

ETHERSCOPE™

• UPLOAD: ETHERPUNK •



A CHARACTER SOURCEBOOK

Created by
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ETHERSCOPE

UPLOAD: ETHERPUNK

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ANTON

Anton sniffed the air. He was waiting for a smell of something, but this sterile, alien environment offered nothing, not even a faint tinge of disinfectant.

Where was he? His mind raced back over the past seconds — minutes — a bloody quarter of an hour that felt more like eons.

BLAM-BLAM, FLTT — CHING. The firefight seemed now a distant memory. He clearly remembered charging down the narrow, cluttered corridor like Gabriel himself, the Angel of Death sent down to wreak vengeance on the sinners of Schofield Block.

BLAM, THUD. They had fallen before him, like bees in the smoke, dropping from his bullets or fleeing in confusion. There had been seventeen. He had cleared the corridor without emptying his gun. Job done without taking a single hit — no, that's not quite right. There was one slight nick on his lower thigh. So minor a nick that he'd not even bothered to look at it. Not until he'd cleared the corridor.

Now a realisation dawned on his fogged mind. He looked down at the wound, that inconsequential nick. Things were starting to make sense. His fingers reached down to touch the wound; he could hardly tell it was there, just a tiny pinprick. The dart had been removed. The question now was what nefarious concoction had been in it.

Anton surveyed his surroundings as best he could. It was a dark room, but he was unbound. A faint glow outlined the door, allowing enough light for him to make out the rough size of the room — a box smaller even than a coffin flat.

He stood up from the chair and reached for the door. It was unlocked. The door opened into a plush, crimson velvet-lined corridor. Fine works of art hung from each wall — where the hell was he? Nowhere he knew of in Charlestown, that was for certain.

Walking on, he checked for his guns. No surprise, they'd been taken. The corridor sloped down and ended in a thick mahogany door. Instinct made him hug one of the walls, sidestepping down. Not that it would make much difference. If someone came through that door, they'd have a hard job missing him.

As he approached the door, Anton made out a dim, rhythmic thumping sound in the distance, like the beating of a drum. He cautiously opened the door, and the thumping

sound grew much louder. No big surprise: The wooden door was nine inches thick, dampening much of the noise. Now he could make out other instruments and singing, and the sound of a crowd, shouting and singing along. Was he in some kind of club? Why would they have drugged him and brought him here?

The door opened onto the back of a large hall, full of people dancing, dark with flashing lights changing colour, like some demonic light show. What was this place? The dancers were practically naked. Men and women — no, more like boys and girls, they couldn't be out of their teens yet — cavorted and gyrated together.

Anton moved through the crowd, trying without success to avoid their sweaty bodies. People stared as he walked past; his stiff tweed trousers and waistcoat, which normally made him look so smart, were woefully out of place here.

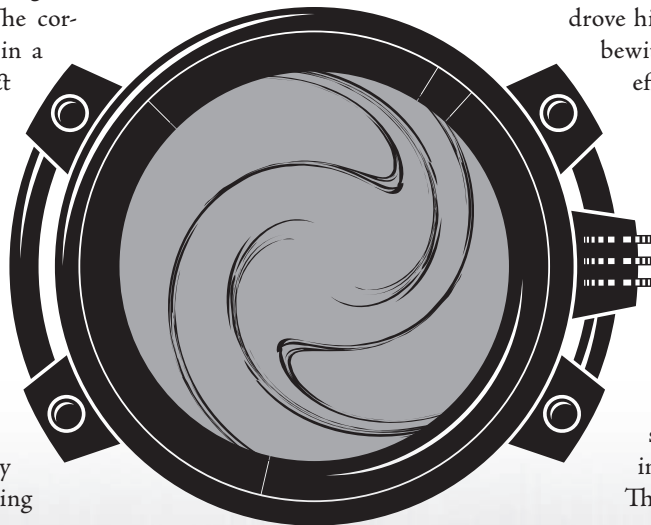
Anton got close enough to see the stage. The most perfectly beautiful woman stood, unmoving, singing the haunting tune, holding a single red rose in her left hand. Behind her he could see a band of Bohemian-looking types, playing a variety of instruments Anton didn't recognise.

The singer, skin like porcelain, eyes emerald green, and hair like sunshine, reached out her arm and seemed to sing to Anton. Was his mind playing tricks on him? No, none of the cavorting youths seemed to be aware of her, lost in the music. What did she want with him? Her eyes seemed to pierce his soul.

Suddenly, all hell broke loose. Screams of shock reached his ears. Bodies flew through the air. The music stopped and the singer looked on in panic.

He didn't understand what instincts drove his actions. Maybe the singer had bewitched him, maybe it was the effects of the drug. Anton took two strides and leapt onto the stage. The adrenaline must have been flowing, because he would never even attempt that jump under normal circumstances. He stood on the stage next to her, his goddess, and took in the scene.

Four men, unarmed and dressed in immaculate black suits and bowler hats, were fighting their way through the crowd. They were inconceivably strong,





throwing the dancers around as if they were dolls. They were also inhumanly quick, able to attack four or five dancers at a single time. It would not be long before they made their way to the stage.

The singer turned his head towards hers and kissed him on the lips.

"Anton," she said, before he could react, "take these." A pair of v-prop pistols appeared in her hand. "Those are

System agents. They are not human. They are after this. Please keep it safe for me." She pushed her rose into Anton's buttonhole.

Anton was taken aback, left speechless, as she faded in front of his eyes.

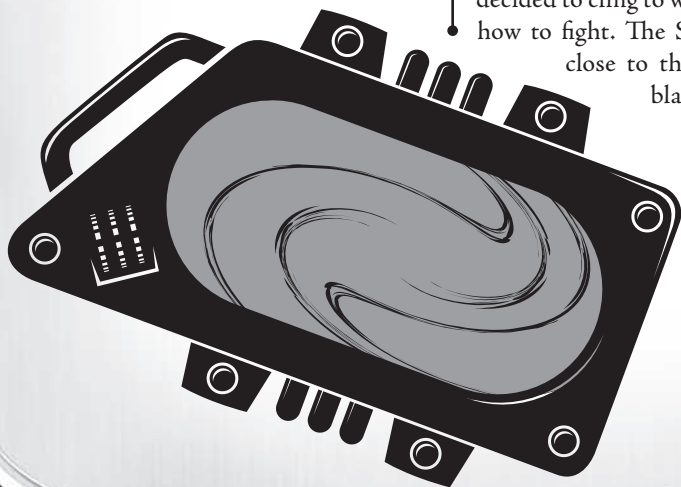
"Anton," she said as she was little more than a ghost, "I hope your next visit to Haven is on more pleasant terms." And she was gone.

Anton's mind raced for some sort of answer to where he was, what was going on. Haven meant nothing to him. He decided to cling to what he did know — how to fight. The System agents were close to the stage now. Guns blazing, he leapt into the fight.



WELCOME TO UPLOAD: ETHERPUNK

The Etherscope world is one where danger and the darker side of humanity abound. These aspects are on the streets of the Great Metropolis as street gangs vie for power, in the spires of America where socialites armed with high-tech weaponry hunt the homeless and dispossessed for sport, and across Russia as the race to develop new cybernaughtic technology brings the Russian mob and the government into violent conflict. Likewise, the world of Etherscope also embraces the struggle for freedom and the creation of new structures within societies, alongside the use of new technologies in these struggles. Examples of these struggles include Haven's Scope riders and their



hacking missions to expose the corruption of governments and corporations, the armed struggle of the Northumbrian Republican Movement to gain equality for the people of Northern England and its funding through the illegal sale of tab trips, and the worldwide embrace and use of cybernaughtics by street mercenaries, street gangs, and revolutionaries as they carve out a social niche for themselves. “Etherpunk” is the term that describes these factors, the effects they create upon the world, and the style of game created when these factors are emphasised in an Etherscope game.

The dangers to individuals exploring the Etherpunk aspect of the **Etherscope** world are many and varied, from rivals for power, ideological enemies, others seeking their own ways to survive, or the forces of authority intent on keeping people “in their place.” In such a dangerous setting, people search for every edge they can find, in skills, training, allies, or equipment. More than anything, knowledge can be the key that determines the survival of a character or group as they struggle to achieve their goals in a hostile world. This interplay can be found through the Etherscope, investigation, contacts, friends, intimidation, or even battle.

The Etheric Age also enables knowledge to be gained by swallowing a



simple capsule. Welcome to **Upload: Etherpunk**, your knowledge capsule upload to all things Etherpunk. Why not take the capsule and, in the safety of your own living space, share in the knowledge others have struggled to obtain? Have it imparted directly to your memory centres.

Upload: Etherpunk is the first in a series of supplements that give players and GMs a host of new tools and options to enhance their **Etherscope** games. Each supplement focuses upon a specific thematic aspect of the **Etherscope** world, emphasising new systems, classes, equipment, and character options suited to that theme alongside advice on how to emphasise and portray the theme in your games. Following the concept of upload capsules, each supplement is divided into grains, with each grain covering a specific area of information.

Taking the **Upload: Etherpunk** capsule enables you to upload the following data.

Grain 1: Etherpunk

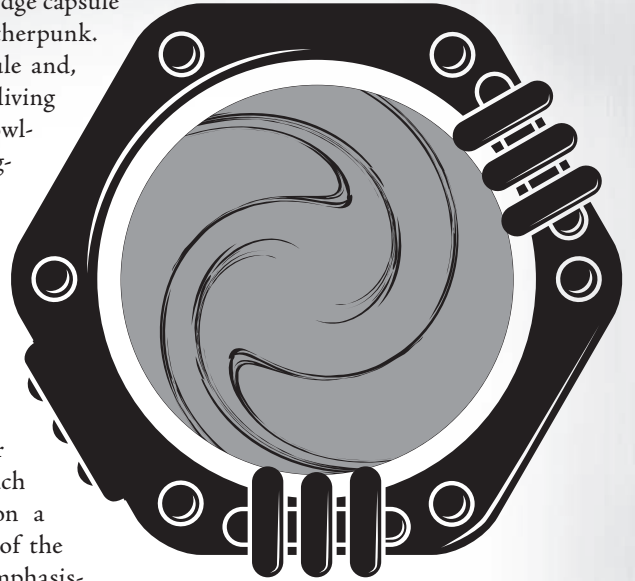
Etherpunk Explained: Discusses the concept of Etherpunk in more depth and defines key themes in an Etherpunk game, explores the key game areas used to explore the Etherpunk theme within an **Etherscope** game and examines the nature and roles of characters who are Etherpunk in their concept.

Grain 2: Traits

Ch 2.1: Character Options: Presents a host of new talents and values applicable to all characters, but especially Etherpunk-themed ones.

Ch 2.2: Fighting Techniques: Offers nine new fighting techniques evolved from the streets, the Scope, and cybernaughtics.

Ch 2.3: Feats: Introduces new feats covering the social and combat aspects of Etherpunk-style games.



Grain 3: Classes

Ch 3.1: Advanced Classes: Provides 24 advanced classes inspired by the themes of an Etherpunk-style game.

Ch 3.2: Prestige Classes: Introduces 6 specialist prestige classes that emphasise the Etherpunk genre within the **Etherscope** world on both a general and specific level.

Grain 4: Gear

Ch 4.1: Personal Equipment: Offers a selection of new personal equipment to aid your character's survival, including weapons, armours, and chemistry.

Ch 4.2: Vehicles: Presents rules for vehicle creation and a selection of thematically appropriate vehicles to demonstrate the vehicle creation system in use and for inclusion in your games.

Ch 4.3: Cybernaughtics: Provides a large selection of new cybernaughtics available for the enhancement of your character.

GRAIN 1: ETHERPUNK



ETHERPUNK EXPLAINED

Central to the *Etherscope* game setting is the idea of Etherpunk. It represents the dangerous, conflicted, and changing aspects of the *Etherscope* world. As a framework, it draws upon two key concepts: the consequences of ether's discovery upon the world and the punk mentality.

The first part of the word (and concept of) "Etherpunk" is "ether," representing the forces of industry and technology that have ushered in a new world and society. Ethertech has required and created massive infrastructures to support its growth. This growth in turn created demand for ethertech that further drove industrialisation and mass production. These changes could not happen in isolation, and so ethertech altered the society around it. Progress became the driving force in society, heightening the dominance of the industrial and imperialist mindsets. Ether is an unstoppable, self-sustaining concept, and its influence will inexorably mould the world into an industrialised and conformist whole. The *Etherscope* world sees vast empires with strict social orders, sprawling megacities with towering industrial complexes devoted to production, advancement, and profit — alongside social division as the masses sustain the infrastructure that profits the elite. These are all representations of *ether*.

The second part of the word and concept, "punk," represents the rejection of and conflict with the society of the mainstream *Etherscope* world and the need to be an individual within this society. Punk represents those who do not accept the roles that society has given them and rebel, whether on a large or small scale. Punk also represents a broad range of socially unacceptable behaviours as defined by the mainstream of society and its attitude towards these "unacceptables." Attitude is a critical part of understanding the punk concept as it is the individuality of thought, behaviour, appearance, and action that defines a person as standing outside the mainstream and living on her own terms or as a unique individual within the mainstream. However, punks are part of the ether society. It shapes them, and they need and use its technology. Punk is about embracing ethertech but changing the way it is used and represented to give it meaning outside of the social norm. The unique radical fashions and music of countercultures, the embracing of cybernaughtics at all levels of society, and the tab and jack culture of *Scope* use in defiance of authority all show the punk concept active within the *Etherscope* world.

Together, the concepts of *ether* and *punk* create the whole that is *Etherpunk*. Drawing them together allows the creation of scenarios and characters that are full of complexity, motivation, and style, existing in the dark heart of the *Etherscope* world where conflict and individual choice define success, fail-

ure, and often survival. Yet the underlying ideologies driving these two concepts are opposed. Like two steam trains hurtling towards one another, a crash is inevitable. The outcome of this crash on the world will depend on the actions of those who embrace the concept of Etherpunk.



ETHERPUNK THEMES

Etherpunk-style games can be complex to run due to the broad themes the style represents and the many options available to players and GMs. **Upload: Etherpunk** aids you in this process. It concentrates upon four main themes, an overview of which appears below. It also provides ideas for players and GMs to represent the concepts discussed above.

Counterculture

Numerous countercultural groups rebel against the existing social order, from the nomad travellers of the American Midwest to the darkwave musical movement of the New Reich. Each of these groups defines itself through unique codes of behaviour, appearance, language, response to authority, lifestyle choices, music, or any combination of these. Many of these people exist off the streets at society's lowest tiers. They benefit the least from the status quo and have the most to gain from change. Setting an *Etherscope* game at street level is an excellent way to demonstrate counterculture as it affects society and to emphasise the Etherpunk nature of the world.

Cybernaughtics

This piece of ethertech is physically symbolic of the Etheric Age. It affects individual perceptions of the self, as individuals choose to replace flesh with steel for appearance as well as utility. Cybernaughtics also highlight the prevalence of ethertech and its social effects. Many diverse groups adopt cybernaughtic apps to enhance themselves and their ability to perform their self-perceived role within or against mainstream society. Likewise, cybernaughtics are employed extensively in the maintenance of social order and imperial power. Any

Etherpunk game can benefit from considering these deeper aspects of cybernaughtics.

Tab Trips

The prevalent drug culture of tab tripping highlights both the hope and despair inherent to the Etherpunk style. For many, the escape from the drudgery of their existence is through tab tripping. Countless lives have been destroyed and lost in this process, yet few care about these issues. Further, the fact that the decadent elite use safer and less addictive tabs underscores the inequalities in society. At the other end of the scale, tab jammers are often counterculture revolutionaries fighting for a better world — for themselves at worst and for everyone at best — and represent a threat to the status quo that mainstream society fights to suppress. How you present and incorporate tab trips into your game, and deal with other drugs, helps set the tone for any Etherpunk-style game.

The Scope

The Scope is the definitive Etherpunk aspect of technology in the **Etherscope** world. It represents the battleground on which the future of society and mankind will be fought. It is a new frontier of exploration and hope as well as danger and conflict. No technology is more responsible for the industrialisation and social control in the **Etherscope** world and yet provides the best hope to change the world for the better. The Scope also offers those with skill and courage a chance to change their lives — but whether selfishly or unselfishly depends on the individual. In any Etherpunk-style game, always remember the Scope and allow for its effects on characters, NPCs, and their motivations, as well as the world at large.

ETHERPUNK CHARACTERS

This book provides many new options to help develop your characters into true Etherpunk heroes. The following section looks at how the four key themes of Etherpunk apply to different characters in the **Etherscope** world.

Countercultural Characters

Whatever the particular brand of counterculture, your character can draw upon many aspects of this theme. Characters who rebel against the system are able to survive in the city on their own wits and cunning. Crime and civil disobedience will be key elements of such characters' lives, whether they are toughs or revolutionaries who fight for their beliefs, burglars stealing from the rich, or criminals involved in the various drug scenes. It is difficult to tie counterculture down to particular classes and abilities — nearly all are appropriate in different circumstances. Look rather to the attitudes of your character, considering your allegiance and value choices

to develop your countercultural influences.

Cybernaughtic Characters

Cybernaughtics are an obvious way to explore and develop an Etherpunk feel for your character. A warrior who is a skilled gunfighter could come from any roleplaying game where you find guns — but if you add a cybernaughtic eye, or attach his gun to a cybernaughtic arm, the character immediately becomes Etherpunk. Scope riders can use Scope jacks and other cybernaughtics to enhance their Scope activities. Even social characters can find added protection in a bit of cybernaughtic armour. Many cybernaughtics can be bought without significantly detracting from the focus of your character's abilities. Adding a little cybernaughtic app, particularly a visible attachment that develops the impact of your character's appearance, can provide you with an Etherpunk edge.

Tabs and Characters

Scope tabs are a good way to develop an Etherpunk edge. Any adventure that involves using the Etherscope will likely require at least some characters in the party to take a tab trip. Upload tabs are an even better way to explore this theme. Free ranks in skills benefit any character, particularly when you consider Fighting Technique uploads with their related feats and combat abilities. If you want to use Scope tabs with your character, you might also want to gain some Street influence to help you develop your dealer contacts so that you can always find the trips you need.

Scope Characters

The Etherscope captures much of the Etherpunk flavour. Whether your character is looking to explore the Scope for revolutionary interest, personal gain, or the sheer physical sensation that comes from jacking in, there is much of the Scope that can develop your Etherpunk edge. Taking levels in one of the many classes with access to Scope skills can provide you with a fully capable Scope avatar. Certain feats and cross-class skills can also help develop your character for the Scope.



GRAIN 2: TRAITS

This grain is dedicated to the various character traits of the game: talents, feats, skills, and more. You will find sections dedicated to new talents for each of the six basic classes, a number of new values to help your character capture the countercultural beliefs of your character, new combat styles for the Fighting Technique skill, and an array of social and combat feats.

TALENTS

The following talent trees are designed to give each class a number of new options based on Etherpunk themes.

BROKER TALENTS

Brokers are the masters of intrigue and social interaction. These talent trees develop the street and Scope brokers' abilities to capture the essence of an Etherpunk broker.

Intimidating Talent Tree

The broker can develop a powerful force of character, becoming highly skilled at intimidating others.

Intimidating Presence: You can add half your broker level as a bonus on Intimidate and Sense Motive checks, or on any Influence checks when attempting to bully or cow others into a state of unease and submission.

Razor Tongue: You are skilled at hurling scathing, bitter insults and humiliating jeers. This barrage of vituperation causes that target creature to become unsure of himself, overly self-conscious, and more prone to making mistakes. To use this talent, you must use an attack action and make a DC 15 Charisma check. The target must have an Intelligence score of 3 or higher, must be within 30 feet, and must be able to hear and understand you to be susceptible to this ability. The target can try to resist the attempt by making a Will save (DC 10 + your broker class level + your Charisma modifier). If the save fails, the target takes a -2 penalty on attack and damage rolls, saving throws, and skill checks for a number of rounds equal to your broker class level. Whether the target's saving throw fails or succeeds, she cannot be affected again by your razor tongue for 24 hours.

Shake: As an attack action, you can spend an excellence point to attempt to shake your opponent's resolve. A single use of this ability can affect a number of characters equal to your broker class level. Targets must have an Intelligence score of 3 or higher and must be within 30 feet to be susceptible to this ability. Those targeted must make a Will save (DC 10 + your broker class level + your Charisma modifier) or become shaken. A shaken creature takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Prerequisite: Intimidating presence.

Terrify: As an attack action, you can spend an excellence point to attempt to terrify your opponents. A single use of this ability can affect a number of creatures equal to your broker class level. Targets must have an Intelligence score of 3 or higher and must be within 30 feet to be susceptible to this ability. Those targeted must make a Will save (DC 10 + your broker class level + your Charisma modifier) or become terrified. A terrified creature takes a -4 penalty on all attack rolls, saving throws, skill checks, and ability checks.

Prerequisites: Intimidating presence, shake.

COMBATANT TALENTS

The following talent trees are designed for the Etherpunk combatant, with new options in street, Scope, and cybernaughtic fighting.

Cybernaughtic Armour Talent Tree

Cybernaughtic warriors are known for their ability to deflect blows with their cybernaughtics. With training, this can become second nature to the combatant, developing his cybernaughtics into a natural armour.

Strengthened Body: You gain a +1 natural armour bonus to your Defence.

Prerequisite: Cybernaughtic attachments with a total tolerance 2 or higher.

Hardened Body: You gain an additional +1 natural armour bonus to your Defence (+2 total).

Prerequisites: Cybernaughtic attachments with a total tolerance 4 or higher, strengthened body.

Reinforced Body: You gain an additional +1 natural armour bonus to your Defence (+3 total).

Prerequisites: Cybernaughtic attachments with a total tolerance 6 or higher, strengthened body, hardened body.

Fortified Body: Your ability to defend yourself with your cybernaughtics improves to such an extent that it provides protection against critical hits. When an opponent scores a critical hit against you, there is a 25% chance that the critical hit is negated, resolving damage as for a normal hit.

Prerequisites: Cybernaughtic attachments with a total tolerance 6 or higher, strengthened body, hardened body.

Improved Fortified Body: Your ability to defend yourself with your cybernaughtics improves further still. When an opponent scores a critical hit against you, there is a 50% chance that

the critical hit is negated, resolving damage as for a normal hit.

Prerequisites: Cybernaughtic attachments with a total tolerance 8 or higher, strengthened body, hardened body, fortified body.

Scope Fists Talent Tree

Combatants with this talent tree manipulate the flexible reality of the Etherscope to hurl their fists faster than humanly possible. They can attack with such rapidity that they can land twice as many blows as their opponents.

Flurry of Blows: When in Etherspace, you can strike with a flurry of blows at the expense of accuracy. When doing so, you may make one extra attack in a round at your highest base attack bonus, but this attack takes a -2 penalty, as does every other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity you might make before your next action. You must use a full attack action to strike with a flurry of blows.

Prerequisite: Combat Martial Arts.

Improved Flurry of Blows: The attack penalty for attacking with the Flurry of Blows talent is reduced to -1.

Prerequisites: Combat Martial Arts, flurry of blows.

Advanced Flurry of Blows: The attack penalty for attacking with the flurry of blows talent is reduced to 0.

Prerequisites: Combat Martial Arts, flurry of blows, improved flurry of blows.

Hail of Fists: In addition to the standard single extra attack you get from Flurry of Blows, you get a second extra attack at your full base attack bonus.

Prerequisites: Combat Martial Arts, flurry of blows, improved flurry of blows, advanced flurry of blows.



ENGINAUGHT TALENTS

The enginaught has perhaps the strongest Etherpunk themes of any of the six basic classes. These talent trees develop the enginaught into the ultimate Etherpunk class.

Cybernaughtic Pilot Talent Tree

The vehicle module port, or “mod-port,” provides the pilot with much greater control over his vehicle, to the point where the vehicle feels like an extension of his own body. This talent tree is used by those “mod-porters” who become the best pilots on the roads and in the air lanes. (See Grain 4: Gear, “Cybernaughtics” for a description of the vehicle mod-port.)

Mod-Port Control: You improve your control over the vehicle through the mod-port. When piloting a vehicle, your initiative and Pilot skill bonuses improve by +2 (+4 total).

Mod-Port Awareness: You can spot problems in your vehicle intuitively, giving you a much greater insight when repairing the vehicle. When attached to a vehicle through the mod-port, you gain a +4 bonus on Engineer checks made relating to that vehicle.

Prerequisite: Mod-port control.

Improved Mod-Port Control: Your initiative and Pilot skill bonuses when piloting a vehicle improve by a further +2 (+6 total).

Prerequisite: Mod-port control.

Advanced Mod-Port Control: Your initiative and Pilot skill bonuses when piloting a vehicle improve by a further +2 (+8 total).

Prerequisites: Mod-port control, improved mod-port control.

Mod-Port Defence: You are better able to manoeuvre your vehicle out of danger. You add a +1 competence bonus to the Defence of a vehicle you are piloting whilst connected via your mod-port.

Prerequisites: Mod-port control, Vehicle Dodge.

Improved Mod-Port Defence: Your competence bonus to the Defence of a vehicle you are piloting whilst connected via your mod-port improves by a further +1 (+2 total).

Prerequisites: Mod-port control, mod-port defence, Vehicle Dodge.

Advanced Mod-Port Defence: Your competence bonus to the Defence of a vehicle you are piloting whilst connected via your mod-port improves by a further +1 (+3 total).

Prerequisites: Mod-port control, mod-port defence, improved mod-port defence, Vehicle Dodge.

Engineer Talent Tree

The enginaught learns many secrets regarding the manufacture of items.

Engineering Competence: You have studied the manufacture of goods relating to any single Engineer skill to such a degree that you can create an item quickly without detracting from its quality. When you begin the process of creating an item, make a DC 20 Engineer check. You cannot take 10 or 20 on this check. If you succeed, the time needed to create the item is halved. (If other circumstances or skills would also affect the time to create the item, they are figured into the time first, and then this amount is halved.)

Made to Last: Items you create are made of such excellent material and with such skill that they are extremely durable. When you have completed an item, make a DC 20 Engineer check. You cannot take 10 or 20 on this check. If you succeed, the item has a +1 enhancement bonus on its saving throws and 25% more hardness and hit points than normal.

Prerequisite: Engineering competence.

