marshal gave her an option: Fight to the death against another criminal, and the winner goes free without punishment. Now, with a husband and

two children desperate to see her free and safe, the party must choose whether or not to intervene and help her win the fight. If they do so, several gangs in Deadrock Gulch begin to make trouble for the party as they wish to see one of their own number freed, while others have placed bets on the outcome of the fight and wish to avoid outside interference.

Or perhaps group of mercenaries hired by crime lords in Deadrock Gulch has captured an abandoned psiron refinery. Unfortunately, none of their number possesses the technical prowess to get the refinery up and running, and as such they have captured a visiting engineer by the name of Simon Leatherwood. They're planning on forcing him to get the machinery functioning again. As these mercenaries force the engineer to bring them ever closer to starting up their own contraband psiron refinery, Leatherwood's sister approaches the party and desperately pleads with them to rescue her brother. She does not know who has captured him or where he was taken, but she does know he was abducted from his Barren rover while traveling between Deadrock Gulch and the Sullivan Water Farm.

Whispers of a conspiracy could reach the party indicating that some shipments of water from outlying water farms have been poisoned, resulting in the deaths of inhabitants at several settlements. A single survivor from one of the poisoned farms says that he witnessed Michael "Deadrock Mike" Sullivan, nephew of Old Sully, sneaking around the water basins late one night. Unbeknownst to Old Sully, his nephew is aggressively trying to wipe out the competition by wiping out its customers, ensuring that only Sullivan Water Farm can be trusted with clean, safe water. When accusations are leveled against Deadrock Mike, Old Sully refuses to believe that his nephew would do such a thing, and a showdown ensues.

As another possibility, a frazzled and eccentric meteorologist contacts the party with a high-risk, high-reward job. He tells the adventurers that his sensors have picked up traces of the largest psiron storm to amass in 10 years drifting high over the Wide Desert, just waiting to be skimmed. Though he possesses the knowledge of the location of the storm, he doesn't have a skimmer harvester and doesn't trust most skimmers not to steal the psiron for themselves. If the party can find, buy, or steal a skimmer harvester and are willing to pilot it into the storm, he will split the profits from what is sure to be the largest raw psiron collection trip since the psiron boom.

## LANGUID SECRETS

One aspect of the Languid legal system not on any books is the presence of the Secret Council.

Made up of over 100 of the wealthiest aristocrats on Languid, the Secret Council controls many matters of state and commerce while acting outside the law. Less of a shadow government and more of a loose alliance of rich elites, the Secret Council combines their wealth and political power to achieve ends that would normally be difficult for individuals acting alone. The Secret Council has a number of law enforcement officials and prison wardens on their payroll, and they have been known to make individuals “vanish” should they attempt to interfere in the Council’s plans. On the whole, the Secret Council works to keep the Dark Siders laboring cheaply while still preventing riots and rebellion; they have been known to target members of their own aristocracy who pushed workers too hard or refused to pay. Though concerned with preserving their own way of life, the Secret Council knows that a placated working populace is far more controllable than a rebellious one.

Unbeknownst to the other members of the Secret Council, one of their number is a member of the terrorist organization known as the Laborers. Artum Hegis, a Light Side farmer and ranch owner, secretly works for the Laborers, providing them with extensive information on the Secret Council’s plans. Hegis believes that the Secret Council has a duty to improve the lives of Dark Side citizens, not continue to repress them, and he joined the Laborers tentatively. Though he personally has no taste for the violent attacks the group sometimes undertakes, Hegis is more than willing to provide any information to the Laborers that will sabotage the Council’s efforts at keeping the Dark Siders in poverty.

Dangerous cracks and breaks have begun to form in the protective outer walls of Inkwel Harbor, threatening to let water flood the city and kill everyone inside. Already one of the outer structures has collapsed, flooding a small section of the city that had to be sealed off to prevent the water from spreading to the main sections of the settlement. Inkwel Harbor officials blamed the collapse and subsequent flooding on a Laborer attack, though many question why the organization would choose to make a single attack on such a small scale against the very people they claim to protect. It’s only a matter of time before the rest of the city collapses and floods, and city officials are working quickly to find a solution without panicking the inhabitants.

Contrary to the history taught to modern citizens of Languid, Sundial Port was actually not the site of the first landing on Languid. In truth, the first expedition was a group of unsanctioned settlers fleeing bleak lives that landed on the Dark Side of the planet. This settlement was the first on Languid, but soon more people arrived and attempted to lay claim

and sovereignty over the world. Realizing that the original settlers had first rights to the lush world, the second batch of settlers had the first homesteads razed to the ground and all the original expedition’s members killed so that they could claim control over the world. Only the Secret Council knows of this betrayal and murder, and should the secret get out that Dark Siders were the first to colonize the world, it could upset the social order.

## PLOTS

The Laborer terrorists and the disparity between the two sides of the planet offer interesting mystery and clandestine adventures. Here are a few ideas.

A Laborer cell has captured a train carrying wealthy Light Sider passengers and is threatening to kill everyone aboard unless their demands are met. One of the passengers is the niece of Baron Thillhelm, and he has offered a large cash reward to any who can get her — and her alone — safely off the train. The baron can get the party onto the train via air drop from a hovering vehicle, but getting the girl off of the train is another matter altogether, especially since the trigger-happy Laborers know that the Baron’s niece is somewhere on the vehicle.

Six Dark Side workers have disappeared from the same farm on the Light Side of the planet in the last week, mysteriously never returning home from work despite the fact that no one on the farm saw anything out of the ordinary. The farm’s owner wants to get the workers back, but she has no idea where they could have gone. In truth one of the other farmhands has secretly been capturing them and selling them to slavers, who then turn around and hire the workers out to other farms. Unfortunately, the only way to figure out where the slaves are being taken is to follow the slavers, meaning that someone must be set up as the next laborer to be taken as a slave.

A shipment of medical supplies that was routed through the depot on Shade has gone missing while en route to Dark Side hospitals, raising suspicions that foul play is involved. By retracing the delivery shuttle’s flight path, the party can discover the wreckage of the shipping vessel; it appears to have been shot down and its cargo carried off. Following the trail from the shuttle, the heroes find that the supplies were taken by a band of outlaws that have settled deep in the wilds of the Dark Side, and that they won’t be giving up the supplies without a fight.

A rancher in Sunset Valley contacts the party with a job: find and kill an oversized nighthunter that has been preying on the ranch’s cattle and even the ranch hands. Unfortunately, there’s more



to the story than it seems. The nighthunter that has been killing on the ranch is in fact not a nighthunter at all, but a crazed Dark Sider whose methods for murder are so savage that they appear to be wild animal attacks. The criminal is an escapee of Scintilla Penal Colony, and if the party can capture and return him to the distant world, there will be a substantial reward.

## LUMINOUS SECRETS

On the surface, Luminous looks like a place of hope. It's a testament to how much human ingenuity can accomplish, but it's also a stern warning of how far people can overreach themselves. There are dangers aplenty on Luminous and secrets that are so well protected that investigating them can put a character into an early grave.

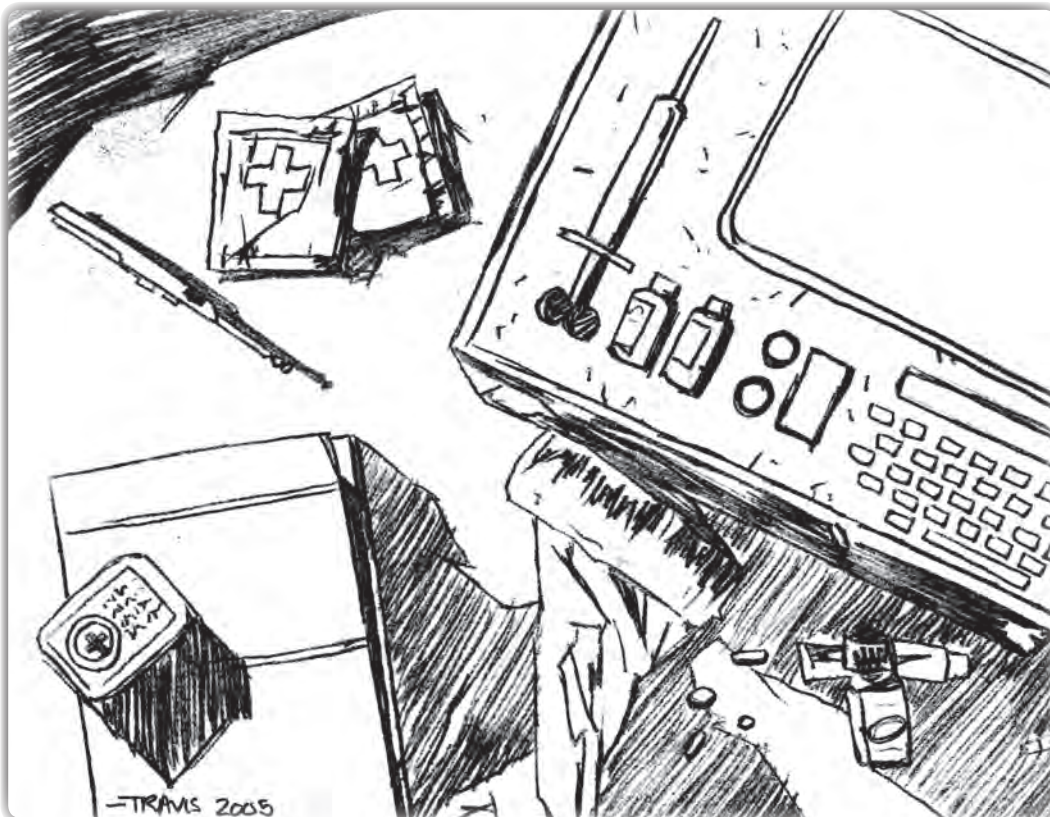
Though the Senate has gained a general reputation for honesty, there are secrets within the halls of power. Unknown to most, there's a cabal of senators who call themselves Merans. The Meran organization hopes to return to a pre-Ranger style of government, in which a select number of people have the majority of power. Knowing that the Rangers would never stand for such a thing, they operate behind the scenes, clandestinely manipulating events and people without the general public knowing.

The Meran organization is almost cultlike in its dedication to secrecy, but they are not bound together by any kind of quasi-religious nonsense. They desire power, simple and absolute. The Prime Meran is believed to be a senator who's allowed his thirst for personal accomplishment to overwhelm his sense of responsibility. This isn't quite true. The Prime Meran is actually Truman Landon, the most recent colonial governor. After losing everything and very

nearly going to prison, his allies in the White Dragon Society freed Landon, and he fled into the seedy underbelly of the cyberware community. Though he's far too cowardly to actually risk augmenting himself, he did take some inspiration from the way the black market was run. When it comes to evading the Rangers, he learned, the key was to avoid drawing attention to yourself. Hide in the shadows and allow others to do your dirty work for you. If possible, don't even let anyone know you're involved at all. This was a bit of a variation on his old practices, when he'd take great pride in claiming ideas and plans as his own. Landon then contacted a few of the less ethical senators and pitched his plan to them, hiding his identity behind the role of the Prime Meran. He started small, with only three others in his fledgling group, but it's slowly grown until there are 10 senators who follow his lead. This almost gives them a majority in the Senate, but Landon knows that he's pretty much hit his limit. As the group grows, the chance of someone revealing the others to authorities is increased, and the only senators who aren't yet members of the Merans are ones who are unlikely to ever consider joining. Nevertheless, Landon feels that things are going very well as much of his agenda has been pushed through the legal process. Eventually, he hopes to see Colonel Smilin' Jack McDonald brought down before him.

The Arcanists are another group that harbors deep secrets. While they take great pride in their public works, proposing alternative solutions to many of society's problems, they are actually dedicated to the preservation of "humanness." Professor Romanov believes that cyberware threatens to undermine the very core of what it means to be human. The scientists who have come to surround him are of like minds on the subject. Many of them have seen the horrible effects that cyberware can have on those who've been enhanced. Not only are there those who've suffered from surgeries gone wrong,

but there appears to be a psychological component to it all as well. Some people seem to lose their sense of humanity as they become more and more machine, almost as if they are allowing themselves to act in ways that they might not normally. For instance, a man who was never violent before might become so after having his physical strength augmented. The Arcanists have begun experimenting with ways of combating this trend. Their first avenue of research deals with actually undoing augmentations through reverse-surgeries and the replacement of missing limbs and organs with vat-grown body parts. This is still in the early stages, however, and there are already ethical concerns arising from the process. The second proposal has led to many arguments within the group: the



## CYBERWARE SIDE EFFECTS



Cyberware is an advanced science, but it's not a perfect one. Even the most carefully crafted products have been known to malfunction or suffer stress through use. Any character who relies too much on technology could be in for a shock when that technology responds in an unpredictable way.

Whenever a character uses a skill or attribute enhanced by cyberware and fails the attempt with a 1 on the Wild Die, there is the chance of a systems failure.

Systems failures vary from minor annoyances to dangerous malfunctions which can injure the user. Whenever die results indicate a systems failure, the gamemaster rolls 3D (including the Wild Die) and consults the "Systems Failure" table.

Furthermore, some cyberware systems are poorly maintained or manufactured. Devices fitted by underground doctors using secondhand parts are subject to system failure rolls on when a 1 shows up on the Wild Die when using the cyberware, regardless of whether the attempt itself was also a failure.

The gamemaster may adjust the "Systems Failure" table as desired.

### SYSTEMS FAILURE

Result	Effect
3–6	Cyberware functions sluggishly. It does not impart any Special Abilities to the character for that round.
7–8	Cyberware surges, imparting none of its Special Abilities to the character for one round. Also, the character suffers a +2 difficulty modifier to one action for that round.
9, 15	Cyberware fails to operate and locks for one round, providing none of its Special Abilities to the character. Until repaired, the cyberware is subject to systems failure on a 1 on the Wild Die, regardless of whether the skill total failed.
10, 16	Cyberware shuts down, requiring repairs by a skilled technician.
11–12	Cyberware goes erratic: Limbs start to convulse; sensory apparatus boost signals to uncomfortable levels or blank out entirely; chargers and boosters release potentially lethal doses into the bloodstream; etc. Requires repairs by a skilled technician.
13–14	Cyberware malfunctions. It goes erratic as above. In addition, the character is affected by an electrical surge with a damage value equal to the systems failure result; armor and protection abilities provide no protection from this surge. The system then shuts down, requiring repairs by a skilled technician.
17–18+	The character experiences cyberpsychosis. For a general overview of this mental disorder, see pages 46–47 of the <i>D6 Space Rulebook</i> . It's best for gamemasters to negotiate the specific effects on a player's character, but here are some ideas. The same option may occur repeatedly, or something new might happen each time. <ol style="list-style-type: none"> <li>The character experiences major emotional pain, with corresponding physical pain. All difficulties are at +3 for the next round.</li> <li>The character strongly doubts the ability of his flesh to work well with his cyberware. All <i>Knowledge</i> and <i>Persuasion</i> difficulties are at +5 for the next two rounds.</li> <li>The character fears that her cyberware is failing; all of the character's cyberware malfunctions, imparting none of their Special Abilities to the character for 1D rounds.</li> <li>The character permanently gains a Hindrance Disadvantage that affects her mental abilities. This effect may be cumulative with future instances of this cyberpsychosis effect, or she may gain a new Hindrance each time.</li> <li>The character's body begins to reject the cyberware; future systems failure checks occur when a 1 appears on the Wild Die, regardless of whether the skill total failed. The character needs intense psychological help to overcome this self-imposed limitation.</li> <li>The character goes into a coma for at least 1D days. (This could increase to weeks or months on future cyberpsychosis occurrences.) To recover from the coma, the character must receive medical aid as if he were Incapacitated or had lost 90% of his Body Points.</li> </ol>

use of force to achieve their goals. Some Arcanists are planning to bomb some of the cyberware centers in an attempt to damage the black market. Romanov is adamant that this is not the path the group should take, but some of the younger members are more willing to consider it. One thing these more militant members have discovered is that powerful electromagnetic pulses or bombs will short out cyberware equipment and make it unusable. Unfortunately, this

can have catastrophic effects on those who have cybernetic organs or limbs.

The White Dragon Society is funding much of the research into the uses of Scintilla gems, hoping to corner the market on any weapons that might come out of the work. The hope for the Dragons is that this might even the playing field with the Rangers, who have controlled the best tech so far.



The Luminous Station in Apollos has a subterranean chamber that's normally inaccessible to the public. The chamber is part of the largest black market on Luminous. Virtually any tech can be bought or sold from the vendors who set up their booths here. The existence of the marketplace is a closely guarded secret. Little do the Rangers know that it rests beneath their feet whenever they come and go from the city.

## PLOTS

Luminous is a world of technology and high adventure. Unlike some of the other worlds in Amatsumara, Luminous has little of the frontier feel to it. It's more like the large town that the frontier folk always talk about visiting before they die. It's well suited for gritty, slight grungy-style science fiction tales, as well. Its heroes tend to be either tech-heads or hardboiled types, with villains who fall into similar categories. Characters like Burroughs and Shendoï are good examples of characters that were specifically tailored to this world. Seeing them leap from hover-bus to hover-bus can be very exciting, but it wouldn't exactly suit the style of play associated with Verdant, for instance.

Several storylines could be spun off from the Meran organization. If left unchecked, the group might try to steal the position of prime senator from Sue Ellen Wallace when she comes up for re-election. Since Landon isn't a senator, he'd be unavailable for the role himself, but it would be just like him to put a puppet up for the post. He'd then act as the power behind the throne, so to speak. Eventually, Landon's ego will force him to reveal himself, but he's smart enough to hide behind others until he's gained enough power that he'll feel safe coming out into the open again. One possibility might be for Landon to sway the Senate against the Rangers so that he could form his own militia group. These anti-Rangers would stand in opposition to the Colonel's forces and could also double as an imperial guard of sorts for Landon himself. If things got to this stage, Landon would be very close to re-establishing his control over the system. His role as a tool of the White Dragons could even become a thing of the past. If he got powerful enough to reveal himself as the manipulator of the Senate, he might try to oppose his old masters and seize complete power for himself. This could create an unlikely alliance between the White Dragons and the Rangers.

Landon's hatred of the Rangers could lead him to try and sabotage the Lighthouse. The perfect time for this would be the grand opening of the facility. It's quite likely that Colonel McDonald would be there, along with the majority of the Senate. If the Merans were to warn their members not to attend, it would provide a perfect opportunity for Landon to remove a large number of his enemies in one fell swoop. Considering the vast number of credits that the Rangers

have poured into the Lighthouse's construction, it's possible the group would be bankrupted for years to come.

An alternative campaign centered around the Senate is possible, one that barely focuses on the Merans at all. The work of the Senate is important and grueling, with a number of rivalries popping up as senators vie to get the best result for their world or city. Characters could earn good money providing security to senators or, from the opposite end of the spectrum, there's good money to be had for threatening a senator into changing his vote to better suit the needs of a player's character's employer. If characters actually take on the roles of senators and their aides, then a campaign filled with political intrigue and backstabbing is possible.

The presence of large amounts of cyberware can also be fodder for numerous stories. Perhaps a player's character suffers a terrible injury that requires an "augmentation" procedure to save her life, or at the very least to restore her sense of self-worth. This could lead her into the black market, where she could cross paths with Dr. Eric Holland. Holland is brilliant, to be sure, but his drug addiction means that there's a good chance the character could end up worse off than before. Holland might lead the characters into an encounter with Thulsa Krill, which would be bound to go poorly for one or the other. Krill is a despicable man, and he's been augmented enough that he'd pose a threat for many adventurers.

Another alternative could be that the characters learn that someone is selling dangerous or untested tech in the black market. It could be that the rumors regarding certain types of quartz found on Scintilla are true, and the criminal element is about to come into possession of large amounts of super-blasters, capable of slicing through any known metal and shielding. If the White Dragons or one of the dangerous cults on Tenebrous were to gain this tech before the Rangers, it would seriously alter the balance of power in the system.

Technology plays an essential role on Luminous and should figure prominently into nearly every adventure set on the planet. Characters should find themselves involved in deadly aerial battles using jetpacks or discover that their lives literally hang in the balance as they clutch the railing of a hover-bus.

The presence of cyberware-enhanced villains means that the level of opposition can vary wildly on this planet. Characters might find themselves facing ordinary thugs one night and surrounded by robotic-arm wearing assassins the next.

Because the system's top technology comes from Luminous, it makes sense for characters based off-world to come to Luminous seeking the latest weapon or the much-needed spare part to repair their jungle skimmer. They might even learn that someone has created a new genetically modified food packet for use with raptors. What raptor-loving cowboy wouldn't want to make sure his mount got the best available chow?

The characters should immediately be made to feel the difference between Luminous and the rest of the system. Solaris and the like are crowded. Furthermore, some of the cities are quite filthy and polluted, as well, and characters may find themselves forced to make *stamina* checks to avoid becoming sick from the unfamiliar air.

The hovering cities in which characters will either live or visit are deathtraps waiting to happen. If someone were to sabotage the hover-jets — or if an unexpected outbreak of city slugs were to drain them of power — the entire city could begin to tumble from the sky. Given the fierceness of the planet's electrical storms, it's also possible that a city could simply be overwhelmed by the elements, meaning that even a skilled city pilot might be unable to save them all. In such a case, evacuation would be in order and the Rangers would be at the forefront of trying to get people to safety.

The local phenomenon known as God's Eye might be an intriguing basis for a story. It's been theorized by some that the cloud formation's intense electrical storms might cloak an interior of relative calm. In effect, the center of God's Eye could be the equivalent of being in the eye of a hurricane. If someone could manage to survive the trip to the interior, it would make the perfect hiding place. Perhaps it already is and there's a White Dragon Society base lurking within, or something even more sinister.