Potent Weapon: Masterwork weapons you create offer a bonus not only to hit, but to damage. When you have completed a masterwork weapon, make a DC 20 Engineer check. You cannot take 10 or 20 on this check. If you succeed, the masterwork weapon provides a +1 enhancement bonus on both attack and damage rolls.

Prerequisite: Engineering competence.

Scrimp and Save: You have become so adept at fashioning items that you use less material and maximise the use of the materials available. When you begin work on an item, make a DC 20 Engineer check. You cannot take 10 or 20 on this check. If successful, the acquisition DC for the materials is reduced by your Enginaught level.

Prerequisite: Engineering competence.



PURSUER TALENTS

Pursuers, of all the six basic classes, are perhaps the least obviously Etherpunk of all the basic classes, but the following talent trees enable the pursuer to become a true Etherpunk hero.

Urban Hunter Talent Tree

Whether constable, detective, or bounty hunter, the pursuer with this talent tree is expert at hunting down human prey within the urban jungle.

Urban Hunter: You are a skilled hunter on the streets of the big city. Choose one influence when you gain this talent. You gain a +1 bonus on attack and damage rolls, and on Knowledge (current events), Listen, Sense Motive, and Spot checks related to characters with at least 1 rank in the chosen influence. You also gain a +1 bonus on gather information and who's who influence checks with the selected influence.

Improved Urban Hunter: Your bonus on attack and damage rolls and on Knowledge (current events), Listen, Sense Motive, and Spot checks, and gather information and who's who influence checks, improves by +1 (+2 total).

Prerequisite: Urban hunter.

Urban Tracking: You can track a target through an urban environment by making gather information influence checks with an appropriate influence. The number of successful checks required, DCs and modifiers for these checks are summarised in the accompanying table. To find the trail of an individual or to follow it for one hour requires a gather information influence check with an appropriate influence. You must make a similar check for every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves into a different town or area. If you fail a gather information check, you can retry after one hour of further questioning. The GM should roll the number of checks secretly so that you are not aware of how long the task will take.

URBAN TRACKING DCS AND MODIFIERS

COMMUNITY SIZE	DC	CHECKS REQUIRED
Rural settlements (pop. up to 50,000)	5	1d3
Town, small city, or small urban district (pop. 50,000–500,000)	10	1d4+1
Large city or large urban district (pop. 500,000–5 million)	15	2d4
Metropolis (pop. 5 million or more)	20	2d4+2
CONDITION	DC MODIFIER	
Every three characters in group being sought	-1	
Every 24 hours part has been missing/sought	+1	
Tracked party "lies low"	+5	
Tracked party matches community primary social template	+2	
Tracked party does not match community primary social template	-2	

Prerequisite: Urban hunter.

Swift Urban Tracking: You are an expert at tracking down your urban quarry. Each check you make whilst urban tracking takes 30 minutes, rather than one hour.

Prerequisites: Urban Hunter, Urban Tracking.

Street Smarts Talent Tree

Many city-based pursuers, from all walks of life, find they need to hit the streets, searching for their quarry or solving the crime. This talent tree provides them with crucial influence on the street.

Street Influence: You gain improved access to the Street influence. If the Street influence was an extra influence, it is now a cross-template influence. If it was a cross-template influence, it is now a template influence. If Street influence was already a template influence, you gain a +2 bonus on Street influence checks.

Prerequisites: Any two from scan, cluehound, urban hunter, or urban tracking.

Word on the Street: You excel at gathering information from the streets, intuitively knowing who to ask. You gain a bonus on gather information checks with your Street influence equal to your Wisdom modifier.

Prerequisites: Street influence, any two from scan, cluehound, urban hunter, or urban tracking.

Hit the Streets: You intuitively know exactly the right person to ask for the particular piece of information you are looking for. When you make a gather information check with your Street influence, you can spend an excellence point to perform the check in 1d6 minutes.

Prerequisites: Street influence, word on the street, any two from scan, cluehound, urban hunter, or urban tracking.



SAVANT TALENTS

There are many Etherpunk savants, ranging from street scholars, with their incredible insight gained from life on the streets, to the many Scope users who fall under the savant class.

Fast Learner Talent Tree

Savants not only think faster than others, they absorb information much faster, too.

Breadth of Learning: You are always one step ahead of your peers when it comes to knowledge and learning. You gain a +1 bonus on Knowledge checks with skill in which you possess at least 4 ranks.

Knowledge Base: You are familiar with a wide range of topics, making you capable of greater proficiency in unfamiliar areas. By spending an excellence point, you can make an Intelligence check in place of any skill, even if you possess no ranks in a "trained only" skill.

Prerequisite: Breadth of learning.

Fast Learner: Upon taking this talent and at each level of savant you gain thereafter, you gain 2 additional skill points, which must be spent on Knowledge skills.

Prerequisites: Breadth of learning, knowledge base.

Cross Training: You are a master of learning across your world experiences.

Pick any three cross-class skills, such as Bluff or Hide. (You cannot pick skills that would normally require a talent to access, such as Fighting Techniques, Scope skills, or occult skills.) These skills become class skills for any levels you take in the savant class. This talent can be taken multiple times. Each time it applies to three new skills.

Prerequisites: Breadth of learning, knowledge base.

Scope Powerhouse Talent Tree

That many savants possess a powerful intellect means that they are often benefited with a powerful Scope avatar. Some savants have learned to turn this to their advantage, maximising their physical power in the Scope.

Strong Avatar: Your avatar makes good use of its physical power and your knowledge of Etherspace constructions. In Etherspace, you gain a +1 bonus on melee damage rolls, you ignore 2 points of objects' hardness, and you gain a +2 bonus on Strength-analogous skill checks.

Prerequisites: Any two talents from the program crafter talent tree.

Powerful Avatar: You gain a further +1 bonus on melee damage rolls (+2 total), ignore 2 more points of hardness (total 4), and gain a further +2 bonus on Strength-analogous skill checks (total +4) in Etherspace.

Prerequisites: Strong avatar, any two talents from the program crafter talent tree.

Mighty Avatar: You gain a further +1 bonus on melee damage rolls (+3 total), ignore 2 more points of hardness (total 6), and gain a further +2 bonus to Strength-analogous skill checks (total +6) in Etherspace.

Prerequisites: Strong avatar, powerful avatar, any two talents from the program crafter talent tree.

Large Avatar: Your avatar is much larger than other avatars — it is Large size, which means it has a space and natural reach of 10 feet. You can make your avatar Medium (or Large) as a full-round action.

Prerequisites: Strong avatar, powerful avatar, mighty avatar, any two talents

from the program crafter talent tree.



SCOUNDREL TALENTS

Scoundrels ooze street smarts and Scope savvy. Of the six basic classes, they are perhaps the most at home in the city and feel the most natural embracing Etherpunk values. These talents develop some of their abilities further.

Evasive Talent Tree

Scoundrels with this talent tree are known for their uncanny ability to avoid attacks and to wriggle free of bonds or grapples.

Slippery: You gain a +3 bonus on Escape Artist checks.

Fancy Footwork: You gain a +1 dodge bonus to your Defence against a number of opponents equal to half your scoundrel level, provided you are not flat footed or otherwise denied your Dexterity bonus to Defence.

Prerequisite: Slippery or evasion.

Creeping Reflexes: You have remarkably keen reactions, enabling you to excel at certain skills. You add your base Reflex saving throw bonus to Hide and Move Silently checks.

Prerequisite: Slippery.

Improved Fancy Footwork: Your dodge bonus to Defence from Fancy Footwork improves by +1 (+2 total).

Prerequisite: Fancy footwork, either slippery or evasion.

Quick Avatar Talent Tree

Scoundrels with this talent tree can move so rapidly in Etherspace that they are actually quicker than the eye, appearing as blurring streaks of colour. This effect provides them with a concealment-based miss chance.

Quick Avatar: In Etherspace, as a free action, you can spend an excellence point to move so rapidly that all attacks against you suffer a 20% miss chance. This miss chance persists for 3 rounds plus 1 round per scoundrel level.

Prerequisites: Any two talents from the

Scope rider talent tree.

Quicker Avatar: When you spend an excellence point to gain a miss chance, that chance increases by 15% (total 35%).

Prerequisites: Quick avatar, any two talents from the Scope rider talent tree.

Quickest Avatar: When you spend an excellence point to gain a miss chance, that chance increases by 15% (total 50%).

Prerequisites: Quick avatar, quicker avatar, any two talents from the Scope rider talent tree.



ETHERPUNK VALUES

This section introduces new values appropriate for Etherpunk characters.

Democracy

Inspired by American rhetoric, many rebels embrace the concept of democracy — a system whereby everyone is equal and all have a voice in government. Proponents of democracy try to be inclusive of other people's ideas and abilities. In practice, however, equality often means conformity. People cling to stability and tradition; in many cases, mob rule quashes individuality and radical ideas.

If you take democracy as a virtue, you gain an excellence point when you make an effort to be inclusive, even though it may not be advantageous to do so.

Example: The guild leader demands that the workers be present for wage negotiations. The scoundrel has his combatant friend distract the guards while he sneaks into the factory.

If you take democracy as a vice, you gain an excellence point when you follow the will of the majority rather than your own judgment.

Examples: The constable arrests a foreigner vilified in the press rather than track down the real murderer. The mercenary lets his companions try negotiation rather than kick some butt.

Individuality

Individualism is about self-expression and personal growth. The need to be an individual pushes people to do things no one else has done before. In this way it expands the human potential. Often, however, individualists reject all authority, legitimate or not. These people may act not to improve themselves, but merely to rebel against convention.

If you take individuality as a virtue, you gain an excellence point when you do something no else can do or has done.

Example: The street scholar decodes the cipher that has stymied police experts. The explorer discovers a lost temple.

If you take individuality as a vice, you gain an excellence point when you do something risky (whether physical, social, or financial) just because someone told you not to do so.

Examples: The medical student seeks the tutelage of a scientist who was expelled from the academy. A Scope rider pushes the button labelled "Do Not Press."

Self-Reliance

Self-reliance is of great value to those who live on the edges of civilisation. Whether in the Savage South or on the frontiers of Etherspace, such individuals quickly learn that if they want something done, they have to do it themselves. However, the necessity of doing things themselves means they often don't think to ask others for help, or may even turn down assistance when offered. In extreme cases, they may doubt the good intentions of others.

If you take self-reliance as a virtue, you

gain an excellence point when you use a class ability, skill, or feat creatively to solve a problem.

Example: Surrounded by foes, the heat-resistant enginaught opens a valve, filling the room with scalding steam. Once an avid polo player, the desperate dilettante hopes her riding skill works with llamas.

If you take self-reliance as a vice, you gain an excellence point when you refuse to accept or seek aid from another, even though it would be advantageous to do so.

Examples: The hacker uses her own homemade gear rather than accept a gift of high-tech equipment from her rich patron. The agitator breaks off from the rest of her group to confront alone the man she blames for the death of her father.

FIGHTING TECHNIQUES

The Fighting Technique skills presented below represent your mastery of a formalised combat style. These styles may follow an ancient tradition, be taught by certain groups, or be a shared body of knowledge among a section of society, the latter the most relevant to the styles presented in this chapter. Each separate combat style counts as an individual Fighting Technique skill in the same manner as Knowledge and Engineer. However, unlike these skills, each Fighting Technique is based on a separate ability score. The general rules for each of these skills are described in Etherscope, Chapter 2: Traits. The spe-

cific combat styles described in this chapter cover styles developed from street culture, Scope culture, and the use of cybernaughtics in combat.

This section includes the following fighting techniques:

Ballistic: A style that revolves around cybernaughtics and raw physical strength.

Black Pepper: A style popular with the upper and lower classes that addresses the weaknesses of pepperbox pistols in comparison to automatic handguns.

Domain Dancer: A Scope-immersed style that uses domain movement properties in combat to enhance defensive and offensive capabilities.

Gunslinger: A pistol-slinging style reminiscent of the Wild West.

Kray Fighting: A close-combat style that focuses on using and crippling cybernaughtics and on surviving against a superior opponent.

Soma: A style originating in India that allows the practitioner to warp Etherspace around her to mimic the aspects of Hindu gods.

Steam Fist: A close combat style that utilises the power of cybernaughtic arms to break the weapons and bodies of the user's enemies.

Street Blade: An archaic weapon style popular in many societies with strong martial traditions that emphasises the defensive and offensive capabilities of swords.

Sword Saint: A bladed weapon style that uses the energy of Etherspace to empower the wielder's weapon with energetic properties.

In all cases, a manoeuvre's *Effect* listing describes what happens if the Fighting Technique check is successful. If the check is unsuccessful, the manoeuvre



has no effect; continue as if you did not attempt the manoeuvre. If making the check was an action in itself (not part of another action), that action is wasted.

Ballistic

Cybernaughtics allows individuals to tap into previously unknown wells of power. Ballistic capitalizes on that power, shaping it into art form that uses raw strength to intimidate and overpower. The style gets its name from the aggressive, almost careless fashion in which its practitioners choose to fight. Ballistic fighters rely on their size and strength, barrelling headlong into their opponents and staying on them until the fight is finished. Born from Greco-Roman wrestling, the style is a mixture of street brawling and football tackles. It is often found in the industrial areas where workers rely on their muscle to settle disputes. In places such as these, cybernaughtic strength enhancements are the norm, and thus a welcome focus around which to construct a fighting style. Few aristocrats adopt this style of combat. Since it generally involves a great deal of screaming and running at people, most aristocrats find ballistic to be a distasteful show of one's lack of good breeding. You'll find no such argument on the streets. Ballistic is often the style of choice amongst underground cage fighters, as the lack of manoeuvrability in a cage match favours the fighter who can intimidate through size and power.

Primary Ability: Strength.

Entry Feats: Brawl, Power Attack.

TABLE 2-1: BALLISTIC STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Frightful Presence
8	Cleave
13	Great Cleave
18	Improved Feint
23	Combat Expertise

TABLE 2-2: BALLISTIC MANOEUVRES

CHECK DC	MANOEUVRE
20	Overwhelm
25	Long Throw
30	Set Up Shot
35	Batter Foe

Weapon Restriction: Melee weapon cybernaughtic app.

Skill Synergy: Intimidate.

Stance: The fighter stands feet square with shoulders and knees slightly bent. The arms are spread wide, as if to show off wingspan. When moving, the fighter keeps his hands up and palms pointed towards the opponent.

Overwhelm

A ballistic fighter knows that his opponent is bound to be faster than him, so he uses his size to cut off the battle area, isolating the opponent's advantage.

DC: 20

Use: Any time you make a move of 10 feet or more, make a Fighting Technique check.

Effect: Choose a single opponent. You gain a +4 circumstance bonus on melee attack rolls against that opponent for 1 round.

Long Throw

Another way that ballistic takes advantage of the fighter's strength is by enabling the fighter to toss opponents long distances. Once the fighter grabs ahold of the opponent, he can launch his foe across the battlefield, usually into something hard.

DC: 25

Use: When you make a successful opposed grapple check, instead of choosing to deal damage, make a Fighting Technique check.

Effect: You throw the opponent in a direction of your choosing. He travels 1 foot for every point by which your grapple check exceeded his, rounded down to the nearest 5-foot increment, and lands prone. The opponent takes 1d6 points of damage for each 10 feet thrown. (If a creature or object stops the opponent, he still takes damage as if he had flown the full distance.) If a creature obstructs his path, that creature can make a DC 15 Reflex save to get out of the way; if he fails, the thrown opponent strikes the creature, and they both take the same amount of damage and fall prone. If an object obstructs the thrown creature's path, both take damage (1d6 per 10 feet). If this is enough damage to destroy the object, the opponent crashes to the

ground in the rubble and takes an additional 1d6 points of damage for every point of hardness the object had.

Set Up Shot

Ballistic fighters learn that they cannot afford to have wasted action. Every feint, every strike must move them towards the one attack that incapacitates their opponent. Some attacks are only meant to move the opponent into position for a crushing blow.

DC: 30

Use: Use a standard action to make a Fighting Technique check.

Effect: Increase the critical multiplier of your weapon by 1 on the next attack you make (x2 becomes x3, for instance). If your next attack misses, or if you do not make an attack in 1 round, you lose this bonus.

Batter Foe

The power of cybernaughtics can be awesome to behold. Ballistic fighters know how to turn that power to their advantage. Once an opponent is cornered, a ballistic fighter unleashes his true rage. The sight of an opponent being pummelled furiously is often too much to bear. The more powerful the cybernaughtics used, the harder it becomes to stand and fight in the face of such fury.

DC: 35

Use: Use a full-round action to make a single melee attack. Make a Fighting Technique check.

Effect: Your attack deals 1d4 points of Constitution damage in addition to its normal damage. If you hit and deal damage, the target and any opponents within 10 feet must make a Will saving throw (DC 5 + damage dealt) or be shaken for 1d4 rounds. Whether not a creature succeeds on this saving throw, he is immune to being shaken by further batter foe manoeuvres from you for 24 hours.

Black Pepper

Pepperbox handguns hold a unique place in Etherscope society as weapons popular with both the upper and lower levels of society. The upper classes view pepperboxes as discrete self-defence weapons that are less crude and common than automatic pistols and that avoid the constabulary and military associations

of revolvers. To the lower classes, pepperboxes are more easily obtained and affordable than other handguns and are used for both self-defence and as weapons of intimidation and urban combat. Black pepper as a style developed from the fact that in practical combat terms, pepperboxes are inferior to other types of handgun. The style addresses the rate of fire deficiencies of pepperbox handguns while emphasising their ease and speed of use. As befits the weapon's popularity, the name of the style appeals to both the upper and lower classes. For the upper classes, the name is seen as witty and ironic, while to the lower classes, it is seen as enhancing users' reputation as they must be prepared to handle hot barrels to make the style work. While upper class black pepper gunmen usually have cybernaughtics or gloves to protect their hands, lower class users can often be identified by the callus patterns on their barrel-handling hand.

Primary Ability: Dexterity.

Entry Feats: Personal Firearms Proficiency, Quick Reload.

Weapon Restriction: Pepperbox handgun.

Skill Synergy: Sleight of Hand.

Stance: Both arms are held extending forward perpendicular to the torso with elbows at the user's side. One hand is used to fire the weapon and thumb the hammer while the other holds the barrels and spins them.

Personal Defence Weapon

Pepperboxes are designed with the user's personal defence as central to their combat role. A pepperbox gunman learns to use this to his advantage

when undertaking the frequent reloading actions the style requires.

DC: 20

Use: When reloading your weapon while threatened by an enemy or enemies, make a Fighting Technique check.

Effect: You do not provoke an attack of opportunity for reloading your firearm while threatened.

Fast Firing

This manoeuvre involves quickly rotating the barrels of the pepperbox to fire two shots almost simultaneously at a target.

DC: 25

Use: When making an attack action with your pepperbox against a single target, use two rounds and make a Fighting Technique check.

Effect: Add +1 die of damage to your damage roll.

TABLE 2-3: BLACK PEPPER STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Quick Draw
8	Point Blank Shot
13	Improved Initiative
18	Precise Shot
23	Skip Shot

TABLE 2-4: BLACK PEPPER MANOEUVRES

CHECK DC	MANOEUVRE
20	Personal Defence Weapon
25	Fast Firing
30	Spread Shot
35	Volley Gun

Spread Shot

Simultaneously rotating the pepperbox's barrels while fanning its hammer, you rapidly empty the gun's ammunition across an area.

DC: 30

Use: Use a full attack action to fire all the ammunition in the pepperbox, which must be fully loaded, and make a Fighting Technique check.

Effect: You may perform an auto-fire attack (see **Etherscope**, Chapter 4: Combat, "Autofire").

Volley Gun

Building upon the skills learned mastering the fast firing and spread shot manoeuvres, the gunman learns to focus a rapid burst of shots against a single opponent.

DC: 35

Use: Use four rounds of ammunition and a full-round action to make an attack action against a single target; make a Fighting Technique check before resolving the attack.

Effect: Your attack takes a -4 penalty to hit but gains +2 dice on its damage roll. If the Fighting Technique check fails, resolve the attack as a normal attack.

Domain Dancer

Domain dancer is a style that developed among Scope riders as a means to counter the superior powers of adversaries such as System agents, Scope demons, and black programs, which often possess abilities well beyond the limits of an immersed Scope user. The technique draws upon the senses of the immersed user through his Scope jack



interface to enhance situational awareness within a domain. This awareness is combined with manoeuvres that can only be performed within a domain, due to their altered physical laws, enabling the domain dancer to perform spectacular acrobatic feats in combat.

This fighting style takes its name from the Scope rider Dark Harlequin, who first formalised the style and described it as “a domain dance of death.” Less violent Scope riders have since reduced the style’s emphasis on killing (or, at least, destroying Scope avatars).

Scope riders take great pride in the style because only a Scope user immersed via a Scope jack can use it. Even tab-jammers who upload the techniques cannot use the style. Etheric scientists believe this situation is related to the way Scope jacks affect neural transmissions during immersion — a different set of processes than the effects of a tab trip. Despite domain dancer not being usable outside of the Scope, many Scope riders choose to learn it as a skill, rather than uploading it, as it is rumoured to be the gateway to opening the mind to more powerful Scope riding techniques. Hidden dojo domains devoted to the style see frequent use, and its masters are in demand as teachers for aspiring Scope riders.

Primary Ability: Wisdom.

Entry Feats: Dodge, Scope Raider.

Weapon Restriction: Scope jack (unlike normal fighting techniques, this style can be used with any weapon but only within a domain by a character immersed in the Scope via a Scope jack).

Skill Synergy: Scope Awareness.

TABLE 2-5: DOMAIN DANCER STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Mobility
8	Elusive Target
13	Spring Attack
18	Agile Riposte
23	Whirlwind Attack

TABLE 2-6: DOMAIN DANCER MANOEUVRES

CHECK DC	MANOEUVRE
20	Situational Awareness
25	Fighting in Three Dimensions
30	360-Degree Senses
35	Impossible Angles

Stance: Arms are held away from body at full extent with legs shoulder width apart and feet parallel to the fighter’s hands. Fighters move quickly, attack, and then return to this stance in combat in one fluid action.

Situational Awareness

Central to domain dancer’s philosophy is the concept of remaining alert at all times and being ready to respond to any attack. Due to her link to the domain via a Scope jack, a domain dancer can greatly extend her awareness and defensive capabilities.

DC: 20

Use: Before applying your dodge bonus from your Dodge feat, make a Fighting Technique check.

Effect: Apply your dodge bonus to a number of opponents equal to your Wisdom modifier.

Fighting in Three Dimensions

Experienced Scope riders, domain dancers are used to fighting on walls and ceilings as well as floors. This manoeuvre uses this familiarity combined with the dancer’s senses to time attacks from walls and ceilings to catch opponents from unexpected angles.

DC: 25

Use: When you make an attack or full attack immediately after movement that has fully or partially included movement across a wall or ceiling, make a Fighting Technique check.

Effect: Your opponent is flat footed against your attack, or against your first attack if you perform a full attack action.

360-Degree Senses

This level of skill grants a domain dancer complete awareness of her surroundings. Multiple enemies not only cease to be a more significant threat to the domain dancer but actually hamper each other’s efforts.

DC: 30

Use: If you are threatened by more than one opponent, make a Fighting Technique check at the beginning of your turn.

Effect: For 1 round, you cannot be flanked and gain a +1 cumulative dodge bonus to Defence against all opponents

who threaten you for each opponent threatening you past the first.

Impossible Angles

A mistress of unexpected and seemingly impossible manoeuvres, a domain dancer can deliver devastating attacks to vital areas opponents believe they are protecting.

DC: 35

Use: If you make a successful attack against a flat-footed opponent, make a Fighting Technique check.

Effect: You automatically threaten a critical hit on the attack. If your attack already threatens a critical, you gain a +4 bonus on the roll to confirm the critical.

Gunslinger

Nearly two dozen gangs going by the name El Gauchos operate up and down the Pacific coast of the Americas. Inspired by Wild West serials, El Gauchos are famous for daring armed robberies and hijackings. Although the various Gauchos gangs do not appear to work together, they are in fact one organisation; however, they meet only in the Scope. The Gauchos’ headquarters is Fatal Error, a Wild West-themed pleasure dome. Unlike similar pleasure domes where programs can augment the user’s skill, Fatal Error adheres to strict real-world physics. A person has only his own skill to avoid being knocked off by the violence that pervades this pseudo-boomtown. The upshot is that combat skills acquired in Fatal Error can be used in Prime Reality.

In Fatal Error, El Gauchos learn and practice the style of gunfighting for which they are famous. Modelled after the shooting tricks of the Old West (at least as it is portrayed in the cinemas), the Gauchos’ skill with pistols makes them among the most feared gangs in America. Fatal Error is open to anyone with the right tabs and the skills to survive, allowing tab-jammers from other parts of the world to learn the gunslinger combat style. However, El Gauchos do not allow upload tabs to be made of this style; those who do find out the hard way what Gauchos do to “cheatin’ varmints.”

Primary Ability: Dexterity.

Entry Feats: Personal Firearms Profi-

ciency, Quick Draw.

Weapon Restriction: One or two semiautomatic handguns.

Skill Synergy: Sleight of Hand.

Stance: Legs and back straight, weapon held close to the body for point blank shots, or at arm's length for longer shots.

TABLE 2-7: GUNSLINGER STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Point Blank Shot
8	Double Tap
13	Precise Shot
18	Improved Damage Threshold
23	Shot on the Run

TABLE 2-8: GUNSLINGER MANOEUVRES

CHECK DC	MANOEUVRE
20	Shoot from the Hip
25	Two Birds
30	Ranged Disarm
35	Fan the Hammer

Shoot from the Hip

Quick drawing is a hallmark of the gunslinger style — a gunslinger is often shooting before her opponent has even drawn his weapon.

DC: 20

Use: When you enter the Gunslinger stance, make a Fighting Technique check.

Effect: Entering the stance is a free action instead of a move action.

Two Birds

The reflexes of a true gunslinger are phenomenal. Even while firing rapidly, she can change targets without missing a beat.

DC: 25

Use: When you attack using the Double Tap feat, make a Fighting Technique check.

Effect: Instead of dealing +1 die of damage, you make an additional attack against a character adjacent to your target (use the same attack roll against the new target's Defence).

Ranged Disarm

The gunfighter shooting the gun out of her opponent's hand is a cliché of Wild West serials. Though not as easy as it looks on the big screen, with training a gunslinger can learn this trick. If she

misses, she'll likely hit the person she's trying to disarm.