Characters who adventure on Luminous will find a number of people waiting to help or hinder them. Someone in need of scientific assistance might turn to Gregor or Nadia Romanov. Gregor would be the harder of the two to convince to offer help, but he might be persuaded if the characters seem sincere or it's a cause he believes in. Nadia and her boyfriend, Harrick St. James, are willing to help just about anyone, but Nadia has one area of her life that she will hesitate to discuss: the Arcanists. Other sources of aid might be the Masque or the bounty-hunting duo of Burroughs and Shendo. Bartleby Booth — the Masque — is a good-natured man who could serve a humorous role, as well. Imagine the characters confronting the masculine Booth, only to discover that the foppish Masque is the same fellow. Burroughs and Shendo, for their part, are quite capable of helping out a group of characters, but they seem to carry disaster with them, as well. Think of them as action-movie heroes: They get the job done in spectacular fashion, usually with a city block of two ending up in ruins. Hover-bike chases through the crowded streets, weaving in and out of hover-bus traffic should be the norm where they're involved.

The war that's looming between the Arcanists and the cyberware crowd should eventually become too big to ignore. If the militants within the Arcanists win out, it could turn very ugly, very fast. An electromagnetic bomb unleashed in the tech market could not only cost some people millions of credits, it could also cost many people who are augmented their lives. Such an escalation of the conflict would force the companies and individuals profiting from cyberware to strike back at the Arcanists, perhaps going so far as to put out contracts on the known members. More than likely, however, Professor

Romanov will retain enough power over the group to keep things from becoming overly violent.

His studies into the psychological effects of augmentation might sway some public opinion, but it could also be that the proverbial genie has been let out of the bottle and no amount of work on the part of the Arcanists is going to change that. Even so, their work at reversing the augmentation process might eventually win some converts, and their speciality organ work that makes up the heart of the reversal process could lead to any number of adventures down the line. If they can create individual organs and limbs, what's to stop someone from eventually growing entire humans?

## SAURIAN SECRETS

There's a very good reason why lifespans on Saurian are shorter than elsewhere in Amatsumara. The truth has nothing to do with the harsh nature of frontier life, either. What no one realizes at present is that raw settlepot contains a carcinogenic compound. This deadly quality is so slight that most people who come into contact with it do not suffer any ill effects, but years of exposure to settlepot dust is cumulative. Miners and ranchers who live near mines are the ones who suffer the fastest. The gray skin malady is actually evidence that that layers of skin that handle the metal the most have become saturated with the carcinogenic deposits. This malady will fade if settlepot exposure is avoided for several years, but the damage has been done and the cancers can then spread throughout the body.

Settlepot is generally located only deep within the soil, where it builds up thanks to an odd combination of local minerals and the high cobalt levels found in the soil. Humanity has exposed large amounts of this metal into the surface soil and atmosphere now, and the thinning numbers of raptors in the wild is related partially to this. While people have obviously abused the raptors, it's also true that the settlepot is beginning to affect water supplies and grasses, both of which are consumed by the raptors. If Saurians were more welcoming to outsiders, it's very likely that scientists would have pieced all this together by now, but local xenophobia has led to a planet that's on the verge of a widespread crisis.

Although there are some true raptor rustlers (possibly encouraged by the White Dragon Society), for many raptor raiders, it's a case of ranchers not



fully understanding the situation. Men and women like Dr. Carlos Rivera have been arguing for years that the raptors are being mistreated. They have written articles and pamphlets about the natural beauty of the raptors in their native environment and how humanity are repeating the mistakes of the past. In their eyes, people leech Earth of its resources, leaving it a dry, barren world in need of new energy sources. On Saurian and elsewhere, this process is being repeated as psiron is mined dry and raptors are driven into extinction. Hoping to put a dent in the raptor industry, Dr. Rivera and others have begun liberating the creatures from captivity, returning them to the wild. The raptors being stolen are not being sold at all, but that's the first inclination that greedy ranchers would have. It's unthinkable to them that someone could take a valuable resource like a raptor and just set it loose. Once the truth becomes known, the ranchers will have a different kind of war on their hands: it will be one of ethics, not dollar signs.

Adding fuel to this fire could be the revelation of exactly how far Phage's cruelty with raptors goes. He has trained several of them to fight and has been selling tickets to the blood sporting events. The battles are horrific displays, but there are enough people willing to pay to see them that Phage has gotten fairly wealthy off their staging.

The monsters that allegedly live in South Flagg actually exist. Anyone who makes it through Hell's Pass will find themselves in Saurian's equivalent of dense forest. Thick grasses far taller than a grown man can hide many things from aerial reconnaissance. In this case, they've hidden a race of reptiles that are related to the raptors. These creatures are 2.4 meters tall and quite fierce, with the ability to tear a person to pieces in seconds. Given their size and ferocity, it's unlikely that they could be used in the same way that raptors have been, but with fewer and fewer raptors in the wild, it could be that some

rancher would like to try and domesticate these beasts — or at least hunt them for sport and their meat.

## PLOTS

Saurian is a perfect setting for Old West-style adventures. Any characters who visited from another planet would find themselves treated with suspicion, and any Ranger investigations that might have lured them here will be made all the more difficult by the natives' distrust of the organization. Most adventures will probably be set in Evergreen, where the trio of Wilcox, Oleander, and Earp dominate. The threesome is tight-knit, but it might be possible for smart characters to drive a wedge between them, especially if they focus on Earp. He's taken a lot of abuse over the years from the other two, Oleander in particular. Of course, any adventure involving these men will bring in Jonah Mosley and the other members of the Brigade. A group who stands in opposition to these evil forces will no doubt gain an ally in Rusty Bedingfield. Rusty is a good man and his burgeoning psiron-inspired abilities means that he could accomplish more than another man might.

An interesting campaign idea might be for the characters to be Saurian ranchers themselves, coming under pressure from Wilcox and his gang. The characters could either be part of the same family, fighting to protect their lands, or else members of various ranches who have decided to band together to end the continuing threats from the Brigade. This anti-Brigade might even stay together once the day is finally won, dispensing frontier justice themselves. This could lead to an invitation from the Rangers to join up, or they might prefer to remain vigilantes. Once again, Rusty could serve as a gamemaster's member of such a group, helping the gamemaster keep them on track during adventures. It would be in the gamemaster's best interest to make sure that Rusty and his *Metaphysics* powers didn't dominate the group's actions.

Junky's is a spot that's tailor-made for an adventuring group. It could serve as either a meeting place for them or else it could just pop up as a colorful stopping point. Perhaps there's something valuable that's ended up in Monty's possession. While there should be a limit to what could conceivably be on display, a gamemaster might include something especially interesting for storytelling purposes. Just keep in mind that the residents of Evergreen are not completely naive. If something truly breathtaking ended up at Junky's, someone would recognize it. Perhaps this could even spawn an adventure when Monty is forced into hiding to save his



own life, while multiple groups fight to find him and steal whatever object he's got. Monty might even consider selling the object in order to fund the augmentation procedure he's been saving up for.

Louis Tubbleville is someone who can serve as a valuable contact for characters, but his power is somewhat limited. Saurians don't really respect his position as a senator, and many have lost respect for him as the crimes of Wilcox and company continue unabated. Tubbleville's desire for appreciation might lead him to work with characters, though, especially if he could take some credit for the eventual success — and avoid blame if it all falls apart. Tubbleville doesn't like how he's treated by the Wilcox gang, but he's been too afraid to stand up to them.

The truth about settlepot and its harmful effects on the people who handle it could be a major source of adventure. What if the truth threatened to come out, and certain people who had profited from the mining decided they wanted the whistleblowers kept silent? A scientist character who uncovered settlepot's nature could find himself a wanted man by the Brigade or another similar group. An attempt to discover some way to safely mine the metal might also lead to some interesting possibilities.

The conflict that's building between the raptor raiders and the ranchers could turn quite ugly. Shakira Stanley will attempt to discover who's behind it all, and her search will inevitably lead her to Dr. Rivera and others like him. If characters are a part of such an organization, they will find themselves in hot water with Shakira and her allies. Rangers will be in a difficult position, as the ranchers have a legal right to treat the animals as they see fit. In the eyes of the law, raptors are property, after all. But the so-called raptor raiders can point to numerous examples of cruel treatment to the raptors, possibly making some Rangers feel that they are in the right. The Amatsumaran Senate would have to legislate some sort of animal cruelty laws, however, as they are not presently in place in Amatsumara. If Rivera were to discover the existence of Phage's staged raptor fights, the group would truly blow their tops, and the stakes would escalate wildly. The violent matches might be exactly what Rivera would need, however, to force the Senate to act.

Any storyline revolving around Phage and his activities could lead into a greater exploration of the seedy pit that's Serenity. Any number of sexual or violent predators could have fled to this place, seeking asylum. It could fall to the characters to expose the dark underbelly of Serenity, uncovering many secrets while in pursuit of their own prey. This would make them targets for many in the city, who would kill to protect the truth of their activities.

An exploration adventure could lead the characters into South Flagg. Perhaps the rumors of giant raptors is at last taken seriously, leading to someone funding an expedition. Or the Rangers could send in a team after one of their own is lost in the area. Regardless of how the characters get there, they will soon find themselves face-to-face with beasts whose strength and ferocity dwarf those of the raptors.

Gamemasters should remember that Saurian is a place of frontier justice. The "long arm of the law" doesn't stretch very far here, and any characters who come to the planet will quickly find themselves on their own. Ranchers have created their own little feudal kingdoms in some places, leading to a sense of isolation and hopelessness in some of the locals. Their despair could induce them to lash out at those who try to help them because they're afraid of losing what little they have. In some ways, Saurian sums up the Amatsumara system: It's a rugged place, where humanity has had to fight to establish a

foothold. But the old problems of Earth haven't gone away; they've just adapted to this harsh new environment.

## SCINTILLA SECRETS

Lake Halloran also has a somewhat darker secret, one only known to a few select beings on the world. The incredible depths and freezing temperatures of the lake have made it an ideal place to dispose of unwanted materials. A few manufacturing industrial companies in Amatsumara have begun dumping industrial waste into the depths of the lake rather than going through the complex and expensive process of recycling those materials. Though the liquid nitrogen usually freezes such waste into solid matter and leaves no visible trace of the materials' existence, some fear that eventually the industrial waste will pollute Lake Halloran as it did natural lakes on Earth. Moreover, several criminal organizations (and even a few corrupt government officials) use the lake as a dumping ground to dispose of unwanted contraband and even dead bodies that they wish to make "vanish." A particularly nasty cell of Laborers (the terrorist group based out of Languid) has been known to place its still-living victims inside a locked and broken ice sled on the delicate frozen surface of the lake, then drop heat flares around the base of the vehicle so that the ice "languidly" melts, sinking the sled into the lake of nitrogen in an agonizingly slow process.

Not everything is as it seems in the laboratories of Dr. Phinneas Bellwood. The brilliant research scientist specializing in cryogenics has a far more elaborate plan for the Beviezing Station projects he undertakes. Dr. Bellwood believes that he can infuse human genetic material with newly created genes in order to make it so that humans can live on the icy surface of Scintilla without the need for a cold suit. His current experiments involve injecting a liquid nitrogen cocktail into the bloodstream of human test patients in order to force mutation, bombarding subjects with radiation and then exposing them to the surface of the planet, and tampering with the genetic structure of patients using high-end cryogenics technology. Though Dr. Bellwood believes he will be doing a service to the people of Scintilla, he has clearly gone beyond eccentric into the realms of madness as his secret police kidnap ordinary citizens from across the planet to be used as unwilling test patients.

The brave (or foolhardy) people who have settled in the Nethercold Mountains have a darker secret than many would even believe. Living in the distant mountains, far from any major settlements, some inhabitants of the mountain range have begun turning to cannibalism in order to feed themselves and their families. While a few small conflicts between homesteads have been waged over human foodstuffs, most settlers in the mountains prefer to capture visitors and interlopers who will not be missed. The rash of disappearances in the Nethercold settlements has puzzled Scintillan police, though few have the time or resources to travel out to the homesteads to perform a deeper investigation.

Engineers working in Icehaven City have made a discovery that could cause panic and devastation within the confines of the settlement. A recent unexpected glacial shift has broken one of the foundation beams anchoring the city to the rocky surface below. That same shift cracked the ice beneath the city itself, making it unstable, and recently earthquakes have shaken the city as the partially sup-





ported dome puts more and more pressure on the broken ice below. Many engineers believe it's only a matter of time before stress from unbalanced weight distribution bends or breaks the other support beams, which will likely send the entire city crashing down through the broken ice below.

Unbeknownst to many employees of the Statler & Hobbs research facility, much of the work being done is actually funded by organizations under the sway of Edward "Two-Toes" Lee, the Master of the White Dragon Society. Offering bribes and promises to many of Statler & Hobbs' executives, these crime syndicates continue to pump money into Scintillan quartz weapon research in the hopes of turning the tables on the Rangers and establishing their place of superiority over everyone in the system. Several of the researchers and workers at this facility are actually members of organized crime syndicates, put in place to monitor developments and ensure that their interests are being protected. Some of the legitimate researchers suspect the truth, but none dare to say anything for fear of mysteriously vanishing, as a few of the first researchers who protested to this intervention did.

## PLOTS

Mercenaries, miners, and overcrowded living conditions provide many opportunities for adventures. Here are a few ideas.

A recent bounty posting is brought to the attention of the party due to the high value of its quarry. The target, a research scientist formerly working at Bevriazing Stasis & Shipping Station, has been marked for capture by Scintilla Penal Colony on Galera. According to the notice, the scientist is wanted for conducting unethical experiments in cryogenics research at the station (or so Dr. Phinneas Bellwood asserts). In truth, the scientist had stumbled on Dr. Bellwood's true research and threatened to alert the authorities, prompting the labo-

ratory to go to the authorities claiming that the rogue scientist was, in fact, the one responsible for the criminal research. The party then has the choice of collecting the massive bounty on an innocent man, or attempting to clear his name with the authorities for no guaranteed reward.

One of the foremost mining firms on Scintilla sent an expedition to the Crystal Caves five days ago, where it discovered a huge cache of Scintillan quartz. When most of the quartz had been sent back to the city, a corporate overseer detonated an explosive device in the cave, collapsing it and trapping the miners in the icy depths. The mining firm, having doomed its own workers so as not to have to pay their commission on the valuable find, claims that the miners were simply lost and that they had no idea

what had happened. However, an outpost radio operator has picked up a distress call from the miner's trapped beneath the ice and has requested the party's aid in locating the trapped miners.

As harsh as the justice system is on Scintilla, the penalties imposed by the crime syndicates can be even worse. A band of terrorists belonging to the Laborers organization has captured the family of a local member of their cell in retaliation for her attempt to leave the organization. Her family has been marooned in an ice sled on the delicate surface of a nitrogen lake, which is slowly melting thanks to heat flares placed on the surface by the vengeful terrorists. The former cell member approaches the party, begging them to save her family from plunging into the liquid nitrogen lake below.

Someone at Fourteen Points is on a killing rampage, and all the police officers and Rangers are at a loss as to who is performing the grisly murders. Each killing has taken place on the outskirts of the settlement, and only the head of each victim was left behind. The truth behind the murders is that a rogue police officer that lives in the Nethercold Mountains has begun to kill his victims and take their bodies back to his homestead to feed his family. Though the police in Fourteen Points are reluctant to admit that it might be one of their own, a trail of evidence leads the party to the mountain settlement and a showdown with desperate cannibals and a policeman gone savage on the frozen planet.

## TENEBOUS SECRETS

By its very nature, Tenebrous is a planet that plays host to many secrets and lost souls. The mystery of what happened at Penser Falls is something that will undoubtedly arise during any visit to the

planet, as it's gained more and more notoriety as time has passed. The truth about what happened is far more sinister than many have suspected. Battlin' Jack Seaver, Penser Fall's beloved mayor, stumbled upon an awful secret while exploring a set of caves located behind the area's famous waterfalls. These caves contained an old temple carved into the rock, with painted depictions of occult rituals drawn onto the walls. An altar, stained with blood, was also present. Behind the ceremony room was a long, narrow corridor leading deeper into the mountains. Seaver was greatly unnerved by the experience, which he described to one acquaintance as being akin to entering a tomb. Who had carved the chambers and what sort of awful ceremonies had been performed there were questions that haunted Seaver's waking hours. He finally made the decision to contact the Rangers, hoping that they could shed some light on the place's origins. Unfortunately, before he could do so he was visited by a stranger dressed in crimson and black, who told Seaver that he had disturbed a place of great sacredness and that now all of Penser Falls would be punished. That night, a large group of men and women — all clad in red and black leather — arrived in Penser Falls, armed with powerful energy blasters. The entire community was rounded up, including all of their livestock and pets, and taken to the crypt located behind the waterfall. There they were walled up alive. A few of the adults attempted to resist, but they were overpowered by the well-armed strangers. As far as anyone knows, none of the townspeople escaped. The strangers who committed this awful crime were agents of the Crimson Guild, an off-shoot of the Church of Synchronicity. The Guild is mostly based on Verdant now, but the group left behind alarms that would alert them if and when their lair was violated. The chambers were known as the Sepulcher, or crypt, to the cult's membership. They knew that if word got out about their dark activities, the wrath of the Rangers would fall upon them. The deaths of the townspeople and the subsequent hiding of the caves' entrance were all masterminded by Anthony Zora, the charismatic leader of the Guild.

Halcyon Onus, the senator from Saturnine, gives the appearance of being a master criminal. His saloon, the Dark Place, is a known meeting place for shroom pushers and their customers, and there are numerous rumors of his involvement in various prostitution rings. The truth, however, is quite different. Onus is working closely with the Rangers to root out the shroom problem. By giving the impression that he approves of such things, he brings in dealers whose conversations and activities are recorded. Onus is trying to find a path to Eddie Lee himself, but the rumors that he's based on Tenebrous seem to be falsified. There can be no denying the fact that Lee began his career on the planet, but his main operations have long since moved off-planet. Nonetheless, Onus hopes that by monitoring the criminal transactions on Tenebrous, they will eventually gain a lead to shutting down the men and women at the top.

The Rangers' seeming inability to "prove" anything related to the Dark Place is in fact a cover for their operations there. Any players whose characters are part of the Ranger organization might eventually cross paths with Onus, and it's imperative that his secrets be protected. If he's revealed as a spy, retribution will come swiftly, and Halcyon's life will be at great risk. Only the higher-ups in the Ranger organization are told about Onus and his true motives.

The Silent Peace organization is actually a Tenebrous version of the "neighborhood watch" program. They silently observe the crimes going on about them, memorizing faces and names, which they then turn over to the Rangers.

Carl Boone's ability to avoid prosecution stems from the fact that several prominent officials are mild shroom addicts, while others are lining their pockets with kickbacks from Boone's activities. Though there's a small movement afoot to have shroom officially legalized, the future of this is extremely unlikely as residents of other planets are growing increasingly tired of the drug showing up on their worlds. The Mo'hawks are in Boone's back pocket and he keeps them supplied with drugs in exchange for their harassment of those who stand in Boone's way. Their ceremonies are nothing more than a way of deflecting attention off their true activities.

New Penser's most notorious resident, Sweeney Tom, is most definitely a killer. In actuality, the secret ingredient of his popular barbecue is something that would turn most people's stomachs. The fact that Tom is a practicing member of the Crimson Guild is not well known, however. A close inspection of his home would reveal some of their literature and crudely drawn depictions of the Crimson Lords lying about. It should be noted that Tom's activities are not sanctioned by the group, and they consider him a minor lay member.

## PLOTS

Tenebrous is a planet brimming with adventure possibilities. In a campaign centered around the Rangers, things will inevitably lead to the shadowy underworld that thrives here. The battle to shut down the shroom rings could turn quite bloody, as the drug is popular not just on Tenebrous but elsewhere in the system as well. Carl Boone is one of the leading shroom distributors on the planet, but his connections to politicians and to the dangerous Mo'hawks could make adventurers regret crossing his path. Another possibility is that Boone might hire the Reaper to deal with one or more of the players' characters, thinking that making an example of them might discourage other investigators down the road.

The political fallout could be troubling for characters, as well. The group could find their movements curtailed or that they've been framed for wrongdoing themselves, leading to arrest or at the very least severe inconvenience. If such an event occurred, it might force Halcyon Onus to intervene and offer assistance, possibly leading to a revelation that he's a spy.

The Reaper makes an ideal villain in any number of settings, actually. His willingness to take jobs for pay makes it easy to insert him into an ongoing campaign or even to make him one of the centerpiece villains. His ties to Eddie Lee could even bring the characters to the attention of the system's most notorious gangster, making their lives all the more difficult.

Just as in the Old West, ghost stories can have powerful appeal in a frontier setting, and Tenebrous lends itself to such stories due to its eternal twilight, howling wind, and deep caverns. Somewhere behind the rushing water at Penser Falls, there would be the corpses of 856 people, plus their animals. What was it like for them, their air slowly fading away and their deepest fears coming to the forefront? If their bodies were uncovered, there could be an erroneous persecution of the Church of the Synchronicity, revealing the full details about their own activities. If the true murderers are revealed, the investigation would lead to Verdant, where Anthony Zora and his followers are awaiting the coming of their gods. For his part, Zora and many others have had shroom-induced visions of the Crimson Lords. Perhaps such visions might direct investigators to the falls,

## 7. SECRETS & PLOTS

adding a touch of the supernatural to the campaign. The overall mystery of the Crimson Lords themselves might make for an interesting adventure or two, as well. Chances are that Zora is simply insane, but the storyline could go in any direction in your campaign. One interesting twist might be for survivors to show up, someone who managed to find an exit from the Sepulcher. Perhaps they somehow end up in New Penser or Saturnine, their memory fragmented by the terror of their experience. If the survivor were someone like Battlin' Jack Seaver, he might be recognized by others, even when he himself isn't sure of who he's.

A potentially challenging adventure might center around one of the characters developing an addiction to shroom. Kicking the habit's a very difficult thing and could result in some truly inspired roleplaying. One way of forcing the issue might be for someone like Carl Boone to kidnap the character and force him to ingest the drug. Alternately, a player could create a character who's a recovering shroom addict. Perhaps this could lead her on a vendetta against the peddlers of the drug and force a confrontation not only with Boone but with higher-ups like Eddie Lee. The lingering effects of the drug might result in physical or mental scars that could induce an interesting Disadvantage or two, like Quirk or Hindrance.

Scato is completely unexplored; while it may appear to be a barren landscape from above, who knows what secrets lurk in the snowy

wastes? Dimfain is a dangerous area, as the loss of an early exploration team proves, but again, it's possible there are hidden rewards at the south pole. Scedu is perfectly capable of sustaining a village or two, so it's only a matter of time before someone re-establishes something on that continent. The memory of Penser Falls and its mystery might keep some settlers away, but it's been proven time and again that humanity has an innate desire to expand its territory. An expedition to Scedu would probably avoid Penser Falls entirely, however, and focus on the establishment of a new frontier town. New flora and fauna could be waiting to be discovered, with possible riches awaiting the lucky adventurer who finds them first.

The Sweeney Tom investigation can inspire a nausea-inducing trip into the mind of a murderer. If characters are Rangers, perhaps they are called in after Lila Porterfield goes missing or when her own investigation seems to have reached its end. For non-Rangers, there's always the chance that Sweeney might be implicated in the disappearance of someone close to the characters, leading them to look into the butcher's activities themselves. There's also the chance that the characters just happen to stumble across his slaughterhouse while exploring, leading to some horrific discoveries. Their lives would then be in danger if Sweeney feared they were about to reveal his crimes to the world.

One thing about the frontier that's worth remembering is that there's a powerful sense of isolation when a person leaves the cities behind. Characters could face a race for their very lives if they had to make it back to town before Sweeney caught up with them. The character of Sweeney Tom is also a good example of the varied types of characters that the frontier setting can accommodate. He's a recognizable homage to a number of different horror characters, but he fits in very well in Amatsumara. Gamemasters should be able to look at a wide variety of genres when constructing adventures set on Tenebrous and elsewhere, adapting the characters and plots to a frontier-style environment.

The Mills School could provide an unlikely source of adventure. What if Molly's attempts to clean up the area around the school make her some powerful enemies? There's also the chance that one or more of her students will fall prey to one of the local cults, forcing her to seek out help in bringing the youths back to the school. Despite the prevalence of crime on Tenebrous, Molly is much beloved, and anything that threatened her or the school is sure to draw a lot of attention.

The proliferation of cults offers a wide range of plot possibilities. What if a character's younger sibling joins the Church of Synchronicity? Even worse, groups like the Crimson Guild or the Mo'hawks openly practice deeds that are immoral or illegal.

A war between the Crimson Guild and the Church of Synchronicity is certainly something to be feared. Both groups know some of the other's secrets and could wreak a lot of harm if they chose to reveal them. Zora's group is a bit more bloodthirsty due to their honest belief in their status as favored ones of the gods, but the Synchronicity is better established and has more money to draw upon. Characters who ended up caught in the crossfire might find their lives in grave danger



and the Rangers would hope to take advantage of the situation in the slim chance of shutting down both cult for good.

The mysterious Undertakers can have many roles in adventures. They can be played for laughs, showing up just before the players' characters are about to undertake a particularly dangerous activity. On the other hand, perhaps they have a more active role in things than they'd like others to believe. If gaining status in their group is somehow tied to the number of deaths they are involved with, perhaps they "help" matters along by sabotaging equipment or causing distractions at crucial moments. Since little is known about who formed the group or why, the Undertakers can fit in well with almost any villain or setting that the gamemaster might use.

The sudden rise in psi-skimmer racing offers some interesting possibilities. Perhaps one of the characters decides to join such a race for some reason, or maybe the entire campaign is centered around the daredevils who pilot the dangerous crafts. If the sport catches on, it may spread to other worlds, and an entire racing circuit might spring up.

Whatever direction the adventures on Tenebrous go in, it's important to remember the setting. The eerie twilight, the sights and sounds of the chilly plains ... all of these can add to the experience of exploring Tenebrous. A smart gamemaster will utilize these environmental factors to make his narration come alive.

## VERDANT SECRETS

Despite the widespread belief that the "jungle people" are a product of the local tourist industry, a few scientists and adventurers have come to realize that there's a very real basis in truth to these stories. The Xuiso are the indigenous populace of Verdant, sharing their homeworld with an increasing number of humans. The encroachment of the human settlements onto Xuiso lands will inevitably bring these species together, though the Xuiso seem content to watch the colonists from afar to this point.

The revelation that Fantom Star is actually Spike Wilco is hardly a dramatic deduction, but the fact that he was saved by the Xuiso and is living with them as a guest of Vida most certainly is. Vida has been arguing for some time that not all humans are the enemy, but many in her inner circle disagree. To them, humanity is a plague to be stamped out. Despite the fact that her earlier attempt to bond with one of the humans has met with mixed success, Vida knew that she had to act when her warriors brought her word that a human had been left for dead in the jungle. Spike and his raptor, Clyde, were brought into the village, hoisted up into the trees by the strong arms of the Xuiso. Once there, they were nursed back to health, and Spike began to learn the ways of the jungle people. The feeling of belonging that had come from joining the Rangers was enhanced here, and Spike knew that he owed his continued existence to this gentle race. After spending time learning how to fight with a neffi stick, Spike created the identity of Fantom Star for himself. In this guise, he hopes to gain revenge on those who hurt him and also to subtly prepare humanity for contact with the jungle people.

Unfortunately, not all Xuiso are willing to go along with these plans. In other villages, the Xuiso are growing more and more restless as their homes are increasingly threatened by human expansion. Several groups of warriors are planning to make assaults on

the human cities, setting fire to homes and wreaking as much havoc as possible in hopes that the humans will leave. Their actions may undermine the delicate work being done by Fantom Star and Vida, perhaps touching off a war between the humans and the Xuiso.

There's a power struggle developing between Pax Febris and Moxie O'Bannon. Pax is well aware of Moxie's criminal ties and has considered going to the Rangers for help in dealing with the situation. Moxie's informants have told him of Pax's plans, and he has recently hired several mercenaries to eliminate Pax before he can become a bigger threat.

Unknown to all but a few, there's a psiron storage facility in Tropicus. It's located not far from the train station and is mainly a research base, where the mysterious power source is studied at length. Should someone like the White Dragon Society discover its location, it might make an obvious choice for a raid. Rangers are usually stationed near the area, but the base being built above Luminous is taking up a lot of their time, leaving the research station relatively undefended at times.

Over in North Oasia, the scientists have discovered an abandoned Xuiso city. There are only a few of the tree dwellings remaining, but they are obviously not of human design. This has excited the scientists for obvious reasons, but so far they have not told anyone of their findings. The leader of this research team, Professor Wilhelm McCoy, wants to uncover the full truth of the matter before he risks his reputation by revealing the site.

The Crimson Guild's belief system is based upon a series of visions that have been spreading throughout the system. Most of those experiencing the visions are shroom addicts, leading some to wonder if they're just susceptible to suggestion and have heard rumors of others seeing the same things. Regardless, the visions are of demonic entities cloaked in red and black emerging from the system's black hole. Zora believes these are signs of the Crimson Lords' return, but Rangers who have looked into the matter are somewhat dismissive of it. There are no one lifeforms that can exist within the interior of a black hole and no one of any standing in the community has come forward to state that they've had these visions. It could be a case of mass hysteria spreading among the drug-using community or something even more sinister.

## PLOTS

There's a wealth of adventurous possibility on Verdant, no matter what sort of characters make up the players' party. If they are Rangers, perhaps their investigation into either Spike Wilco's murder or into Moxie O'Bannon's activities might lead them into the jungles, where they could stumble onto the Xuiso. Depending on which village they ended up in, they could be treated with cautious curiosity or outright violence. Another possibility might be that they are called upon to look into the rash of attacks on Pax Febris's logging operations — or perhaps they are locals caught in the crossfire when a Xuiso eco-terrorist plan goes awry. The question of who is leaving the pamphlets in Tropicus is a cause for investigation, as well.

If and when the Xuiso become known to humanity, their mental powers might lead some to believe there are stores of psiron hidden somewhere in the jungle. This isn't true, of course, but it could pose a serious threat to Xuiso/human relations if colonists began pressing into the jungle in large numbers, looking for the valuable material. The fact that a psiron facility is located in Tropicus might

## 7. SECRETS & PLOTS

be exposed during all of this and might even serve as some sort of “proof” to those who believe that there’s psiron in the wilderness.

There’s also the matter of Pax’s debt that’s owed to Vida. If she came forward to call him on it, would he reject the cries of the colonists to expand into Xuiso territory? Or would he feel obligated to stand with his fellow humans, even though it would mean harming someone who saved his life?

Continuing along those same lines, what if the more militant forces within the Xuiso community win out? Open warfare between the colonists and the natives would severely tax the Rangers, whose resources are already stretched thin across the face of the system. Phantom Star has won some supporters among the colonists, who admire the way he stands up to Moxie, but is he popular enough to help halt a war on the Xuiso? And, if pressed, would he side with his own people or with the ones who have given him new life? In this way, he and Pax are very similar, but would they make the same decision and become allies? Or would they find themselves on different sides? If both turned against the Xuiso, it would certainly make Vida look foolish in the eyes of her followers and could cause her to lose her position as ryvan. It’s even conceivable that Vida’s people could make war on their more aggressive brothers and sisters, throwing the planet into further turmoil.

The volcano near Devil’s Foot is active and long overdue for an eruption. How the Rangers would handle a full-scale evacuation could be interesting fodder for an adventure. An entire campaign could be developed out of the rebuilding efforts that would ensue — especially if powerful people like Moxie O’ Bannon wanted to call the shots when it came to restructuring the town. By the same token, St. Marcus faces threats from not one but two active volcanoes.

The huge swath of unexplored land in both North and South Oasia might provide numerous adventures, as well. Perhaps the Xuiso have developed along different lines here, with a more militant bent or with a more open and outgoing culture. Consider what would happen if a plague were unleashed in the cities, prompting colonists to explore the jungles for the source of the outbreak or to find a possible cure — either could force the Xuiso out into the open or at least make them to choose once more whether to help the humans or let them suffer. Some Xuiso might see a jungle-induced plague as a sign that the gods no longer wish for the colonists to remain on Verdant.

Criminals on the run could find many interesting places on Verdant to hide in. If they flee into the jungle, they could come across the Xuiso or some other indigenous threat. In San Martinez,

they might find cheap wine and cheaper companions, making it an enticing spot to hole up in. And those looking for work might try Devil’s Foot, where Moxie could have a job or two that needs doing. This also means that there could be plenty of reasons why off-world Rangers might be called to visit Verdant in pursuit of criminals.

Then there are the elections: Spike’s investigation into the most recent ones led to his seeming demise, and it’s a good bet that the next round of voting will have just as much corruption. If Moxie’s plan to bump off Pax doesn’t work out, he might try to smear Pax’s name in the next elections. Even though Pax and Moxie aren’t directly competing for votes, their agendas are different enough that Moxie might prefer a new person in Pax’s seat, especially if that person were willing to support Moxie’s plans. Don’t forget that there’s a third senator from Verdant, as well. Whether or not they support Pax or Moxie could sway the balance of power on the planet, making it very important who occupies the third seat.

When it comes to making valuable contacts on Verdant, characters can look in high places (Pax) or in lower ones (Sally Wingfoot). Most people on this planet are good folks who want to do what’s right, but life is hard and some of them have ended up in places where they maybe shouldn’t be — smart characters could play into that. Sally, for instance, knows many of the comings and goings in San Martinez. Her good nature could lead her to sympathize with a character’s plight or she might be willing to trade information for help in solving Spike’s murder.

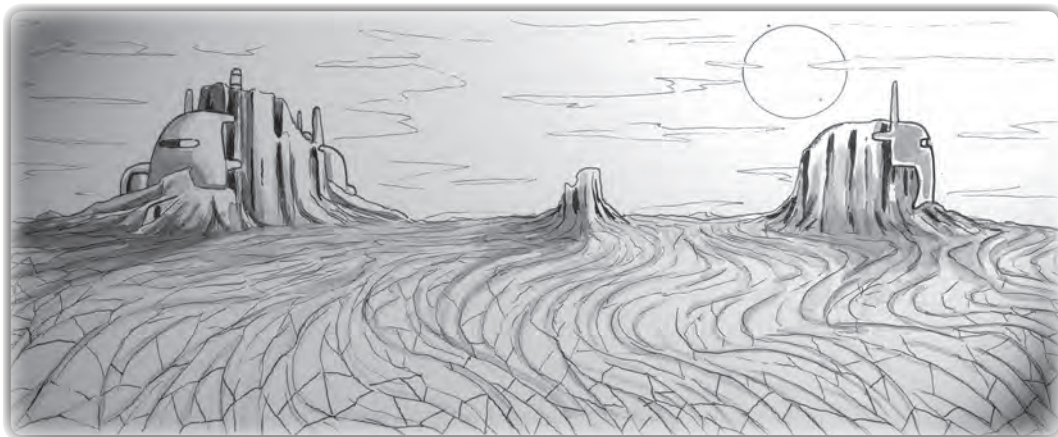
While meeting up with Sally, characters could uncover Lefty’s drug operation. One alternative to this would be for the characters to learn there’s a hit that’s been placed on Lefty by Eddie Lee. This could lead them to investigate the origins of this feud, thus leading to a storyline about the drug cartel.

The questions surrounding the Crimson Guild could be excellent fodder for adventure. If the son or daughter of an important member of the community were to join the Guild, it could bring the group into the limelight. Even worse, someone could be hurt or killed in one of their rituals, leading to questions about whether or not they should be welcome on Verdant. Zora himself might be a dangerous enemy for someone to make, as he has the ability to sway people to his side. It might be an interesting revelation if it turned out that some leaders in the community have already been brought over to the Guild’s point of view. All of this is dwarfed by the larger issue of the Crimson Lords, who are most likely a figment of Zora’s imagination ... but perhaps not. If a gamemaster chooses to go that route, revealing the Crimson Lords as a true race of chaotic beings could

certainly alter the tone and style of the campaign. How the Rangers react to suddenly having a hostile band of aliens to deal with could be interesting, particularly if some in the system — like the White Dragon Society — were to temporarily ally with the elder beings. Or, just as exciting, perhaps the Society would actually side with the Rangers in defending their holdings from the Crimson Lords.



Verdant may also make a good layover point for characters. Perhaps they hop off the train and decide to spend a few days in Tropicus. There are a number of sights on the planet that might make for a fun “vacation” scenario. How would the characters react to a shifty tour guide trying to hustle them out of their money? Or what if they’re challenged to a duel while visiting Devil’s Foot? If the group manages to make it to New Oasia, they might find themselves aiding Professor McCoy in uncovering the mystery of the Xuiso ruins, perhaps even being the ones who bring the mysterious race out into the open, for good or ill.



## THE RANGERS SECRETS

The Rangers closely guard their secrets, and with good reason. If they were leaked, they would cause no end of trouble for the already hard-pressed organization. Some would result in embarrassment or scandal, tarnishing an image that the Rangers have carefully cultivated. Others would compromise on-going operations or the identities of valuable undercover assets. Some secrets, should they become public, could even prove fatal to individual Rangers or the citizens they serve to protect.

Demand for Ranger technology and other state-of-the-art systems has grown to such a degree that obtaining and selling it has become one of the most profitable criminal enterprises within the Amatsumara system. Securing its stores, investigating stolen or lost property, and running counterintelligence operations designed to ferret out spies in defense-related industries has become a real headache for the Rangers. It’s been a defensive battle for too long. The Rangers have thus secretly set up Las-Tech Corporation, a false research and weapons development facility designed to attract various criminals. Las-Tech is intended to deal in flawed designs and information, passing worthless data into the hands of the criminal underworld and becoming the center of a web of misinformation. It should not only confuse criminals but also prove a snare for identifying and apprehending spies.

The Rangers have managed to insinuate several officers into the White Dragon Society. These wolves in the criminal fold are slowly working their way toward the White Dragon’s inner circle, and the Rangers hope to make a number of important arrests in the coming months. These officers’ identities are carefully guarded secrets, known only to Colonel McDonald and a few other high-ranking officers. The White Dragon Society suspects that infiltration into their ranks has occurred, but attempts to learn the identities of the moles by hacking into computer systems or buying off officials has not as yet proven fruitful.

Sin Shan is one of the wealthiest people on Barren, earning her fortune from smuggling and supplying the black market with contraband goods. She sells everything from liquor to drugs, weapons

and industrial secrets to bootleg broadcast serials and just about anything else that might fetch a high price. She operates on Barren, a planet where laws tend to be less stringently applied and local officials more likely to appreciate a small token of friendship. She has long been a paid asset of a Ranger field office on Barren, providing information, procuring items of interest, and even smuggling officers into secure locations. The problem is that this arrangement has not been vetted by headquarters. Colonel McDonald opposes making deals with criminals, even if such an arrangement might be temporarily expedient. If the details of the deal with Sin Shan should leak, it would tarnish the Rangers’ reputation.

## PLOTS

Aside from the usual “squelch the criminal of the week,” here are some other plot ideas for Ranger characters.

The Rangers have learned that one of their number is a double agent working on behalf of the White Dragon Society. The individual is apparently a zealot of some sort, willing to martyr himself to strike a deadly blow against the organization he has long masqueraded to loyally serve. He therefore volunteered to be infected by blackpox, a deadly and easily communicable disease native to the Amatsumara system, which he hopes to spread to as many officers as possible. What easier, more efficient way than wheedling a transfer to the Arch? It’s not possible to evacuate Ranger headquarters for an extended period of time, nor is it wise to do so on the basis of intel that may be flawed or planted. In that light, the characters are assigned the task of uncovering the identity of the double agent as quickly as possible and prevent the spread of the blackpox virus. Their task is made more difficult by a White Dragon spy team that attempts to infiltrate the base to draw attention away from the search for the disease carrier.

Get in, get the goods, and get out; that’s the mission. But it’s probably easier said than done when the target is raptor baron Big Jake Cain, and the place to be infiltrated is his secure hacienda on Saurian. Big Jake has used extortion, threats, and bribes to amass a personal fief that stretches for hundreds of kilometers, all of which was overlooked by the Rangers because of the already tenuous relations with Saurian. But he went too far when he killed a man and his family who dared refuse to sell his land. Wanted for murder, he’s now on the Rangers’ radar, and they send officers to apprehend him. Knocking on the door and attempting to issue a warrant wouldn’t work; here, he’s the law, and recognizes no authority above his own.

He's got dozens of well-armed hands to back his claims, as well. So the characters are sent to sneak into his compound and extract Big Jake without attracting attention to themselves.

Numerous weapons have been stolen from Ranger facilities and manufacturers, or purchased through barely legitimate means or the black market over the past few months. It's since become clear that these weapons all fell into the hands of one individual: Basra Ghul, a known weapons dealer. The size and composition of this horde is troubling, as it's easily enough to outfit a coup or insurgent force. Not eager to learn the purpose of the assembled armory the hard way, Ranger headquarters assigns some Rangers the task of tracking down and securing the weapons. All that's known is that it's hidden somewhere in an abandoned mine shaft on Barren. What isn't known is that the mine shaft is flooded, the weapons are secured within a high-tech vault deep beneath the water, and that Ghul has stocked the depths with genetically manufactured monster fish.

## WHITE DRAGON SOCIETY SECRETS

### THE EIGHT DRAGONS

#### THE DRAGON OF THE STARS, EDDIE "TWO-TOES" LEE

As many suspect, Eddie Lee still lives and remains Master of the White Dragon Society. Lee fosters rumors of his presence on many planets, but in fact, he's directing control of operations from his command ship, *The Sargon*, which never remains in one place too long. Virtually all illegal shipping, and most legal shipping as well, is firmly in his grasp.

The truth about Lee is far more complex than the rags-to-riches story most have come to know. Lee is in fact a brilliant man, and his family was well connected to the White Dragon Society on Earth. A shrewd businessman, strategist, and master of three-dimensional chess, he predicted the dark age that was about to befall Earth, so he left to seek his fortune in Amatsumara. Though not gifted with meta-physical abilities, his incredible intellect has given him the insight to anticipate his enemies' moves and counter them with alarming efficiency. Perhaps the only thing that Lee failed to consider was the relief mission from Earth, and the presence of the Rangers, a fact that is often pointed out by the other Dragons in order to cast doubt on Lee's vaunted genius.

Lee is, however, overjoyed by the appearance of the Rangers and their struggle to return the system to law and order. Always a man to savor challenge more than the reward, he had become weary of being the ostensive ruler of the system. The excitement of seizing power was far more exhilarating than the grueling task of governing. A despot, no matter how cruel and tyrannical, is still a man chained to the throne of responsibility. Lee is glad to be rid of it.

The new Amatsumara, as Lee thinks of it, has opened up the possibility of endless conflict as the society subverts the new government, the Rangers, and the competition. Lee is basking in thrill of the hunt once more, and he sees every Ranger victory as an opportunity to retake territory and engage in a creative campaign of revenge upon his new foes. Lee, for lack of a better word, is happy. He intends

to maintain the society as an underworld organization for as long as he rules it.

His part of the organization relies on hundreds of ships, transporting across the system moving everything from prison to drugs to weapons and a variety of legitimate, though likely untaxed, cargoes. Due to his love for chess his lieutenant ranks are Queen, Bishop, Knight, and Rook. He refers to all nonmembers who serve his lieutenants as Pawns. Rooks are typically the captains of a single smuggling ship, while the higher ranks control several ships or a very large one. The Queen is typically the latest person Lee is grooming to replace him once old age catches up to him. At present, this position is vacant.