DC: 30

Use: Before you make a roll to hit against an opponent, make a Fighting Technique check.

Effect: Instead of rolling to hit your opponent, you make a ranged disarm against a weapon or object he is holding (if the check fails, resolve the attack normally). Make an attack roll against the object; the item's defence is 10 + wielder's class Defence bonus + wielder's Dexterity modifier + any dodge bonuses the wielder has to Defence. If successful, make a contested bind roll against the wielder (use all the normal rules to determine your bind modifier, including the appropriate size modifier for your gun). If you beat your opponent, he drops the weapon or object in the square he occupies.

Fan the Hammer

Fanning the hammer is old trick to increase a pistol's rate of fire. The gunslinger holds down the trigger and rapidly cocks the gun with her other hand, allowing her to fire almost as fast as an automatic, if only for a short time. Of course, doing this makes it difficult to aim and increases the risk of the gun jamming.

DC: 35

Use: Make an attack with a -4 penalty and make a Fighting Technique check. You must have a free hand to use this manoeuvre. Fanning the hammer expends five bullets and can only be done if the weapon has at least five bullets in it. It cannot be combined with Double Tap.

Effect: Your weapon deals +2 dice of damage. If the check fails, resolve the attack normally (with the -4 penalty).

Kray Fighting

Kray fighting is not based on the East End gang of the same name but on its first practitioner, noted cybernaughtics scientist Aldus Kray. Dr. Kray developed the technique through careful study of cybernaughtics, specifically the reliance that individuals showed on their apps.

Kray fighting is a fast and precise martial art that relies on knowledge of cyber-

naughtic weak points to overcome superior foes. It was developed as a means of self-defence against superior and cyber-augmented foes. The style is predicated on experience. A beginner user can survive in a battle against a larger, stronger opponent but cannot inflict a great deal of damage. Through careful study, however, the practitioner learns how to size up an opponent and strike at the most vulnerable points.

Though originally designed for Kray's aristocratic peers, this style finds its home in the streets, particularly amongst un-enhanced gammas who find the style a "perfect fit" for their size.

Primary Ability: Dexterity.

Entry Feats: Agile Riposte, Dodge.

Weapon Restriction: Any cybernaughtic app that you can use as a melee weapon (for example, an arm or an integrated weapon).

Skill Synergy: Engineering (mechanical).

Stance: The fighter begins shoulders squared and hips at a 90-degree angle to the adversary. Hands are held near the chest. The fighter moves in a circular motion, bouncing on his toes and pivoting with the rear leg.

TABLE 2-9: KRAY FIGHTING STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Combat Expertise
8	Improved Feint
13	Improved Trip
18	Unbalance Opponent
23	Mobility

TABLE 2-10: KRAY FIGHTING MANOEUVRES

CHECK DC	MANOEUVRE
20	Superior Position
25	Pre-emptive Strike
30	Focused Strike
35	Cripple Cybernaughtics

Superior Position

Kray fighting is a style that is guided by patience. A Kray fighting practitioner spends the early rounds of combat moving and twirling to wear down his opponent. When an opportunity presents itself, the fighter knows how to best utilize his position to deliver a well-placed blow to his enemy.

DC: 20

Use: When you take a total defence action (see **Etherscope**, Chapter 4: Combat, “Attack Actions”), make a Fighting Technique check in the following round.

Effect: For each consecutive round that you take a total defence action and succeed on this check, you gain an additional +1 bonus to your Defence.

Pre-emptive Strike

Experienced Kray fighters know that an opponent is most vulnerable the moment before he strikes. With training comes the knowledge of when to counterattack. Kray fighters launch their attacks at the moment their opponent is about to do the same. Their blow halts the opponent’s advance.

DC: 25

Use: When making an attack roll against a flat-footed opponent, make a Fighting Technique check.

Effect: If your attack inflicts damage that equals or exceeds 1/2 the opponent’s Constitution score, the opponent must make a Fortitude save (DC 10 + damage dealt) or be stunned for 1 round.

Focused Strike

Kray fighting is designed for individuals who are a great deal smarter than they are strong. The style teaches the fighter how to gather his energy and unleash it in one focused attack.

DC: 30

Use: Use a full-round action to perform a single attack. Before the attack roll, make a Fighting Technique check.

Effect: Increase the critical modifier for the attack by 1 (x2 becomes x3, for example).

Cripple Cybernaughtics

Careful study of cybernaughtics teaches Kray fighters how to neutralize an opponent’s strength with a well-placed blow. Any time the opponent exposes precious cybernaughtics, the fighter closes in for a lethal attack, aiming not for the person but for the cybernaughtic apps that empower him.

DC: 35

Use: When attacking an opponent’s cybernaughtic attachment, make a Fighting Technique check before the attack roll.

Effect: You deal double damage to the

app and ignore up to 3 points of its hardness. This ability stacks with other abilities that allow you to ignore an object’s hardness.

Soma

The Soma Scope gang of India practices Eastern mysticism with a punk edge. The fighting style that bears their name is a reflection of these beliefs. Other Scope riders in India, both native and British, have since learned this style, and the greater Scope rider community is beginning to take notice. According to the Soma philosophy, a person’s avatar is more than just a tool in the ether — it is the person’s divine nature incarnate. Through the Soma style, a person may unlock this divine potential. By manipulating etheric space and time in his immediate vicinity, the Soma fighter appears to twist and stretch. Masters of this art even take on the appearance of Hindu gods. Because of its focus on manipulating Etherspace, this combat style can be used only in the Scope.

Primary Statistic: Charisma.

Entry Feats: Combat Martial Arts, Defensive Martial Arts.

Weapon Restriction: Unarmed strike.

Skill Synergy: Escape Artist.

Stance: Body relaxed, legs wide, arms held out and open. When in motion, the body appears to twist and stretch with inhuman flexibility.

Special: This combat style cannot be used outside of the Etherscope due to the limits of human flexibility. Whilst you can develop ranks in the skill as normal,

TABLE 2-II: SOMA STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Combat Throw
8	Mobility
13	Improved Combat Throw
18	Combat Reflexes
23	Unbalance Opponent

TABLE 2-12: SOMA MANOEUVRES

CHECK DC	MANOEUVRE
20	Unnatural Movements
25	Stand Like Fog
30	Monkey Arms
35	Aspect of the Deity

you can only use the stance and manoeuvres with your Scope avatar.

Unnatural Movements

The dizzying motion of a Soma fighter’s limbs is disconcerting to those accustomed to natural physiology.

DC: 20

Use: When an opponent misses you in combat, make a Fighting Technique check.

Effect: The opponent must make a Will save (DC 10 + 1/2 your character level + your avatar’s Constitution modifier) or be shaken for a number of rounds equal to your avatar’s Constitution modifier. Whether or not the saving throw succeeds, this manoeuvre can affect an individual target only once per combat.

Stand Like Fog

The twisting limbs of a Soma fighter allow him to avoid blows. With skill, he can dodge in unexpected directions or cause his bones to bend, rather than break, when struck.

DC: 25

Use: When you enter the Soma stance, make a Fighting Technique check.

Effect: You gain a dodge bonus to Defence equal to your avatar’s Constitution modifier until you drop out of stance.

Monkey Arms

As well as twisting unnaturally, the limbs of a Soma fighter seem to stretch beyond human limits. Some speculate that the martial artist is not actually stretching his limbs, but rather has found a way to contract Etherspace.

DC: 30

Benefit: Once per round, as a free action, make a Fighting Technique check.

Effect: Your reach doubles for 1 round (increasing from 5 to 10 feet). Unlike a reach weapon, you can still attack foes adjacent to you. Note that, since this manoeuvre is a free action, you can use it to make attacks of opportunity against opponents 10 feet away.

Aspect of the Deity

Masters of Soma claim to be able to channel the spirit of the gods. Those who have seen this manoeuvre

first hand are inclined to believe. When a master unleashes this manoeuvre, he attacks so rapidly that it appears as if he has multiple sets of limbs.

DC: 35

Use: When making a full-attack action, make a Fighting Technique check.

Effect: You gain two additional attacks at your highest attack bonus. However, you take a -5 penalty on all attack rolls for 1 round.

Steam Fist

Cybernaughtic arms are the most common cybernaughtic application of the modern era. Amongst the wealthy, they appear as fashion statements; in industry, they replace limbs lost in accidents and improve the strength of workers; and amongst warriors of all kinds, they see widespread use as combat enhancements. Given this prevalence, it is not surprising that a fighting technique has arisen based on these apps' use.

Steam fist revolves around two principles. Firstly, the style relies upon the toughness of a cybernaughtic arm for it to be used as protection for the practitioner. This technique allows combatants to bind weapons and deflect attacks that would destroy a flesh-and-blood limb in the same situation. Secondly, the style draws upon the raw power of cybernaughtic arms to rend flesh and steel in ways a non-augmented warrior would find impossible without a weapon.

The style is popular for a number of reasons. For instance, users find the utility of having a weapon that cannot be easily removed or destroyed to be a major asset. Many upper class practitioners of the style view it as an effective way to combine style with self-defence. Professional cybernaughtic warriors like the concept of another option in their arsenal. Many lower class enginaughts find that the style equalises their disadvantages against better-armed adversaries, be they criminals, rivals, mercs, or the authorities. Indeed, the style's popularity among working class dissidents and rebels, especially among the heavily modified workers of the Great Metropolis, has led the authorities in several countries to be vigilant for signs of workers training in the style and to crack down on such

activities.

Primary Ability: Strength.

Entry Feats: Major Cybernaughtic Application, Power Attack.

Weapon Restriction: Cybernaughtic arm(s).

Skill Synergy: Engineer (mechanical).

Stance: Body is held one quarter on to an opponent. The cybernaughtic arm is held forearm towards the opponent, bent at the elbow and away from the torso. The fighter's other arm is kept in a parallel position close to the torso with feet shoulder width apart.

TABLE 2-13: STEAM FIST STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Improved Bind
8	Sunder
13	Cleave
18	Improved Bull Rush
23	Great Cleave

TABLE 2-14: STEAM FIST MANOEUVRES

CHECK DC	MANOEUVRE
20	Vice-like Grip
25	Power Fist
30	Swat Aside
35	Bone Breaker

Vice-like Grip

The hydraulic systems of a cybernaughtic limb are capable of exerting considerable power into the limb's grip. A steam fist fighter uses this to his advantage when opponents try to break free from his hold on their limbs or weapons.

DC: 20

Use: When an opponent attempts to break free from a bind you have initiated, make a Fighting Technique check.

Effect: Add twice your Strength modifier to your opposed roll to maintain the bind.

Power Fist

Using his understanding of the hydraulic systems of his cybernaughtic limb, a steam fist fighter learns to focus the steam power of his limb into his fist as he strikes.

DC: 25

Use: When you make an attack, make

a Fighting Technique check.

Effect: Apply 1-1/2 times your Strength modifier to your damage roll.

Swat Aside

Utilising the sheer durability of cybernaughtics and his understanding of the strong and weak points of his limb, the steam fist fighter learns to deflect attacks with his limb without risking damage to his cybernaughtic limb.

DC: 30

Use: Once per round, when struck by a melee attack from a creature either your size or one category larger or smaller, make a Fighting Technique check.

Effect: The attack against you is negated; your cybernaughtic arm deflects it harmlessly.

Bone Breaker

Steam fist is not a subtle style and this manoeuvre is the ultimate expression of the power moves inherent to the style. Steam fist fighters of this skill level learn to drive their blows home with hydraulically enhanced force capable of causing internal injuries such as broken bones and ruptured organs.

DC: 35

Use: On a critical strike with an attack with your cybernaughtic limb, make a Fighting Technique check.

Effect: Your opponent's massive damage threshold (see **Etherscope**, Chapter 4: Combat, "Massive Damage") is reduced by an amount equal to your Strength modifier, to a minimum of 0. This penalty remains in effect until your opponent receives surgery requiring 2 hours and a DC 15 Knowledge (medicine) check. You may apply the effects of this manoeuvre multiple times against the same opponent.

Street Blade

Traditional sword combat still holds a place in the **Etherscope** world, despite the advances of modern technology. The cultures of the New Reich and Japan view the sword, and skill with it, as a symbol of status and as a sign of individual discipline and focus. Likewise, fencing is a gentleman's art among the upper classes of the British Empire. The charger cavalry of the militaries of

all advanced nations traditionally carry and use swords as personal weapons. On a more pragmatic level, many lower class, criminal, and rebel groups who lack access to more advanced weapons find the sword a useful, cheaper, more available, and versatile melee weapon. Many martial arts styles also incorporate sword kata into their techniques. All these factors have combined to produce a sword style for the modern age.

TABLE 2-15: STREET BLADE STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Cleave
8	Combat Expertise
13	Great Cleave
18	Combat Reflexes
23	Heroic Surge

TABLE 2-16: STREET BLADE MANOEUVRES

CHECK DC	MANOEUVRE
20	Striking Steel
25	Shielding Steel
30	Slashing Steel
35	Bloody Swathe

Street blade emphasises the utility of the sword as a defensive and offensive weapon. Street swordswomen learn to shield themselves with their blades while delivering devastating attacks against individual or multiple opponents. Whilst street blade lacks the grace and finesse of traditional fencing styles, reducing its popularity among the upper classes outside of the New Reich and Japan, it is unarguably an effective and practical fighting technique. The blades used with the style run the gamut from the homemade steel hacking blades of the Great Metropolis gangs to the masterwork katana of the Japanese Imperial Guard.

Primary Ability: Strength.

Entry Feats: Archaic Weapon Proficiency (as appropriate to culture, for example, Japan), Power Attack.

Weapon Restriction: Any sword that deals slashing damage.

Skill Synergy: Knowledge (history).

Stance: Body is face on to opponent with feet shoulder width apart. The sword is held upright and parallel to the body with both hands gripping for two-handed weapons or one hand gripping

and the other providing counter balance for one-handed swords.

Striking Steel

A swordswoman's first lesson is that the powerful cutting edge and weight of a combat blade can cut through even the most determined defence.

DC: 20

Use: When making an attack against an opponent who is using Combat Expertise, fighting defensively, or using a total defence action (see **Etherscope**, Chapter 4: Combat), make a Fighting Technique check before making your attack roll.

Effect: Reduce your opponent's Defence by your Strength modifier. This amount may exceed the bonus they gained from their defensive action.

Shielding Steel

The next lesson for a swordswoman is to understand the defensive advantages gained from the strength and cutting edge of a blade.

DC: 25

Use: When using Combat Expertise, fighting defensively, or using a total defence action, make a Fighting Technique check.

Effect: Add your Strength modifier to your Defence as a dodge bonus for 1 round.

Slashing Steel

An important part of utilising a sword effectively is using its momentum to carry force between multiple attacks.

DC: 30

Use: When performing a cleave attack, make a Fighting Technique check.

Effect: The target's massive damage threshold (see **Etherscope**, Chapter 4: Combat, "Massive Damage") drops by an amount equal to your Strength modifier, to a minimum of 0, against your attack.

Bloody Swathe

Power and skill combine to make a swordswoman a formidable melee combatant able to carve a path through multiple enemies, usually in a spectacular and bloody fashion.

DC: 35

Use: When entitled to make a cleave attack, make a Fighting Technique check.

Effect: You may take a 5-foot step

before making your attack. You can use this manoeuvre a number of times per round equal to your Strength modifier.

Sword Saint

This style appears all over the world, from England to Japan to South Africa. Wherever people have historically used swords and axes in combat — and many places where those cultures have spread — practitioners of this style are found. No one has yet traced the origin of the style and some even claim that it predates the modern Etherscope. Scope riders call it sword saint style, a translation of the Japanese word kensei, which is a master swordsman. Focusing on the use of blades — most often swords, but also daggers, axes, and even polearms — this style appeals to those who celebrate the myths and legends of history.

TABLE 2-17: SWORD SAINT STANCE FEATS

SKILL RANKS	STANCE FEAT
3	Power Attack
8	Cleave
13	Agile Riposte
18	Spring Attack
23	Frightful Presence

TABLE 2-18: SWORD SAINT MANOEUVRES

CHECK DC	MANOEUVRE
20	Magic Sword
25	Lightning Strike
30	Taste of Blood
35	Vorpal Blade

Although deadly in Prime Reality, it is in the Scope that this style truly shines. The nature of the Scope allows the sword saint to more closely emulate the legendary warriors he admires. Some superstitious fighters attribute this style's manoeuvres to the supernatural influence of pagan gods or ancestral spirits, while others view it merely as specialised form of spontaneous programming. Whatever the source, no one can deny the might of a master sword saint.

Primary Ability: Intelligence.

Entry Feats: Archaic Weapon Proficiency (any), Dodge.

Weapon Restriction: Melee slashing weapon.

Skill Synergy: Intimidate.

Stance: Body is held at an angle to the opponent. Weapon is held either in front or over the head, but always with the point towards the opponent. Attacks are made with arcing slashes, rarely thrusts.

Special: Although you may enter this stance and gain the bonus feats from using this style in either Prime Reality or the Scope, the manoeuvres can be used only in the Scope.

Magic Sword

Some say that in the hands of a sword saint, any blade is a weapon of legend. It is true that in the Scope, at least, when a sword saint wields a weapon, it takes on qualities beyond what it was programmed with.

DC: 20

Use: When you enter the sword saint stance, make a Fighting Technique check.

Effect: Your weapon gains a +1 enhancement bonus on attack and damage rolls until you drop out of stance. It counts as occult for the purposes of overcoming damage reduction. This manoeuvre may be attempted once per combat.

Lightning Strike

With further focus, a sword saint can cause her weapon to become suffused with electricity. What causes this phenomenon depends on who you ask: Some attribute it to divine power, others to bio-energy, and many to an electromagnetic anomaly caused by unstable ether.

DC: 25

Use: As a move action, make a Fighting Technique check.

Effect: Your weapon deals an additional 1d6 points of electricity damage until you drop out of stance. This damage is not multiplied on a critical hit.

Taste of Blood

Sword saints say that once a weapon tastes blood, it hungers for more. Others suggest that it might be the swordsman's own bloodlust projected onto the weapon.

DC: 30

Use: When you damage an opponent, make a Fighting Technique check.

Effect: Increase the critical threat range of your weapon by 1 until you drop out

of stance. This bonus does not stack with itself.

Vorpal Blade

A master of the sword saint style is able to strike at the heart of an avatar, severing a person's connection to the Scope. To the outside observer, it often appears as if the sword saint decapitates her foe, but in truth the strike is much more than a physical blow.

DC: 35

Use: When you confirm a critical hit in the Scope, make a Fighting Technique check.

Effect: The target avatar is immediately reduced to 0 hit points and is expelled from the Scope. This manoeuvre has no effect on creatures native to the Scope (such as outsiders or constructs).



FEATS

Mere feats alone certainly do not make the character come to life nor do they define his total worth. However, it is no secret that well-chosen abilities often give heroic souls or slippery villains the tools that may enable them to escape certain death or dodge a devastating social faux pas. What follows is an assortment of feats designed to aid those who have nerve enough to venture into the enigmatic, oft-dangerous Etherspace world. These advantages give characters an edge in social, mundane, or Scope arenas.

This book also introduces a new type of feat: Etherspace feats. These feats allow you to manipulate the unreality of Etherspace to create effects that are impossible in Prime Reality, such as causing your body to shimmer and disappear. You can use these feats only in Etherspace. These feats are listed as Etherspace feats on Table 2–19 and have [Etherspace] next to their names in the feat descriptions.

Battle Savvy

Your heightened battle awareness gives you a tactical advantage.

Prerequisites: Sense Motive 3 ranks,

Mobility.

Benefit: You gain a +2 bonus on initiative checks. You also gain a +2 dodge bonus to Defence against attacks of opportunity when you move out of a threatened square.

Captivating Persona

You possess an almost uncanny aptitude for a chosen Charisma-based skill.

Prerequisite: Charisma 13, at least 1 rank in a Charisma-based skill.

Benefit: Choose one Charisma-based skill in which you have at least 1 rank. You gain a +3 bonus on checks with that skill.

Claw of the Dragon

You are skilled in obscure martial arts styles that can shatter both boards and bones.

Prerequisite: Combat Martial Arts.

Benefit: You ignore up to 5 points of damage reduction or hardness when you make an unarmed attack. However, you take 1 point of damage per point of damage reduction or hardness you ignore with each hit.

Entropic Urge [Etherspace]

Your melee attacks can cause the essence of your enemy's avatar to unravel and decay.

Prerequisites: Knowledge (mystical philosophy) 4 ranks, base attack bonus +4.

Benefit: When you successfully strike your opponent's avatar with a melee attack, he must make a Will save (DC 10 + half your character level + your Charisma modifier). If he fails, he takes 1 point of Constitution damage in addition to the attack's normal damage.

Fade From View [Etherspace]

Your natural instincts and grasp of the Scope provide your avatar additional protection.

Prerequisite: Scope Resilience 8 ranks, Combat Expertise.

Benefit: In Etherspace, when you fight

TABLE 2-19: FEATS

FEAT	PREREQUISITES	BENEFIT
Battle Savvy	Sense Motive 3 ranks, Mobility	+2 on initiative, +2 to Defence when you exit a threatened square
Captivating Persona	Cha 13, 1 rank in a Charisma-based skill	+3 on checks with that skill
Claw of the Dragon	Combat Martial Arts	Ignore up to 5 points of damage reduction/hardness with unarmed strikes
Fashionable	Cha 13	+2 on checks with Charisma-based skills, +1 to acquisition DCs
Feral Impulse	Predatory Instinct (see below)	Pinpoint invisible creatures within 10 feet
Fighting Technique Expert	Fighting Technique as a class skill, Fighting Technique (any) 5 ranks, base attack bonus +2	Selected Fighting Technique becomes a class skill for a character class
Fury of the Dragon	Claw of the Dragon (see above), Combat Martial Arts	When you score a critical hit, you gain an extra attack
Grand Entrance	Cha 13, Diplomacy 5 ranks, Bluff 5 ranks	Give a crowd -4 on Spot and Listen checks
Icon for a Cause	Knowledge (current events) 4 ranks	+4 bonus instead of +2 when aided by another character with a Charisma-based skill check
Improved Mobility	Mobility	+8 dodge bonus to Defence against attacks of opportunity when moving out of a threatened square
Iron Fist	Intimidate 6 ranks	Add half your level when dealing with underlings or those of lesser social stature
Karmic Grace	Cha 13	Use Charisma bonus instead of Dexterity bonus for ranged attacks
Lost in the Crowd	Dodge	When adjacent to a creature, opponents get -4 to hit you with ranged attacks
Nimble Thrust	Dex 13, Weapon Finesse	Up to base attack bonus to damage for equal penalty to hit with light weapon
Predatory Instinct	Wis 13, delta or gamma	Gain scent ability
Smooth Operator	Bluff 4 ranks, Diplomacy 4 ranks, Sense Motive 4 ranks	Bluff or Diplomacy checks that fail by 5 or less have no ill effect
Staggering Strike	Power Attack, Weapon Focus (any bludgeoning weapon), base attack bonus +6	Critical hits can daze opponents
Strength in Numbers	—	Decrease a creature's Defence by 1 for each adjacent opponent with this feat
Tactical Charge	—	When charging, no penalty to Defence and +3 to hit
Tongue Lash	Cha 13, Intimidate 5 ranks	Use Intimidate to impose penalties on Charisma-based skills

ETHERSPACE FEATS

FEAT	PREREQUISITES	BENEFIT
Entropic Urge	Knowledge (mystical philosophy) 4 ranks, base attack bonus +4	Opponent must make a Will save when struck in melee combat or take 1 point of Constitution damage
Fade From View	Scope Resilience 8 ranks, Combat Expertise	Gain concealment when fighting defensively in Etherspace
Final Strike	Str 13, Power Attack	Deal damage to yourself for a bonus to damage on your attack
Shimmering Body	Scope Resilience 4 ranks, Dodge	In Etherspace, gain one-quarter concealment against one opponent
Stouthearted	—	You are immune to fear effects in Etherspace
Sudden Strike	Int 13, Combat Expertise, Power Attack, Staggering Strike (see above)	Your melee attack has the potential to send your enemy's avatar back to his Prime Reality body

defensively, you gain one-quarter concealment (10% miss chance) for 1 round. When you take a total defence action, you gain one-half concealment (20% miss chance) for 1 round.

Fashionable

Merely being good is not nearly as important as looking good while doing it.

Prerequisite: Charisma 13.

Benefit: Others have noticed the pains you take to look your best. You receive a +2 circumstance bonus on Charisma-based skills. All acquisition DCs increase by +1 for you, as you buy only the best and are seen doing it. After all, you have a reputation to uphold.

Special: You can acquire items and services at the normal acquisition DCs, but if you do, you lose the benefits of this feat for 1 week.

Feral Impulse

Your heightened sense of smell allows you to detect some types of invisible opponents.

Prerequisite: Predatory Instinct (see below).

Benefit: You can pinpoint an invisible creature within 10 feet as long as it has a scent.

Normal: You can use Listen and Spot checks to attempt to detect invisible creatures (see *Etherscope*, Chapter 2: Traits, "Special Traits," *Invisibility*).

Fighting Technique Expert

Combat experts in fighting techniques are devoted to their style. They learn to maintain the focus and practice regimens their style requires regardless of other training.

Prerequisites: Fighting Technique as a class skill, Fighting Technique (any) 5 ranks, base attack bonus +2.

Benefit: Select a character class for

which your Fighting Technique skill is a cross-class skill. Your Fighting Technique becomes a class skill for that character class.

Normal: Fighting techniques can normally only be selected as a class skill through the fighting technique talent or granted by a class that lists them as a class skill.

Special: You may select this feat multiple times. Each time it applies to a different fighting technique and/or a different class.

Final Strike [Etherspace]

You are able to expend a portion of your avatar's essence to amplify the damage from one of your attacks.

Prerequisite: Strength 13, Power Attack.

Benefit: In Etherspace, as a free action, you can charge an attack with some of your avatar's energy. You must declare that you are using this ability before you make the attack roll. If you hit, you deal

an additional 1d6 points of damage. You take 1d6 points of damage whether or not your attack was successful. If you can attack multiple times in a round, you can use this feat before each attack.

Fury of the Dragon

You are skilled in martial arts that emphasize ruthlessness.

Prerequisites: Claw of the Dragon (see above), Combat Martial Arts.

Benefit: When you score a successful critical hit with an unarmed strike, you may immediately make an additional attack on the same opponent. This attack is made at the same attack bonus and with the same weapon as the prior attack.