Unfortunately, age may be the only foe Lee cannot outsmart. He's, in fact, nearly 100 years old, though few can tell his true age by looking at him; he appears to be no more than 40 or 50 in person. His life span and physicality have been artificially enhanced by treatments of a psiron-based drug. Lately, it appears that the treatments are no longer working as effectively, and his natural aging process is resuming. At the rate of decay, assuming that changes in his therapy do not succeed, he may have only another 10 years or so to live. As his time grows short, Lee intends to make the most of his final years as Master of the White Dragon Society.

#### THE SARGON

Eddie Lee's personal command ship is perhaps the most technologically advanced ship in the system, rivaling the Ranger's own vessels. It's over 300 meters long, sports a compliment of fighters and shuttles; provides advanced medical and scientific research facilities; and has luxurious recreational facilities, including a gymnasium, pool, shooting range, gardens, library, and zoo. *The Sargon* is a palace in space that can defend itself like a fortress. While Lee has the capability to fight off an attack, if needed, he prefers to rely on a state-of-the-art anti-sensor package as well as staying away from any well-traveled parts of space.

**Crew:** 285 (pilots, navigation, gunners, sensors, communication, repair, administration, and support staff; all equipment provides +2D to relevant skills)

**Passengers:** 60

**Cargo:** 250 cubic meters of equipment and cargo storage, 2 launch bays (12 fighters and 2 shuttles each), 8 multi-person escape pod bays, 1 personal escape ship bay attached to bridge

**Life-Support Supplies:** 1 year

**Weapons:**

12 laser cannons (3 front, 3 starboard, 3 port, 3 aft, gunnery bonus +2D, range 5/16/33, damage 6D)

30 point-defense guns (5 in all arcs, gunnery bonus +2D, range 1/2/3, damage 5D)

1 sensor probe launcher (1 forward arc, gunnery bonus +2D, range 2/6/14)

**In-System Drive:**

Move: 7 (space); 200 (atmosphere; 560 kph)

Maneuverability: +1D

**Interstellar Drive Rating:** 1.0; backup: 0.2

**Hull Toughness:** 4D

**Atmospheric Capability:** Yes

**Armor:** +1D

**Shields:** +2D

**Scale:** 25

**Length:** 300 meters with several decks

### THE DRAGON OF BARREN, SAMMY JUNG

Jung is perhaps Lee's closest ally in the society. In public, he's the reclusive owner of a large mining company, Barren Elite Mining, and enjoys popular support of the labor unions of the planet. Once he was Lee's man on Barren, trading psiron with the warlords of the society, but when the Rangers came, Lee had Jung lead a revolt of the miners. He became a local hero, and he ushered in a lot of changes in the mines: better working conditions, higher wages, and improved labor rights. Few would ever consider Jung to be a Dragon in the society.

Jung, however, has not been seen in public lately. Rumor has it that he's very ill, and that would not be far from the truth. He's concealing a condition from the people of Barren, but it's not disease or injury. Jung has become altered, radically changed, by his own experiments with psiron.

The Dragon of Barren is a psionist of considerable skill, obsessed with divining the secrets of the substance. He's convinced that psiron can metamorphose humanity to a higher state of being. To this end, he has carefully exposed himself to the substance in many different forms to the point that he's barely recognizable as human. Aside from gaining considerable metaphysical power, Jung has become a being that lives off of psiron with flesh that swirls with its glow. Lee is well aware of Jung's condition, but he's curious about the eventual results and encourages further experimentation.

As Jung spends most of his time experimenting with psiron, his lieutenants have more decision-making power than in most other organizations, though Jung's metaphysical abilities, and his strong ties to Lee, have made him too dangerous to topple. The Dragon can sense deception in those who have poor mental defenses and can easily kill several men at once with his powers.

On Barren, the lieutenants of the society are mining company officials, labor union leaders, skimmer captains, and gang leaders. Aside from the gang leaders, most spend much of their time doing typical job functions with no criminal implications; however, they have a considerable influence on the psiron market, and they use it to further the society's goals. The gangs run prostitution, drug dens, and various other illicit diversions on the fading boomtown world of Barren.

Upon entering the society, each member is given an alias by the local members. This moniker always begins with mister or miss, and naming conventions can vary depending on the circle the candidate member travels in. In the corporate sector, the names are generally bland, such as Mr. Red, but at the gang level they can be quite colorful, such as Mrs. Faust. As a rule, only one person in the entire society on Barren can have a particular name, across all of the organization sectors. Once named, an alias cannot be changed. Jung is referred to as Mr. Dragon, and Lee is simply called Mr. Lee.

### THE DRAGON OF VERDANT, JACKSON ARTHUR

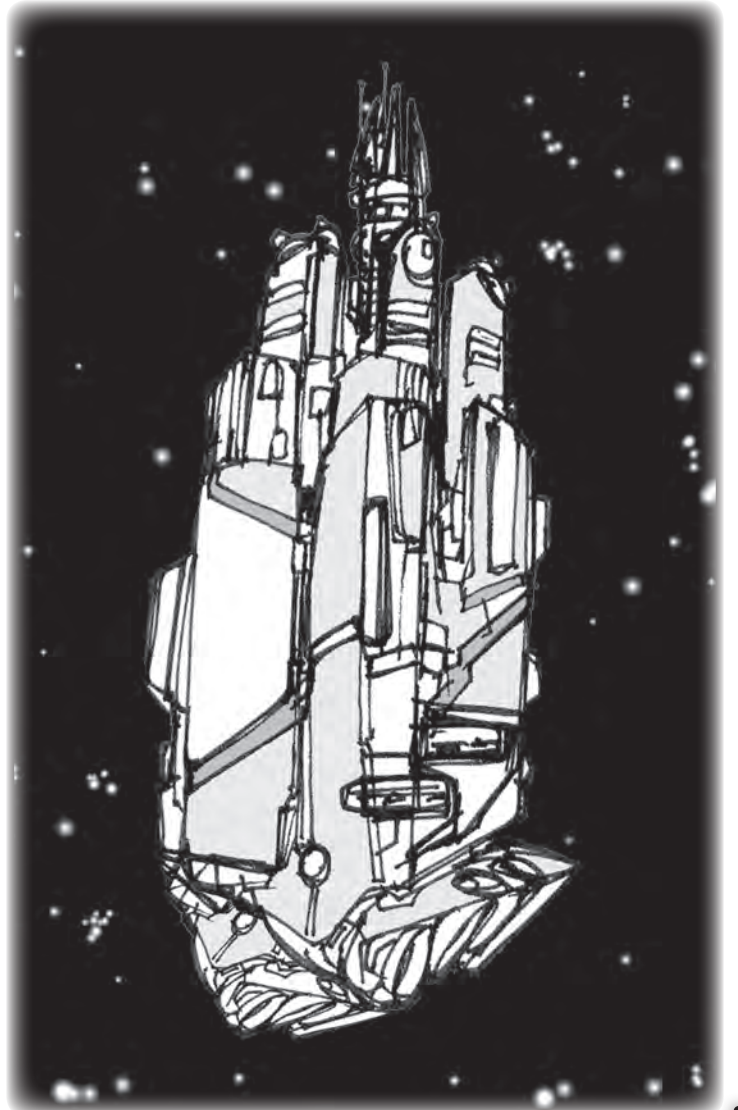
Arthur is the least powerful of all of the Dragons, but he's determined to change that. He has vision. Verdant has very little to offer the other worlds, but it does have one outstanding commodity — land. Therefore, Jackson Arthur has made a small empire based on selling, developing, and clearing territory for investment. He's a realtor, albeit a very colonial-minded one.

Arthur's operation consists of a few departments: sales and purchasing, excavation, and resources. The lieutenants in sales and purchasing are called Executives, and they do whatever is necessary to obtain and sell land for their customers. Normally, this is as simple as wining and dining, but extortion and assassination are commonly used as well.

Excavation is in charge of deforestation and building, they are called Managers. It takes little imagination to envision what nefarious behavior goes on with building contractors such as these.

The people in resources identify new potential on Verdant, such as a mineral deposit or narcotic plant, and develop ways to market it. If they were ever to discover the indigenous population, the Xuiso, they would sell them as slave labor or entertainment to "collectors" across the system. The people in resources are called Consultants.

This is largely a fledgling operation, but they have made a number of big sales and important deals for the society. Verdant's vast wilderness conceals several hidden villas for members of the society who need a safe house away from prying eyes and there are a number of secret bases for the storage of illegal goods and refueling of smuggling vessels. Though Arthur intends to make Verdant more than just a refuge for robber barons and their toys, he looks upon the horizon and sees the skylines of luxurious mega-cities waiting to be





built. He has already quietly broken ground on one such metropolis, Arthurian City.

#### THE DRAGON OF LUMINOUS, GAVIN ELLIS MCFETRIDGE

McFetridge has perhaps the most challenging domain to manage, save Lee's, of course. McFetridge is an assistant to Senator Sue Ellen Wallace of Luminous and has been charged by Lee to manipulate the Amatsumaran Senate for the benefit of the society. As skilled a politician as the Dragon is, this task has been daunting.

Within the community of Luminous itself, McFetridge has been using his lieutenants to stir up crime in order to get his candidates elected as "law and order" champions ... with some vote tampering as a precaution. He has molded his greatest success, the senator herself, into a political warrior against all that's wrong with Amatsumara. This includes, to Lee's amusement, a campaign against the White Dragon Society as the greatest terrorist treat in the history of humanity. The senator is oblivious to her aide's true station and believes that she's doing what's best for Luminous and the system at large.

Of course, McFetridge can't afford to put all of his eggs in one basket, as the senator likes to say. Thus, he has formed the greater part of his organization around the tech sector of Luminous. Personally, McFetridge is from family that owns several companies specializing in research and manufacturing of cutting-edge equipment. His lieutenants, called Administrators, deal in trade secrets, high-tech weapons, and the latest advancements in psience. Coupled with members who handle various criminal syndicates (which deal in vehicle theft, cargo hijacking, and data hacking), the organization is a well-oiled machine for profit as well as political power.

The Dragon of Luminous is well liked among all of the Dragons for his open sale of technical advancements to each for their individual needs, including secret research projects on applications of psiron and Scintilla crystals, and of course reverse engineering Ranger technology. McFetridge does keep a few of the best secrets for himself and his Administrators.

However, all is not going well for McFetridge these days. He has become aware of the Meran, a block of political players in and around the Senate intent on seizing power. This new enemy has disrupted the Dragon's plans, and neither he or nor Senator Wallace has not yet been able to root out many of the Meran's membership. He has not told Lee about the Meran, hoping to destroy this group before they come to Lee's attention. If the Meran become a problem for the other Dragons and McFetridge is unable to deal with them, he may find himself replaced by someone can.

#### THE DRAGON OF SAURIAN, JACOB OLEANDER

Little do Jacob Oleander's partners (Silas Wilcox and Logan Earp) realize that their friend is actually a high member of the White Dragon Society.

One of the largest raptor barons on Saurian, Jacob has a reputation as a boisterous man with an ego that dwarfs his entire spread. Always seen

in a stylish cowboy hat, no matter the occasion, he's the personification of the "good ole boy," at least in public. In private, he's a terrible man to cross, and he enjoys nothing than having a man that "needs killing" in his power.

Those on the legitimate side of Jacob's business are called Foreman, and those operating outside the ranching business are called Cowboys (who are separate from the elite Brigade that does the dirty work of his partners). The Foremen run the towns Jacob virtually owns, including the gambling and "law-enforcement" protection rackets, as well as managing the herds. This includes falsifying reports of losses due to predators, disease, rustlers, and raiders. The Dragon doesn't want to be seen as the only big rancher who hasn't been hit hard by the criminal element.

The Cowboys, in general, have most of what Oleander calls "the fun" of the business, and a good Cowboy is often promoted to Foreman if he's not clearly known as a wanted criminal. Besides the basic mission of stealing raptors, they have to re-sell them to other ranchers or stockyards, engage in branding forgery to evade detection, and victimize communities into becoming part of the fold. They are a rough bunch, small and elite. When things become too tedious on the lawful side of the business, Jacob sometimes join the Cowboys in disguise and enjoys being out on the open range.

One of the Dragon's favorite activities is administering a "Saurian Funeral" to a local lawman who gets uppity or small rancher who refuses to sell. Some minor details may vary in the procedure, but the basic idea in the Saurian Funeral is to tie a man to a tether behind one or more fast raptors and to run him past a nest of feral raptors. Bets are often taken as to how long the victim may survive, what parts of him will be ripped off first, or perhaps which creature will get him. On the odd occasion the "dearly beloved" survives the funeral service, he's buried alive later. As Jacob puts it, "you're gonna go one way or the other, either in the gullet or in the ground."

The Dragon of Saurian enjoys a lot of freedom in his operation. With the size of his ranching empire, he's essentially the local government on Saurian and thus seldom falls under any scrutiny from his own world. He's the most outspoken member of the society in regards to the destruction of the Rangers. He has commissioned attacks against their ships, people, and allies across the system. Occasionally, he has done so without the knowledge of the local Dragon; therefore, should his activities be uncovered, he may find himself in a difficult position. Of course, Lee is aware of this



break in protocol, but he sees no reason to broach this issue until a need arises.

### THE DRAGON OF TENEBROUS, THE REVEREND SIMONE LABEAU

Tenebrous, a den of drug lords and desperate addicts, was once the seat of Lee's rule in Amatsumara. It's easy to see how the society operates on this world. Of course, they control the flow and production of narcotics. Of course, they smuggle and sell them off world. Of course, they form businesses around exploiting the victims of the drug industry. This is obvious, but the society is not satisfied with the unimaginative pursuit of power of Tenebrous. So the Reverend Simone Labeau has gone far outside of the box in her approach to expanding control of her territory.

The Reverend is not one of Lee's handpicked lieutenants from his reign on Tenebrous, but nonetheless she has impressed him. The Reverend not only rules the drug trade, she has developed a cult with influence spreading to multiple worlds. She has taken the spiritual path to profit and domination.

Arriving on Tenebrous, Simone realized that people there, whose minds were hazed by shroom, could use serious spiritual guidance. Combining various science fiction notions with quasi-religious mythologies, she designed the Church of Synchronicity, claiming that the Amatsumaran system was domain of the Crimson Lords, chaotic elder entities who eventually withdrew from the mortal realm. These being reside in the system's black hole, but they're supposedly on the verge of returning. As an added benefit, the members of the Church of Synchronicity are going to be among their chosen ones, granted great power and prestige in the coming age of chaos.

Some branches go so far as to say that human life actually began in the Amatsumara system with psiron as the evolutionary catalyst that sparked its creation. Then, as the dogma states, humans left the system for Earth and fell into a dark age after being cut off from the flow of psiron. There are some who believe that a "lost tribe of man" may still exist in the system.

In reality, the church is basically a scam used to sell books, religious paraphernalia, and various shroom drugs to a growing number of people across the system —and hopefully lead them into giving their belongings and their bodies to the church. It's considered a very trendy faith to be in, thus many celebrities on Languid are self-proclaimed members.

With her control of the drug trade on Tenebrous, the Reverend a force to be reckoned with. She's hopeful that she'll gain enough influence to put one of her lieutenants, called Disciples, in the Amatsumaran Senate itself. This would be a great coup for her and the next step in her plan to one day take Lee's place as the Master of the White Dragon Society.

### THE DRAGON OF LANGUID, GARURI "RORY" KUMARUN

Rory got his start in the entertainment industry of Languid as a talent agent for some of the system's biggest celebrities. He was noticed by the society when he cleverly had one of his best entertainers, a singer by the name of Rowan Astral, murdered in order to gain control of the rights to all of her music. The media empire of GK Mega-Media Unlimited was born from those songs, and to this day, faithful fans of Astral still report seeing her alive and well, running one or another general store on the dark side of the planet.

Rory's strength is in the spin. His people can make or break the public image of virtually anyone across the system — for a price. While he personally enjoys building celebrities from nothing and then dropping them into the well of public obscurity, his operations touch politicians, corporations, professional sports, and even law enforcement. Rory has decided that to combat the Rangers, one must embrace the Rangers. The public worships few things higher than a hero, and they revile nothing more than a hero fallen. That's the dream of Mr. Kumarun and his Agents, the media masters of Languid.

This Dragon is unusual in that he allows the other Dragons access to his world in ways that few others, even Jackson Arthur, would allow. Rory is not interested in running drug rings, for example, so the lieutenants of Labeau sell shroom on the dark side. It could be said that the dark side of Languid is virtually free of the Rory's control, and that's fine with the Dragon of Languid. He doesn't care if people are paying protection for their businesses to thugs that don't report to him, for he charges celebrities and corporations protection from him.

Rory cares about one thing: controlling what people think and want. If he decides that people should wear shiny gold hats shaped like toboggans, they soon will be. The other Dragons can have the dark side; when the Rangers crack down on crime, Rory's reporters are there to cover it. Then, one day, his tabloids will be there to "uncover" the Rangers' corruption, and he'll be credited with the downfall of the greatest protectors in the system. But all in good time. For now, he's working to obtain the rights to their story so he can make movies about the Rangers, put their logo on kids' lunch boxes, and interview their leaders on his round-the-clocks news networks dedicated to anything but the news. Like Rowan Astral, the Rangers will one day have their final show, while there will still be the Dragon of Languid.

### THE DRAGON OF SCINTILLA, GENERAL LOGAN MENGISTU

In bitter cold of Scintilla, a world that's unforgiving of failure, stands one of the last remnants of the White Dragon Society that used to be. He's a warlord, a living symbol of the tyranny before the coming of the Rangers. In his lands there's no law but his law. Of all the Dragons, aside Lee himself, Mengistu is the only outward villain. Though the Dragon of Scintilla is no fool, he does not wear the crest of the society openly, else the other warlords would unite to unseat him and take his place as the Dragon.

Mengistu is the most embattled of all the Dragons of the society, surrounded by hostile gangs thirsting for his blood, raiding his mines, and murdering all but a few of his many children. If it were not for the brutal history of his regime, responsible for tens of thousands of executions, some might think him a sympathetic figure. Recently it appeared as though he would fall from power, potentially from inner turmoil and civil war among his commanders, but his empire has been saved very unexpectedly.

For many years, Mengistu was grooming three of his sons to take his place one day; however, all were killed in engagements with rival factions. This left the succession to the throne open, and several officers in Mengistu's military, who are not members of the society, began to move against him. Suddenly, within days, a lightning series of assassinations eliminated all but a few of the would-be traitors. Mengistu, digging in for a fight, was shocked by the appearance of

his savior. It was his daughter, Sarella, who had engineered the turn of events.

Sarella had been set away to school on Luminous. She was the brightest of Mengistu's children, and he had decided that she would become more than a concubine for one of his lieutenants or yet another body buried in the rocks. That she would return — determined to shore up her father's rule and could act so quickly, without mercy, against skilled soldiers — was unthinkable.

For her bravery and ingenuity, she was made a Captain in her father's army and quickly initiated into the society. She has proved to be a brilliant politician, charismatic leader, and unburdened by conscience. Her father is very proud, and he has made her the heir to his empire. Yet, should he ever learn the secret to Sarella's newfound strength, the Dragon of Scintilla would be most distressed. For Sarella did not return home, trained so well in tactics and warfare, by chance: She had help from the Master of the White Dragon Society, Eddie Lee.

Lee was concerned about Mengistu's faltering position for some time, especially since none of the lieutenants of the local society were capable of taking the place of the Dragon. Therefore, Lee introduced himself to Sarella while she was studying to be a doctor on Luminous. He was pleased by what he found. Sarella is truly capable of all that her father hopes, but without Lee's guidance and money, she would not have been ready to take her father's place so rapidly. As her mentor, and lover, Lee still has close ties with Sarella, and he will continue to give her advice and aid from afar.

Sarella, a pragmatic woman, has her ascension planned well. Her father is a thorn in the side of the Rangers and has been censured by the Amatsumaran Senate; she will deliver him to the law and take a page from Sammy Jung's playbook: She will become a reformer, a hero to the people, and draw support from the rebels and disgruntled officers of her father's enemies. Once the other warlords are finished, she can install a puppet government and operate from behind the scenes as their chief military advisor. Should she succeed, Lee will be very proud of his student, the new Dragon of Scintilla.

## THE MARK OF THE WHITE DRAGON SOCIETY

The mark, a tattoo of the White Dragon Society crest, has through the ages been the means of identifying members of the society as genuine. For centuries, it was simply an elaborate design applied to the skin with ink and a needle, but these days, such a brazen display of society affiliation would render many members unable to pursue their clandestine objectives. To preserve the tradition, as well as instilling a certain sense of ownership by the society upon its members, a new way has been found to graft the mark so that it will be unseen by any common means of detection. Using the poison known as the "Dragon's Kiss," the tattoo is metaphysically imbued into the skin.

The process basically forms an area, which the society designates as over the heart, that reacts to the poison by absorbing it into channels within the skin. As the poison is absorbed, the mark appears, as if one put black ink onto an etching. Technically, most any poison could be used in the process, but the Dragon's Kiss has no known anti-toxin; it's therefore preferred by the society.

Each of the Dragons has at least one person skilled in *Metaphysics* who knows the technique for imbuing the mark. They are called the Artisans. In order to obtain the services of an Artisan, a lieutenant

must petition the Dragon. Therefore all new candidates will come to the attention of the Dragon, and control over membership is maintained. Should a Dragon decide that a candidate is not worthy, the lieutenant's options are to petition again later or to go to send his candidate to another Dragon. Once sent to another Dragon, it's unlikely that the candidate will ever be allowed to return to his home organization.

## THE DRAGON'S KISS

The Dragon's Kiss is made from a rare variation of the narcotic mushrooms of Tenebrous. It's almost strictly sold on the black market and is cheapest on Tenebrous. The cost can sky rocket off world, though the White Dragon Society has cost control within their membership. It's difficult to make and generally in short supply. It's unlikely any dealer will have more than 1D doses available per month. Effect: 6D Damage per minute until target is dead; Heroic *stamina* roll to resist effects. Price: Very Difficult (1,000–5,000 credits) per 20-milliliter dose.