Grand Entrance

You know how to seize the moment when encountering large groups. Crowded rooms and social gatherings are your arenas of choice.

Prerequisite: Charisma 13, Diplomacy 5 ranks, Bluff 5 ranks.

Benefit: When entering a room for the first time that at least has a dozen people in it, your personal magnetism gives you the chance to temporarily captivate the crowd as they listen to your dazzling oration. A successful Diplomacy check allows you to accomplish this goal. The DC for this check depends on the audience's size and attitude, as shown in the accompanying table. A successful Grand Entrance attempt means the crowd is captivated and takes no action for 1d4 rounds. The crowd takes a -4 penalty on its Spot and Listen checks, and extraordinary characters can resist being captivated with a Will save (DC equals your Diplomacy check result). The benefits are lost if someone attacks the crowd or takes a hostile action towards it.

Although this feat may seem to have limited value to you, the distraction can be enormously helpful to any allies nearby. You must be able to be heard and understood by the crowd for the Grand Entrance to be effective.

Icon for a Cause

Your efforts inspire your peers. You might be a counterculture icon, and

icon of the state, or an icon of any other cause for which people assemble and fight.

Prerequisites: Knowledge (current events) 4 ranks

Benefit: When another character aids you with any Charisma-based skill check, you gain a +4 bonus instead of the normal +2.

Improved Mobility

Your mastery of dodging past opponents while avoiding their attacks is awe inspiring.

Prerequisite: Mobility.

Benefit: You receive an additional +4 dodge bonus to Defence against attacks of opportunity provoked when you move out of a threatened square. This stacks with the dodge bonus granted by the Mobility feat (+8 total).

Iron Fist

Your underlings and those of less social stature fear your wrath.

Prerequisite: Intimidate 6 ranks.

Benefit: Add half your level to Intimidation checks when dealing with those who are under your control, in your employ, or of a lesser social stature.

Karmic Grace

Luck seems to guide your aim when you attempt ranged attacks.

Prerequisite: Charisma 13.

Benefit: You lead a charmed life. Whenever you attack with a ranged weapon, you may add your Charisma bonus instead of your Dexterity bonus on the attack roll.

Lost in the Crowd

Your ability to outmanoeuvre your opponents often keeps foes from getting a clear shot at you when they attack.

Prerequisite: Dodge.

Benefit: When you are adjacent to at least one other creature of your size category or larger, opponents take a -4 penalty on their ranged attack rolls against you. This penalty stacks with other applicable penalties, such as cover or shooting into melee.

GRAND ENTRANCE DIPLOMACY DCs

Audience Size	DC
12 to 30	15
31 to 75	17
76 to 125	19
126 to 250	21
251 to 500	25
500 to 1,000	29
1,001 to 4,000	33
4,001 to 10,000*	38

* Add 2 to the Grand Entrance DC for each additional 10,000 people in the audience.

Crowd Attitude Towards the Speaker	
Hostile	-6
Unfriendly	-4
Indifferent	+0
Friendly	+2
Helpful	+4

Nimble Thrust

Your lightning-fast reflexes allow you to exploit openings in your opponent's defensive posture.

Prerequisite: Dexterity 13, Weapon Finesse.

Benefit: On your action, before making attack rolls for the round, you may choose to subtract a number from all melee attack rolls and add the same number on all melee damage rolls made with any weapon with which you can use Weapon Finesse. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Predatory Instinct

Your heightened sense of smell allows you to follow prey by scent.

Prerequisite: Wisdom 13, delta or gamma.

Benefit: Your heightened sense of smell allows you to track quarry as if you had the scent ability. You can detect opponents by smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering odours, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

You can detect another creature's pres-

ence but not its specific location. Noting the direction of the scent is a move action. If you move within 5 feet of the scent's source, you can pinpoint that source.

If you also have the Track feat, you can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odour is, the number of creatures, and the age of the trail. For each hour since the quarry has passed, the DC increases by 2. The ability otherwise follows the rules for the Track feat. You may ignore the effects of surface conditions and poor visibility when tracking by scent.

You may identify familiar odours just as you do familiar sights and sounds. Water, particularly running water, ruins the trail. False, powerful odours can easily mask other scents. The presence of such an odour completely spoils the ability to identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Normal: Those without the Predatory Instinct feat or the scent ability may not track their prey by scent alone.

Shimmering Body [Etherspace]

You are able to cause the image of your avatar to shimmer and shift slightly. This effect sometimes causes your opponents to miss you in combat.

Prerequisites: Scope Resilience 4 ranks, Dodge.

Benefit: In Etherspace, during your action you may designate one opponent. You have one-quarter concealment (10% miss chance) against that opponent. You may select a new opponent on any action.

Smooth Operator

Being able to think on one's feet can sometimes make up for terrible social gaffes.

Prerequisite: Bluff 4 ranks, Diplomacy 4 ranks, Sense Motive 4 ranks.

Benefit: Whenever you fail a Bluff or Diplomacy check by 5 or less, treat the situation as if the check had never been attempted, because you joke your

way through the blunder and the recipient does not take the attempt seriously. The DCs of subsequent, similar Bluff or Diplomacy checks with the same subject increase by 5.

Staggering Strike

Your combat instincts allow you to strike at the very essence of your opponent's fighting spirit.

Prerequisite: Power Attack, Weapon Focus (any bludgeoning weapon), base attack bonus +6.

Benefit: Whenever you score a critical hit in melee combat with a bludgeoning weapon, you have the chance of dazing your opponent in addition to dealing damage. The opponent must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom modifier). A defender who fails this saving throw is dazed for 1 round (until just before your next action). A dazed character can take no actions, but still gets the benefit of his normal Defence.

Normal: Successful critical hits do not normally daze opponents.

Stouthearted [Etherspace]

You realize that nothing can really hurt you in the Scope, despite appearances.

Benefit: You are immune to fear effects in Etherspace.

Strength in Numbers

You have learned the power of swarming a single opponent.

Benefit: A creature's Defence decreases by 1 for each adjacent opponent that has the Strength in Numbers feat.

Sudden Strike [Etherspace]

Your avatar can deliver blindingly fast attacks that have the potential

to send the recipient back to their Prime Reality body.

Prerequisite: Intelligence 13, Combat Expertise, Power Attack, Staggering Strike (see above).

Benefit: When you make a successful melee attack roll against an avatar, you may forego the normal damage that your strike would deliver and instead attempt to force your target to return to his Prime Reality body. Your victim must make a Will save to remain in the Scope. The DC for the save is 10 + 1/2 your base attack bonus for the attack that hit him.

Tactical Charge

You can use the lay of the land and your ability to maintain a narrow profile to gain a defensive advantage while charging into combat.

Benefit: When you charge, your instinctive bobbing and weaving gives you a +2 dodge bonus to your Defence. This bonus offsets the normal -2 penalty that charging characters take. You also gain a +3 bonus on your attack roll after you charge, instead of the usual +2.

Tongue Lash

You are able to unleash a verbal attack that has the potential to rattle a person's composure or make him deviate from his agenda to mount a comeback to save face.

Prerequisite: Charisma 13, Intimidate 5 ranks.

Benefit: Attempting a tongue lash against a target is a full-round action. The target must be able to hear and understand what you are saying. Make an Intimidate check opposed by the target's Resolve check and consult the following table.

TONGUE LASH EFFECTS

RESULT	EFFECT
Success by 5 or more	The target abandons the topic or takes a -6 penalty on Charisma-based skill checks for 1d4 rounds
Success by 4 or less	The target abandons the topic or takes a -2 penalty on Charisma-based skill checks for 1d4 rounds
Failure by 4 or less	You take a -4 penalty on further Tongue Lash attempts against the same speaker for 1d4 rounds
Failure by 5 or more	You prove your clumsiness in social situations and cannot attempt further Tongue Lash attempts against the same speaker for 1 hour

GRAIN 3: CLASSES



ADVANCED CLASSES

Advanced classes allow you to refine the focus of your character. This section provides twenty-four advanced character classes particularly suitable for Etherpunk settings and themes. It is important to note you cannot meet the prerequisites for

EXTRAORDINARY? SUPERNATURAL? TIMES PER DAY?

Unless otherwise stated, all class features of advanced classes are extraordinary abilities that can be used at will.

an advanced class and select the class at the same level.

The following advanced classes are presented in this section:

- Avatar Engineer:** A tab-jammer whose enhanced consciousness enables him to enhance and modify his avatar.
- Covert Ops Specialist:** A covert entry and security systems expert.
- Cyberdoc:** A medical expert in the instillation, maintenance, and enhancement of cybernaughtics.
- Etherscape Architect:** A program crafter able to operate with superior skill and speed.
- Field Operative:** An on-the-spot problem solver for an organisation or group.
- Forensic Scientist:** An expert in the use of ethertech to solve crimes.
- Gang Leader:** A street tough with followers.
- Grifter:** A professional confidence trickster.
- Hustler:** A street-level fixer who survives by his wits and glib tongue.
- Investigator:** An expert criminologist and detective who works to his own agenda.
- Mercenary Elite:** A combatant who works in society's upper levels.
- Rebel:** An anti-authoritarian fighter with a cause and beliefs that guide his actions.
- Retrieval Expert:** A professional finder of people, information, or anything else someone wants found.
- Rigger:** An expert pilot with a unique, profound understanding of vehicles.
- Road Warrior:** A dangerous vehicle combatant.
- Scope Psychic:** A psychic who learns to use his abilities while immersed in the Scope.
- Scope Star:** An artist who enhances his performance empathically through the Scope.
- Street Fist:** A martial artist who practices and masters his skills on the streets.
- Street Scholar:** A self-taught scholar who brings knowledge to the uneducated masses.

- Street Slinger:** An urban combatant specialising in handguns.
- Tab Socialite:** A broker who specialises in using the Scope to conduct her business.
- Tactical Combatant:** A warrior who excels in heavy weapons and tactics.
- Tech Scavenger:** A resourceful individual who can assemble technology from seemingly useless items.
- Traveller Transporter:** An expert pilot or driver who moves and connects traveller communities.



AVATAR ENGINEER

Most tab-jammers appreciate the external pleasures of a tab trip. For them, the wonders of the Scope are an escape from their mundane existence. For some, however, it is the internal experience that they savour. Called avatar engineers, these specialised tab-jammers focus on improving the appearance and abilities of their avatar. The visceral nature of entering the Scope via Scope tabs combined with the avatar engineer's own force of will allows him to modify and enhance his avatar in ways most Scope users can't.

An avatar engineer's motivation varies with the individual. For some, it is a cathartic release from their normal bodies; for other, more ambitious tab-jammers, their avatar is the ultimate multitool.

Game Rule Information

The rules for playing a avatar engineer are described below.

Requirements

To qualify for the avatar engineer advanced class, you must meet the following requirements:

- Skills:* Resolve 2 ranks
Scope Awareness 5 ranks
Scope Resilience 5 ranks
- Feats:* Spirited

Hit Dice

Avatar engineers gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Avatar engineers gain 1d10 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The avatar engineer has the following class skills: Bluff (Cha), Concentration (Con), Engineer (ethertech, pharmaceutical), Intimidate (Cha), Knowledge (current events, mystical philosophy), Resolve (Cha), Scope Awareness (Wis), Scope Resilience (Cha), Scope Use (immersed) (Int), and Survival (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The avatar engineer receives the following number of points to spend on influences:

Influence Points at each level: 2.

TABLE 3-1: THE AVATAR ENGINEER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+0	+1	+1	Avatar control (+2)
2	+1	+2	+0	+2	+1	Bonus feat
3	+2	+2	+1	+2	+2	Boost avatar, enhanced transfer
4	+3	+2	+1	+2	+2	Repair avatar, avatar control (+4)
5	+3	+3	+1	+3	+3	Bonus feat
6	+4	+3	+2	+3	+3	Bond program
7	+5	+4	+2	+4	+4	Master form

Class Features

All of the following are class features of the avatar engineer class.

Avatar Control: You have greater than normal control over your avatar's form. You gain a +2 competence bonus on Scope Resilience checks to alter your avatar. At 4th level, this bonus increases to +4.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Archaic Weapon Proficiency, Armour Proficiency (archaic), Armour Proficiency (light), Armour Proficiency (tactical), Brawl, Iron Will, Personal Firearms Proficiency, Improved Upload Learning, Scope Raider, Toughness (avatar), Upload Savant.

Boost Avatar: At 3rd level, you can temporarily boost your avatar's abilities. As an attack action that provokes attacks of opportunity, you can gain a +4 enhancement bonus to your avatar's Strength, Dexterity, or Constitution. You can use this ability once per day and it lasts 1 minute per character level. This ability works only if you have entered the Scope on a Scope tab trip.

Enhanced Transfer: You are used to finding your way through the Scope. At 3rd level, you gain enhanced transfer, as the program crafter ability of the same name (see **Etherscope**, Chapter 7: The Advancing Character, "Program Crafter").

Repair Avatar: At 4th level, you gain the ability to heal damage to your avatar. You can heal an amount of damage per day equal to your Charisma modifier times your character level. You can use as much or as little of your allotted healing at a time, but each use of this ability is an attack action that provokes an attack of opportunity. This works only if you have entered the Scope on a Scope tab trip.

Bond Program: At 6th level, you can bond a program to your avatar. The bonded program becomes part of your avatar and appears with you whenever you enter the Scope on a Scope tab trip, regardless of where you materialise.

The program must be one that can be worn or carried by your

avatar (such as a suit of armour, a weapon, or a handheld device). The program becomes part of the avatar — it cannot be taken away from you, nor can you discard it; you can put it in your pocket or other container that is part of your avatar, though. The item materialises when you do (as long as you are on a tab trip), and disappears when you drop out of the Scope.

Bonding a program to your avatar takes 1 hour and must be done in the Scope. You can have only one bonded program at a time. However, you can unbind a program as a free action. The bond also dissolves if the program is destroyed.

Master Form: When most Scope users alter the appearance of their avatar, these changes are merely cosmetic — an alligator head, though intimidating, cannot bite; a third arm can be moved about, but adds no adroitness. A practiced avatar engineer, however, alters not just his appearance, but the very nature of his avatar, allowing him to gain greater abilities from his new form.

At 7th level, you can gain additional abilities when you use Scope Resilience to alter your form (see **Etherscope**, Chapter 2: Traits, "Skills," *Scope Resilience*). Gaining an ability requires a Scope Resilience check (DC 30, +5 for each additional ability beyond the first). If you fail the check, you also lose any abilities already gained through use of this feature.

You can choose from the following abilities:

- **Additional Limbs:** You gain a third arm, or a tentacle, or something similar. This grants you an additional off-hand attack. This ability can be gained multiple times; each additional attack counts as a separate ability.
- **Natural Weaponry:** You gain a single natural weapon, such as a clawed hand, powerful jaws, or a scorpion tail. You count as proficient and armed with the weapon. It deals 1d6 points of damage (if you are Medium; 1d4 if you are Small).

You can gain this ability multiple times. Each time it adds an additional natural weapon (each weapon beyond the first counts as an off-hand attack), or increases the die size of an existing natural weapon by one step (from 1d6 to 1d8, for example).

- **Wings:** You gain wings — commonly birdlike, batlike, or insectile, though they can look like anything you wish. You can fly at your normal speed in a domain that does not normally allow for flight.

- **Native Advantage:** This ability represents some sort of physical change that increases your abilities, such as extra eyes, powerful muscles, or a radar dish sprouting from your head. Your avatar gain a +2 circumstance bonus on Scope Awareness, Scope Resilience, or Scope Use (immersed) checks when those skills replace one of your avatar's Strength- or Dexterity-based skills or Listen or Spot (see **Etherscope**, Chapter 6: The Scope, "Scope Avatars," Avatar Skills). You must specify which of your avatar's skills is affected. This ability can be gained multiple times; each time you gain this ability, it applies to a different skill, or increase the circumstance bonus to an already-chosen skill by +2.

At the GM's discretion, the avatar engineer may be able to



gain other benefits of similar power depending on the form taken. This ability works only if you have entered the Scope on a Scope tab trip.

All abilities gained affect the appearance of your avatar; the specifics of this are left to your imagination and the GM's approval. For example, a wary avatar engineer decides to create eyes in the back of his head. He rolls a Scope Resilience check against DC 30 and succeeds. The additional eyes grant him a +2 bonus to Scope Awareness when used instead of Spot checks. Sighting a pursuer, the avatar engineer decides to turn into a werewolf, so he can defend himself with a bite and two claw attacks. The DC is 40 (three cases of natural weaponry; he lets the extra eyes disappear). His Scope Resilience total is +22, so he spends an excellence point for an automatic 20, and transforms into the legendary beast.



COVERT OPS SPECIALIST

This class represents characters who specialise in physical, as opposed to Scope-based, covert entry techniques — a common necessity in the intrigue-ridden world of *Etherscope*. Often forming parts of larger teams, these versatile specialists are well equipped at infiltrating physical locations and gaining access to the data and targets within. Covert ops specialists can also provide effective combat support, being especially adept at using stealth to mask their presence and then intervening at opportune moments. The corporate raider teams of the US, Britain's MI6 infiltration units, and Soviet KGB anti-corruption squads are all examples of groups that commonly train and deploy covert ops specialists. Likewise, these individuals can

command high fees as freelancers, but without the support of an organisation, they frequently run afoul of the dangers of betrayal and expendability inherent to the shadowy world of covert operations.

Game Rule Information

The rules for playing a covert ops specialist are described below.

Requirements

To qualify for the covert ops specialist advanced class, you must meet the following requirements,

- Base Attack Bonus: +1
- Skills: Engineer (mechanical) 5 ranks
- Hide 5 ranks
- Move Silently 5 ranks

Hit Dice

Covert ops specialists gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Covert ops specialists gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The covert ops specialist has the following class skills: Balance (Dex), Climb (Str), Engineer (ethertech, mechanical) (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (current events, tactics) (Int), Listen (Wis), Move Silently (Dex), Munitions (Int), Scope Use (remote) (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis), and Tumble (Dex).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The covert ops specialist receives the following number of points to spend on

influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the covert ops specialist class.

Skilled Searcher: The primary role of a covert ops specialist is dealing with security systems, and you possess an almost-supernatural ability to locate such systems. You gain a bonus equal to half your class level (minimum +1) on active Search checks to locate security systems or traps.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Advanced Firearms Proficiency, Alertness, Burst Fire, Improved Initiative, Master Engineer, Nimble, Personal Firearms Proficiency, Stealthy, Strafe.

Systems Expert: Every covert ops specialist builds up a working familiarity with security systems. At 3rd level, you may add a +2 competence bonus on Engineer (ethertech and/or mechanical) checks to bypass security systems and traps (see *Etherscope*, Chapter 2: Traits, "Skills").

Sabotage: As a natural extension of your skills and the types of missions you find yourself involved with, you become expert in sabotaging devices. At 4th level, you are capable of sabotaging an ethertech or mechanical device. Doing so is an attack action. Make a DC 20 Engineer (ethertech or mechanical, as appropriate) check. Sabotaging an enhanced or mastercraft object is harder (DC 25 + the object's enhancement or mastercraft bonus). A character using a sabotaged device takes a -5 penalty on skill checks to use it; if the device is a weapon or part of a weapons system, apply that penalty to the attack roll. Sabotaged devices do not function properly until repaired.

Someone who attempts to spot your sabotage without first testing the device must make a Search check (the DC is 5 + your Engineer check result). Fixing a sabotaged item requires a standard Engineer check to repair an item (see *Etherscope*, Chapter 2: Traits, "Skills").

Stealth Ghost: In many circumstances, it is vital that you leave no trace of your activities. At 6th level, when you use Balance, Climb, Engineer (ethertech, mechanical), Hide, or Move Silently,

TABLE 3-2: THE COVERT OPS SPECIALIST

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+2	+0	+1	Skilled searcher
2	+1	+0	+3	+0	+1	Bonus feat
3	+2	+1	+3	+1	+2	Systems expert
4	+3	+1	+4	+1	+2	Sabotage
5	+3	+1	+4	+1	+3	Bonus feat
6	+4	+2	+5	+2	+3	Stealth ghost
7	+5	+2	+5	+2	+4	Never empty-handed

someone who attempts to oppose or identify your action with an Investigate, Listen, Search, or Spot check takes a -4 penalty.

Never Empty-Handed: As a covert ops specialist, you may need to employ your talents at any time, even without your specialist equipment. At 7th level, you are no longer subject to a -4 penalty when wielding an improvised weapon. (Improvised weapons usually deal from 1d4 to 1d8 damage depending on size — GM's call — and you normally take a -4 nonproficiency penalty with them.) Also, you no longer take a -4 penalty when making Climb or Engineer (ethertech or mechanical) checks to bypass security systems checks without the proper tools (see **Etherscope**, Chapter 2: Traits, "Skills").

CYBERDOC

The Etheric Age brought the dawn of a new type of medicine. Originally coined as "cybernaughtics," this new process involved creating a physical bond between a man and a piece of machinery. As cybernaughtics grew, so did the need for doctors who specialised in making them work. As is often the case with power, the secrets of cybernaughtics lay behind the closed doors of governments and corporations. However, the driving hunger for knowledge is not limited to the bourgeoisie. The desire to go further in cybernaughtics cuts across social lines. From dingy backrooms to bleeding-edge operating facilities, it is the doctors who are shaping the grafts and thus shaping the future of cybernaughtics. Those at the forefront of the industry, the medical professionals pioneering cybernaughtics with their bare hands, form this new breed of doctor. The cyberdoc class represents those who seek to further their understanding of the near-mystical relationship between man and machine. Often the cyberdoc becomes the subject of his own study as his flesh yields to steel.



Game Rule Information

The rules for playing an cyberdoc are described below.

Requirements

To qualify for the cyberdoc advanced class, you must meet the following requirements:

- Influence:* Academic 5 ranks
- Skills:* Engineer (mechanical) 5 ranks
Knowledge (medicine) 5 ranks
Research 3 ranks
- Feat:* Minor or Major Cybernaughtic App

Your social template determines the influences available to your character. The cyberdoc receives the following number of points to spend on influences at each level:

Influence Points at each additional level: 8.

Class Features

All of the following are class features of the cyberdoc class.

Black Bag: Doctors are often known by the black bag of medical tools that they carry. Having the right tool for the job makes the job easier. A basic mechanical toolkit functions as a deluxe

Hit Dice

Cyberdocs gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Cyberdocs gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The cyberdoc has the following class skills: Creative Art (Int), Diplomacy (Cha), Engineer (chemical, ethertech, mechanical, pharmaceutical, structural) (Int), Forgery (Int), Investigate (Int), Knowledge (art, civics, current events, history, industry, linguistics, medicine, mystical philosophy, natural philosophy, tactics) (Int), Munitions (Int), Navigate (Int), Research (Int), and Scope Use (remote) (Int).

Skill Points at each level: 9 + Int modifier.

Influences

TABLE 3-3: THE CYBERDOC

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+0	+1	+1	Black bag
2	+1	+2	+0	+2	+2	Bonus feat
3	+1	+2	+1	+2	+2	Metal culling, improved tolerance
4	+2	+2	+1	+2	+3	Metal shaper
5	+2	+3	+1	+3	+3	Bonus feat
6	+3	+3	+2	+3	+3	Visible results
7	+3	+4	+2	+4	+4	Cultured healer

mechanical toolkit in your hands. In addition, when you have a mechanical tool kit, you gain an additional +2 bonus on Engineer (mechanical) checks.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Literate, Minor Cybernaughtic App, Master Engineer, Meticulous, Military Scientist, Surgery, Tinkerer, Unbalance Opponent.

Metal Culling: At 3rd level, you are adept at repairing damage to cybernaughtics. You add +2 hit points to the total of any damage you repair on a cybernaughtic app with a single Engineer (mechanical) check.

Improved Tolerance: At 3rd level, the cyberdoc gains improved tolerance, as the enginaught talent of the same name (see *Etherscope*, Chapter 1: Characters, "Enginaught," *Cybernaught Talent Tree*).

Metal Shaper: Upon reaching 4th level, cyberdocs are able to reshape existing cybernaughtics to increase their hardness. Doing so takes 1 hour. You must make a successful Engineer (mechanical) check to increase the hardness and hit points of the app (see accompanying table).

The effects of the reshaping wear down over use and time. The extra benefits degrade by one level (one line on the chart) per week. The effects can be restored with additional metal shaping checks, but an app can benefit from only a single application of this class feature at a time.

METAL SHAPING RESULTS

ENGINEER (MECHANICAL) CHECK DC	BONUS HARDNESS	BONUS HIT POINTS
20	+1	+2
25	+2	+4
30	+3	+6
35	+4	+8

Visible Results: At 6th level, you have tinkered with your own (or a friend's) cybernaughtics enough that you can improve one or more of them. You gain 2 cybernaughtic purchase points which you must spend immediately. You can use the points only to purchase upgrades to apps that you already have. You can also choose to spend one or both of these points on an upgrade for a companion's apps.

Cultured Healer: At 7th level, you have learned to overcome the divide between metal and flesh. With a successful Knowledge (medicine) roll, you can reduce the healing penalties associated with cybernaughtics. You take no penalty on natural recovery (see the Cybernaughtics section of *Etherscope*, Chapter 3: Equipment). Also, with a Knowledge (medicine) check, you can reduce the total tolerance score of all of a character's cybernaughtic apps by the value presented on the accompanying table.

The process of preparing the patient to overcome these penalties takes time. As the table shows, the greater the penalty you wish to overcome, the longer it takes to prepare for surgery. You must decide how much tolerance you wish to eliminate, then make the check; if you fail, you do not reduce the tolerance at all.

A character can benefit from this process only once, whether the check is successful or not.

CULTURED HEALING RESULTS

KNOWLEDGE (MEDICINE) CHECK DC	TOLERANCE REDUCTION	TIME
15	6	15 min
20	8	30 min
25	10	45 min
30	12	1 hour
35	14	2 hours



ETHERSCAPE ARCHITECT

Scope architecture is a specialised discipline of program crafting. While they start with grounding in everyday programming, etherscape architects focus on the big picture. Master etherscape architects set the foundation for a domain, defining its size and setting its movement class, while other architects build the permanent structures and security systems that populate it. Etherscape architects also define the appearance of the domain, tailoring it to the style and sensibilities of its owner. The skills of a trained etherscape architect are in high demand in every Scope city. However, governments and businesses aren't the only potential employers; criminal organisations that wish to undermine

those same governments and businesses are also interested. However, the use of these skills is highly regulated, and an etherscape architect who is caught misusing his talents faces expulsion from the guild, if not criminal charges.

Game Rule Information

The rules for playing an etherscape architect are described below.

Requirements

To qualify for the etherscape architect advanced class, you must meet the following requirements:

Skills: Creative Art 5 ranks
Engineer (structural) 5 ranks
Scope Use (either) 5 ranks

Feats: Master Engineer

Hit Dice

Etherscape architects gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Etherscape architects gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The etherscape architect has the following class skills: Creative Art (Int), Engineer (ethertech, mechanical, structural) (Int), Knowledge (civics, current events, industry, natural philosophy) (Int), Navigate (Int), Research (Int), and Scope Use (immersed, remote) (Int).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The etherscape architect receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the etherscape architect class.

Greater Program: You are capable of crafting Scope programs of much greater complexity than other characters. Add your level in this class to the maximum complexity level you can craft, which is normally based on your Intelligence

TABLE 3-4: THE ETHERSCAPE ARCHITECT

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+2	+0	Greater program
2	+1	+0	+0	+3	+0	Bonus feat
3	+1	+1	+1	+3	+1	Repair systems
4	+2	+1	+1	+4	+1	Access backdoor
5	+2	+1	+1	+4	+1	Bonus feat
6	+3	+2	+2	+5	+2	Adjust transfer rate
7	+3	+2	+2	+5	+2	Create domain

modifier (see **Etherscope**, Chapter 2: Traits, “Skills,” *Scope Use*).

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Academic, Bureaucrat, Creative, Guide, Improved Upload Learning, Iron Will, Literate, Master Engineer, Meticulous, Scope Raider.

Repair Systems: An experienced etherscape architect can repair damaged programs and crashed sites easily. This knowledge is also useful should he wish to engage in sabotage. At 3rd level, you gain a +5 competence bonus on *Scope Use* checks to repair a degraded program or crashed site and you can finish in only 10 minutes. You also gain a +5 competence bonus on *Scope Use* checks to degrade a program or crash a site.

Access Backdoor: Etherscape architects often program “backdoors” into domains, so that they can more easily access fundamental programs. An experienced architect can even spot backdoors placed by other etherscape architects. At 4th level, you gain a +4 competence bonus on *Scope Use* checks to jump the rails.

In addition, once per day, you may instantly transfer yourself from your current location to any other spot within the same domain. Using this ability is an attack action that provokes attacks of opportunity. You always arrive at exactly the spot desired — whether by simply visualising the area or by stating direction and distance. After using this ability, you can’t take any other actions until your next turn.

If you are immersed, you can bring along objects as long as their weight doesn’t exceed your maximum load. You may also bring one additional willing avatar (carrying gear or objects up to its maximum load) per three character levels. All avatars to be transported must be

in contact with one another, and at least one of those avatars must be in contact with you.

If you would arrive in a place that is already occupied by a solid body or is outside the domain, you and each character travelling with you take 1d6 points of damage and (if you are still active) are shunted to the closest open space on a suitable surface within the domain.

Adjust Transfer Rate: Using specialised programming skills, you can temporarily increase or decrease the movement class of a domain (see **Etherscope**, Chapter 6: The Scope, “Movement in the Scope”). At 6th level, you can make a *Scope Use* check (DC equal to the DC to defeat the site’s security; minimum DC 20). If successful, the movement class of the domain increases or decreases by 1 rank (e.g., A to B, D to C) for 1 minute per character level. Using this ability takes 10 minutes (or an attack action if you have the spontaneous crafting class ability) and provokes attacks of opportunity. Using this ability while another use of this ability is still in effect cancels the current effect, returning the domain to its default movement class.

Create Domain: At 7th level, your programming skills allow you to create domains out of raw ether. You can convert 1,000 cubic feet (equivalent to a cube 10 feet to a side) of empty Etherspace into usable Etherscape for every 10 minutes of programming. The newly formed Etherscape is utterly featureless; additional programming — such as structures and security — must be added later. This ability can be used one of two ways:

- **Create New Domain:** If you are in open Etherspace or on the Wall of an existing domain, you can create a new domain. A portal to this domain appears where you designate. You set the movement class of this new domain. The domain is devoid of

content, although a Wall separates it from raw Etherspace.

- **Enlarge Domain:** You can also expand an existing domain from the Wall of that domain. The new space pushes back the Wall. This new space is completely featureless, although ubiquitous programs — such as surface textures or security programs — may spread into it of their own accord.

Either use of this ability requires you to have security clearance; otherwise, you must defeat the security of the domain you are starting from. Even so, the act of altering the etheric landscape will certainly alert any active system administrators.



FIELD OPERATIVE

These operatives represent those who deal with the day-to-day situational realities that are faced by organisations, factions, and secret societies. The colonial regional commissioners of the British civil service, special projects junior executives of American corporations, and New Reich African development supervisors are all examples of this class. Field operatives must mix their own instincts and formal academic and bureaucratic skills to deal with the multitude of problems they are left to handle by their organisations. A strong sense of pragmatism, the skills to negotiate and build contacts, and highly developed research and analysis skills are all features and necessities of this class.

Far from skilled combatants, most field operatives rely upon support from their organisations or allies, especially as many operate in dangerous, cutthroat, or uncivilised environments. Uploading skills they need to deal with situations that arise outside their normal expertise is another method that field operatives use to overcome their weaknesses. Although many demands are placed on them, they enjoy an increased amount of freedom and self-determination compared to many other operatives of their organisations. Such freedoms are a rarity in the **Etherscope** world and draw many to this class. Of course, such freedoms are dependent on demonstrable achievement and loyalty, and only the most determined and focused individuals excel in the role.

Game Rule Information

The rules for playing a field operative are described below.

Requirements

To qualify for the field operative advanced class, you must meet the following requirements,

Skills: Investigate 5 ranks
Resolve 5 ranks

Hit Dice

Field operatives gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Field operatives gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The field operative has the following class skills: Bluff (Cha), Diplomacy (Cha), Forgery (Int), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, industry, linguistics) (Int), Listen (Wis), Research (Int), Resolve (Cha), Scope Use (remote) (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at each level: 9 + Int modifier.

Influences

Your social template determines the influences available to your character. The field operative receives the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the field operative class.

Keen Observer: A field operative always needs good observation skills

and all field operatives become particularly skilled in the observational requirements of their jobs. Select two skills from the following list: Listen, Search, Sense Motive, and Spot. You gain a +2 bonus on checks with the selected skills.

Trust Your Instincts: In the role of a field operative you are required to make quick decisions based on instinct and immediate assessment of a situation. Levels of field operative stack with pursuer levels when using the empathy and intuition talents.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Academic, Alertness, Attentive, Bureaucrat, Endurance, Improved Upload Learning, Influential, Iron Will, Meticulous, Upload Savant.

Demands of the Job: The demands placed on a field operative are many and often time sensitive. As a result, you learn to get the job done first and worry about rest second. Starting at 3rd level, you can go without sleep for extended periods and still be able to function at full efficiency. Any time you go without sleep in a 24-hour period make a DC 15 Will save. If successful, you gain all the benefits of 8 hours of rest despite not having rested at all. You may do this repeatedly over the course of several days, but each additional sleepless night imposes a -4 penalty on the Will save.

If you fail a Will save, you must either get a normal 8 hours of sleep or become fatigued (see **Etherscope**, Chapter 4: Combat, "Character Status," *Conditions*) While fatigued, you may still attempt to go another night without sleep, but if this save fails, you fall unconscious for 24 hours. If you succeed at this Will save, you remain active, recover hit points as normal, as you still gain the benefits of 8 hours rest despite not having rested, but remain fatigued. The only way to remove

the fatigue caused by this class feature is to sleep for 8 hours + 2 hours for every period of rest skipped.

This class features also gives you a +2 bonus on saving throws and checks to resist fatigue or exhaustion from other effects. You may not apply this bonus to resist fatigue from demands of the job.

Practical Experience: As a field operative, your familiarity with your skills makes you confident and efficient in their use. At 4th level, select a number of skills from your class list equal to 3 + your Wisdom modifier. You may take 10 when using these skills even if stress or distractions would normally prevent you from doing so.

Access Information: You need accurate information to guide your decisions, and you'll use the influence of your organisation, and illegal means if necessary, to acquire it. You gain a +4 bonus on gather information influence checks (see **Etherscope**, Chapter 2: Traits, "Influences"), Research checks, and Scope Use checks to defeat security.

Shrewd Operator: There is little you have not seen during your career. This experience enables you to maximise your influence while countering that of others. You may add 1 + your Wisdom modifier on opposed Influence checks.



FORENSIC SCIENTIST

Many who live outside the law are skilled at hiding evidence of their misdeeds. Opposing these transgressors stands the forensic scientist, one skilled at uncovering and analysing even the smallest traces. This path requires an aptitude and desire for learning, plus the ability to handle dead bodies or other items usually considered disgusting or dangerous. Forensic scientists use applied knowledge and ethertech to discern how, when, and where an event happened. They are seldom concerned with why it happened, so many gain a reputation for callousness, for being better with dead bodies than living people.

Game Rule Information

The rules for playing a forensic scientist are described below.

TABLE 3-5: THE FIELD OPERATIVE

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+1	+0	+0	Keen observer, trust your instincts
2	+1	+0	+2	+0	+1	Bonus feat
3	+1	+1	+2	+1	+1	Demands of the job
4	+2	+1	+2	+1	+1	Practical experience
5	+2	+1	+3	+1	+2	Bonus feat
6	+3	+2	+3	+2	+2	Access information
7	+3	+2	+4	+2	+2	Shrewd operator

TABLE 3-6: THE FORENSIC SCIENTIST

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+2	+0	Crime lab
2	+1	+0	+0	+3	+1	Bonus feat
3	+1	+1	+1	+3	+1	Applied insight
4	+2	+1	+1	+4	+1	Something isn't right
5	+2	+1	+1	+4	+2	Bonus feat
6	+3	+2	+2	+5	+2	Reconstruction
7	+3	+2	+2	+5	+2	Obscure knowledge

Requirements

To qualify for the forensic scientist advanced class, a character must meet the following requirements:

- Skills:* Engineer (chemical) 5 ranks
Investigate 5 ranks
Knowledge (natural philosophy) 5 ranks
- Feat:* Academic

Hit Dice

Forensic scientists gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Forensic scientists gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The forensic scientist has the following class skills: Concentration (Con), Engineer (chemical, ethertech, mechanical, pharmaceutical) (Int), Forgery (Int), Investigate (Int), Knowledge (civics, current events, history, medicine, mystical philosophy, natural philosophy) (Int), Munitions (Int), Research (Int), Scope Use (remote) (Int), Search (Int), and Spot (Wis).

Skill Points at each level: 9 + Int modifier.

Influences

Your social template determines the influences available to your character. The forensic scientist receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the forensic scientist class.

Crime Lab: You are familiar with crime lab equipment and techniques, as well as other materials usable in forensic

analysis. You gain a +4 bonus on Investigate checks when using a crime lab.

With a DC 15 Engineer (mechanical) check, you can adapt other facilities (such as a school's chemistry lab or an illegal pharmaceutical lab) for use as a crime lab, though you do not gain the +4 bonus with such an improvised facility. Specialized lab equipment, such as DNA analysers, cannot be effectively duplicated with standard equipment, although a Scope point and a DC 20 Engineer (ethertech) check combined with a DC 20 Scope Use (remote) check allow you to make basic DNA comparisons.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Alertness, Bureaucrat, Improved Upload Learning, Literate, Master Engineer, Meticulous, Spirited, Surgery, Tinkerer.

Applied Insight: At 3rd level, you are adept at figuring out how things happened. You add half your ranks in a skill to an Investigate check used to analyse an application of that (or a similar) skill. For example, you add half your ranks in Munitions on an Investigate check to analyse a bomb, or to perform a ballistics analysis on a revolver's bullet. You add half your ranks in Knowledge (medicine) to determine how someone died. This ability also applies to Investigate checks used to discover when and where an incident occurred, or what objects were used or affected. The GM has discretion over a particular skill's appropriateness to the task at hand.

Something Isn't Right: At 4th level, you can use this ability once per case. When you do so, you might determine if some oddity has occurred in the investigation, such as a neglected or misread clue, an analysis that was not concluded, or evidence that was gathered improperly or otherwise contaminated. (A

shortage of clues is not necessarily an oddity, and this ability cannot generate a clue where none exists.) If something has gone awry (GM's discretion), you get a nagging feeling that all is not right. Make a DC 15 Investigate check (with appropriate bonuses and penalties determined by the GM); this check represents a quick mental or physical review of the clues and scenes. If you fail, something still bothers you; you can make another Investigate check after mulling over the problem for 1d4 hours. If you do not succeed within 24 hours, the nagging feeling, and the chance of capitalising on it, goes away.

A successful Investigate check means you discover the problem(s).

Reconstruction: At 6th level, you can make an Engineer check (DC and Engineer category determined by the GM) to physically reconstruct a crime scene, for such purposes as demonstration and further analysis. In the same manner, you could reconstruct the portion of a weapon used in a violent crime, and a subsequent Investigate check (generally DC 15 or 20) allows you to extrapolate about the overall size, shape, and nature of the weapon.

If you have a skull, you can reconstruct the face that once adorned it. This requires a DC 15 Knowledge (medicine) check, as well as some means of producing the reconstruction, such as Scope Use and an appropriate program, or Creative Art (for example, modelling or sculpture). The DC for such checks depends on such things as available materials and the quality of the evidence used.

Obscure Knowledge: At 7th level, you can use this ability once per case. You know information that most would consider trivial, and can pull an obscure piece of knowledge from nowhere when needed to significantly advance a case. You might recognize the wing of a fly found in a small section of the countryside; you could know that a compound is made in only one factory; or you might recognise that a body is more desiccated than analyses would suggest. The nature and availability of such information is up to the GM, but using the obscure knowledge ability should advance the case somehow.

In addition to recognising the significance of a particular piece of unusual evidence, with a DC 20 Knowledge

check (in the most closely related category, usually natural philosophy), you can remember the reference source for it, so that proof can be presented as necessary. If you fail the Knowledge check, you must make a DC 20 Investigate or Research check to relocate the source material.



GANG LEADER

Gang leaders use their imposing presence to wield the raw power of the streets. There is a realm where might reigns supreme, vices seduce the spirit, and the lure of power devours corruptible souls. Successful gang leaders have reach beyond their station, and even those of society's privileged class sometimes find they are not immune from their grasp. After all, nearly everyone has a skeleton in their closet. One only has to dig deep enough to uncover the terrible truth and gain power over that person.

Levels taken in the gang leader class represent your growing reputation as you carve your path through those who have the ill luck of standing in your way. Each new victim becomes another notch on your belt as you ascend towards greatness. Destiny is yours alone to seize by the throat and, unlike fleeting fame, true power is eternal.

Game Rule Information

The rules for playing a gang leader are described below.

Requirements

To qualify for the gang leader advanced class, you must meet the following requirements:

Base Attack Bonus: +4

Influence: Street 2 ranks

Skills: Intimidate 5 ranks

Sense Motive 4 ranks

Feat: Power Attack

Hit Dice

Gang leaders gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Gang leaders gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

TABLE 3-7: THE GANG LEADER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+0	+1	+1	Spirit sunder, timely misdirection
2	+1	+2	+0	+2	+1	Bonus feat
3	+2	+2	+1	+2	+2	Improved intimidation, street cred (gather information)
4	+3	+2	+1	+2	+2	Rock-solid resolve
5	+3	+3	+1	+3	+3	Bonus feat
6	+4	+3	+2	+3	+3	Close but not quite, street cred (acquisition)
7	+5	+4	+2	+4	+4	Illicit contacts, motive manipulation

Class Skills

The gang leader has the following class skills: Appraise (Int), Bluff (Cha), Forgery (Int), Hide (Dex), Intimidate (Cha), Listen (Wis), Knowledge (tactics) (Int), Resolve (Cha), Sense Motive (Wis), and Spot (Wis).

Skill Points at each additional level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The gang leader receives the following number of points to spend on influences:

Influence Points at each additional level: 3.

Class Features

All of the following are class features of the gang leader class.

Spirit Sunder: Your inner fire is a weapon that can be unleashed by your gaze when the moment is right. You have the ability to cause others of lesser resolve to pause dead in their tracks by simply glaring at them. As an attack action, you can make an Intimidate check against any creature within 30 feet. The creature must have an Intelligence score of at least 3 and be able to see you. The target opposes your Intimidate check with a Resolve check. If you win, the target refuses to move adjacent to you for a number of rounds equal to your gang leader level + your Charisma bonus (minimum 1 round). If forced to be within 5 feet of you, the target is shaken.

Timely Misdirection: While an intimidating presence is important to maintaining order in the streets, an important part of survival in the urban jungle is being able to stay clear of unwanted attention. Your street instincts make you adept at covering your tracks. The DC for gather information checks

about you or to track your movements increases by 5.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites).

Brawl, Burst Fire, Combat Expertise, Combat Reflexes, Dead Aim, Double Tap, Frightful Presence, Personal Arms Proficiency, Quick Draw, Strafe, Street Fighting.

Improved Intimidation: You are really intimidating. At 3rd level, you gain a +4 bonus on Intimidate checks.

Street Cred: Your growing reputation has earned you the respect of the street folk. At 3rd level, you may add half your gang leader level on gather information checks with the Street influence. At 6th level, you may add half your gang leader level on acquisition checks to acquire items with the Street restriction.

Rock-Solid Resolve: You are not easily shaken by scare tactics and machinations designed to rattle lesser folk. At 4th level, you gain a +2 bonus on saving throws against fear effects and on Resolve checks to resist Intimidation attempts.

Close But Not Quite: Gang leaders often come into contact with scams and con artists who try to pass off fakes as the real deal. You learn to recognize these counterfeits. At 6th level, you gain a +4 bonus on checks to detect forgeries.

Illicit Contacts: You can acquire things from shadowy contacts made during your career. At 7th level, you can activate this feature by spending 1 hour in the streets and by spending an excellence point, which represents a favour owed to you. This boon can be used to gain minor pieces of equipment, rumours, documents, or stored physical evidence. This feature is similar to the favour talent of the broker class, except that the illicit contact talent may not be used as an influence check for an influence that you have no ranks in.

The GM should carefully monitor the use of this ability to ensure it is not abused. A mission's success or failure should not depend on the use of an illicit contact. This talent should not take the place of good roleplaying or the use of other skills.

Motive Manipulation: At 7th level, you are adept at appealing to a character's vices to convince him to do what you wish. This ability is useful when intimidation fails or is impractical. You gain a +4 bonus on Diplomacy checks.



GRIFTER

In any social class, some are willing to work, whilst others prefer cheating the hard workers out of the fruits of their labours. A grifter lives from one scam to the next, often with a cover identity. Though some deal-makers and thieves want a certain amount of notoriety, the typical grifter wants few, if any, to know his true identity. A grifter might enter a scene in the guise of a long-lost relative, a mysterious foreign nobleman, or a salesman for a product that doesn't exist.

Game Rule Information

The rules for playing a grifter are described below.

Requirements

To qualify for the grifter advanced class, a character must meet the following requirements:

- Skills:* Bluff 5 ranks
- Disguise 5 ranks
- Forgery 5 ranks
- Perform (act) 2 ranks

Feat: Deceptive

Hit Dice

Grifters gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Grifters gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The grifter has the following class skills: Bluff (Cha), Creative Art (Int), Diplomacy (Cha), Disguise (Cha),

TABLE 3-8: THE GRIFTER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+1	+1	Broker talent, new influence
2	+1	+0	+0	+2	+1	Bonus feat
3	+1	+1	+1	+2	+2	Create reputation
4	+2	+1	+1	+2	+2	Bogus investment
5	+2	+1	+1	+3	+3	Bonus feat
6	+3	+2	+2	+3	+3	Fake it
7	+3	+2	+2	+4	+4	Masquerade

Escape Artist (Dex), Forgery (Int), Hide (Dex), Knowledge (current events, linguistics, mystical philosophy) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pilot (civilian) (Dex), Research (Int), Resolve (Cha), Scope Use (remote) (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The grifter receives the following number of points to spend on influences:

Influence Points at each level: 4.

Class Features

All of the following are class features of the grifter class.

Broker Talent: You gain a talent from the broker's influence or charm talent tree (you must meet all the usual prerequisites).

New Influence: Choose an influence that is not a template influence for you. This influence increases in its availability for purchase. If currently an extra influence, it becomes a cross-template influence; if a cross-template influence, it becomes a template influence. Most grifters use this ability to target a group on which they wish to prey.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Academic, Alertness, Creative, Improved Upload Learning, Influential, Literate, Meticulous, Stealthy, Windfall.

Create Reputation: At 3rd level, by dropping names, mentioning key information, and acting the part, you can create a reputation where none exists. Once per day, you can add your grifter level to an influence check used for acquisition,

gather information, or standing.

Bogus Investment: At 4th level, you can create a sales scam, a short-term endeavour to quickly raise cash. Examples include selling a product that doesn't exist or doesn't work as advertised, selling shares in a non-existent company, or simply coming up with a good story and panhandling. The success of the scam relies on a Bluff check; a simple scam has a lower DC for success, but also yields lower profits, as shown on the accompanying table. If you have 5 or more ranks in Creative Art, Diplomacy, Forgery, or Scope Use, you get a +2 bonus on the Bluff check. The Wealth bonus listed in the table lasts for one day after the conclusion of the scam.

BOGUS INVESTMENTS

COMPLEXITY OF SCAM	MINIMUM TIME	DC	TEMPORARY WEALTH BONUS
Simple	10 minutes	20	+2
Moderate	1 hour	25	+4
Involved	8 hours	30	+6
Elaborate	1 day	35	+8

Fake It: At 6th level, once per day per grifter level, you can substitute a Bluff, Research, or Perform (act) check for any Intelligence-, Wisdom-, or Charisma-based skill check or any influence check.

Masquerade: At 7th level, you can assume a different persona for the purpose of a scam to gain great wealth. Masquerades are usually long-term endeavours designed to make the "big score," after which you can retire (you don't have to retire if you succeed, but you often tell others and yourself that you will). You can also use masquerade to create a persona in which you can remain for an extended period, perhaps as a sort of retirement, or at least as a relatively safe haven from any pursuit.

When you enter a masquerade, you choose one person or organization you plan to scam. The masquerade involves a great deal of acting and false background

information designed to give you access to the target's funds.

To enter a masquerade, you must first study the role you wish to assume, which takes 1 week; make a Research check and record the result. You then take on a new persona; make a Disguise check and record the result. (The GM may make these checks in secret.)

Upon first meeting your persona, and once per day thereafter, your victim can make a Sense Motive check (the DC equals your Disguise check result). (If you scam an organization, the few members of the organization who relate most directly with you make these checks.) Success makes him suspicious that you aren't who or what you appear to be. If someone probes your background, he may make a Research check (the DC equals your Research check result). For every week that you remain in the persona, your Disguise and Research check results decrease by 2.

While in your persona, you may need to make Bluff, Forgery, or other checks to provide proof of some sort. You receive a +2 bonus on any skill check used specifically to maintain your masquerade.

For as long as you remain in the persona, you can use the Wealth bonus of the person or organization you're scamming instead of your own. If you use this Wealth bonus to make more than one acquisition attempt in a day, one of your targets automatically gets a Sense Motive check to detect your falsehood.



HUSTLER

Hustlers are gifted with unique abilities that allow them to take advantage of the seamy underbelly of the Etheric Age's brave new world. Unlike more traditional businessmen, these salesmen of the street are often forced to live by their wits in order to peddle their oft-illicit wares for enough coin to survive. Unfortunately for those desiring to become a hustler, there are no manuals or easy ways to gain mastery of this craft. The only education afforded to the hustler is the school of hard knocks. Some are lucky enough to survive their life experiences and are well adapted to navigate the currents of the counterculture flow.

Depending on one's viewpoint, one

TABLE 3-9: THE HUSTLER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+1	+2	+0	Streetwise, you can't con a con (+2)
2	+1	+0	+2	+3	+1	Bonus feat
3	+1	+1	+2	+3	+1	Scope savvy
4	+2	+1	+2	+4	+1	Never found wanting, one born every minute
5	+2	+1	+3	+4	+2	Bonus feat, you can't con a con (+4)
6	+3	+2	+3	+5	+2	Any port in a storm, unlikely hero
7	+3	+2	+4	+5	+2	Uncanny dodge I

might view hustlers as criminals, nuisances, or saviours. A select few are fortunate enough to retire comfortably, but the majority of them survive as tab dealers, drug pushers, or conmen.

Game Rule Information

The rules for playing a hustler are described below

Requirements

To qualify for the hustler advanced class, you must meet the following requirements:

Skills: Diplomacy 4 ranks
Knowledge (current events) 3 ranks
Sense Motive 4 ranks
Spot 4 ranks

Feat: Alertness

Hit Dice

Hustlers gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Hustlers gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The hustler has the following class skills: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Hide (Dex), Investigate (Int), Knowledge (current events) (Int), Listen (Wis), Move Silently (Dex), Scope Awareness (Wis), Scope Use (remote) (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The hustler class receives the following number of points to spend on influences.

Influence Points at each level: 3.

Class Features

All of the following are class features of the hustler class.

Streetwise: Due to the nature of his business, much of a hustler's time is spent in and around urban settings. Thus, he is adept at procuring illicit goods and manipulating potential marks to meet his needs. You may add half your hustler level on acquisition checks to acquire items with the Street restriction.

You Can't Con a Con: In order to survive in the urban jungle, one must be able to peer through ruses and scams. Fortunately, hustlers are no strangers to shady deals or setups and are wary by nature. You gain a +2 bonus on checks to oppose Charisma-based skill checks. At 5th level, this bonus increases to +4.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Advanced Upload Learning, Deceptive, Deceitful, Dodge, Improved Upload Learning, Literate, Minor Cybernaughtic App, Persuasive, Scope Raider, Upload Savant

Scope Savvy: The discovery of the Scope has led to new areas of exploitation. At 3rd level, due to your experience with this environment, you suffer no perception penalty on saving throws during the adjustment period after taking a Scope tab. You gain a +5 bonus on Scope Resilience checks to jack out.

Never Found Wanting: Life on the make has given you the talent to ferret out likely places to buy controlled substances, scarce materials, and black market items. At 4th level, you gain a +2 bonus on acquisition checks to acquire such goods. This feature merely aids in the discovery of such items and places and does not produce them when none are available.