## PLOTS

Most encounters with the White Dragon Society are typically with their underlings: gangs, rustlers, hit men, loan sharks, drug dealers, smugglers, and lawyers. If players' characters are members of the Rangers or another law-enforcement agency the struggle, with the society is apparent. However, for those who are not fighting for the greater good, the society can be become much more subtly entwined in their lives. In the beginning, a dispute with pirates and cutthroats may appear to be nothing more than that, but for those who cross the society, things can become very difficult.

The society may choose to frighten off their clients, sabotage their ships, or seek a more direct and violent revenge. On the other hand, resourceful people are prized by the society and may be courted as members or at least valued lackeys. An invitation to join a smuggling ring, or perhaps even an advertising agency, may be the first step into a lurid world of power and wealth at the cost of one's principles ... if the players have any principles, that's. The choice then becomes life altering and epic. Do they try to leave before it's too late? Then they'll need to spend their lives in hiding or on the run. Perhaps they are approached by the Rangers to infiltrate the society, becoming a pawn between two dedicated organizations. Or maybe the path will lead them into villainy, living life as a mobster and tangling with the law. Who knows where the White Dragon Society will bring them?

## FOR MORE IDEAS

These movies and television series are in the Old West/science fiction vein. Mine them heavily for other plot ideas secrets to throw in.

- > Adventures of the Galaxy Rangers (cartoon series)
- > Cowboy Bebop (anime series)
- > Firefly (live action TV series)
- > Outlaw Star (anime series)
- > Outland (live action movie)
- > Mad Max series (live action movie series)
- > Serenity (live action movie)
- > Trigun (anime series)

This chapter offers an overview of the D6 game system. If you've never played a D6 System roleplaying game and don't own the *D6 Space Rulebook*, this chapter will help prepare you to play and get you started quickly. As this is a simplified version of the full rules, refer to the *D6 Space Rulebook* for more details and options (such as character improvement, combat maneuvers, and example difficulty numbers).

Each player has a character with attributes and skills that describe how well he or she can perform various actions. Attributes represent a character's innate abilities, while skills are specific applications of those abilities. A score, or die code, associated with each attribute and skill represents the character's abilities and indicates the number of six-sided dice you roll when your character uses an attribute or skill (1D, 2D, 3D, 4D, 5D, and so on, pronounced "one dee," "two dee," etc.), and sometimes an added bonus of "+1" or "+2" you add to the entire roll. The higher the score, the more dice you can roll, the more likely your character is to succeed at an action.

## CHARACTER CREATION

To make a character, you'll need to select a template from within this book or another D6 space game. Pick one that you think you'll enjoy playing. You can either photocopy your chosen sheet, or copy the information onto a separate piece of paper. You also can find the templates at the West End Games Web site, [www.westendgames.com](http://www.westendgames.com).

If you'd like to make your own templates, with or without defined limits on how you can make the character, see the "Character Creation" chapter of the *D6 Space Rulebook*. Note that in *Fires of Amatsumara* setting, characters may begin with no more than 3D in *Metaphysics*.

Once you've decided on a template, distribute seven skill dice among the skills listed; the dice for attributes have already been done for you. (See "Distributing Skill Dice," herein, for details on how you record your character's scores.) Note that the listed skills are the ones that type of character might typically have, though you could include others not on the list if you'd like.

For attribute and skill descriptions, see pages 124–125 of this book.

If desired, you can fill in the other character features (such as gender, age, and so on) and provide any additional notes on the character's history. There is no need to purchase equipment, as that has already been figured for the characters.

If you choose a template from another D6 game, you may need to make some adjustments in the types of skills a character based on that might have. Check the list herein to make sure the template's skills are described in this D6 version. If one is not,

either cross it off the template or substitute a similar skill that does exist.

## DISTRIBUTING SKILL DICE

Skills are more specific applications of an attribute. For example, the skill *dodge* is a more specific use of your character's *Agility*. Characters learn them through instruction or experience.

Skills are areas of expertise that are not necessarily common to every living creature. Some creatures simply don't have the capacity to learn certain skills.

All skills beneath a given attribute begin at that attribute's die code.

**Example:** Your character's *Agility* is 2D+2. Since *brawling*, *dodge*, *firearms*, and *melee combat* are *Agility* skills, they all begin at 2D+2.

To highlight skills in which the character has trained or has some experience, add pips or dice to the base attribute value. If you add one die to a skill, the number in front of the "D" permanently increases by one.

**Example:** You decides to add one die to your character's *dodge* skill (an *Agility* skill). Your character's *dodge* skill is now 3D+2.

When creating your character you can either put whole dice in each skill, or you can divide a die into pips and give each a mixture of whole dice and pips. There are three pips in each die.

**Example:** Your character has 2D+1 in *Technical*. If you wanted her to be a little better in the *demolitions* skill, you could add one pip to the base attribute to get a *demolitions* skill score of 2D+2. If you decided to add two pips to the base attribute, the *demolitions* score becomes 3D.

A character may not have dice in any skill associated with an *Extranormal* attribute unless he already has dice in that attribute.

The maximum number of dice the character may start with in any base skill is 3D greater than the governing attribute. A die code of 2D is average, 3D is above average, and 4D is superior.

You can find lists of skills and attributes, with definitions, on the next two pages.

## OTHER KEY CHARACTER TERMS

**Advantages** and **Disadvantages** are benefits or quirks your character has developed. Some affect the character's attributes and skills, while others serve as useful roleplaying tools for rounding out the character. **Special Abilities** are unusual talents or powers the character has that most other Humans don't have. Templates and character descriptions include brief descriptions of the key features relevant to the

# 8. BASIC RULES

## ATTRIBUTE LIST



**Agility:** A measure of how physically articulate your character is, including his eye-hand coordination and agility.

**Strength:** Measure of your character's physical power and ability to resist damage.

**Mechanical:** Your character's prowess at operating mechanical equipment like vehicles, shields, spaceships, and sensors.

**Knowledge:** Measure of your character's overall intelligence.

**Perception:** Your character's awareness of himself and things around him, including the ability to interact with others.

**Technical:** Your character's ability to manipulate, repair, and modify technology.

## SKILL LIST



### AGILITY

**acrobatics:** Performing feats of gymnastics, extraordinary balance, and dance (and related performance arts), as well as breaking falls and escaping from bonds.

**brawling:** Competence in unarmed combat.

**dodge:** Slipping out of danger's way, whether avoiding an attack or a sprung booby trap.

**firearms:** Shooting any gun a person can carry, even if it requires a tripod setup to fire. Covers everything from small slug throwers to shoulder-launched rockets.

**flying/0-G:** Maneuvering under on one's own power (such as with wings) or in zero-gravity environments (such as drifting through space in an environmental suit).

**melee combat:** Wielding hand-to-hand weapons.

**missile weapons:** Firing unpowered ranged weapons.

**riding:** Controlling and riding domesticated mounts.

**running:** Moving quickly while avoiding obstacles and keeping from stumbling.

**sleight of hand:** Nimbleness with the fingers, including picking pockets, palming items, and opening mechanical locks.

**throwing:** Hitting a target accurately with a thrown item, including grenades, stones, and knives. Also used for catching thrown items. (Using or modifying grenades as explosives for special destructive effects requires the *demolitions* skill.)

### MECHANICAL

**comm:** Effectively using communication devices and arrays.

**exoskeleton operation:** Using single-person conveyances with skills and abilities that substitute for (not augment) the character's own skills and abilities. This skill substitutes for the character's *Agility* and *Strength* skills when using the "suit."

**gunnery:** Accurately firing weapons mounted on powered armor, vehicles, and spaceships, or within fortresses.

**navigation:** Plotting courses, such as through space using a vessel's navigational computer interface, or on land using maps or landmarks, as well as creating maps.

**piloting:** Flying air- or space-borne craft, from hovercraft and in-atmosphere fighters to transports and battleships.

**sensors:** Operating scanner arrays to gather information about one's surroundings.

**shields:** Deploying and redirecting shields aboard vehicles.

**vehicle operation:** Operating non-flying vehicles traveling on or through the ground or a liquid medium.

### STRENGTH

**climb/jump:** Climbing or jumping over obstacles.

**lift:** Moving or lifting heavy objects, as well as the ability to inflict additional damage with strength-powered weapons.

**stamina:** Physical endurance and resistance to pain, disease, and poison.

**swim:** Moving and surviving in a liquid medium.

### KNOWLEDGE

**aliens:** Understanding of aliens not of the character's own species and their physiology, customs, and history.

**astrography:** Familiarity with astrographic features (planets, star systems, nebulae), and general knowledge of any civilized elements present (settlements, industry, government, orbital installations).

**bureaucracy:** Knowledge of and ability to use a bureaucracy's intricate procedures to gain information, and favors, or attain other goals.

**business:** Comprehension of business practices and the monetary value of goods and opportunities, including the ability to determine how to make money with another skill the character has. *Business* can complement *bargain* when haggling over prices for goods and services being bought or sold.

**cultures:** Understanding of the manners, customs, and social expectations of different cultures, including one's own.

**intimidation:** Using physical presence, verbal threats, taunts, or fear to influence others or get information out of them.

**languages:** Familiarity with and ability to use various forms of communication, including written, spoken, and nonverbal. Characters may choose one "native" language in which they have written and spoken fluency. Additional languages in which a character has proficiency can be represented by specializations of this skill.

**scholar:** This skill represents knowledge and/or education in areas not covered under any other skill (such as chemistry, mathematics, archeology, cooking, art, etc.). This may be restricted to a specific field (represented by specializations) or a general knowledge of a wide range of subjects. It is used to remember details, rumors, tales, legends, theories, important people, and the like, as appropriate for the subject in question. However, the broader the category, the fewer the details that can be recalled. It covers what the character himself can recall. Having another skill as a specialization of the *scholar* skill means that the character knows the theories and history behind the skill but can't actually use it. *Scholar* can be useful with *investigation* to narrow a search for information.

**security regulations:** Understanding of how law enforcement organizations, regulations, and personnel operate.

**streetwise:** Finding information, goods, and contacts in an urban environment, particularly through criminal organizations, black markets, and other illicit operations. Also useful for determining possible motives and methods of criminals.

**survival:** Knowledge of techniques for surviving in hostile, wilderness environments, as well as the ability to handle animals.

**tactics:** Familiarity with deploying military forces and maneuvering them to the best advantage.

**willpower:** Ability to withstand stress, temptation, other people's interaction attempts, mental attacks, and pain. The game-master may allow a specialization in a specific faith tradition or belief system to enhance many, though not all, applications of willpower.

## PERCEPTION

**artist:** Making works of art, like paintings, photographs, and music or literary compositions.

**bargain:** Haggling over prices for goods and services being bought or sold, as well as using bribery.

**command:** Effectively ordering and coordinating others in team situations (such as commanding a battleship crew).

**con:** Bluffing, lying, tricking, or deceiving others, as well as verbal evasiveness, misdirection, blustering, and altering features or clothing to be unrecognizable or to look like someone else. Also useful in putting on acting performances.

**forgery:** Creating and noticing false or altered documentation in various media (paper, electronic, plastic card, etc.), including counterfeiting, though tasks may require other skills to help detect or make the forgery.

**gambling:** Winning and cheating at games of strategy and luck.

**hide:** Concealing objects, both on oneself and using camouflage.

**investigation:** Gathering information, researching topics, analyzing data, and piecing together clues.

**know-how:** Figuring out how to perform an action in which the character does not have experience, as well as a catch-all skill encompassing areas not covered by other skills (such as utilitarian sewing or cooking).

**persuasion:** Influencing others or getting information out of them through bribery, honest discussion, debate, diplomacy, speeches, friendliness, flattery, or seduction. Also useful in negoti-

ations, business transactions, and putting on performances (such as singing, acting, or storytelling).

**search:** Spotting hidden objects or people, reconnoitering, lip-reading, eavesdropping on or watching other people, or tracking the trails they've left behind.

**sneak:** Moving silently and avoiding detection.

## TECHNICAL

**armor repair:** Fixing damaged armor, whether it be personal, vehicle, ships, or whatever.

**computer interface/repair:** Programming, interfacing with, and fixing computer systems.

**demolitions:** Setting explosives to achieve particular destructive effects.

**exoskeleton repair:** Repairing and modifying exoskeletons, powered armor, environmental suits, and similar suits.

**firearms repair:** Repairing and modifying any gun a person can carry, from small slug throwers to shoulder-launched rockets..

**flight systems repair:** Fixing damaged systems aboard flying vehicles and spaceships.

**gunnery repair:** Fixing weapons mounted on powered armor, vehicles, or spaceships, or within fortresses.

**medicine:** Using basic field medicine to treat injuries, as well as detailed understanding and applying medical procedures, such as diagnosing illnesses, performing surgery, and implanting cybernetics.

**personal equipment repair:** Fixing small electronic equipment, including damaged cybernetics.

**robot interface/repair:** Programming, interfacing with and fixing robots and their systems.

**security:** Installing, altering, and bypassing electronic security and surveillance systems.

**vehicle repair:** Fixing ground- and ocean-based vehicles that do not fly.

## METAPHYSICS

**channel:** Focusing energy within herself and her surroundings to harm others or protect herself and others from harm.

**sense:** Detecting anything in existence, learn about her surroundings, and touch and influence minds.

**transform:** Altering people and things within the universe, including moving something from one location to another and changing a target's natural capabilities temporarily.

character in question. Each Advantage, Disadvantage, and Special Ability also lists a rank (represented by an "R" followed by a number); the greater the number, the more significant the character option. For more details on specific Advantages, Disadvantages, and Special Abilities, see the "Character Options" chapter of the *D6 Space Rulebook*.

**Move** represents how many meters your character moves in a round at maximum walking speed in standard (1 g) gravity. (The *running* skill can increase this rate. It also serves as the base for other movement skills.)

You can spend **Fate Point** and five **Character Points** to improve your character's chance of succeeding in especially difficult situ-

ations. (The mechanics of this are discussed in the "Game Basics" section.) Character Points alternatively are used to permanently improve skills. Your character earns more Character and Fate Points by having adventures. There is no limit to the number of Character or Fate Points your character may have at any time.

The **Body Points** and **Wounds** section of the character sheet allows you to keep track of the healthiness of your character. Which you use depends on the gamemaster.

**Strength Damage** indicates the amount of harm a character can do in combat with body parts, melee weapons, thrown weapons, and most missile weapons.

## 8. BASIC D6 SPACE RULES

To determine the Strength Damage die code, take the character's *Strength* or *lift* (including any die code modifiers from Disadvantages or Special Abilities) and drop the pips. Divide by 2, and round up.

**Example:** A character with 3D in *Strength* has a Strength Damage of 2D. A character with 6D+2 in *lift* has a Strength Damage of 3D.

If you added dice to a template's *lift* skill, you'll need to adjust the Strength Damage value listed. Use the information above to correct the number.

To allow the gamemaster to more easily adjust the "real world" cost to something appropriate for her world or her part of the world, this system substitutes difficulties for the prices of items. Each character thus gets a *Funds* attribute, which represents the amount of money the character can get without too much trouble on a regular basis because of work or investments.

Each character also begins the game with some equipment, including some basic notes in parentheses about what various items do. For instance, most weapons list their damage, while armor shows how many dice it adds to your *Strength* when resisting injuries. Remember, to use these items, you roll your skills, but when you successfully use them, you refer to the item's notes for the results.

**Example:** Let's say your character shoots at a shadow pig with his handgun. You roll your character's *firearms* skill of 3D+2 to see if his shot hits the creature. If he succeeds, you look under the "Equipment" heading of his character sheet and find "slug-throwing handgun (damage 3D+2)." You roll the 3D and add 2 to the total to see how much your character's shot injures the creature.

## CYBERNETICS

Cybernetic implants can serve as a handy excuse for having certain Special Abilities and Disadvantages. These represent, in a convenient fashion, how each piece of equipment works (or doesn't). In fact, when the player includes a Special Ability in his character's cybernetic unit, he must also explain how that Special Ability manifests itself, whether it be through a gun that pops up, a drug that is released into the system, or a tool that's revealed from a fingertip. Naturally, the gamemaster has the right to request that the player alter his choice if the addition is unreasonable (such as a high-powered machine gun installed in a toe). Gamemasters may even reduce the number of upgrade slots available in each implant to reflect a (relatively) lower-tech setting.

There is no additional cost to include a Special Ability in cybernetic implants, beyond the normal charge for gaining that Special Ability. Special Abilities in cybernetic implants can have Enhancements and Limitations as per the rules in the "Character Options" chapter. Gamemasters may require Special Abilities such as Skill Bonus to be restricted to specializations of the boosted skill that reflect what a character could do with just the limb or organ in question.

Likewise, the cybernetic implants can exist as the focus for certain Disadvantages, including Price, Debt, and Quirk.

### EXAMPLE CYBERNETICS

For details on creating new cybernetic implants, see the "Cybernetics" chapter of the *D6 Space Rulebook*. Here are some samples from the rulebook to get you started.

**Claws:** Long, lethal blades, these claws are stored in the forearm and spring from the top of the wrist. Relies on *melee combat*. Requires

one upgrade slot in an arm. Natural Hand-to-Hand Weapon: Claws (R1), Strength Damage +1D, with Cybernetics: Arm (R1); installation difficulty +2 to base; cost +2 to base (+2,000 credits).

**Dermal Plate:** The character has thick, rubbery plates installed over major areas. Dermal plate is normally installed on the chest and arms. Natural Armor: Dermal Plate (R1), +1D to damage resistance totals, with Cybernetics: Plate (R1); installation difficulty 20; cost 20 (20,000 credits).

**Enhanced Cyberarm:** Joined to the character at the shoulder, a full replacement arm can offer a greater boost to a character's abilities than just replacing the hand (see next entry). Skill Bonus: Strength (R4), +4 to *climb/jump*, *lift*, and *swim* totals, with Cybernetics: Hand (R1) and Ability Loss (R1), only for single arm; installation difficulty 13; cost 13 (13,000 credits).

**Enhanced Cyberhand:** Basic enhanced cyberhands can improve climbing attempts. Skill Bonus: Strength (R2), +2 to *climb/jump*, *lift*, and *swim* totals, with Cybernetics: Hand (R1) and Ability Loss (R1), only for single hand; installation difficulty 11; cost 11 (11,000 credits).

**Enhanced Full Cyberleg:** Fully replacing the leg allows the character to boost his kicking power and, to one degree or another, his movement. Hypermovement (R2), +4 meters per round, Natural Hand-to-Hand Weapon: Increased Damage (R1), Strength Damage +1D to kick, with Cybernetics: Leg (R1) and Ability Loss (R1), only for single leg; installation difficulty 16; cost 16 (16,000 credits). *Note:* If both legs are replaced, the character may not take the Ability Loss Limitation.

**Equilibria:** Fitted in place of the inner ear, the Equilibria improves balance. Skill Bonus: Balance (R3), +3 to *brawling: block*, *melee combat: parry/block*, *acrobatics: beam walking*, *dodge*, and *riding* totals, with Cybernetics: Ear (R1); installation difficulty 20; cost 20 (20,000 credits).

**SuperSight:** A cybernetic eye fitted into the socket, the SuperSight improves the character's ability to notice things. Enhanced Sense: Sight (R1), +1 to sight-based skill totals, with Cybernetics: Eye (R1); installation difficulty 20; cost 20 (20,000 credits).

## METAPHYSICS

Few people living in the Amatsumara system exhibit the strange extranormal abilities known as *Metaphysics*. As far as game mechanics are concerned, the *Metaphysics* attribute and skills work just like other attributes and skills: The gamemaster picks a difficulty that the player needs to beat with an appropriate die roll. You can find some other setting-specific details in the "Psiron" chapter of this book, plus there are many more guidelines for using *Metaphysics* skills in the *D6 Space Rulebook*; these sample manipulations from the rulebook can give gamemasters a starting point for deciding on appropriate difficulty numbers.

### BLAST

**Skill Used:** Channel      **Difficulty:** 15

**Effect:** physical damage 4D (8)

**Target Size:** Person (+2)

**Range:** Close (+5)

**Duration:** 2 rounds (0)

The metaphysicist draws energy from within herself or her surroundings and focuses it into a blast at a single target. Damage

equals 4D. Add the result point bonus to the amount of damage done. She has access to the blast for two rounds, though she may only use it once per round.

## HEAL

**Skill Used:** Transform      **Difficulty:** 10

**Effect:** *medicine* 5D (10)

**Target Size:** Person (+2)

**Range:** Touching (-2)

**Duration:** 2 rounds (0)

Through the power of touch, the metaphysicist can heal another character as if he had 5D in *medicine*. She has access to this skill for two rounds, though she may use it only once per round.

## INFLUENCE

**Skill Used:** Sense      **Difficulty:** 15

**Effect:** *persuasion* 5D (10)

**Target Size:** Person (+2)

**Range:** Self (0)

**Duration:** 5 rounds (+3)

The metaphysicist bends her will to commanding that of another. She relies on her new *persuasion* skill of 5D like a normal interaction skill.

## PERSONAL PHYSICAL SHIELD

**Skill Used:** Channel      **Difficulty:** 13

**Effect:** physical protection 4D (8)

**Target Size:** Person (+2)

**Range:** Self (0)

**Duration:** 5 rounds (+3)

The metaphysicist gathers energy into an aura that absorbs damage with an Armor Value of 4D. Add the result point bonus to the amount of damage resisted.