One Born Every Minute: Closing the deal is nearly as important as finding potential customers and every hustler worth his salt knows that manipulating marks can lead to life on Easy Street. At 4th level, you gain a +4 bonus on Bluff checks.

Any Port in a Storm: Your line of work has brought you into contact with a wide variety of people. At 6th level, some of them are able to tolerate your presence long enough to hide you from those who mean you harm. Sometimes they also aid associates in your entourage.

You can use this ability twice per week. Doing so requires you to spend 1 hour poking around town, accompanied by a Diplomacy check. Success means you find someone to put you and your buddies up for a number of hours equal to 3d6 + the amount your Diplomacy check exceeded the DC.

The base DC for this check is 10. Apply the modifiers in the accompanying table; they stack.

Unlikely Hero: Even scum can sometimes rise to the occasion. One day, you may need to put your life on the line to save someone dear to you or to keep a deal from fading away. At 6th level, after rolling for initiative but before the combat turns begin, you can change your initiative to take your turn immediately before one of your allies. If you do so, you lose your Dexterity bonus to Defence for the first round of combat. You can use this ability three times per day.

Uncanny Dodge 1: While you do not have eyes in the back of your head, a life

spent living on the edge has given you a limited danger sense. At 7th level, you retain your Dexterity bonus to Defence regardless of being caught flat-footed or struck by a hidden attacker. Note that you still lose your Dexterity bonus to Defence if you are immobilized or if you become an unlikely hero. If you already have uncanny dodge 1, you instead gain uncanny dodge 2. (See *Etherscope*, Chapter 1: Characters, "Basic Classes," *Scoundrel*.) If you already have uncanny dodge 2, you instead gain any one talent from the scoundrel's defensive talent tree. You do not have to meet the normal prerequisites.



INVESTIGATOR

Investigators have a desire to uncover the truth and often possess special insight; they are the enemies of those who live by stealth, secrecy, and deceit. A member of this class often works on a freelance basis, but may have a regular job. An investigator might be a security consultant for a manufacturing firm or crime family, a consulting or private detective, or an investigative journalist.

Game Rule Information

The rules for playing an investigator are described below.

Requirements

To qualify for the investigator advanced class, a character must meet the following requirements:

Influences: 1 rank in any two of the following: Civic, Constabulary, Crime, Intelligence, Street

Skills: Investigate 5 ranks
Search 3 ranks
Sense Motive 5 ranks

Feat: Attentive

Hit Dice

Investigators gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Investigators gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The investigator has the following class skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, linguistics, mystical philosophy, natural philosophy) (Int), Listen (Wis), Move Silently (Dex), Research (Int), Resolve (Cha), Scope Use (remote) (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The investigator receives the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the investigator class.

Notice What Others Miss: You have a nose for clues, so you seldom miss them. When you use the Search skill specifically to look for clues at a given scene, you gain a bonus on the check equal to your level in this class.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Academic, Bureaucrat, Deceptive, Influential, Meticulous, Personal Firearms Proficiency, Persuasive, Stealthy, Track.

Increased Influence: At 3rd level, a number of times per day equal to half

ANY PORT IN A STORM DC ADJUSTMENTS

SITUATION	MODIFIER
You are wanted by local authorities	+2
You are wanted by organized crime or national government	+4
You are wanted by international authorities	+6
You are accompanied by an entourage	+2 per additional person
You are a foreigner	+2

TABLE 3-10: THE INVESTIGATOR

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+1	+1	+1	Notice what others miss
2	+1	+2	+2	+2	+1	Bonus feat
3	+2	+2	+2	+2	+2	Increased influence
4	+3	+2	+2	+2	+2	Chameleon
5	+3	+3	+3	+3	+3	Bonus feat
6	+4	+3	+3	+3	+3	Deductive insight
7	+5	+4	+4	+4	+4	Hunch

HUNCHES

RESULT	TYPE OF IDENTIFICATION
10–14	Gender
15–19	Social class
20–24	Social template or character class
25–29	Profession or group affiliation
30–34	Specific identity (if you know the person) or enough evidence to determine her identity (if you don't)
35+	An idea of where to look for further evidence

your investigator level, you can treat a cross-template or extra influence as a template influence, effectively doubling or quadrupling the number of ranks you have in the chosen influence. You must have at least 1/4 rank in the influence to use this ability. The duration of an increase is one encounter, which might range from a short acquisition negotiation to a long night of gathering information (the exact length of the encounter is left to the GM's discretion).

Chameleon: At 4th level, once per day, when gathering information, you can gain temporary ranks in an influence. You must choose an influence related to one in which you already have ranks; that is, the two influences must be template or cross-template influences for the same social template. You gain temporary ranks in the chosen influence equal to your ranks in the related influence (if they are both template influences of the same template), or half your ranks in the related influence (if one or both are cross-template influences of the same template). These temporary ranks replace any actual ranks you have in that influence.

For example, you have the criminal template and ranks in Street. You need information about a hospital patient; Civic includes hospital workers, but you have no ranks in Civic. The tradesman template, however, lists Civic as a template influence and Street as a cross-template influence. Therefore, the Street influence gives you access to tradesmen, whom you have occasionally seen using the Civic influence, so you have some passing knowledge of how they talk and act when using it.

This ability allows you to gather information in circles through which you normally don't travel, but to which you have a connection through normal compatriots. Temporary ranks last for the duration of a gather information encounter, the length of which remains at the GM's discretion. See Table 1–4: Social Templates in the *Etherscope* core rulebook for a list of the social templates and their associated influences.

Deductive Insight: At 6th level, you can use physical evidence to determine why a specific clue was produced in a particular form. For example, the style of handwriting in a letter could indicate that the writer was afraid at the time; the

position of a murder victim's footprints might show that he trusted his assailant; or the manner in which an accounting record was stored may inform you that the accountant has embezzled funds. To gain such information, make a DC 20 Investigate check. The GM may provide bonuses or penalties on your check based on various circumstances, and the exact information you uncover is up to the GM. Using Investigate in this manner does not prevent you from using it for a normal, physical analysis of the same evidence.

Hunch: At 7th level, your insight into the workings of the aberrant mind, perhaps in conjunction with subliminal clues, allows you to make great intuitive leaps about the identity of a key person (such as the criminal) involved with an incident. For example, a hunch can give you information about a murder victim, a person who committed a crime, or someone with key information about a scandal.

When you investigate an occurrence, you can make a Sense Motive check, on which you cannot take 10 or 20. You receive a +2 circumstance bonus on the roll if the key person is present (even if that person is dead). Compare the results to the accompanying table for examples of information the hunch could give you about the key person. The exact information you uncover is up to the GM.

Knowing something and proving it are different tasks; you might still need to find proof.



MERCENARY ELITE

Mercenaries don't all make their living on the streets or fighting on the front lines in urban and military war zones. Powerful individuals and

companies need combatants to protect them and their assets. As representatives of their employer, such mercenaries must generate the kind of image their employer wishes to present. They often act as bodyguards, travelling companions, or house staff, so it's important that they understand and demonstrate etiquette and restraint at such events as business meetings, dinner parties, and society balls. These warriors are the self-styled mercenary elite, a description not of their combat capabilities, although some of these warriors would disagree, but of the social class that employs them.

Corporate board members, rich aristocrats, industrialists, celebrities, politicians, and royalty can all be seen accompanied by mercenary elites in their sharp clothes. Yet it would be a mistake for anyone to underestimate the combat skills of mercenary elite based on fashion. They may lack the raw fighting power of their street counterparts but are highly skilled and trained to react to danger at a moment's notice. Many an assassin, terrorist, and corporate raider has died at the hands of these warriors, and their reputation is formidable.

Game Rule Information

The rules for playing a mercenary elite are described below.

Requirements

To qualify for the mercenary elite advanced class, you must meet the following requirements:

- Base Attack Bonus: +2
- Skills: Diplomacy 2 ranks
Knowledge (tactics) 5 ranks
Sense Motive 2 ranks

Hit Dice

Mercenary elite gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

TABLE 3-II: THE MERCENARY ELITE

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+1	+1	+1	Elite status
2	+1	+0	+2	+2	+1	Bonus feat
3	+2	+1	+2	+2	+2	Coiled spring
4	+3	+1	+2	+2	+2	Expert etiquette
5	+3	+1	+3	+3	+3	Bonus feat
6	+4	+2	+3	+3	+3	Assess others
7	+5	+2	+4	+4	+4	Defensive strike

Scope Points

Mercenary elite gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The mercenary elite has the following class skills: Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (art, civics, current events, history, industry, linguistics, tactics) (Int), Pilot (civilian) (Dex), Pilot (military) (Dex), Resolve (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The mercenary elite receive the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the mercenary elite class.

Elite Status: Granted access to levels of society and standards of living few other mercenaries will ever know, mercenary elite share a sense of status and prestige that gives them a palpable sense of confidence and certainty. You gain a +4 bonus on Will saves against fear effects and on Resolve checks to oppose Intimidate checks.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Combat Expertise, Combat Martial Arts, Combat Reflexes, Defensive Martial Arts, Improved Bind, Improved Initiative, Lightning Reflexes, Persuasive, Quick Draw.

Coiled Spring: It is socially inappropriate for a mercenary elite to accompany an employer at combat-ready status. You must therefore be ready to react at a moment's notice to danger. Once per combat at 3rd level, you can change your place in the initiative order, moving higher in the count by a number equal to or less than your mercenary elite level as you see fit. You can declare the use of this ability at the start of any round, before anyone else takes an action.

Expert Etiquette: Those who employ a mercenary elite expect him to know how to behave in a cultured and proper manner among the social circles in which the employer moves. At 4th level, you may make etiquette influence checks as though you possessed ranks in the High Society and Industry Influences equal to your class level. If you already possess either influence, you instead add a +2 bonus to your etiquette check with that influence.

Assess Others: A mercenary elite is in the business of protection and social interaction. As a result, you are expert in judging people and knowing how to deal with them. At 6th level, you can spend 1 minute talking to someone and

make a Sense Motive check opposed by their Bluff check. If you succeed, you gain a +2 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks and on attack rolls against that character for 1 hour.

Defensive Strike: It is as a bodyguard that you do most of your work. You learn how to protect your employer and disrupt the attacks of others. At 7th level, as a full-round action that does not provoke attacks of opportunity, you can select a character to defend. When you are within 5 feet of your target, if she is attacked in melee and you are in reach of the attacker, you may make an attack of opportunity against the attacker. Your attack of opportunity is resolved before the attacker's strike. If your attack of opportunity hits and deals damage, the attacker must make a Concentration check (DC 10 + damage taken); if he fails, he cannot make the attack and wastes that action. You may make multiple defensive strikes in a round, although each counts against your normal limit of attacks of opportunity in a round (see **Etherscope**, Chapter 4: Combat, "Attacks of Opportunity"). You can defend only one target at a time; it takes another full-round action to switch to defending a new target, even if that character is within 5 feet.



RIGGER

The term "rigger" springs from nautical language. It was originally coined to indicate a shipman whose job it was to control the rigging lines on a sailboat. Modern riggers carry on in the spirit of their predecessors, who saw themselves as part of something larger, a component of their vessel. Riggers believe that the vehicle is an extension of the self, and that human influence can make a machine more than what it seems. The greatest riggers can make a broken-down tunnel bike tear through the sewers as though it were an after-market racing machine. The working class are told they cannot own vehicles, but riggers defy this edict with every turn of the ignition. They are often the wheelmen for smugglers and robbers, as it is often the only way they can make a living doing what they love.

Riggers are romantic loners. They



prefer the cold solitude of the machine world to a vibrant social pulse. More so than grease monkeys or hot-shot pilots, they live among zepcars and ether jets, communing with the technology, pushing themselves, and the machines they have slaved themselves to, past natural limits. However, riggers do not consider themselves to be enginaughts, and would be insulted to be called such. Where enginaughts are driven to make machinery a part of themselves, riggers feel that they were born to make themselves part of the machine.

Game Rule Information

The rules for playing a rigger are described below.

Requirements

To qualify for the rigger advanced class, you must meet the following requirements:

Influence: Crime 2 ranks

Skills: Engineer (mechanical) 3 ranks
Navigate 3 ranks
Pilot (civilian or military)
5 ranks

Feat: Vehicle Expert

Hit Dice

Riggers gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Riggers gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The rigger has the following class skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Engineer (ethertech, mechanical) (Int), Hide (Dex), Knowledge (current events, industry) (Int), Listen (Wis), Navigate (Int), Pilot (civilian, military) (Dex), Scope Use (remote) (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The rigger receives the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the rigger class.

Honed Craft: You gain a +2 bonus on Engineer (mechanical) and Pilot (civilian) checks.

Wheelman: Riggers know vehicles and they know the people who need them. This is how a rigger gets work and finds out who to contact for parts. Because of this devotional mentality, riggers are always in the know when it comes to street activity. You gain a +2 bonus on Street influence tests.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Alertness, Force Stop, Guide, Iron Will, Master Engineer, Military Vehicle Operation, Minor Cybernaughtic App (vehicle mod-port only — see “Cybernaughtics” in Grain 4), *Street Fighting, Vehicle Dodge.*

Cool Under Fire: Riggers are known for their mastery of the vehicle, having full control in any situation. At 3rd level, you can always take 10 on a Pilot check, even when circumstances would normally prevent it.

Push the Limits: You are capable of getting more out of a vehicle than would seem possible. At 4th level, you can coax a vehicle to go two categories faster or slower, as opposed to the standard one category. Slowing the vehicle in this fashion mimics the effects of a hard brake without requiring a piloting test. This means that you can bring a vehicle moving at street speed to a complete stop. You can throw a vehicle cruising at alley speed into reverse in this way, but you must make a DC 15 Pilot check. See **Etherscope**, Chapter 4: Combat, “Vehicle Movement and Combat,” for more information.

Patchwork: At 5th level, you have gained such a familiarity with vehicles that you are able to reduce the time and difficulty associated with building and repairing them. The DCs of Engineer checks involving a vehicle are reduced by 5 and the time involved is cut in half.

Machine Slave: At 6th level, you are capable of “slaving” yourself to a single vehicle. Slaving is a two-part process. First you must disassemble the engine, a lengthy process involving 8 hours and a DC 25 Engineer (mechanical) check. (Your patchwork ability does not reduce this DC or the time.) This helps you understand “how the blood flows.” Next you must study the vehicle for no less than 72 hours to learn how it “breathes.” After this time, you are slaved to the vehicle.

You cannot slave yourself to a new vehicle as long as your previous vehicle remains intact. For that reason, some riggers cannibalise their old vehicles to create new ones to which they can then slave themselves.

When slaved, you gain a +3 bonus on Pilot checks with your chosen vehicle. You can also cause the vehicle to exceed its natural limits. While you pilot it, its maximum speed increases by 25%.



TABLE 3-12: THE RIGGER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+2	+0	+1	Honed craft, wheelman
2	+1	+0	+3	+0	+1	Bonus feat
3	+1	+1	+3	+1	+2	Cool under fire
4	+2	+1	+4	+1	+2	Push the limits
5	+2	+1	+4	+1	+3	Bonus feat, patchwork
6	+3	+2	+5	+2	+3	Machine slave
7	+3	+2	+5	+2	+4	Vehicle immersion

Vehicle Immersion: By 7th level, you have achieved a symbiotic union with vehicles. Once you interface with a vehicle by means of a vehicle mod-port (see Grain 4: Gear, “Cybernaughtics”), you become immediately familiar with the nuances of that particular vehicle and are considered proficient with it. The immersion allows you to control vehicles at a speed that other pilots cannot conceive of. You add your ranks in Pilot (either civilian or military, as appropriate to the vehicle) on your initiative rolls when piloting a vehicle to which you are plugged in.



ROAD WARRIOR

Driving the dusty roads of the wilds between the cities of Australia, the Americas, and southern Africa, the road warrior makes these highways his domain. His fortified vehicles, enhanced with weapon systems, enable him to assert his authority in a land that the official face of the law finds hard to reach. Whether they are desperados, traveller gangs, native tribesmen, or lone-star lawmen, the road warriors are the inheritors of the Wild West, enhanced by Etherpunk tech.

Game Rate Information

The rules for playing a road warrior are described below.

Requirements

To qualify for the road warrior advanced class, you must meet the following requirements:

Base Attack Bonus: +2

Influence: Traveller 1 rank (see **The Great Metropolis**)

Skills: Pilot (civilian or military) 5 ranks

Feats: Vehicle Expert, Vehicle Dodge

Hit Dice

Road warriors gain 1d10 hit points at each level, adding their Constitution modifier to the dice roll.

Scope Points

Road warriors gain 1d6 Scope hit points at each level, adding their Charisma modifier to the dice roll.

Class Skills

The road warrior has the following class skills: Climb (Str), Engineer (mechanical), Intimidate (Cha), Jump (Str), Knowledge (current events) (Int), Munitions (Int), Navigate (Int), Pilot (civilian, military) (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at each level: 3 + Int modifier.

Influences

Your social template determines the influences available to your character. The road warrior receives the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the road warrior class.

Armour-Wagon: You soon learn the importance of armouring your vehicle. With a DC 20 Engineer (mechanical) check and an hour’s worth of labour, you can reinforce your vehicle, increasing its hardness by 1 for every level of road warrior you possess. If another character attempts to drive the vehicle that the road warrior has modified, that character takes a penalty on Pilot checks equal to the hardness bonus.

Hybrid Vehicle: Road warriors are often found behind the wheel of vehicles that combine aspects of military and civilian machines. As such, you can use

either Pilot (civilian) or Pilot (military) with any land vehicle.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Advanced Firearms Proficiency, Burst Fire, Civilian Vehicle Operation, Force Stop, Military Vehicle Operation, Minor Cybernaughtic App, Personal Firearms Proficiency, Tinkerer.

High-Speed Pilot: You are an expert pilot of the highways, and are most adept when driving at high speed on the open road. At 3rd level, you gain a +2 bonus on Pilot checks made at highway or all-out speed.

Vehicle Defence: A road warrior is much more able to get his vehicle out of the line of fire. At 4th level, the bonus that you gain from the Vehicle Dodge feat increases to the Defence bonus that you gain from this class.

Maximise Impact: At 6th level, you can maximise the damage you cause when ramming an opponent’s vehicle. It takes damage from your ram as if it were travelling at one speed category faster than it actually was. For example, a collision at highway speed would deal damage as if it were all-out speed. The damage dealt to your vehicle in the collision remains unchanged.

Vehicle Ease: You are a skilled pilot combatant and can fight as effectively from behind the wheel as on the ground. At 7th level, piloting a vehicle does not take a move action, which allows you to make a full attack or to perform additional stunts with the vehicle.



REBEL

The countercultural rebels are found on the streets of the Great Metropolis and other major cities around the world. These characters come in a variety of forms and hold to a range of beliefs and attitudes. There are many things that unite these characters, and many that separate one from the other. What makes them stand out, however, apart from their attitudes and countercultural tendencies, are their myriad skills and abilities. They are the jacks-of-all-trades of the Etherscope world. The rebels of the Great Metropolis and other cities turn their hand to a range of activities,

TABLE 3-13: THE ROAD WARRIOR

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+1	+0	+1	Amour-wagon, hybrid vehicle
2	+1	+2	+2	+0	+1	Bonus feat
3	+2	+2	+2	+1	+2	High-speed pilot
4	+3	+3	+2	+1	+2	Vehicle defence
5	+3	+3	+3	+1	+3	Bonus feat
6	+4	+3	+3	+2	+3	Maximise impact
7	+5	+4	+4	+2	+4	Vehicle ease

and as a result are rarely masters in any given area. However, this class combines all the Etherpunk themes into one fluid whole. The rebel is Etherpunk.

Game Rule Information

The rules for playing a rebel are described below.

Requirements

To qualify for the rebel advanced class, you must meet the following requirements:

- Influence:* Street 2 ranks
- Skills:* Intimidate 5 ranks
 - Knowledge (current events) 5 ranks
 - Search 5 ranks
 - Scope Awareness 2 ranks
 - Scope Resilience 2 ranks

Hit Dice

Rebels gain 1d8 hit points at each level, adding their Constitution modifier to the dice roll.

Scope Points

Rebels gain 1d8 Scope hit points at each level, adding their Charisma modifier to the dice roll.

Class Skills

The rebel has the following class skills: Bluff (Cha), Disguise (Cha), Engineer (ethertech, mechanical, structural) (Int), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (current events, tactics) (Int), Move Silently (Dex), Perform (Cha), Resolve (Cha), Scope Awareness (Wis), Scope Resilience (Cha), Search (Int), Sense Motive (Wis), and Sleight of Hand (Dex).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The rebel receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the rebel class.

Street Connections: A rebel walks the streets, leaving a trail of intimidation,

destruction and violence in her wake. Unsurprisingly, she becomes well known in the street community, respected and feared in equal measure.

The Street influence increases in its availability for purchase. If currently an extra influence, it now becomes a cross-template influence; if a cross-template influence, it becomes a template influence; and if a template influence, then you gain a permanent +2 bonus on Street influence checks.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Brawl, Dodge, Frightful Presence, Greater Upload Savant, Minor Cybernaughtic App, Personal Firearms Proficiency, Spirited, Streetfighting, Upload Savant, Versatile.

Street Face: A rebel builds her reputation by showing her strength to others through her tough behaviour and lack of fear. Any sign of weaknesses in the dog-eat-dog world of the street sees supposed friends turn on her and enemies take their chance to strike. At 3rd level, you gain a +4 competence bonus on Intimidate checks and on Resolve checks to oppose Intimidate checks.

Work the Streets: Rebels are often found on the streets pressing for information or just generally building up contacts and developing their reputation for trouble. At 4th level, when making a Street influence check, you can make either an Intimidate check or Knowledge (current events) check at the same DC. If successful, you can add a bonus to your Street influence check equal to your rebel level.

Scope Cruiser: Rebels enjoy the countercultural elements of the Etherpunk and spend a good deal of time jacked in. They pick up a few tricks from the Scope riders and tab-jammers they hang out with. At 6th level, if another

character (either an ally or enemy) uses the enhanced transfer ability, you can make a DC 25 Scope Awareness check as a free action to identify their technique. If this check is successful, you can attempt to ride the wake of their enhanced transfer, gaining the ability to act in the same manner as that character. To ride their wake, you must remain within 5 feet of the target character and make a Scope Resilience check as a move action. The DC for this check depends upon the power of the enhanced transfer, as shown on the accompanying table. If successful, you act as if you have the same level of enhanced transfer as the target for 1 round. The target can resist this ability with a Reflex save (DC 10 + your rebel level + your Charisma modifier).

SCOPE CRUISER DCs

ENHANCED TRANSFER EFFECT	SCOPE RESILIENCE CHECK DC
Improve movement by 1 domain class	25
Improve movement by 2 domain classes	30
Improve movement by 3 domain classes	35

Adaptive Fighter: Rebels fight for many different causes and make use of a variety of fighting styles. At 7th level, as a move action, you can gain one of the following feats. You must meet all the feat's usual prerequisites. You retain the feat until you choose to use a move action to acquire a different feat.

Advanced Firearms Proficiency, Armour Proficiency (light), Armour Proficiency (tactical), Armour Proficiency (powered), Blind Fight, Brawl, Burst Fire, Cleave, Combat Expertise, Dead Aim, Double Tap, Exotic Firearms Proficiency, Far Shot, Improved Brawl, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Knockout Punch, Improved Trip, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Precise Shot, Quick Reload, Strafe, Streetfighting, Sunder, Weapon Finesse.

TABLE 3-14: THE REBEL

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+1	+1	+1	Street connections
2	+1	+2	+2	+2	+1	Bonus feat
3	+2	+2	+2	+2	+2	Street face
4	+3	+2	+2	+2	+2	Work the streets
5	+3	+3	+3	+3	+3	Bonus feat
6	+4	+3	+3	+3	+3	Scope cruiser
7	+5	+4	+4	+4	+4	Adaptive fighter

RETRIEVER

In the cities of Etherscope, there are many people who prefer to remain hidden, or items whose existence is meant to be secret. The retriever seeks out these people and items, often for a fee. Some are crusading heroes, recovering stolen goods from the poor and needy and finding lost loved ones. Other retrievers are not so heroic: the lowest form of bounty hunter or little more than a thief themselves. Whatever his motives, the retriever often finds himself working outside the law and coming up against a number of powerful individuals or organisations. The retriever is often a loner — independent minded and hard-boiled — grizzled by the life he leads.

Game Rule Information

The rules for playing a retriever are described below.

Requirements

To qualify for the retriever advanced class, you must meet the following requirements:

Influences: Crime 1 rank
Street 1 rank

Skills: Concentration 2 ranks
Investigate 5 ranks
Sense Motive 5 ranks

Hit Dice

Retrievers gain 1d8 hit points at each level, adding their Constitution modifier to the dice roll.

Scope Points

Retrievers gain 1d6 Scope hit points at each level, adding their Charisma modifier to the dice roll.

Class Skills

The retriever has the following class skills: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Engineer (ethertech, mechanical) (Int), Escape Artist (Dex), Forgery (Int), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, industry, tactics) (Int), Listen (Wis), Move Silently (Dex), Research (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

TABLE 3-15: THE RETRIEVER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+0	+1	+1	Urban tracking
2	+1	+2	+0	+2	+1	Bonus feat
3	+2	+2	+1	+2	+2	Underworld connections
4	+3	+2	+1	+2	+2	Part-time burglar
5	+3	+3	+1	+3	+3	Bonus feat
6	+4	+3	+2	+3	+3	Finders seekers, street connections
7	+5	+4	+2	+4	+4	No place to hide

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The retriever receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the retriever class.

Urban Tracking: You gain the urban tracking talent see (Grain 2: Traits, "Talents," *Pursuer Talents*). If you already possess this talent, you gain a +2 bonus on urban tracking checks.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Alertness, Brawl, Combat Expertise, Endurance, Focused, Iron Will, Knock-out Punch, Meticulous, Personal Firearms Proficiency, Stealthy.

Underworld Connections: Retrievers invariably end up dealing with the local criminal fraternity. At 3rd level, the Crime influence increases in its availability for purchase. If currently an extra influence, it becomes a cross-template influence; if a cross-template influence, it becomes a template influence; and if a template influence, then you gain a +2 bonus on Crime influence checks.

Part-Time Burglar: As masters of information gathering, retrievers often break into offices and other places where important documents or other evidence is stored. As such, they become proficient burglars. At 4th level, you gain a bonus on Climb and Balance checks in urban environments, as well as on Engineer checks to open locks.

Finders Seekers: At 6th level, you are exceptionally proficient at locating objects. You can make urban tracking

checks to search for objects as well as people. Such checks are made at a DC that is 5 higher than if you were looking for a person. An object can never "lie low," however.

Street Connections: When you need information, the street is nearly as vital a route of inquiry as the criminal fraternity. At 6th level, the Street influence increases in its availability for purchase. If currently an extra influence, it becomes a cross-template influence; if a cross-template influence, it becomes a template influence; and if a template influence, then you gain a +2 bonus on Street influence checks.

No Place to Hide: At 7th level, you are so adept at tracking down your quarry that you always find your target. Your quarry receives no bonus from "lying low" and you reduce the number of checks required to catch your target by 1. In addition, you always succeed at an urban tracking check when you roll a 20, or spend an excellence point, even if the DC would normally be too high for you to reach.

SCOPE PSYCHIC

Whilst it is uncommon for those with psychic powers to fully trust the occult realm that is Etherspace, there are some who brave the unknown and attempt to master the true extent of their powers. To the psychic, who is sensitive to the small ripples in the ether veil in Prime Reality, the swirling tides of Etherspace are daunting but offer a much greater source of power to tap. Scope psychics find themselves in an unusual place in the Etherscope countercultures. Many fear them for their power, but an equal number pursue or befriend them to gain access to their unusual and powerful abilities.

Game Rule Information

The rules for playing a Scope psychic are described below.

Requirements

To qualify for the Scope psychic advanced class, you must meet the following requirements:

Skills: Aura Reading, Psychic Awareness, or Telepathy
5 ranks

Scope Awareness 2 ranks

Feat: Scope Raider

Hit Dice

Scope psychics gain 1d6 hit points at each level, adding their Constitution modifier to the dice roll.

Scope Points

Scope psychics gain 1d6 Scope hit points at each level, adding their Charisma modifier to the dice roll.

Class Skills

The Scope psychic has the following class skills: Concentration (Con), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (current events, mystical philosophy) (Int), Listen (Wis), Move Silently (Dex), Resolve (Cha), Scope Awareness (Wis), Scope Use (remote) (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your charac-

TABLE 3-16: THE SCOPE PSYCHIC

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+2	+0	Psychic aptitude, Scope familiarity
2	+1	+0	+0	+3	+1	Bonus feat
3	+1	+1	+1	+3	+1	Bonus psychic power
4	+2	+1	+1	+4	+1	Scope aptitude
5	+2	+1	+1	+4	+2	Bonus feat
6	+3	+2	+2	+5	+2	Bonus psychic power
7	+3	+2	+2	+5	+2	Bonus greater psychic power

ter. The Scope psychic receives the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the Scope psychic class.

Psychic Aptitude: Any psychic skills that you have as class skills are class skills for this class.

Scope Familiarity: You combine psychic and Scope skills. Add either Scope Resilience or Scope Use (immersed) to your list of class skills.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Alertness, Defensive Martial Arts, Elusive Target, Improved Upload Learning, Iron Will, Minor Cybernaughtic App, Spirited, Toughness (avatar), Upload Savant.

Bonus Psychic Power: At 3rd, 6th, and 7th level, you gain a bonus psychic power of your choice. Add Aura Reading, Psychic Awareness, or Telepathy to your list of class skills. Alternatively, you can learn one of the techniques listed in the "New Psychic Powers" sidebar. Some techniques are described as greater psychic powers, which you can take only at 7th level.

Scope Aptitude: At 4th level, you have become more familiar at using your powers whilst immersed in the Scope than out. You gain a competence bonus on psychic skill checks in Etherspace equal to half your Scope psychic level.



SCOPE STAR

Anyone can perform in the Scope, but a Scope star is something spe-

cial. More than a mere entertainer, the Scope star uses the nature of the Scope to enhance her performance. Further, when she performs in the Scope — whether through music, movement, or spoken words — the skilled Scope star sends out etheric vibrations that affect her audience subconsciously. The combination of performance and strong will allows the Scope star to influence her audience's emotions on a level deeper than any normal performance. Having unlocked this power over people's minds, many Scope stars become instant celebrities, performing at sold-out shows and before the nobility at command performances. The Scope star's sway over people does not go unnoticed by those in power, and many find themselves encouraged to push a specific agenda.

Game Rule Information

The rules for playing an Scope star are described below.

Requirements

To qualify for the Scope star advanced class, you must meet the following requirements:

Skills: Perform (any) 5 ranks
Scope Resilience 2 ranks

Feat: Creative

Hit Dice

Scope stars gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Scope stars gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Scope star has the following class skills: Bluff (Cha), Creative Art (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (art, cur-



NEW PSYCHIC POWERS

These psychic powers can be taken by the Scope psychic class. Each new power provides you with a new use of one of the three psychic skills (see **Etherscope**, Chapter 2: Traits, “Psychic Powers”). If you do not possess that skill, you cannot select the power. You cannot use the skill to reproduce these effects without selecting the appropriate bonus psychic power ability. Some powers are listed as greater powers, which can only be taken at 7th level.

Analyse Etheric Creature

You can analyse the etheric pattern that makes up a demonic or other etheric creature, providing an understanding of how to best attack them.

Skill: Aura Reading

Check: You must be within 60 feet of the creature and be able to see the creature to use this ability. Make an Aura Reading check (DC 10 plus the creature’s Hit Dice) to analyse the creature’s etheric pattern. If successful, you can make critical hits against the creature. If you beat the DC by 5 or more, your critical threat range doubles against the creature.

Try Again: Yes, but only if you encounter the same creature again at least 24 hours later.

Special: You cannot take a 10 or 20 on this check.

Time: Attack action.

Etherspace Mind-Probe

Tapping the power of Etherspace, you can probe further into the depths of someone’s mind.

Skill: Telepathy

Check: Once contact is established, you can make a DC 25 Telepathy check to ask a single question of the target. You telepathically receive a full and honest answer to that question, based on all the information that the target knows, including anything their conscious mind may have blocked out. For example, a child who has witnessed a murder may have blocked out the fact that the murderer was his parent, and reading their surface thoughts could never reveal the truth. However, using Etherspace mind-probe, you can uncover the full details of the murder. Regardless of your success or failure, the target is unaware that you have read their mind. Once the mind-probe is completed, the contact is automatically broken and the DC for any further attempts to make telepathic contact with that target increases by 5 for 1 day.

Try Again: Not for 24 hours.

Special: You may not take 10 or 20 on this check.

Time: 1 minute.

Ethervision (Greater Power)

You are so familiar with the nature of Etherspace that you can sense what should not be

there and what is being disguised.

Skill: Psychic Awareness

Check: A DC 30 skill check activates this power. When it’s active, you can sense the ether around you whilst immersed in Etherspace. You can never be flanked or blinded and you are instantly aware of hidden or concealed items or creatures up to a range of 60 feet. You can make contested skill checks to reveal the effects of any skills or powers used to hide or disguise a character or object’s true nature.

Try Again: Yes.

Special: You can take a 10 or 20 on this check as normal.

Time: Move action.

Flow of History (Greater Power)

You have spent many long hours simply staring out into wild Etherspace, fascinated by its ebb and flow, but one day it all started to make sense, and you can read future events in the patterns of the Etherspace currents.

Skill: Aura Reading

Check: This check functions in a similar manner to the predict the future Pattern Reading check, and uses the same DCs, as shown in Table 2–66 in the **Etherscope core rulebook**. However, rather than requiring the use of a subject and other occult paraphernalia, you can make the check simply by looking into wild Etherspace. As such, the results are not limited to the target, and provide you with more general information about major events due to transpire. However, you can attempt to search for the information on a specific individual with a DC 35 Scope Awareness check. If the GM feels the individual you are choosing has an important role to play in coming events — a fellow PC, or yourself, for example — the DC decreases by 5.

Try Again: Not for 24 hours.

Special: You may not take a 20 on this check but you may take a 10 in the normal manner.

Time: 5 minutes.

Graceful Avatar

You can move instinctively with the ebb and flow of Etherspace, making your avatar much more able to avoid strikes. It moves in unnatural ways, as though it were made of liquid, avoiding the blows as they hit.

Skill: Psychic Awareness

Check: With a DC 25 check, your avatar gains a 25% miss chance. If you beat the DC by 5 or more, the miss chance increases to 50%. The miss chance lasts for a number of rounds equal to your Wisdom modifier (minimum 1 round).

Try Again: Yes.

Special: You may not take 20 on this check, but you may take 10 in the normal manner. This power does not stack with the talents from the Quick Avatar talent tree (see Grain 2: Traits).

Time: Full attack action.

One with the Currents

Much as the Scope rider is able to ride the currents of Etherspace to travel between Scope cities, you can sense the currents and transfer your essence into them, recreating your avatar at the other end of your journey. This method is faster than the Scope rider’s method, but lacks the accuracy of delivery.

Skill: Psychic Awareness

Check: A DC 20 skill check enables you to enter the currents and ride to a target domain you have located using Scope Awareness. Travel times are half those described in Table 7–14 in the **Etherscope core rulebook**. Unlike the Scope rider ability, you cannot take passengers with you. You are not aware of the amount of time you have spent travelling.

There is a 5% chance that the currents will take you away from your target location. The GM should make the roll for you and keep the result secret. If the currents *do* take you away, the GM can select randomly or choose, for dramatic purposes, the location where you end up. You could even accidentally discover an abandoned Lemurian domain with this power.

Try Again: No.

Special: You cannot take 10 or 20 on this check.

Time: Varies according to the distance travelled.

Telepathic Force Projection (Greater Power)

Interestingly in Etherspace, your ability to manipulate thought creates a physical force which can be used to attack or entangle your enemies. This manifests as a short beam of energy, which can then be shaped or fired as you desire.

Skill: Telepathy

Check: When in Etherspace, with a DC 25 Telepathy check, you can create a glowing bar of etheric energy. You can then manipulate the bar as you see fit, fashioning it into a melee weapon, a projectile of energy, or an entangling weapon.

If you choose to wield the force projection as a melee weapon, it deals 2d6 points of damage and requires the Simple Weapons Proficiency feat to wield proficiently. It deals damage with etheric energy, which penetrates most damage reduction that can be bypassed by specific weapon types (for example, damage reduction 10/piercing or slashing). The bar remains for 1 round for every rank you have in Telepathy.

If you fire the force projection at a target, you must make a ranged touch attack against that target. If the force projection hits, it deals 3d6 points of damage. The bar then dissipates. As above, this damage is etheric energy. The bar has a maximum range of 60 feet and no range increment.

If you create the bar as an entangling

weapon, it lasts for 1 round for every rank you have in Telepathy. The weapon counts as a ranged weapon with a maximum range of 20 feet and no range increment. Make a ranged touch attack to hit your target. If successful, you can make grapple checks for the force projection every round. (Your opponent does not get an attack of opportunity against the projection.) The force projection has a grapple modifier equal to your ranks in Telepathy plus your Intelligence modifier. You are not considered grappled, but grappling your opponent is considered an attack action for you, as normal.

Try Again: Yes.

Special: You cannot take 10 or 20 on this check.

Time: Move action to summon and tame the force projection.

Track Avatar

You can read the vague impressions that an avatar leaves behind in the ether as it passes through. You can attempt to follow this trail in the same way a bushman would track his prey in the wilderness.

Skill: Aura Reading

Check: You can use your Aura Reading skill in place of Survival to track a creature in Etherspace, even if you don't have the Track feat. See Table 2–69 in the **Etherscope core rulebook** for a full list of track DCs and modifiers. The man-made domains of the Etherscope count as a firm surface, whereas the wilds of Etherspace count as soft. All other modifiers remain the same (although many environmental conditions are not applicable in Etherspace).

Try Again: Yes. You can retry after spending 1 hour of searching.

Special: You cannot take 10 or 20 on this check.

Time: Each check represents one mile, moving at half your usual speed. See Track in the Feats section of Chapter 2: Traits in the **Etherscope core rulebook** for details on moving faster than this.

Wave of Despair

You can tap into the swirling tides of Etherspace to power a strong emotional surge. However, this power is difficult to control,

and so you have specialised in targeting the negative emotions, crushing your enemies under a wave of depression and despair.

Skill: Telepathy

Check: While in Etherspace, you can make a DC 30 check and target an enemy within 60 feet that you can see. If you fail the check, your avatar takes 3d6 points of damage. If successful, your target must make a Fortitude save (DC 10 + half your ranks in Telepathy + your Wisdom modifier). If the target fails, his avatar is paralysed with depression and despair for 2d4 rounds and takes 1d6 points of Dexterity damage. If the save succeeds, the target's avatar takes only 1d3 points of Dexterity damage and is not paralysed.

Try Again: Yes.

Special: You cannot take 10 or 20 on this check.

Time: Attack action.

rent events, history, linguistics) (Int), Listen (Wis), Perform (Cha), Resolve (Cha), Scope Awareness (Wis), Scope Resilience (Cha), Scope Use (immersed) (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The Scope star class receives the following number of points to spend on influences:

Influence Points at each level: 4.

Class Features

All of the following are class features of the Scope star class.

Star Quality: Levels of this class stack with levels of broker when determining the effects of the following talents: captivate, charm, favour, greater inspiration, and inspiration.

Ethereal Voice: Not constrained by a physical body or normal gravity, your performance is limited only by your imagination. You add your Scope star class level as a competence bonus on Perform checks in the Scope.

Bonus Feat: At 2nd and 5th level, you

gain a bonus feat from the following list (you must meet all the usual prerequisites):

Acrobatic, Alertness, Creative, Deceptive, Fencing Proficiency, Improved Upload Learning, Literate, Persuasive, Scope Raider, Spirited.

Captivating Performance: At 3rd level, a Scope star has the ability to temporarily beguile an audience through her performance. This class feature functions identically to the broker talent captivate, except as follows: Add your broker and Scope star levels to the Charisma check and the save DC, you can attempt to captivate any number of targets within range, and this ability is usable only in the Scope.

Move the Crowd: At 4th level, a Scope star can affect the attitude of people she has captivated. In a round in which you concentrate on captivating an audience,

you may make a Perform check opposed by each target's Resolve check. If you succeed, the target's attitude raises or lowers by one category towards a subject of your choosing. If you succeed by 10 or more, you adjust the target's attitude by two categories. A target that succeeds on his Resolve check is immune to this ability for one day. This mind-affecting ability can be used only in the Scope.

Acrobatic Skill: At 6th level, a Scope star can push her avatar to greater heights of athleticism. Whenever you use Scope Awareness, Scope Resilience, or Scope Use (immersed) in place of a Dexterity-, Constitution-, or Strength-based skill (respectively), you add your Charisma modifier as a competence bonus.

Subliminal: At 7th level, a Scope star can influence the actions of a captivated character by suggesting a course of activity (limited to a sentence or two). Once

TABLE 3–17: THE SCOPE STAR

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+1	+1	+0	Star quality, ethereal voice
2	+1	+0	+2	+2	+1	Bonus feat
3	+1	+1	+2	+2	+1	Captivating performance
4	+2	+1	+2	+2	+1	Move the crowd
5	+2	+1	+3	+3	+2	Bonus feat
6	+3	+2	+3	+3	+2	Acrobatic skill
7	+3	+2	+4	+4	+2	Subliminal

during a captivating performance, you may target a single captivated individual with such a suggestion. The target receives a Will save to resist (DC 10 + any broker levels + your Scope star level + your Charisma modifier). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the character to do some obviously harmful act automatically negates the effect. The suggestion lasts for 1 hour per character level. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what he was asked to do.

You can instead specify conditions that trigger a special activity during the duration. If the duration expires before the condition is met, the subject does not perform the activity.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2). You cannot use this ability in the same round you use move the crowd and this ability can be used only in the Scope. This is a language-dependent, mind-affecting ability.



STREET FIST

The martial arts, although not prevalent outside of their native communities, have slowly but surely spread to other areas of society. This growth is due to many factors: the movement of people alongside trade; the increasing need for self-defence methods in a violent world; the embracing of multiculturalism by counterculture groups, especially in ethnically diverse cities like the Great Metropolis; the ability to access martial arts via upload; and the proven effectiveness of martial arts in urban combat. Concurrently, attitudes to training and practice of these combat forms have altered. No longer are dojos the only traditional place to practice and develop skills.

The street fist is a new breed of martial artist who believes that combat is the only way to develop combat skills and that the dangerous streets of the world's urban conurbations offer the most challenging and rewarding training and practice opportunities. The attitudes and motivations of street fists

are as varied as the styles of martial arts that exist. Protectors of ethnic communities, mercenaries, gladiatorial fighters, professional security operatives, wandering ascetics, and rebel fighters are all examples of those who follow the path of the street fist. While a street fist's style and dedication may cost him skills in other areas, it is hard to find a more formidable and savvy unarmed combatant anywhere in the world.

Game Rule Information

The rules for playing a street fist are described below.

Requirements

To qualify for the street fist advanced class, you must meet the following requirements,

Base Attack Bonus: +2

Skill: Knowledge (mystical philosophy) 5 ranks

Feat: Combat Martial Arts

Hit Dice

Street fists gain 1d10 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Street fists gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The street fist has the following class skills: Balance (Dex), Concentration (Con), Escape Artist (Dex), Fighting Technique (any with Combat Martial Arts as a prerequisite) (varies), Jump (Str), Knowledge (current events, mystical philosophy) (Int), Sense Motive (Wis), and Tumble (Dex).

Skill Points at each level: 3 + Int modifier.



Influences

Your social template determines the influences available to your character. The street fist receives the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the street fist class.

Power Defence: A street fist is an adherent of a hard martial arts philoso-

TABLE 3-18: THE STREET FIST

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+1	+1	+1	+1	+1	Power defence
2	+2	+2	+2	+2	+1	Bonus feat
3	+3	+2	+2	+2	+2	Street savvy
4	+4	+2	+2	+2	+2	Unarmed expert
5	+5	+3	+3	+3	+3	Bonus feat
6	+6	+3	+3	+3	+3	Ground techniques
7	+7	+4	+4	+4	+4	Tradition and innovation



STREET SCHOLAR

phy and relies on power blocking for defence. You add your Strength modifier rather than your Dexterity modifier as a dodge bonus to Defence against melee attacks. Any circumstances that would normally deny you your Dexterity modifier to defence, such as being caught flat-footed, likewise deny you your power defence bonus.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Advanced Combat Martial Arts, Endurance, Focused, Improved Bull Rush, Improved Combat Martial Arts, Improved Damage Threshold, Iron Will, Power Attack.

Street Savvy: A street fist studies the streets and learns the array of tricks and strategies fighters use to survive in such a harsh environment. This understanding allows you to better counter such tactics as well as hide your own intentions. At 3rd level, you gain a +4 bonus on Bluff checks when feinting in combat. You also gain +4 on Sense Motive checks when opposing a feint against you.

Unarmed Expert: Such is your understanding of unarmed combat that you possess the ability to predict and counter the unarmed attacks of enemies regardless of numbers and position. At 4th level, unarmed opponents who threaten you do not count towards determining whether you are flanked.

Ground Techniques: Street fighting and martial arts styles rely on placing their targets prone to deal with them more easily. An experienced street fist develops counter techniques to such tactics. At 6th level, you may make a melee attack from prone without suffering the normal -4 penalty (see **Etherscope**, Chapter 4: Combat); if you hit, you may stand up as a free action that does not provoke an attack of opportunity.

Tradition and Innovation: Mixing the traditions of his martial art with the savvy fighting of modern street culture, the street fist becomes a master of unexpected and mixed attack forms. At 7th level, you may feint in combat as a free action.

Largely self-educated, a street scholar seldom knows a lot about one thing, but knows a little about almost everything. Outsiders often believe a street scholar to be simple, but this is an individual who can glean knowledge seemingly from thin air. Many live quiet lives, almost as hermits, while others become outspoken about freedoms and social inequities, becoming the voice of the revolution if not its leader.

Game Rule Information

The rules for playing a street scholar are described below.

Requirements

To qualify for the street scholar advanced class, a character must meet the following requirements:

Influence: Street 2 ranks

Skills: Knowledge (civics) 5 ranks
Knowledge (current events) 5 ranks

1 rank in each of five other Intelligence-based skills

Hit Dice

Street scholars gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Street scholars gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

All skills are class skills for the street scholar except Fighting Technique, occult skills, and Scope Awareness, Scope Resilience, and Scope Use

(immersed) (but see “Skill Access” below).

Skill Points at each level: 9 + Int modifier.

Influences

Your social template determines the influences available to your character. The street scholar receives the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the street scholar class.

Skill Access: Any skills that are class skills for at least one of your other classes are considered class skills of the street scholar class. This includes Fighting Techniques; Occult Lore, Psychic, and Spirit Medium powers; and Scope Awareness, Scope Resilience, and Scope Use (immersed).

Urban Adaptation: Your skills are adapted to an urban environment. Navigate relies primarily on manmade landmarks, and Creative Art includes graffiti. Most importantly, Survival is geared towards city life. You can determine whether a dustbin or overhang provides good shelter, or construct a shelter from cardboard or other available materials; you know where food is thrown away, and can forage, hunt, and find potable water; you recognize the signs of manmade hazards, such as industrial waste sites. These abilities use the DCs of equivalent wilderness tasks as listed under the Survival skill (**Etherscope**, Chapter 2: Traits). If you have the Track feat, you can track or find someone in the urban maze.

When you use Survival in a non-urban area, you take a -2 penalty.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

TABLE 3-19: THE STREET SCHOLAR

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+0	+1	+0	Skill access, urban adaptation
2	+1	+2	+0	+2	+1	Bonus feat
3	+1	+2	+1	+2	+1	Jack of all trades
4	+2	+2	+1	+2	+1	Scavenge
5	+2	+3	+1	+3	+2	Bonus feat
6	+3	+3	+2	+3	+2	Informed
7	+3	+4	+2	+4	+2	Gestalt analysis

GESTALT ANALYSIS PREDICTIONS

SUCCESSSES	LENGTH OF PREDICTION	IMPORTANCE (EXAMPLE)
0-1	NA	Nothing useful
2-6	The next week	Global (a superpower declares war)
7-11	The next two weeks	National (national celebrities raise funds for the poor)
12-16	The next month	Local (a company lays off half its workers)
17	The next two months	Personal (someone you know disappears)

Academic, Alertness, Bureaucrat, Endurance, Guide, Influential, Persuasive, Street Weapons Proficiency, Track.

Jack of All Trades: You pick up bits of knowledge everywhere and can learn without conscious effort. At 3rd level, you can use any skill untrained.

Scavenge: No matter what item you would like to find, someone has likely discarded one, and at 4th level you can usually find it. By expending an excellence point, you can make a Search check (DC = the acquisition DC of the item + 5), adding your street scholar level as a bonus to the roll. You can also add your Street influence ranks to the roll, provided you don't mind word getting around that you're trying to find the item. If you succeed, you find the item you were looking for, in a slightly damaged condition. Doing so takes the same amount of time as shopping for it. You can use this ability once per day, and only when in a major urban environment.

Informed: Information gathers to you, and sometimes you know something without being aware that you know it. At 6th level, you can gather information from yourself. To do so, you spend 1d4+1 hours searching your memories and subconscious; at the end of that time, make a Research check, using the DCs listed on Table 2-73: Gather Information DCs, in the *Etherscope core rulebook*. You need not make an accompanying acquisition check. You still cannot gain information from an influence in which you have no ranks; information does not come to you from circles in which you do not move.

Those looking for information sometimes seek you out. If you wish, you can use the informed ability to answer their questions, for free or for a price. Some street scholars develop into teachers, others into paid informants, and some fall in between, trading their information for goods and services needed by themselves or their neighbours.

Gestalt Analysis: At 7th level, you can sometimes reach a conclusion by

taking several pieces of seemingly unrelated information. Once per week, you can attempt to predict what will happen in the near future. Doing so takes 10 minutes as you sit and ponder. Make DC 15 checks for the following skills: each Knowledge category, Creative Art, Investigate, Research, Scope Use (remote or immersed), Sense Motive, Spot and Survival. The number of successes you achieve determines the quality of your prediction, as noted on the accompanying table.

The results on the table are cumulative, so if you achieve 17 successes, you get a sense of what will happen over the next two months on the personal, local, national, and global levels. The exact nature of the predictions is left to the GM, and might depend on your ranks in various influences. This ability gives you a chance to see what is coming, and perhaps an opportunity to prevent some catastrophe; it also makes others view you as something of an oracle.



STREET SLINGER

The dangerous streets lead to many new breeds of warrior staking their claim to fame and infamy. The street slinger is one of these new breeds. It is no surprise that small-arms urban combat specialists came into existence — handguns are easier to obtain, less conspicuous, and easier to use in cities' confined spaces. Unlike regular combatants, street slingers are not stand-up fighters with extensive combat training. Rather, street

slingers rely on speed, reflexes, and the ability to manoeuvre through an urban environment to fight their battles. This class is common among gangs, criminal organisations, and freelance hired guns.

Street slingers' lives are often fast, brutal, and short; someone is always looking to make a reputation by taking a well-known slinger down. Anything goes in battles between slingers. Their confrontations follow no rough code of honour, unlike the code that unites the gunslingers of the Savage South and formalises their gunfights. As a result, this "live fast, die young" mentality leads many street slingers to spend money as fast as they make it. Still, a lucrative living is possible for those slingers who survive and look to the long term, as skills like theirs are valuable in the street conflicts that rage across the world.

Game Rule Information

The rules for playing a street slinger are described below.

Requirements

To qualify for the street slinger advanced class, you must meet the following requirements:

Base Attack Bonus: +1

Skill: Sleight of Hand 5 ranks

Feats: Personal Firearms Proficiency Quick Draw

Special: Base Reflex Save +2

Hit Dice

Street slingers gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Street slingers gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The street slinger has the following class skills: Climb (Str), Fighting Technique (any with a handgun weapon



TABLE 3-20: THE STREET SLINGER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+2	+0	+1	Slinger's draw
2	+1	+2	+3	+0	+1	Bonus feat
3	+2	+2	+3	+1	+2	Quick repositioning
4	+3	+2	+4	+1	+2	Urban gunfighter
5	+3	+3	+4	+1	+3	Bonus feat
6	+4	+3	+5	+2	+3	Lightning shot
7	+5	+4	+5	+2	+4	Deadly reputation

restriction) (varies), Intimidate (Cha), Jump (Str), Knowledge (current events) (Int), Listen (Wis), Resolve (Cha), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), and Tumble (Dex).