## QUICK-USE TELEKINESIS

**Skill Used:** Transform      **Difficulty:** 12

**Effect:** Move target of 1 kilogram or less (1)

**Target Size:** Small Item (+1)

**Range:** Close (to target) (+5); Close (range of movement) (+5)

**Duration:** 2 rounds (+0)

The metaphysicist reaches out with her mind and grasps a small object within 100 meters of her. She can bring it to her. (To also use the object at a distance, she would need to give herself the appropriate skill, as a separate manipulation attempt.)

# GAME BASICS

## MAKING ACTIONS

Most game mechanics in the *D6 System* involve rolling some six-sided dice. A die code associated with each attribute and skill represents how good the character is in that area. A die code associated with a weapon shows how much harm it can cause. The larger the number, the more experienced, trained, or naturally adept your character is, or the more deadly the weapon, or the more useful the equipment.

Each die code indicates the number of six-sided dice you roll when you want your character to do something (1D, 2D, 3D, 4D,

5D, etc.), and sometimes an amount (called pips) of “+1” or “+2,” which is added to the total result you roll on the dice.

**Example:** If your character’s *Strength* attribute is 3D+1, when you have her try to lift a cargo container, you would roll three dice and add 1 to the total to get her result. If you wanted your character to lift a cargo container, your gamemaster would ask you to roll your character’s *Strength* score. You roll three dice and get a 2, 5, and 4 (for the 3D), and then you add 1 to the total (for the +1) to get a grand total of 12.

An Advantage, Special Ability, or piece of equipment may provide a bonus to the roll. If the bonus is in the form of a die code (such as +1D), then you add the listed number of regular dice to the amount you would roll. If the bonus is in the form of a number (such as +2), then you add the amount to the total that you rolled on the dice.

**Example:** A shovel add 1D to digging attempts. A character who decides to dig a hole uses her *lift* skill. If your character has a *lift* skill of 4D, you would roll five dice to determine how well your character dug the hole with the shovel.

If a character doesn’t have dice in the skill required to attempt an action, she generally may use the die code of the attribute under which that skill falls. This is sometimes referred to as **defaulting** to the attribute or using the skill **untrained** or **unskilled**. The gamemaster may include an **unskilled modifier** to the difficulty. This modifier takes into account that people who aren’t trained or don’t have experience in certain tasks usually have a harder time doing them. Typically, this modifier is +5, but it could be as low as +1 for simple tasks or much higher for complex plans. The gamemaster may rule that some situations, such as building a spaceship or performing brain surgery, are impossible for anyone to attempt without the proper training and the correct skills.

When attributes are given in the text along with the skill, such as in manipulation descriptions, resisting Wounds, and so on, do not apply the untrained modifier. This also includes most uses of *dodge* and *brawling* in combat situations, attempts to find clues in a room with *search*, and resisting interaction attempts or mental attacks with *willpower*.

The higher you roll, the better your character accomplishes the task at hand. When your character tries doing something, the gamemaster decides on the required skill and a difficulty based on the task’s complexity. The gamemaster doesn’t usually tell you the difficulty number you need to equal or beat to succeed. He often won’t inform you which tasks are easier and which are harder, though he might give you hints. (“Hmmm, catching your grappling hook around that small outcropping is going to be pretty hard....”) The gamemaster then uses the rules to interpret the die roll and determine the results of the action.

## WILD DIE

To represent the randomness of life (and the tons of little modifiers that go along with it), every time you roll dice, make sure that one of them is of a different color than the others. This special die is the Wild Die, and it can have some interesting effects on your dice total. (If you only have one die to roll, then that die is the Wild Die.)

If the Wild Die comes up as a 2, 3, 4, or 5, add the result to the other dice normally. If the Wild Die comes up as a 6, this is a Critical Success. Add the 6 to your other dice results and roll the Wild Die again. As long as you roll a 6, you keep adding the 6 and you keep



rolling. If you roll anything else, you add that number to the total and stop rolling. If the Wild Die comes up as a 1 on the first roll, this is a Critical Failure, though it often indicates an unexpected and probably detrimental event rather than an inability to perform a task. Tell the gamemaster when you at a 1 on the Wild Die; he or she will then tell you what happens.

## MULTIPLE ACTIONS

Characters may attempt to perform several tasks in a single round, or, if the action takes longer than one round to complete, in the same minimum time period. The more they try to do, however, the less care and concentration they can apply to each action. It becomes more difficult to succeed at all of the tasks. Thus, for most characters, for each action taken beyond the first, the player must subtract 1D from all skill or attribute rolls (but not damage, damage resistance, or initiative rolls). Thus, trying to do four actions in one round gives the character a -3D modifier to each roll. For characters with an ability that increases their base number of actions, the multi-action penalty doesn't take effect until the character uses up his allotment of actions. For example, if a character with an action allotment of eight per round wants to do nine actions, each of the nine actions is at -1D.

Only equipment and weapons suited for quick multiple actions may be used several times (up to the limit of their capabilities) in a round. Some examples include semi-automatic guns or items with little or no reload time, like hands or small melee weapons.

A character may not rely on any skill or attribute reduced to zero.

## IMPROVING ROLLS

In addition to scores for a character's attributes and skills, she has Fate Points and Character Points. You can spend these points in particularly difficult and heroic situations.

When you spend a Character Point, you get to roll one extra die when you character tries to complete a task. You may choose to spend a Character Point after you've made a roll (in case you want to improve your result) but before the gamemaster tells you whether you succeeded or failed.

When you roll an extra die for a Character Point, treat it as the Wild Die, rerolling and adding sixes. If you roll a 1, don't worry about it—just add it into your skill total. Using Character Points like this is a bonus and can't hurt your skill roll.

You can spend a maximum of three Character Points to improve any one roll.

When you spend a Fate Point, that means your character is using all of her concentration to try to succeed. You may spend a Fate Point only before any die rolls are made. Doing so doubles the number of dice you'd normally roll, usually for one round and one action only, though the gamemaster may allow players to spend more Fate Points or have each Fate Point affect more rolls in particularly challenging moments. You may not spend any Character Points in the same round when you spend an Fate Point.

Once a Character Point or Fate Point is used, it's gone. You gain more Character Points at the end of a game for completing goals, overcoming obstacles, and playing well. You may get back Fate Points at the end of the game if they were used at a brave, heroic, or climactic moment.

## PREPARING

A character willing to spend twice as much time to complete a task receives a +1D bonus for the die roll for every doubling of time, up to a maximum bonus of +3D. However, the character can do nothing else or be otherwise distracted (such as getting shot at) during this time.

## RUSHING

A character can also attempt to perform an action that normally requires two or more rounds (10 seconds or more) in less time. The difficulty increases depending on how much less time the character puts into the task: +5 for 25% less time, +10 for 50% less time, and +20 for 75% less time. A character may not perform any task in less than 25% of the normally needed time. Thus, to rush an hour-long surgery into 30 minutes, the difficulty increases by +10.

Of course, not every task can be rushed. If in doubt, the gamemaster should ask the player to justify how the character can speed up the task.

## ROUNDS AND INITIATIVE

Generally, time in a roleplaying game doesn't matter too much. A character may spend several hours searching a library, though only a minute passes as far as the players and gamemaster are concerned. To keep the story line moving, sometimes it's necessary to skip the tedious parts.

More intense scenes require more detail. In these cases, time slows to units of five seconds called rounds. Each character may take one action in the round with no penalty. Unless the character has special skills or abilities, additional actions increase the difficulty of performing each task; this concept is dealt with later, in the "Multiple Actions" section. Once a round ends, the next one begins, continuing until the scene ends (with the task completed, the opponent subdued, and so on).

Since all characters in a scene are making actions in the same five-second round, the actual length of game time taken up by an action is usually less than five seconds. This is obviously the case when a single character is performing multiple actions, but it is also true when one character reacts to what another character is doing. Actions in rounds are not simultaneous (actions out of rounds sometimes are).

Determining initiative does not count as an action.

Once rounds have been declared and depending on the situation, the gamemaster tells everyone how she wants to determine in what order everyone goes. The *D6 Space Rulebook* offers a few different options.

## MOVEMENT

The difficulty to cover rapidly a distance on foot is determined by the number of extra movements the character takes. One movement equals the character's Move value; two movements equals twice the Move value, and so on. For each movement beyond the first, add 5 to the base difficulty of zero.

**Example:** A character with a Move of 10 meters per round who wants to move 20 meters in one round has a *running* difficulty of 5, while a character who wants to move 40 meters has a difficulty of 15.

A character who fails his movement roll in the first round covers only his Move or may even become injured, depending on how badly the player missed the roll.

A character running Move equals the base Move listed on the character sheet (usually 10 meters per round). A hero's swimming Move equals half his normal Move (rounded up).

## ATTACKING

The base difficulty to attack someone is 10 (called the target's passive defense value) or the target's active defense total, modified by range and other factors.

## ACTIVE DEFENSE

The target character can opt to use an "active defense," which affects all attacks that occur after the defender's turn in the current round but before the defender's turn the next round. Active defenses are defensive maneuvers that the target consciously exercises, such as dodging, blocking, or parrying. Each of these is represented by a skill and counts as an action.

A character may make an active defense only when his turn comes up in the initiative line, but the total for the roll is effective for all relevant attacks made against the character that occur after the character's current turn but before his turn in the next round.

Remember: if a character acts later in a round than his attacker, he cannot take his turn sooner and use an active defense to replace the passive defense value — his reactions just weren't fast enough.

If the roll is lower than the passive defense value, the character has succeeded in making himself easier to hit — by miscalculating where the attack would be placed and actually getting in its way.

The active defense total is modified as the situation dictates.

**Dodge:** The character attempts to anticipate the final location of an attack from any source and be in another place when it comes. This is done by rolling the *dodge* skill.

**Block/Parry:** The character attempts to stop his opponent's attack by intercepting it and either stopping it with a block or deflecting it with a parry. The character may roll his *brawling* or *melee combat* (if he has something in his hands) to block it. If the character uses a sharp or energized weapon (sword or dagger, for example) to parry an unarmed blow and is successful at the block, the attacker takes damage from the weapon. However, do not add the defender's *Strength* to the listed weapon damage score when determining injuries inflicted this way.

If the opponent strikes at the character with a bladed or energized hand weapon and the character uses any part of his body to intercept the attack, the defender always takes the weapon's damage total. If the block was successful, then the attacker's Strength Damage is not added to the listed score. If the block was unsuccessful, then the target character takes damage as normal. The character may avoid this aspect by having armor, a special ability, or a suitable close combat specialization in *melee parry*.

## FULL DEFENSE

A character who foregoes all of her actions for a round to completely protect herself from attacks makes a **full defense**. The total rolled by the skill plus 10 takes the place of the base combat diffi-

culty from the time the character makes the full defense on her turn to her turn in the next round.

**Full active defense value = any active defense skill roll + 10**

## PARTIAL DEFENSE

A character who chooses to do something else in addition to guarding against attacks may take a **partial defense**. In this case, the active defense roll replaces the base combat difficulty from the time the character takes his turn in one round to his turn in the next round.

**Partial active defense value = any active defense skill roll**

Since the character is taking multiple actions, the multi-action penalty applies.

## COMMON COMBAT DIFFICULTY MODIFIERS



### RANGE

Range	Distance to Target	Modifier
Point Blank	0–3 meters	-5
Short	3 meters to first value*	0
Medium	First to second value*	+5
Long	Second to third value*	+10

\*Values refer to values given in the weapon's range listing.

### ESTIMATING RANGES

Gamemasters who aren't interested in looking up weapon ranges and figuring out the distance to the target can estimate what modifiers to use with these guidelines.

> A target within a few steps of the attacker is a Point Blank range.

> An attacker firing a rifle at a target across a rather large chamber shoots at Short range, while an attacker with a handgun shoots the same target at Medium range.

> Most projectile combat taking place outdoors is at Medium to Long range.

### COVER

Situation	Modifier
Light smoke/fog; poor light; twilight; day on Tenebrous	+1D (+3)
Thick smoke/fog; moonlit night	+2D (+6)
Very thick smoke/fog; complete darkness	+4D (+12)
Object hides 25% of target	+1D (+3)
Object hides 50% of target	+2D (+6)
Object hides 75% of target	+4D (+12)
Object hides 100% of target	*

\*If cover offers protection, the attacker cannot hit the target directly, but damage done to the cover might exceed the Armor Value it provides, and, indirectly, damage the target. Most of the time, the attacker must eliminate the cover before having a chance to hit the target.

The gamemaster may call for a partial defense roll (as a free action) if he decides that the character might have a little awareness of an impending attack, yet not enough foresight to prepare for it.

### COMBAT DIFFICULTY MODIFIERS

Here are a few of the most frequently used modifiers to the combat difficulty. Others are discussed in “Combat Options” chapter. Regardless of the number of modifiers used, the total combat difficulty may never go below 3.

The gamemaster rolls the indicated modifier and adds it to the combat situation. A standard modifier is included in parentheses after the die modifier, should the gamemaster prefer not to roll.

**Range:** The effectiveness of a punch, weapon, Special Ability, or any other attack made at a distance depends on its range. All range modifiers are added or subtracted from the combat difficulty.

Note that, unless a special maneuver allows otherwise, characters may use unarmed close combat attacks at Point Blank range only. In most cases, this is true for using various melee weapons as well, though the distance can be increased to Short range if the weapon is longer than two meters. For instance, a character with a support beam can whack an opponent at Point Blank or Short range.

**Cover:** When a target is protected by something — poor lighting, smoke, fog, a table — it makes her harder to hit. This is represented by a cover modifier, which is added to the combat difficulty.

**Aiming:** Aiming involves careful tracking of the target. Characters may perform it against moving targets, but they cannot themselves do anything else in the round in which they aim. Each consecutive round of uninterrupted aiming add 1D to the character’s *firearms*, *gunnery*, *missile weapons*, or *throwing* skill, up to a maximum bonus of +3D.

### DETERMINING SUCCESS

Once the combat difficulty has been determined, the attacker rolls the die code in his character’s combat skill and compares the total to the combat difficulty. If it equals or exceeds the combat difficulty, the attack hits, probably doing damage or having another effect that the attacker intended. If it was less than the combat difficulty, then the attack misses.

### DETERMINING DAMAGE

If a character successfully hits his target, he may have done damage to it. To determine the amount of injury caused, roll the damage die code for the weapon, including any modifiers from a special combat action, such as a sweep attack or hit location. Some weapons list their score as a die code with a plus sign (“+”) in front of it; in this case, add the damage die code to the attacker’s Strength Damage die code, add modifiers, and roll. If the gamemaster chooses to use the optional damage bonus, this is added to the total at this time.

After the player or the gamemaster has figured out how much damage is done, go to the “Damage” chapter on pages 75–77 to determine how much of that damage the target sustained.

## TAKING DAMAGE

To describe how much injury a character can sustain, the gamemaster decides on one of two ways of determining how much damage a character can take: Body Points or Wounds.

In either system, when your character has no more Body Points or Wounds left, she’s toast.

### BODY POINTS

With the Body Points system, each character has a certain number of Body Points (which are figured out when you create your character). Once the player or gamemaster has her character’s resistance total, subtract the attacker’s damage total from the target’s damage resistance total and subtract that number from the total Body Points the character has remaining. If the gamemaster chooses, she may compare the number of Body Points the character has remain-

### WOUND LEVELS

	<i>Wounds*</i>	<i>Body Points†</i>
<b>Effect</b>	<b>Damage Total ≥ Resistance Total By:</b>	<b>Body Points Left</b>
Stunned	1–3	80% – 60%
Wounded	4–8	59% – 40%
Severely Wounded	4–8**	39% – 20%
Incapacitated	9–12	19% – 10%
Mortally Wounded	13–15	1% – 9%
Dead	16 or more	0

\*Any additional damage less than or equal to the character’s current level moves the character up by one level.

\*\*A character is moved to the Severely Wounded level if the difference is between 4 and 8 and she already has the Wounded level.

†This is an optional chart for those using Body Points. The “Body Points Left” column is based on the character’s maximum Body Points. Round so that there is no overlap between levels.

Penalties imposed by each level are not cumulative and they are not included when determining the stun or damage resistance total or any total not involving a skill or attribute.

**Stunned:** Either receives -1D for all remaining actions this round and next round or may only defend or retreat in the next round.

**Wounded:** -1D to all actions until healed.

**Severely Wounded:** -2D on all actions until healed.

**Incapacitated:** The character is severely injured. As a free action before losing consciousness, he may try to stay up with a Moderate (15) *stamina* or *willpower* roll. If the character succeeds, he may continue to act, but all actions have a -3D penalty. If he fails, he is knocked out for 10D minutes.

**Mortally Wounded:** The character is near death and knocked unconscious with no chance to keep up. Roll the character’s *Strength* or *stamina* each round, the character finally dies if the roll is less than the number of minutes he’s been at this level. Through the use of medical treatment and a Moderate *medicine* roll, the victim is stabilized but must rest five weeks before his body has healed enough to attempt a natural healing roll.

**Dead:** The character is toast. Sorry.

ing to the “Wound Level” table to determine what level of injury the defender sustained and what its effects on the character are.

If the damage resistance total is greater than or equal to the damage total, the defender incurs no injuries (beyond an annoying bruise, a shallow scrape, a light burn, or dinged protective gear).

**DAMAGE RESISTANCE TOTAL**

The damage resistance total equals a roll of the target character’s die codes from armor or Special Abilities (such as Attack Resistance) minus any modifiers from disease, ingested poisons, or other debilitating circumstances (such as an appropriate Hindrance). A player may improve his character’s resistance total by spending Character Points or a Fate Point on this roll.

If the character has no armor or Special Abilities, then the character has a damage resistance total of zero, and the player makes no roll. However, they can still spend Character Points, using them as a base damage resistance total. Spending a Fate Point allows the player to roll his character’s *Strength*. Totals determined from spending points are adjusted as normal, including negative and positive damage resistance modifiers.

**WOUND LEVELS**

With the Wounds system, each character has a certain number of Wounds. Once the player or gamemaster has her character’s resistance total, compare the damage total to a resistance total on the “Wound Level” table on the previous page to determine how much injury the defender sustained and what its effects on the character are.

If the damage resistance total is greater than or equal to the damage total, the defender incurs no injuries (beyond an annoying bruise, a shallow scrape, a light burn, or dinged protective gear).

**DAMAGE RESISTANCE TOTAL**

The resistance total equals the target character’s *Strength* plus any bonuses from armor or Special Abilities (such as Increased Attribute: Strength) minus any modifiers from disease, ingested poisons, or other debilitating circumstances (such as Reduced Attribute: Strength or an appropriate Hindrance). Do not include any Wound level modifier when attempting to resist damage. A character also may improve her resistance by spending Character Points or a Fate Point on this roll.

**GAMEMASTER’S CHARACTERS AND WOUND LEVELS**

Some entries in this book have been given three Wound levels (Stunned, Wounded, and Severely Wounded). Use the “Wound Levels” chart, dropping Dead to the Incapacitated level. Thus, if a character takes nine or more points of damage or takes a fourth Wound level, it’s Dead.

**HEALING**

**BODY POINTS**

**NATURAL HEALING**

The body heals naturally during the course of the day. The more rest characters get, the faster their wounds heal. Using the “Body Points Healing” chart, the character rolls her *Strength* plus any appropriate Special Abilities or Disadvantages and a modifier based

**BODY POINTS HEALING**



Medicine or Strength Total	Body Points Recovered
0	0
1–5	2
6–10	1D
11–15	2D
16–20	3D
21–25	4D
26–30	5D
30+	6D

on how much rest she’s had that day. A character gets a modifier of +1D on each full day of rest (sleeping, reading, or other sedentary activities). If she is involved in light activity, such as walking or singing, the modifier is zero. However, if most of the day is spent fighting and running, the modifier is -1D. The character receives the Body Points back at the beginning of the next day.

Optionally, the gamemaster may require an injured character to complete a period of rest before making the natural healing roll. Use the “Rest Period” chart and the character’s Wound level to determine how long the character needs to wait before attempting the natural healing roll. The gamemaster then multiplies the result by 3 to figure out how many Body Points were healed.

**SKILL**

Characters can heal others or themselves with some basic field procedures for treating wounds. Such attempts don’t require a medical kit. Simply roll *medicine* to help an injured comrade, and find the results on the “Body Points Healing” chart. A successful roll heals the character the listed amount. A character using a medical kit may add its bonus to the roll.

A character may only attempt to heal a patient once per day. Other characters may also try to help the patient, adding their expertise to the first healer’s.

**WOUNDS**

**NATURAL HEALING**

A character can heal naturally, but this process is slow. The character must rest a specified amount of time and then can make a natural healing roll: A stunned wound is automatically recovered after one minute

**WOUNDS ASSISTED HEALING**



Injury Level	Difficulty
Stunned, unconscious	Easy (10)
Wounded, Severely Wounded	Moderate (15)
Incapacitated	Difficult (20)
Mortally Wounded	Very Difficult (25)

## REST PERIOD



Level of Wound	Rest Period
Stunned*	1 minute
Wounded	3 days
Severely Wounded	3 days
Incapacitated	2 weeks
Mortally Wounded	5 weeks

\*Those using *Body Points* should use this level for characters who have no *Wound* level.

### REST PERIOD EXAMPLE

A character at the Stunned Wound level may make a natural healing roll for *Body Points* or heal the Stunned level once she's rested for a minute. After recovering, should the character get to the Stunned level again, the character may make another natural healing attempt after the minute of rest. However, if the character moves to the Wounded level, she may not make her natural healing roll until she's rested for three days.

(12 rounds) of complete rest.. For other Wounds, roll the character's full *Strength* plus any appropriate Special Abilities or Disadvantages. The base difficulty to improve one level is 6 plus 1 for each Wound level beyond Wounded. Healing characters can do virtually nothing but rest. Characters who try to work, exercise, or adventure must **subtract** 1D from their *Strength* when they makes their natural healing roll. Any character who opts to take it easy and do virtually nothing for **twice** the necessary time may **add** 1D to the *Strength* roll to heal. (Note that this is a streamlined version of the rulebook's rule.)

**Example:** A Mortally Wounded character has rested for five weeks. At this time, she may roll her *Strength* to see if she improved. The difficulty is 9 (6 for the base difficulty plus three levels of damage beyond Wounded). If she succeeds at the roll, she improves to Incapacitated and must rest another two weeks before attempting to overcome that level.

### SKILL

Characters can heal others or themselves with some basic field procedures for treating wounds. Such attempts don't require a medical kit. Simply roll *medicine* to treat wounds in the field, and find the results on the "Wounds Assisted Healing" chart.

A successful roll heals the character up one level: for instance, a successful *medicine* roll on someone who's Wounded would bring him back to Stunned. A character using a medical kit may add its bonus to the roll.

A character may only attempt to heal a patient once per day. Other characters may also try to help the patient, adding their expertise to the first healer's.

## VEHICLE COMBAT

Vehicle combat is beyond the scope of this chapter. For the most part, vehicle combat is handled similarly to character combat. There

are a few additional game characteristics associated with vehicles of which to be aware.

Maneuverability is the number of dice added to the operator's skill roll while piloting the vehicle. Toughness, to which is added at armor, is used to resist damage that the vehicle takes. Each vehicle can be hit several times before it is destroyed. Scale represents the relative size of the different combatants. It allows the rules to factor in the size and power of different weapons and defense systems. If these values are the same, then combat is run in the standard fashion. If both opponents are either larger than or equal to a Human **or** smaller than or equal to a Human, subtract the larger number from the smaller one to calculate the scale modifier. If one opponent is smaller than a Human while the other is larger, then add together the two values.

For most cases, use these rules: If the attacker is larger than the defender, then the scale modifier is added to the combat difficulty and the damage total. If the attacker is smaller than the defender, then the scale modifier is added to the attacker's combat skill total and the defender's damage resistance total.

## CHOOSING DIFFICULTIES

There are two possibilities for assigning difficulties to a specific action: a difficulty number or an opposed roll. Generally, the adventure specifies the difficulty and what skill is needed, but the game-master may come across circumstances that were not foreseen. In such cases, use these guidelines to decide what to do.

Certain circumstances (typically involving a character attempting a task without a force actively opposing her, such as climbing a wall or piloting a boat) may call for a static difficulty number. In these cases, select a **standard difficulty** or use a special difficulty. Circumstances involving an actively opposing force call for an **opposed difficulty**.

### STANDARD DIFFICULTIES

A standard difficulty is a number that the gamemaster assigns to an action based on how challenging the gamemaster thinks it is. Existing conditions can change the difficulty of an action. For instance, walking has an Automatic difficulty for most characters, but the gamemaster may require someone who is just regaining the use of his legs to make a Very Difficult *running* roll to move even a few steps.

The numbers in parentheses indicate the range of difficulty numbers for that level.

**Automatic (0):** Almost anyone can perform this action; there is no need to roll. (Generally, this difficulty is not listed in a pregenerated adventure; it is included here for reference purposes.)

**Very Easy (1–5):** Nearly everyone can accomplish this task. Typically, tasks with such a low difficulty only are rolled when they are crucial to the scenario.

**Easy (6–10):** Although characters usually have no difficulty with this task, an untrained character may find it challenging.

**Moderate (11–15):** There is a fair chance that the average character will fail at this type of task. Tasks of this type require skill, effort, and concentration.

**Difficult (16–20):** Those with little experience in the task must have a lot of luck to accomplish this type of action.

**Very Difficult (21–25):** The average character only rarely succeeds at these kinds of task. Only the most talented regularly succeed.

**Heroic (26–30), Legendary (31 or more):** These kinds of tasks are nearly impossible, though there’s still a slim chance that lucky average or highly experienced characters can accomplish them.

### OPPOSED DIFFICULTIES

An **opposed difficulty** (also called an opposed roll) applies when one character resists another character’s action. In this case, both characters generate skill totals and compare them. The character with the higher value wins, and ties go to the initiator of the action.

In an opposed task, since both characters are actively doing something, both the initiator and the resisting character use up actions. This means that the resisting character can only participate in an opposed task either if he waited for the initiating character to make a move or if he was actively preparing for the attempt. Otherwise, the gamemaster may allow a reaction roll of the appropriate skill as a free action in some circumstances, or he may derive a difficulty (see the derived entry under “Special Difficulties” for an example).

### GENERIC MODIFIERS

The modifiers offered in a skill’s list or a pregenerated adventure may not cover all the gamemaster’s needs. When conditions arise for which there aren’t pre-established modifiers, use the chart herein to help at those times. Gamemasters can add these modifiers to opposed, standard, or derived difficulty values.

### DETERMINING SUCCESS

If the total rolled on the dice is greater than the difficulty, the attempt was a success. Ties generally go to the initiator of the action, but certain circumstances dictate otherwise (such as the use of some Special Abilities or determining the amount of damage done). The description of the ability, challenge, or activity explains the results.

### RESULT POINTS

Result points refer to the difference between the skill roll and the difficulty. The gamemaster can use the result points to decide how

well the character completed the task. The gamemaster may allow a player to add one-half of the result points (rounded up) as a bonus to another skill roll or *Metaphysics* or Special Ability effect. One-fifth of the result points from an attack roll can be included as bonus to damage. (Round fractions up.)

### SECOND CHANCES

As characters tackle obstacles, they’ll find ones that they can’t overcome initially. Gamemasters must rely on their judgment to decide whether and when a character may try an action again. For some actions, such as *firearms* or *running*, the character may try the action again the next turn, even if she failed. For other actions, such as *repair* (any kind) or *con*, failing the roll should have serious consequences, depending on how bad the failure was. A small difference between the difficulty number and the success total means the character may try again next round at a higher difficulty. A large difference means that the character has made the situation significantly worse. She will need to spend more time thinking through the problem or find someone or something to assist her in her endeavor. A large difference plus a Critical Failure could mean that the character has created a disaster. She can’t try that specific task for a long time — perhaps ever. This is especially true with locks and computer programs.

### GAMEMASTER’S FIAT

The rules are a framework upon which the gamemasters and their friends build stories set in fantastic and dynamic worlds. As with most frameworks, the rules work best when they show the least, and when they can bend under stress. Keeping to the letter of the rules is almost certainly counterproductive to the whole idea of making an engaging story and having fun. To keep a story flowing with a nice dramatic beat, gamemasters might need to bend the rules, such as reducing the significance of a modifier in this situation but not in another one, or allowing a character to travel a meter or two beyond what the movement rules suggest.

## GENERIC DIFFICULTY MODIFIERS



Modifier	Situational Example
+16 or more	Overwhelming disadvantage: Something affects the skill use in an almost crippling fashion (repairing a vehicle without any proper tools).
+11–15	Decisive disadvantage: The skill use is very limited by circumstance (trying to find someone in complete darkness).
+6–10	Significant disadvantage: The skill use is affected negatively (tracking someone through drizzling rain).
+1–5	Slight disadvantage: There is an annoying problem (picking a lock by flashlight).
-1–5	Slight advantage: A tool or modification that makes the skill use a little easier (spiked shoes for <i>climb/jump</i> ).
-6–10	Significant advantage: A tool or modification that makes the skill use much easier (rope with knots is used for <i>climb/jump</i> ).
-11–15	Decisive advantage: A tool specifically designed to make the job easier (complete language database used for <i>languages</i> ).
-16 or more	Overwhelming advantage: An exceptional tool or modification that specifically makes the skill use much easier (wilderness tools and equipment specially designed to help with <i>survival</i> ).

# D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Luminous City Pilot \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_

**Objectives:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

<b>Agility</b> _____ <b>3D</b> acrobatics _____ brawling _____ dodge _____ firearms _____ melee combat _____ flying/0-G _____ _____ _____ _____	<b>Mechanical</b> _____ <b>4D</b> comm _____ navigation _____ piloting _____ sensors _____ shields _____ vehicle operations _____ _____ _____ _____
--	--

<b>Strength</b> _____ <b>2D+1</b> lift _____ stamina _____ _____ _____	<b>Perception</b> _____ <b>2D+2</b> command _____ con _____ investigation _____ gambling _____ know-how _____ persuasion _____ search _____ streetwise _____ _____ _____
--	--

<b>Knowledge</b> _____ <b>3D</b> astrology _____ bureaucracy _____ business _____ scholar _____ security regulations _____ streetwise _____ willpower _____ _____ _____ _____	<b>Technical</b> _____ <b>3D</b> armor repair _____ comp. interface/repair _____ flight systems repair _____ medicine _____ personal equip. repair _____ security _____ vehicle repair _____ _____ _____ _____
---	--

**Metaphysics** \_\_\_\_\_ **0D**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** Employed (R1), as city pilot  
**Advantages:** Contacts (R1), you've a friend who occasionally lets you pilot his small spaceship  
**Special Abilities:** none

**Equipment:** jetpack (permits flight at 98 meters per round or 70 kilometers per round; must be strapped to back; one charge lasts 16 hours; Toughness 2D+1; Maneuverability +3D+1); hover-jet toolkit (+2 to relevant *repair* totals); cred-key

**Description:** As a child, you dreamed of cruising through the heavens, feeling the thrum of engines all around you. Piloting lessons were expensive and difficult to obtain, but your parents scraped every credit they had and helped you learn the tricks of the trade. Now you're a hotshot city pilot on Luminous, with thousands of lives depending on your every move. It's an awesome responsibility, but you love it ... but not half as much as you love cruising through the heavens, feeling the thrum of engines all around you.

**Additional Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Additional Background Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Other Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Funds</b> _____	<b>3D</b>
<b>Credits</b> _____	<b>525</b>
<b>Fate Points</b> _____	<b>1</b>
<b>Character Points</b> _____	<b>5</b>
<b>Strength Damage</b> _____	<b>1D</b>
<b>Move</b> _____	<b>10</b>
<b>Body Points</b> _____	<b>31</b>

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	_____
<input type="checkbox"/> Wounded	_____
<input type="checkbox"/> Severely Wounded	_____
<input type="checkbox"/> Incapacitated	_____
<input type="checkbox"/> Mortally Wounded	_____
<input type="checkbox"/> Dead	<b>0</b>

Permission is hereby granted to photocopy this page for personal use. Copyright 2005 Purgatory Publishing Inc., www.westendgames.com.

# D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Psi-skimmer Racer \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_

**Objectives:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

<b>Agility</b> _____ <b>2D+2</b> acrobatics _____ brawling _____ dodge _____ firearms _____ flying/0-G _____ melee combat _____ _____ _____ _____ _____ _____ _____	<b>Mechanical</b> _____ <b>4D+1</b> navigation _____ piloting _____ sensors _____ vehicle operation _____ _____ _____ _____ _____ _____ _____ _____
---	--

<b>Strength</b> _____ <b>2D</b> stamina _____ _____ _____ _____ _____ _____ _____	<b>Perception</b> _____ <b>2D+1</b> bargain _____ con _____ gambling _____ investigation _____ persuasion _____ search _____ _____ _____ _____ _____ _____ _____
--	--

<b>Knowledge</b> _____ <b>2D+1</b> astrology _____ scholar _____ streetwise _____ survival _____ willpower _____ _____ _____ _____ _____ _____ _____ _____ _____ _____	<b>Technical</b> _____ <b>4D</b> armor repair _____ computer interface/repair _____ flight systems repair _____ medicine _____ personal equipment repair _____ vehicle repair _____ _____ _____ _____ _____ _____ _____ _____ _____
--	---

**Metaphysics** \_\_\_\_\_ **0D**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** Employed (R2), the psi-skimmer is yours only as long as you race when you're told to; Advantage Flaw (R1), your psi-skimmer is well used and requires daily maintenance, whether or not you use it

**Advantages:** Equipment (R3), psi-skimmer

**Special Abilities:** none

**Equipment:** psi-skimmer; padded racing uniform and helmet (Armor Value +1D+2); semi-automatic slug-throwing handgun (damage 3D+2, range 10/25/50, ammo 6); night goggles (reduce darkness modifiers by up to 2D (6) in a cone-shaped area up to five meters away); cred-key

**Description:** Living on the dark, shadowy world of Tenebrous has a way of making you feel like you're stuck in a dream. Sometimes you wonder if you're not dead already, just going through the motions of living. But being on the back of a psi-skimmer, with the wind rushing past you and your life hanging by a thread ... that's enough to make anyone forget about the drug addicts who sleep in the streets and the criminals around every corner. Racing makes your heart pound as the blood rushes through your veins. Racing is life.

**Additional Equipment:** \_\_\_\_\_

**Additional Background Information:** \_\_\_\_\_

**Other Information:** \_\_\_\_\_

<b>Funds</b> _____	3D
<b>Credits</b> _____	525
<b>Fate Points</b> _____	1
<b>Character Points</b> _____	5
<b>Strength Damage</b> _____	1D
<b>Move</b> _____	10
<b>Body Points</b> _____	30

**Wound Level** \_\_\_\_\_ **Body Points Range** \_\_\_\_\_

- |   |       |
|---|-------|
| <input type="checkbox"/> Stunned          | _____ |
| <input type="checkbox"/> Wounded          | _____ |
| <input type="checkbox"/> Severely Wounded | _____ |
| <input type="checkbox"/> Incapacitated    | _____ |
| <input type="checkbox"/> Mortally Wounded | _____ |
| <input type="checkbox"/> Dead             | 0     |



# D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Rancher \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_

**Objectives:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

<b>Agility</b> _____ <b>2D+2</b> brawling _____ dodge _____ firearms _____ melee combat _____ riding _____ running _____ _____ _____ _____	<b>Mechanical</b> _____ <b>2D</b> comm _____ navigation _____ sensors _____ vehicle operation _____ _____ _____ _____
---	--

<b>Strength</b> _____ <b>3D</b> climb/jump _____ lift _____ stamina _____ _____ _____ <b>Knowledge</b> _____ <b>3D</b> bureaucracy _____ business _____ intimidation _____ scholar _____ security regulations _____ streetwise _____ survival _____ willpower _____ _____ _____ _____	<b>Perception</b> _____ <b>3D</b> bargain _____ command _____ con _____ gambling _____ hide _____ investigation _____ persuasion _____ know-how _____ search _____ sneak _____ _____ _____ _____
--	---

<b>Technical</b> _____ <b>2D+1</b> firearms repair _____ medicine _____ personal equipment repair _____ security _____ vehicle repair _____ _____ _____ _____	<b>Metaphysics</b> _____ <b>0D</b> _____ _____ _____ _____
---	--

**Disadvantages:** Debt (R1); Employed (R2), as ranch owner;  
 Enemy (R1), greedy ranchers

**Advantages:** Equipment (R4), raptor ranch

**Special Abilities:** none

**Equipment:** 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); raptor; water bottle; rations; blanket and range stove in saddlebags; cred-key

**Description:** You're working the land that your father left you, but the going is hard. The price for raptor meat continues to fall and you're not quite sure if you'll be able to keep making payments on the debts you've accumulated. Despite this, there's a joy that comes from working in the fields, riding on the back of a raptor through land that's yours. It makes you feel alive and more than a little bit proud. You're hoping to find a nice person to raise a family with, but work comes first. There's pressure on you from some of the more powerful ranchers to sell off your land to them but you'd rather die than do that.

**Additional Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Additional Background Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Other Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Funds</b> _____	<b>3D</b>
<b>Credits</b> _____	<b>525</b>
<b>Fate Points</b> _____	<b>1</b>
<b>Character Points</b> _____	<b>5</b>
<b>Strength Damage</b> _____	<b>2D</b>
<b>Move</b> _____	<b>10</b>
<b>Body Points</b> _____	<b>35</b>

<b>Wound Level</b>	<b>Body Points Range</b>
<input type="checkbox"/> Stunned	_____
<input type="checkbox"/> Wounded	_____
<input type="checkbox"/> Severely Wounded	_____
<input type="checkbox"/> Incapacitated	_____
<input type="checkbox"/> Mortally Wounded	_____
<input type="checkbox"/> Dead	<b>0</b>

Permission is hereby granted to photocopy this page for personal use. Copyright 2005 Purgatory Publishing Inc., www.westendgames.com.

# D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Ranger (Regular Forces) \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_  
**Objectives:** \_\_\_\_\_  
**Physical Description:** \_\_\_\_\_

**Agility** \_\_\_\_\_ **3D+1**      **Mechanical** \_\_\_\_\_ **2D+2**  
 acrobatics \_\_\_\_\_      comm \_\_\_\_\_  
 brawling \_\_\_\_\_      exoskeleton operation \_\_\_\_\_  
 dodge \_\_\_\_\_      gunnery \_\_\_\_\_  
 firearms \_\_\_\_\_      navigation \_\_\_\_\_  
 flying/0-G \_\_\_\_\_      piloting \_\_\_\_\_  
 melee combat \_\_\_\_\_      sensors \_\_\_\_\_  
 riding \_\_\_\_\_      shields \_\_\_\_\_  
 running \_\_\_\_\_      vehicle operation \_\_\_\_\_  
 throwing \_\_\_\_\_

**Strength** \_\_\_\_\_ **3D+1**  
 lift \_\_\_\_\_  
 climb/jump \_\_\_\_\_  
 stamina \_\_\_\_\_

**Knowledge** \_\_\_\_\_ **3D**  
 bureaucracy \_\_\_\_\_  
 cultures \_\_\_\_\_  
 intimidation \_\_\_\_\_  
 languages \_\_\_\_\_  
 security regulations \_\_\_\_\_  
 streetwise \_\_\_\_\_  
 survival \_\_\_\_\_  
 willpower \_\_\_\_\_

**Metaphysics** \_\_\_\_\_ **0D**  
**Funds** \_\_\_\_\_ **3D**  
**Credits** \_\_\_\_\_ **525**  
**Move** \_\_\_\_\_ **10**

**Perception** \_\_\_\_\_ **3D**  
 command \_\_\_\_\_  
 con \_\_\_\_\_  
 investigation \_\_\_\_\_  
 hide \_\_\_\_\_  
 know-how \_\_\_\_\_  
 persuasion \_\_\_\_\_  
 search \_\_\_\_\_  
 sneak \_\_\_\_\_  
 streetwise \_\_\_\_\_  
 survival \_\_\_\_\_

**Technical** \_\_\_\_\_ **2D+2**  
 comp. interface/repair \_\_\_\_\_  
 firearms repair \_\_\_\_\_  
 medicine \_\_\_\_\_  
 personal equip. repair \_\_\_\_\_  
 vehicle repair \_\_\_\_\_

**Advantages:** Authority: Law Enforcement (R3); Contacts (R2), other Rangers; Equipment (R2), Ranger equipment, including occasional access to a ship and other equipment

**Disadvantages:** Cultural Unfamiliarity (R1), uncomfortable in cities, and city-folk aren't comfortable with your brand of justice; Devotion (R2), more interested in justice than law — you're more liable to hang 'em high than let bring them in to stand trial; Employed (R1), Ranger authority, contacts, and equipment depend on the character maintaining a good standing with the Rangers; Enemy (R3), various criminals throughout the system

**Special Abilities:** none

**Equipment:** Ranger Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0–2/2–5/5–10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots); spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter bandana (+2D bonus to *stamina* against airborne contaminants; comlink with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one's identity); lightly armored duster (Armor Value +1D+1; +1D to *hide* items on person); hand comp with tracking and navigation capabilities (+1D to *sensors* and *navigation* rolls); length of braided nylon rope (damage +1 when used as garrote); cred-key

**Description:** You've spent more years than you care to admit bringing justice to the frontier at the point of a gun, and the scars of your travails — both physical and emotional — are worn on your wearied face. You're jaded but incorruptible and unswervingly devoted to your ideals. With a metal star glinting on your vest, a big rifle in your hands, and a six-shooter hanging from your hip, you feel all but indestructible — which is a good thing, because the no-good polecats you hunt down prey upon fear and indecision.

**Fate Points** \_\_\_\_\_ **1**  
**Character Points** \_\_\_\_\_ **5**  
**Strength Damage** \_\_\_\_\_ **2D**  
**Body Points** \_\_\_\_\_ **36**

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	_____
<input type="checkbox"/> Wounded	_____
<input type="checkbox"/> Severely Wounded	_____
<input type="checkbox"/> Incapacitated	_____
<input type="checkbox"/> Mortally Wounded	_____
<input type="checkbox"/> Dead	0

# D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Ranger Chaplain \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_

**Objectives:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

<b>Agility</b> _____ <b>2D+2</b> brawling _____ dodge _____ firearms _____ melee combat _____ riding _____ running _____ _____ _____ _____	<b>Mechanical</b> _____ <b>2D</b> comm _____ navigation _____ piloting _____ sensors _____ shields _____ vehicle operation _____ _____ _____ _____
---	---

<b>Strength</b> _____ <b>2D+1</b> stamina _____ _____ _____ _____ _____	<b>Perception</b> _____ <b>3D+2</b> bargain _____ know-how _____ investigation _____ persuasion _____ search _____ streetwise _____ survival _____ _____ _____ _____
--	--

<b>Knowledge</b> _____ <b>3D</b> aliens _____ bureaucracy _____ business _____ cultures _____ languages _____ scholar _____ security regulations _____ willpower _____ _____ _____ _____	<b>Technical</b> _____ <b>2D+1</b> comp. interface/repair _____ medicine _____ personal equip. repair _____ _____ _____ _____
---	---

<b>Metaphysical</b> _____ <b>2D</b> channel _____ sense _____ transform _____ _____ _____	<b>Fate Points</b> _____ <b>1</b> <b>Character Points</b> _____ <b>5</b> <b>Strength Damage</b> _____ <b>1D</b> <b>Move</b> _____ <b>10</b> <b>Additional Information:</b> _____ _____ _____ _____
--	---

**Funds** \_\_\_\_\_ **0D**  
**Credits** \_\_\_\_\_ **0**

**Advantages:** Authority: Law Enforcement (R2); Contacts (R2), other Rangers; Equipment (R2), Ranger equipment, including occasional access to a ship and other equipment; Authority (R1), as an ordained minister, admittedly one wearing a badge, you have loose authority over lower-ranking chaplains and worshipful followers

**Disadvantages:** Devotion (R3), your sense of duty to your religion is even greater than that toward the Rangers, which can leave you with moral dilemmas; Employed (R1), Ranger authority, contacts, and equipment depend on the character maintaining a good standing with the Rangers; Enemy (R3), various criminals throughout the system; Poverty (R1), you have taken a vow of poverty, and must donate most of your wealth to worthy causes.

**Special Abilities:** none

**Equipment:** Ranger Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0-2/2-5/5-10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots); spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter bandana (+2D bonus to *stamina* against airborne contaminants; comlink with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one's identity); lightly armored suit (Armor Value +2); med-kit (+1D to *medicine* attempts; 5 uses); medical sensor (+1D to *medicine* diagnostic attempts); holy symbol and book (+1D to *sense* attempts)

**Description:** You experienced a Visitation as a child and were gifted with prophecies. Insight led to the ability to channel unearthly powers, but it also came with a duty to fulfill: You knew from that moment that your life would be dedicated to the pursuit of peace and justice. You joined the priesthood, but the life of a cloistered cleric was too sedate for you. It just didn't seem as if you had the power to affect change. Then you joined the Rangers as chaplain and found it much more to your liking. You still have your faith and work to spread the word of your religion, but now, armed with a six-shooter, you also send souls to their eternal punishment in Hell.

**Body Points** \_\_\_\_\_ **31**

<b>Wound Level</b>	<b>Body Points Range</b>
--------------------	--------------------------

<input type="checkbox"/> Stunned	_____
<input type="checkbox"/> Wounded	_____
<input type="checkbox"/> Severely Wounded	_____
<input type="checkbox"/> Incapacitated	_____
<input type="checkbox"/> Mortally Wounded	_____
<input type="checkbox"/> Dead	<b>0</b>

# D6 SPACE: FIRES OF AMATSUMARA

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: Ranger Gear Head \_\_\_\_\_  
 Planet of Origin: \_\_\_\_\_  
 Species: Human \_\_\_\_\_ Gender: \_\_\_\_\_  
 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Personality: \_\_\_\_\_

Objectives: \_\_\_\_\_

Physical Description: \_\_\_\_\_

**Agility** \_\_\_\_\_ **2D+2**

brawling \_\_\_\_\_  
 dodge \_\_\_\_\_  
 firearms \_\_\_\_\_  
 running \_\_\_\_\_  
 throwing \_\_\_\_\_

**Strength** \_\_\_\_\_ **2D+1**

lift \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Knowledge** \_\_\_\_\_ **3D**

bureaucracy \_\_\_\_\_  
 languages \_\_\_\_\_  
 scholar \_\_\_\_\_  
 security regulations \_\_\_\_\_  
 willpower \_\_\_\_\_

**Metaphysics** \_\_\_\_\_ **0D**

\_\_\_\_\_

**Mechanical** \_\_\_\_\_ **3D+2**

comm \_\_\_\_\_  
 navigation \_\_\_\_\_  
 piloting \_\_\_\_\_  
 sensors \_\_\_\_\_  
 shields \_\_\_\_\_  
 vehicle operation \_\_\_\_\_

**Perception** \_\_\_\_\_ **2D+1**

artistry \_\_\_\_\_  
 con \_\_\_\_\_  
 forgery \_\_\_\_\_  
 hide \_\_\_\_\_  
 investigation \_\_\_\_\_  
 know-how \_\_\_\_\_  
 persuasion \_\_\_\_\_  
 search \_\_\_\_\_  
 sneak \_\_\_\_\_

**Technical** \_\_\_\_\_ **4D**

armor repair \_\_\_\_\_  
 comp. interface/repair \_\_\_\_\_  
 firearms repair \_\_\_\_\_  
 flight systems repair \_\_\_\_\_  
 gunnery repair \_\_\_\_\_  
 personal equip. repair \_\_\_\_\_  
 robot interface/repair \_\_\_\_\_  
 security \_\_\_\_\_  
 vehicle repair \_\_\_\_\_

**Advantages:** Authority: Law Enforcement (R1); Contacts (R2), other Rangers; Equipment (R2), Ranger equipment including occasional access to a ship and other equipment

**Disadvantages:** Devotion (R1), to Rangers; Employed (R1), Ranger authority, contacts, and equipment depend on the character maintaining a good standing with the Rangers; Enemy (R3), various criminals throughout the system; Prejudice (R1), often operating in the safety of the rear, techs are viewed with some disdain by their fellow Rangers (thus their nickname, which they have come to perversely wear as a badge of honor) — this imposes at east +2 modifier to difficulties during normal interaction with other Rangers

**Special Abilities:** see equipment

**Equipment:** crowbar (+1D bonus to *Strength* for prying, Damage +2); hand comp with scanner, comlink, and various schematics (+2 to relevant *repair* totals); tool kit (+1D to relevant *repair* skills); neural jack (Skill Bonus: Computers (R1), +3 to *computer interface/repair totals*, with Cybernetics (R1)); cred-key

**Description:** You were scrawny as a kid, an intellectual on a world where adulthood is often marked by the quickness of your trigger finger and the strength of your left-hook. You were something of an outcast among the town children, and now you're an outcast among the Rangers. They look at you with the same thinly veiled contempt as did your schoolmates years before. But though your fellow Rangers might be loathe to admit it, your tech skills are invaluable and your sense of duty is unimpeachable.

**Additional Equipment:** \_\_\_\_\_

**Additional Background Information:** \_\_\_\_\_

**Other Information:** \_\_\_\_\_

**Funds** \_\_\_\_\_ **3D**

**Credits** \_\_\_\_\_ **525**

**Fate Points** \_\_\_\_\_ **1**

**Character Points** \_\_\_\_\_ **5**

**Strength Damage** \_\_\_\_\_ **1D**

**Move** \_\_\_\_\_ **10**

**Body Points** \_\_\_\_\_ **31**

**Wound Level**

**Body Points Range**

Stunned

\_\_\_\_\_

Wounded

\_\_\_\_\_

Severely Wounded

\_\_\_\_\_

Incapacitated

\_\_\_\_\_

Mortally Wounded

\_\_\_\_\_

Dead

**0**

## D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Ranger Marine \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_  
 \_\_\_\_\_  
**Objectives:** \_\_\_\_\_  
 \_\_\_\_\_  
**Physical Description:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Agility</b> _____ <b>3D+2</b> brawling _____ dodge _____ firearms _____ flying/0-G _____ melee combat _____ running _____ throwing _____ _____ _____ _____ _____ _____	<b>Mechanical</b> _____ <b>2D+2</b> gunnery _____ navigation _____ piloting _____ sensors _____ shields _____ vehicle operation _____ _____ _____ _____ _____ _____
---	--

<b>Strength</b> _____ <b>3D+2</b> climb/jump _____ lift _____ stamina _____ swim _____ _____ _____ _____ _____ _____	<b>Perception</b> _____ <b>3D</b> command _____ hide _____ investigation _____ know-how _____ persuasion _____ search _____ sneak _____ _____ _____ _____ _____ _____
---	---

<b>Knowledge</b> _____ <b>2D+2</b> intimidation _____ security regulations _____ streetwise _____ survival _____ tactics _____ willpower _____ _____ _____ _____ _____ _____	<b>Technical</b> _____ <b>2D+1</b> computer interface/repair _____ demolitions _____ firearms repair _____ gunnery repair _____ medicine _____ security _____ _____ _____ _____ _____ _____
---	--

<b>Metaphysics</b> _____ <b>0D</b> _____ _____ _____ _____	_____ _____ _____ _____ _____
--	---

**Disadvantages:** Devotion (R3), Semper Fi — to the Rangers and your unit; Employed (R1), Ranger authority, contacts, and equipment depend on you maintaining a good standing with the Rangers; Enemy (R3), various criminals throughout the system

**Advantages:** Authority: Law Enforcement (R3); Contacts (R2), other Rangers; Equipment (R2), Ranger equipment, including occasional access to a ship and other equipment

**Special Abilities:** none

**Equipment:** slug-throwing assault rifle (damage 6D, range 20/50/100, ammo 30); spare bullets; 3 concussion grenades (damage 6D stun only, range STR-4/STR-3/STR+3, blast radius 3/8/16); survival knife (damage +1D); lightly armored dark outfit (Armor Value +2; +2 to *hide* and *sneak* totals in dark conditions); Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter bandana (+2D bonus to *stamina* against airborne contaminants; comlink with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one's identity); hand comp with tracking and navigation capabilities (+1D to *sensors* and *navigation* rolls); cred-key

**Description:** You're gung-ho all the way, a real marine. To you, "Semper Fi" isn't some anachronism; it's a way of life. You're loyalty to the corps is absolute; it's your family, your home. But while some people derogatorily refer to you and your fellow Marines as jarheads or leathernecks, you're hardly dumb. In fact, the corps emphasizes personal initiative and the ability to improvise, adapt, and overcome.

**Additional Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Additional Background Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Other Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Funds</b> _____	<b>3D</b>
<b>Credits</b> _____	<b>525</b>
<b>Fate Points</b> _____	<b>1</b>
<b>Character Points</b> _____	<b>5</b>
<b>Strength Damage</b> _____	<b>2D</b>
<b>Move</b> _____	<b>10</b>
<b>Body Points</b> _____	<b>37</b>

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	_____
<input type="checkbox"/> Wounded	_____
<input type="checkbox"/> Severely Wounded	_____
<input type="checkbox"/> Incapacitated	_____
<input type="checkbox"/> Mortally Wounded	_____
<input type="checkbox"/> Dead	<b>0</b>

Permission is hereby granted to photocopy this page for personal use. Copyright 2005 Purgatory Publishing Inc., www.westendgames.com.

# D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Ranger Special Agent \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_

**Objectives:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

<b>Agility</b> _____ <b>3D</b> acrobatics _____ brawling _____ dodge _____ firearms _____ melee combat _____ running _____ throwing _____ _____ _____ _____	<b>Mechanical</b> _____ <b>2D+2</b> comm _____ navigation _____ piloting _____ sensors _____ vehicle operation _____ _____ _____
---	---

<b>Strength</b> _____ <b>2D+2</b> lift _____ stamina _____ _____ _____	<b>Perception</b> _____ <b>3D+2</b> bargain _____ con _____ forgery _____ investigation _____ hide _____ know-how _____ persuasion _____ search _____ sneak _____ streetwise _____ _____ _____
--	--

<b>Knowledge</b> _____ <b>3D+2</b> aliens _____ astrology _____ bureaucracy _____ cultures _____ intimidation _____ scholar _____ security regulations _____ streetwise _____ survival _____ willpower _____ _____ _____	<b>Technical</b> _____ <b>2D+1</b> comp. interface/repair _____ demolitions _____ firearms repair _____ medicine _____ personal equip. repair _____ security _____ vehicle repair _____ _____ _____
--	--

<b>Metaphysics</b> _____ <b>0D</b> _____ _____ _____	<b>Funds</b> _____ <b>3D</b> <b>Credits</b> _____ <b>525</b> <b>Move</b> _____ <b>10</b>
---	--

**Additional Information:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Advantages:** Authority: Law Enforcement (R3); Contacts (R1), contacts cultivated within your field of assignments; Contacts (R2), other Rangers; Equipment (R2), Ranger equipment, including occasional access to a ship and other equipment

**Disadvantages:** Advantage Flaw (R1), your field contacts are not necessarily your friends and require “rewards” to provide information; Employed (R2), Ranger authority, contacts, and equipment depend on the character maintaining a good standing with the Rangers, and as a special agent, you’re assigned to a specific field, and pursuing an adventure outside those confines requires permission; Enemy (R3), various criminals throughout the system

**Special Abilities:** none

**Equipment:** Ranger Ranger six-shooter (blast — damage 5D, range 20/50/150; burst — damage 6D, range 15/40/100, 3 shots per round, uses 5 charges per burst; flash — damage 4D; instead of damage, targets get a +2 modifier to all sight-based difficulties per Wound level or 5 points of damage done to them; range 7/15/30; all characters within range targeted; nade — explosive damage 5D, range 15/30/45, blast radius 0–2/2–5/5–10; slug — damage 6D+1, range 10/20/40; TMP — damage 5D stun only, range 15/30/45; may fire each type up to up to 5 shots per round unless specified otherwise; ammo 50 shots); spare energy cell; Ranger badge (short-burst, broadband tracking transmitter; damage +1D); filter bandana (+2D bonus to *stamina* against airborne contaminants; com-link with 10-kilometer range; megaphone; +1D to *con* for the purposes of masking one’s identity); lightly armored suit (Armor Value +2); hand comp with tracking and navigation capabilities (+1D to *sensors* and *navigation* rolls); cred-key

**Description:** Though you are overshadowed by your frontier brethren, you represent the new face of the Rangers. As a Special Agent, you are a professional law-enforcement investigator, using police science and procedure where most Rangers use the noose and six-shooter. Sometimes you might butt heads during the course of an investigation — more than one case has fallen apart through the Rangers’ propensity for violence and gallows justice — but in the end you know you’re on the same team.

**Fate Points** \_\_\_\_\_ **1**  
**Character Points** \_\_\_\_\_ **5**  
**Strength Damage** \_\_\_\_\_ **1D**  
**Body Points** \_\_\_\_\_ **32**

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	_____
<input type="checkbox"/> Wounded	_____
<input type="checkbox"/> Severely Wounded	_____
<input type="checkbox"/> Incapacitated	_____
<input type="checkbox"/> Mortally Wounded	_____
<input type="checkbox"/> Dead	<b>0</b>

Permission is hereby granted to photocopy this page for personal use. Copyright 2005 Purgatory Publishing Inc., www.westendgames.com.

# D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Senator's Aide \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_

**Objectives:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

<b>Agility</b> _____ <b>2D+1</b> brawling _____ dodge _____ firearms _____ melee combat _____ running _____ sleight of hand _____	<b>Mechanical</b> _____ <b>2D+1</b> comm _____ sensors _____ vehicle operation _____
---	---

<b>Strength</b> _____ <b>2D+1</b> lift _____ stamina _____	<b>Perception</b> _____ <b>3D+2</b> bargain _____ command _____ con _____ forgery _____ gambling _____ investigation _____ know-how _____ persuasion _____
--	--

<b>Knowledge</b> _____ <b>3D+2</b> bureaucracy _____ business _____ cultures _____ intimidation _____ scholar _____ security regulations _____ streetwise _____ tactics _____ willpower _____	search _____ streetwise _____
--	----------------------------------

<b>Technical</b> _____ <b>2D+2</b> comp. interface/repair _____ demolitions _____ medicine _____ personal equip. repair _____ security _____ vehicle repair _____	_____ _____ _____ _____ _____ _____
---	--

**Metaphysics** \_\_\_\_\_ **0D**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** Employed (R1), as senator's aide  
**Advantages:** Contacts (R1), Amatsumaran Senate  
**Special Abilities:** none  
**Equipment:** personal blaster (damage 3D, range 4/8/12, ammo 6, 1 shot per round); hand comp with comlink; cred-key

**Description:** You are a first-term senator's aide from your homeworld, filled with a desire to see justice done on an interplanetary level. You know that there's a lot of corruption in politics, but you hope to find kindred spirits who also want to see the system prosper. You admire Sue Ellen Wallace, but you're not afraid to cross her if you think she's wrong. You hope to make some friends in the Rangers and, despite the fact that most of your time will be spent in meetings and votes, you harbor dreams of adventure.

**Additional Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Additional Background Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Other Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Funds</b> _____	<b>3D</b>
<b>Credits</b> _____	<b>525</b>
<b>Fate Points</b> _____	<b>1</b>
<b>Character Points</b> _____	<b>5</b>
<b>Strength Damage</b> _____	<b>1D</b>
<b>Move</b> _____	<b>10</b>
<b>Body Points</b> _____	<b>31</b>

<b>Wound Level</b>	<b>Body Points Range</b>
<input type="checkbox"/> Stunned	_____
<input type="checkbox"/> Wounded	_____
<input type="checkbox"/> Severely Wounded	_____
<input type="checkbox"/> Incapacitated	_____
<input type="checkbox"/> Mortally Wounded	_____
<input type="checkbox"/> Dead	<b>0</b>

Permission is hereby granted to photocopy this page for personal use. Copyright 2005 Purgatory Publishing Inc., www.westendgames.com.

# D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Shroom Harvester \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_

**Objectives:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

<b>Agility</b> _____ <b>2D+1</b> acrobatics _____ brawling _____ dodge _____ firearms _____ melee combat _____ missile weapons _____ running _____ throwing _____	<b>Mechanical</b> _____ <b>3D</b> comm _____ navigation _____ sensors _____ vehicle operation _____
---	---

<b>Strength</b> _____ <b>3D+1</b> climb/jump _____ lift _____ stamina _____	<b>Perception</b> _____ <b>3D</b> bargain _____ con _____ gambling _____ hide _____ investigation _____ know-how _____ persuasion _____ search _____ sneak _____
--	---

<b>Knowledge</b> _____ <b>2D+1</b> business _____ scholar _____ streetwise _____ survival _____ willpower _____	<b>Technical</b> _____ <b>3D</b> demolition _____ firearms repair _____ medicine _____ personal equipment repair _____ vehicle repair _____
--	--

**Metaphysics** \_\_\_\_\_ **0D**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Advantages:** none  
**Disadvantages:** none  
**Special Abilities:** none  
**Equipment:** shroom packer; light semi-automatic slug-throwing handgun (damage 3D+2, range 10/25/50, ammo 6); night goggles (reduce darkness modifiers by up to 2D (6) in a cone-shaped area up to five meters away); cred-key

**Description:** Growing up in the twilight setting of Tenebrous has made you a bit cynical about the world at large. You don't approve of shroom and certainly don't use the stuff yourself, but if others want to waste their minds and line your pockets, you can't argue with them. You enjoy the freedom that your job brings, but you know it's not a long-term career. The dangers of the wild, combined with the even greater dangers of the people who traffic in drugs with you, makes your life a difficult one. You just hope you'll make enough money to retire to Luminous ... or someplace else where the sun always shines.

**Note:** This character starts with 11 skill dice instead of seven.

**Additional Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Additional Background Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Other Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Funds</b> _____	3D
<b>Credits</b> _____	525
<b>Fate Points</b> _____	1
<b>Character Points</b> _____	5
<b>Strength Damage</b> _____	2D
<b>Move</b> _____	10
<b>Body Points</b> _____	36

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	_____
<input type="checkbox"/> Wounded	_____
<input type="checkbox"/> Severely Wounded	_____
<input type="checkbox"/> Incapacitated	_____
<input type="checkbox"/> Mortally Wounded	_____
<input type="checkbox"/> Dead	0



# D6 SPACE: FIRES OF AMATSUMARA

**Character Name:** \_\_\_\_\_  
**Player Name:** \_\_\_\_\_  
**Occupation:** Tour Guide/Scout \_\_\_\_\_  
**Planet of Origin:** \_\_\_\_\_  
**Species:** Human \_\_\_\_\_ **Gender:** \_\_\_\_\_  
**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_  
**Personality:** \_\_\_\_\_

**Objectives:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

<b>Agility</b> _____ <b>2D+1</b> brawling _____ dodge _____ firearms _____ melee combat _____ riding _____ running _____ sleight of hand _____ throwing _____ _____ _____ _____	<b>Mechanical</b> _____ <b>2D+1</b> comm _____ sensors _____ navigation _____ vehicle operation _____ _____ _____ _____
--	--

<b>Strength</b> _____ <b>2D</b> climb/jump _____ lift _____ stamina _____ swim _____ _____ _____	<b>Perception</b> _____ <b>3D+1</b> artist _____ forgery _____ con _____ gambling _____ investigation _____ persuasion _____ search _____ sneak _____ _____ _____ _____
--	--

<b>Knowledge</b> _____ <b>3D</b> aliens _____ business _____ languages _____ scholar _____ streetwise _____ survival _____ willpower _____ _____ _____ _____	<b>Technical</b> _____ <b>2D</b> comp. interface/repair _____ firearms repair _____ medicine _____ personal equip. repair _____ vehicle repair _____ _____ _____ _____
--	--

**Metaphysics** \_\_\_\_\_ **0D**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Disadvantages:** none  
**Advantages:** Equipment (R2), group jungle skimmer  
**Special Abilities:** none  
**Equipment:** 12-gauge slug-throwing shotgun (damage 5D+1, range 25/50/75, ammo 2); spare slugs; compass (+2 to *navigation* totals); guide map (+2 to *navigation* totals); tracking device with three signal locators (+1D to *sensors* rolls to find locators attuned to it; can find other locators but no bonus to *sensor* rolls for those; 1 kilometer range); water; concentrated foodsticks; cred-key

**Description:** Trying to piece together a life on Verdant isn't easy, but the childhood stories about the jungle people and your experiences among the trees has proved rewarding. Becoming a tour guide isn't the most glamorous of jobs, but it does help you meet people and you might get one step closer to solving the real mysteries of the jungle, the ones that have kept you up at night for years: Do the jungle people really exist?

**Note:** This character begins with 11 skill dice instead of seven.

**Additional Equipment:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Additional Background Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Other Information:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b>Funds</b> _____	3D
<b>Credits</b> _____	525
<b>Fate Points</b> _____	1
<b>Character Points</b> _____	5
<b>Strength Damage</b> _____	1D
<b>Move</b> _____	10
<b>Body Points</b> _____	30

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	_____
<input type="checkbox"/> Wounded	_____
<input type="checkbox"/> Severely Wounded	_____
<input type="checkbox"/> Incapacitated	_____
<input type="checkbox"/> Mortally Wounded	_____
<input type="checkbox"/> Dead	0