Skill Points at each level: 3 + Int modifier.

Influences

Your social template determines the influences available to your character. The street slinger receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

All of the following are class features of the street slinger class.

Slinger's Draw: A street slinger relies on speed to survive and always has an eye on getting the drop on an opponent. You add 1/2 your class level, minimum +1, on initiative checks when using a Medium or smaller handgun in combat.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Alertness, Double Tap, Heroic Surge, Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Skip Shot, Shot on the Run.

Quick Repositioning: In an urban gunfight, it's necessary to quickly reposition to take advantage of cover, negate an opponent's cover, or react to the fluid nature of urban combat. Beginning at 3rd level, you do not lose your Dexterity bonus to Defence when running or climbing.

Urban Gunfighter: The urban battlefield is varied and offers many advantageous locations. An experienced street slinger learns to make the most of these positions. At 4th level, you gain an additional +2 bonus to Defence and an additional +2 bonus on Reflex saves

whenever you have one-quarter, one half, three-quarters, or nine-tenths cover (see *Etherscope*, Chapter 4: Combat, "Cover").

Lightning Shot: Speed is the hallmark of a street slinger and you learn to pump out lead faster than your enemies, albeit at the expense of accuracy. Starting at 6th level, you can make a flurry of ranged attacks with a firearm. When you make a full attack action with a personal firearm, you may make one extra ranged attack per round at your highest attack bonus. This attack and all others made in the same round take a -2 penalty. Using lightning shot is a full-round action, and you can use it only with automatic or semiautomatic weapons.

Deadly Reputation: To have survived to the top of her profession, a street slinger has to be a smart, cunning, and deadly individual. This gives her a reputation that can be used to her advantage. At 7th level, you may add a +6 bonus on Intimidate checks and on standing checks using the Street influence.



TAB SOCIALITE

One of the most interesting aspects of the counterculture is how the lowest and highest of society are often entwined in the same activities. Bohemian young aristocrats seek to explore the new experiences offered by the *Etherscope*, whilst the disenfranchised of society seek a better life in an alternative reality. As Scope tabs are illegal in most countries, it draws these two unlikely bedfellows into the same clubs, dens, and parties. Tab socialites are the movers and shakers in this countercultural movement, moving from party to party, from den to den, dealing, carousing, and gathering gossip on all the latest Scope haunts and the most exciting trips going. Like many tab-jammers, they live for the

trip, but the socialite is also a cunning political animal, only too ready to trade your dirtiest secrets for his next fix.

Game Rule Information

The rules for playing a tab socialite are described below.

Requirements

To qualify for the tab socialite advanced class, you must meet the following requirements:

Influences: Street and High Society; one 5 ranks, the other 1 rank

Skills: Bluff 5 ranks
Diplomacy 5 ranks
Knowledge (current events) 5 ranks
Scope Resilience 2 ranks

Feat: Influential (Street or High Society)

Hit Dice

Tab socialites gain 1d6 hit points at each level, adding their Constitution modifier to the dice roll.

Scope Points

Tab socialites gain 1d8 Scope hit points at each level, adding their Charisma modifier to the dice roll.

Class Skills

The tab socialite has the following class skills: Bluff (Cha), Creative Art (Int), Diplomacy (Cha), Disguise (Cha), Engineer (pharmaceutical) (Int), Forgery (Int), Intimidate (Cha), Knowledge (art, civics, current events, linguistics, mystical philosophy) (Int), Listen (Wis), Perform (Cha), Resolve (Cha),



TABLE 3-21: THE TAB SOCIALITE

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+1	+0	Party mover, tab den connections
2	+1	+0	+0	+2	+1	Bonus feat
3	+1	+1	+1	+2	+1	Stash of tabs
4	+2	+1	+1	+2	+1	Emergency treatment
5	+2	+1	+1	+3	+2	Bonus feat
6	+3	+2	+2	+3	+2	Avatar manipulation
7	+3	+2	+2	+4	+2	Social feedback

Scope Awareness (Wis), Scope Resilience (Cha), Sense Motive (Wis), and Spot (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The tab socialite receives the following number of points to spend on influences:

Influence Points at each level: 4.

Class Features

All of the following are class features of the tab socialite class.

Party Mover: The tab socialite moves through the party scene as easily as the best high society hostess. Levels of this class stack with levels of broker when determining the effects of the following talents: captivate, charm, coordinate, ear to the ground, favour, gossip monger, and web of intrigue.

Tab Den Connections: A tab socialite moves through the special circles that inhabit tab dens on a regular basis, making him known both in “society” and on “the street.” Choose either the Street or High Society influence. If that influence was a cross-template influence, it now becomes a template influence; if it was an extra influence, it now becomes a cross-template influence.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Advanced Upload Learning, Alertness, Creative, Dodge, Improved Upload Learning, Influential, Literate, Persuasive, Spirited, Upload Savant, Windfall.

Stash of Tabs: By 3rd level, you have built up a large stash of Scope trip tabs, enabling you to make a simple check to see whether you can find a tab for any given location. Roll a d20 and add your

tab socialite level. The DC for this check depends upon the tab’s target location, as shown on the accompanying table. This ability is a full-round action, which represents you rummaging through your clothes and bags. You can take a 20 by going to the place where your stash is stored to search your entire stash.

STASH OF TABS DCS

TARGET LOCATION	DC
<i>Target City</i>	
Domestic city	10
Other city	15
Pleasure domains	12
<i>Modifiers*</i>	
Anywhere in the city	-5
Specific domain within the city	+0
Specific system with a domain	+2
The domain is a military domain	+5

* Apply all appropriate modifiers.

Emergency Treatment: As a tab socialite moves through the various tab parties, he quickly learns a number of emergency medical treatments, to deal with people who overdose or are otherwise in need of medical attention. You can make the following skill checks with Knowledge (current events) instead of Knowledge (medicine): revive dazed, stunned, or unconscious character (DC 20); stabilise dying character (DC 20); and treat poison (DC 20). These checks can be made only if the patient is suffering from a tab- or Scope immersion-induced condition.

Avatar Manipulation: Tab socialites often enhance their avatar in the Scope in order to maximise their impact on others. If you make a DC 10 Scope Resilience check to alter the appearance of your avatar, you gain a bonus on Bluff, Diplomacy, and Intimidate checks made in the Scope equal to your tab socialite level.

Social Feedback: Tab socialites

become quite familiar with dealing with people in the Scope and at tab parties, where the ether veil is frequently pulled thin. At 7th level, you can perceive the ripples in the veil in a manner similar to a psychic. By spending an excellence point, you can attempt to reproduce many psychic skill effects with the use of a Scope Awareness check at a DC 5 higher than the normal check for the chosen power. You can use this ability with the following skill effects: aura sight (Aura Reading), contact (Telepathy), read surface thoughts (Telepathy), or telepathic manipulation (Telepathy).



TACTICAL COMBATANT

The increasing proliferation of heavy armaments, cybernaughtic enhancement, and combat drug use make the battlefields and urban sprawls of the world increasingly dangerous places. One of the responses to this is the emergence of the tactical combatant. Trained in individual and group tactics alongside heavy armour and weapons, these combatants represent the cutting edge of urban and military heavy combat. The cybernaughtic SWAT units of the US, the infantrymen of the New Reich’s blitzkrieg spearhead divisions, and the tactical division of the Great Metropolis constabulary are all groups who deploy tactical combatants in large numbers.

As freelancers, these combatants earn big money and it’s increasingly common for tactical combatants who complete their training and obligatory service duty to go solo. Likewise, the skills of the class spread between the combatant and security communities as field experience teaches the skills of the tactical combatant to an increasing number of warriors. This in turn increases the problems for non-military tactical combatants as they find themselves facing criminals, gangers and freelancers with the same skills as theirs. Regardless of their origins and activities, tactical combatants are among the deadliest and most effective, if least subtle, of modern warriors.

Game Rule Information

The rules for playing a tactical combatant are described below.

Requirements

To qualify for the tactical combatant advanced class, you must meet the following requirements:

Base Attack Bonus: +2

Skill: Knowledge (tactics) 5 ranks

Feats: Advanced Firearms Proficiency
Armour Proficiency (light)
Armour Proficiency (tactical)
Personal Firearms Proficiency

Hit Dice

Tactical combatants gain 1d10 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Tactical combatants gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The tactical combatant has the following class skills: Climb (Str), Fighting Technique (any with a firearm or cybernaughtic weapon restriction) (varies), Intimidate (Cha), Jump (Str), Knowledge (current events, tactics) (Int), Listen (Wis), Munitions (Int), Resolve (Cha), Search (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at each level: 3 + Int modifier.

Influences

Your social template determines the influences available to your character. The tactical combatant receives the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the tactical combatant class.

Armour Expert: It's a dangerous world and a tactical combatant learns to maximise the protection of her armour. The equipment bonus to Defence of any armour you wear increases by 1.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Burst Fire, Exotic Firearms Proficiency, Improved Damage Threshold, Military Scientist, Point Blank Shot, Precise Shot, Strafe.

Assault Weapons Expert: A tactical combatant relies on heavy firepower to take down his enemies. At 3rd level, you become an expert in handling autofire weapons. You reduce the attack penalty when using the Burst Fire feat to -2, rather than -4 (see **Etherscope**, Chapter 2: Traits, "Feats").

Tactical Manoeuvres: In the heat of combat, you must be sure of yourself and every move you make, for your own safety and that of your team. At 4th level, as an attack action that does not provoke attacks of opportunity, you can make a Knowledge (tactics) check DC 15. If successful, you gain a +2 insight bonus on attack and damage rolls and to Defence for a number of rounds equal to 1 + your Intelligence modifier. You cannot take 10 or 20 on this check.

Team Tactics: Your knowledge of weapons and tactics combined with your strategic awareness allows you to effectively coordinate the actions of a group of allies. At 6th level, as a full-round action that does not provoke attacks of opportunity, you may make a Knowledge (tactics) check DC 20 as you speak and signal instructions to your allies. If successful, all your allies within sight and hearing (though not you) gain

a +2 insight bonus on attack and damage rolls and to Defence for a number of rounds equal to 1 + your Intelligence modifier.

Tactical Presence: Your calm presence, understanding of a situation, and sheer tactical acumen enable you to inspire others and lead them through moments of danger, hesitation, and confusion. At 7th level, as a full-round action that does not provoke attacks of opportunity, you may make a DC 25 Knowledge (tactics) check to remove any of the following status conditions from an ally: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned. You cannot take 10 or 20 on this check. The ally affected must be within line of sight and able to hear you. You cannot use this ability upon yourself.



TECH SCAVENGER

The many urban metropolises of the **Etherscope** world generate a large amount of scrap machines and equipment. These are often piled up in great junkyards that reach to the sky. These have become home to a number of industrious individuals who can take the scrap and rebuild it into wondrous creations. These scavengers make their homes on the scrap heaps and in the junkyards of the world, and often fight fiercely for their territory.

Conflicts between individuals or gangs of tech scavengers are commonplace, which has made them almost as competent as fighters as they are as engineers. They favour long-range encounters, using the cover of the discarded machines and the improved accuracy of their enhanced rifles to become skilled snipers. However, it is their engineering skill that provides them with the biggest advantage, enabling them to produce weapons, armour, vehicles, and other equipment with extraordinary features.

Game Rule Information

The rules for playing a tech scavenger are described below.

TABLE 3-22: THE TACTICAL COMBATANT

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+2	+0	+0	+1	Armour expert
2	+1	+3	+0	+0	+2	Bonus feat
3	+2	+3	+1	+1	+2	Assault weapons expert
4	+3	+4	+1	+1	+3	Tactical manoeuvres
5	+3	+4	+1	+1	+4	Bonus feat
6	+4	+5	+2	+2	+4	Team tactics
7	+5	+5	+2	+2	+5	Tactical presence



Requirements

To qualify for the tech scavenger advanced class, you must meet the following requirements:

Skills: Engineer (mechanical) 5 ranks
Search 2 ranks
Survival 5 ranks

Feat: Tinkerer

Hit Dice

Tech scavengers gain 1d6 hit points at each level, adding their Constitution modifier to the dice roll.

Scope Points

Tech scavengers gain 1d6 Scope hit points at each level, adding their Charisma modifier to the dice roll.

Class Skills

The tech scavenger has the following class skills: Balance (Dex), Climb (Str), Concentration (Con), Engineer (any) (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, industry, natural philosophy, tactics) (Int), Listen (Wis), Munitions (Int), Pilot (civilian) (Dex), Search (Int), Spot (Wis), and Survival (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The tech scavenger receives the following number of points to spend on influences:

Influence Points at each level: 1.

TABLE 3-23: THE TECH SCAVENGER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+1	+1	+1	Enhance equipment
2	+1	+0	+2	+2	+1	Bonus feat
3	+2	+1	+2	+2	+2	Junkyard sniper
4	+3	+1	+2	+2	+2	Multiple enhancements
5	+3	+1	+3	+3	+3	Bonus feat
6	+4	+2	+3	+3	+3	Master scavenger
7	+5	+2	+4	+4	+4	Special enhancements

Class Features

All of the following are class features of the tech scavenger class.

Enhance Equipment: Such is a tech scavenger's knowledge of weapons and machines that he can temporarily boost their effectiveness, albeit at the risk of damaging the items and needing time to repair them. By spending 1 hour and making an Engineer (ethertech) or Engineer (mechanical) check (as appropriate), you can make adjustments to equipment. The bonuses and the DCs to effect them are listed on the accompanying table. You cannot use this ability on cybernaughtics.

You may not take 10 or a 20 on this check. If the check succeeds, the effect lasts for a number of minutes equal to your tech scavenger level beginning when you choose to activate the enhancement, which can be any time after the modification is made. Once it's activated, however, you cannot "turn off" the enhancement in order to save any remaining duration. An item may only have one enhancement at a time. After the duration, the application returns to its normal state and you make a repair percentile roll. The result of the roll indicates whether the application requires repairs before it can be used again. (To repair an item, see **Etherscope**, Chapter 2: Traits, "Skills," Engineer.) For more information on vehicle enhancements, see Grain 4: Gear, "Vehicles."

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Advanced Firearms Proficiency, Athletic, Dead Aim, Exotic Firearms Proficiency, Far Shot, Field Medic, Master Engineer, Military Scientist, Personal Firearms Proficiency, Precise Shot, Toughness (body).

Junkyard Sniper: A tech scavenger is the undisputed master when in the

EQUIPMENT ENHANCEMENT — EQUIPMENT BONUSES

ENHANCEMENT	ENGINEER DC	REPAIR RISK (%)
<i>Weapons</i>		
+1 on attack or damage rolls	15	01-25
+2 on attack or damage rolls	20	01-50
+3 on attack or damage rolls	25	01-75
+5 ft. to range increment	15	01-25
+10 ft. to range increment	25	01-50
<i>Vehicles</i>		
+1 payload unit	20	01-50
+2 payload units	25	01-75
<i>Other Devices</i>		
+1 equipment bonus	15	01-25
+2 equipment bonus	20	01-50
+3 equipment bonus	25	01-75

unusual landscape of the junkyard. They are specialist snipers, gaining bonuses when bedded down in cover. At 3rd level, you can use a full attack action to make a single ranged attack if you have cover against your target. You gain a bonus equal to half your tech scavenger level on the attack roll and on Hide checks for 1 round.

Multiple Enhancements: At 4th level, you can improve your equipment enhancements to include multiple modifications. You can incorporate a number of enhancements into any one item equal to half your tech scavenger level. Roll each repair chance separately; each failed roll requires a separate repair.

Master Scavenger: Tech scavengers spent so much time in their scrap heaps that they tend to know where the most interesting pieces of machinery can be found. At 6th level, you can spend 10 minutes rooting through your territory to find all the materials you need to repair an item. You can make a Search check in place of the acquisition check to gather materials for a repair check made with any Engineer skill.

In addition, you can root out the highest-quality pieces for your enhancements. With 10 minutes spent searching and a



TRAVELLER TRANSPORTER

Many groups live outside of the social norms of society and roam the land living according to their own beliefs. The nomads and Native Americans of the US, the canal clans of Britain, and the gypsies of Eastern Europe are all examples of such groups. Yet their freedom comes at the price of general distrust, harassment, persecution, and use as scapegoats by the authorities. In response, these groups have

DC 20 Search check, you can reduce the Engineer DC by 5 and the repair chance by 25% for an equipment enhancement as you have found the perfect parts for the job. You can make a separate Search check for each enhancement's parts, each requiring 10 minutes of searching.

Special Enhancements: At 7th level, you can incorporate special enhancements into your weapon systems. These enhancements, their DCs, and repair chances are shown in the accompanying table and are described in the "Special Weapon Enhancements" sidebar. See the enhance equipment description above for the duration of the enhancement.

EQUIPMENT ENHANCEMENT — SPECIAL

ENHANCEMENT	ENGINEER DC	REPAIR RISK (%)	ENGINEER SKILL	WEAPON RESTRICTION
Bane	25	01-75	pharmaceutical	None
Defending	25	01-75	structural	Melee only
Disruption	30	01-75	ethertech	Melee only
Flaming	25	01-75	chemical	None
Frost	25	01-75	chemical	None
Keen	25	01-75	structural	Piercing or slashing only
Mighty Cleaving	25	01-75	mechanical	Melee only
Nonlethal	25	01-75	structural	None
Seeking	25	01-75	ethertech	Ranged only
Shock	25	01-75	ethertech	None

SPECIAL WEAPON ENHANCEMENTS

At 7th level, tech scavengers can add the following special abilities to weapons:

Bane: A bane weapon uses genetic technology, and excels at attacking one race: humans (including alphas and betas), transgenic humans, or fey. Against its designated race, its effective enhancement bonus is +1 better than its normal enhancement bonus. It deals an extra 1d6 points of damage against the foe.

Defending: A defending weapon includes a number of special systems to help protect the wielder, allowing him to transfer some or all of the weapon's enhancement bonus to his Defence as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to Defence lasts until his next turn.

Disruption: A weapon of disruption is the bane of all etheric creatures. Any etheric creature, encountered in Prime Reality,

struck in combat with this weapon must make a DC 14 Will save or be destroyed.

Flaming: Upon activation, a chemical concoction sheathes the weapon in flame. The fire does not harm the wielder. The effect remains until it is deactivated. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Ranged weapons with this ability bestow the flames on their ammunition.

Frost: Upon activation, a chemical concoction sheathes the weapon in icy cold. The cold does not harm the wielder. The effect remains until it is deactivated. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Ranged weapons with this ability bestow the cold on their ammunition.

Keen: Through ingenuity of material use, you are able to double the threat range of a weapon. This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as Improved Critical feat). Most ranged weapons (like guns) cannot benefit from this ability themselves, but their ammunition can (up to 50 rounds).

Mighty Cleaving: This enhancement normally involves a mechanical device that gen-

learned to keep on the move, survive in the worst of conditions, and share what they have amongst themselves for the good of the whole. The life of a traveller is often harsh and, like any social group, they have their criminals, misfits, and non-conformists — who unfortunately colour the perceptions of their people by outsiders. Regardless, in a world of so few real freedoms, the lifestyle of the traveller is one that still appeals to many people.

Traveller transporters are the lifeblood of traveller communities. They are the ones who ensure that people, goods, and information travel between individual groups and in safety from those who would cause harm. This service has earned the transporters great respect, and they can rely on help from the traveller communities they serve so long as they continue to benefit the whole.

Game Rule Information

The rules for playing a traveller transporter are described below.

Requirements

To qualify for the traveller transporter advanced class, you must

erates a whirling blade or similar effect. A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Nonlethal: These weapons have been modified to deal the maximum amount of nonlethal damage. The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage.

Seeking: The weapon uses an ethertech targeting system to locate its target. The ammunition veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still has to aim the weapon at the right square. Shots mistakenly directed into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Shock: Upon activation, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until deactivated. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Ranged weapons with this ability bestow the electricity on their ammunition.

meet the following requirements:

Influence: Traveller 1 rank

Skills: Navigate 5 ranks

Pilot (civilian) 5 ranks

Feat: Vehicle Expert

Special: Must belong to a traveller community.

Hit Dice

Traveller transporters gain 1d8 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Traveller transporters gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The traveller transporter has the following class skills: Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Engineer (mechanical) (Int), Knowledge (current events, history, linguistics, mystical philosophy, natural philosophy) (Int), Navigate (Int), Pilot (civilian, military) (Dex), Spot (Wis), and Survival (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The traveller transporter receives the following number of points to spend on influences:

Influence Points at each level: 3.

Class Features

All of the following are class features of the traveller transporter class.

Natural Pilot: To a traveller transporter, controlling a vehicle is as natural as breathing and rarely affects his awareness of his surroundings. You gain a +2 competence bonus on vehicle control rolls (see **Etherscope**, Chapter 4: Combat, "Vehicle Movement and Combat") and Spot checks while controlling a vehicle.

Bonus Feat: At 2nd and 5th level, you gain a bonus feat from the following list (you must meet all the usual prerequisites):

Brawl, Civilian Vehicle Operation, Endurance, Field Surgery, Force Stop, Guide, Master Engineer, Personal Firearms Proficiency, Vehicle Dodge.

Traveller Network: Moving between communities and getting to know people gives you a pool of resources you can draw upon for information, rather than going to outside sources. At 3rd level, any gather information checks take you 1 hour and never involve an acquisition check when you using the Crime, Street, or Traveller (see **The Great Metropolis**) influences.

Impact Management: Whether causing or taking an impact, a traveller transporter knows the importance of keeping his vehicle in one piece. At 4th level, you reduce damage from collisions and ramming to 1/4 on a successful Reflex save rather than the normal 1/2.

Call the Kin: Over time, a traveller transporter builds up a network of favours, friends, and allies as well as the

faith of his community. In times of trouble, the transporter can call upon these resources to help him with his problems. At 7th level, you gain the ability to spend an hour sending out messages via ethercoms and word of mouth, asking for people to help you and naming a place to meet. You should tell the GM what sort of classes and skills you want the people to possess and what you plan to ask them to do. When the time comes for the people to arrive, make a traveller transporter level check (1d20 + your traveller transporter level) and consult the accompanying table for the results.

The people who arrive have a positive attitude towards you, but may be less well disposed towards other characters present (although usually no worse than indifferent). Unless the GM determines that some types of characters cannot be found in the current location, the people who arrive represent a cross-section of the skills and abilities you requested.

There's no guarantee that these people will do what you want them to. They agree to turn up and listen to your proposal, but you or another character will have to negotiate their services or convince them to use them in a good cause. GMs should arbitrate the use of this ability; for example, the fellows can help the PCs accomplish a mission, but shouldn't take the focus or the glory away from the heroes and should not be a substitute for roleplaying.

Vehicle Mastery: A veteran traveller transporter is one of the most confident and capable vehicle operators in existence. At 7th level, you treat all-out and highway speeds as street speed; reduce handing penalty to -1 rather than -2 and -4, respectively.

TABLE 3-24: THE TRAVELLER TRANSPORTER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+1	+0	+0	Natural pilot
2	+1	+2	+2	+0	+1	Bonus feat
3	+2	+2	+2	+1	+1	Traveller network
4	+3	+2	+2	+1	+1	Impact management
5	+3	+3	+3	+1	+2	Bonus feat
6	+4	+3	+3	+2	+2	Call the kin
7	+5	+4	+4	+2	+2	Vehicle mastery

CALL THE KIN RESULTS

LEVEL CHECK	WHO SHOWS UP
15 or lower	2d4 2nd-level ordinary characters.
16-20	As above, plus 1d4 6th-level ordinary characters.
21-25	As above, plus 1d3 10th-level ordinary characters or 1 heroic character 3 class levels lower than you.
25+	As above, plus an additional 1d3 10th-level ordinary characters or 1 heroic character of your level.



PRESTIGE CLASSES

Prestige classes represent the third tier of character development. They go one step further than advanced classes and represent a very specific character choice, down to a defined role in society or membership in a particular organization. As such, they develop over four levels, distilling the character concept into

a series of abilities.

The following prestige classes are presented below:

Cyber Ronin: A Japanese street merc with formidable martial abilities.

Scope Knife: A master of Scope hacking.

Scope Spy: An expert in the covert acquisition of Scope data.

Scum Hunter: A high-tech huntsman.

Street Templar: A neo-feudal archaic weapons expert.

Supernaught: A tab-jammer whose avatar is strengthened by Etherspace.



CYBER RONIN

Descendents of the samurai who once served the families that dominated feudal Japan, these ronin strive to maintain their values and honour in the new Japan, a society where life is cheap and business cutthroat. Few businesses in Japan, many of which are Yakuza controlled, trust or respect these warriors, having seen them fail to protect their masters in the Pacific War and its aftermath. Many are unwilling to pay the prices cyber ronin ask, since plenty of cheaper, more expendable, or more trustworthy hirelings are available. No one, however, doubts the skill of these warriors, and so most cyber ronin find a way to survive, despite the problems they face. The semi-mystical philosophy of neo bushido unites the cyber ronin and grants them powers that combine martial arts and technology in unique ways, distinguishing them from common street mercenaries. Each also carries a katana as a symbol of status, many of which are family heirlooms. In recent years, cyber ronin have served the other powers that dominate the Pacific region and many wonder if this situation marks the beginning of their degeneration into just another type of mercenary.

TABLE 3-25: THE CYBER RONIN

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+1	+1	+1	+0	+1	Neo bushido, wave man
2	+2	+2	+2	+0	+1	Spirit and technology
3	+3	+2	+2	+1	+2	Focus chi
4	+4	+2	+2	+1	+2	Combat trance

Game Rule Information

The rules for playing an cyber ronin are described below.

Requirements

To qualify for the cyber ronin prestige class, you must meet the following requirements:

Base Attack Bonus: +6

Skills: Knowledge (history) 4 ranks
Knowledge (mystical philosophy) 4 ranks

Feat: Archaic Weapon Proficiency (Japan)

Special: Allegiance to neo bushido
One combat-relevant cybernaughtic app

Hit Dice

Cyber ronin gain 1d10 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Cyber ronin gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The cyber ronin has the following class skills: Bluff (Cha), Diplomacy (Cha), Engineer (mechanical, ethertech) (Int), Fighting Technique (any) (varies), Hide (Dex), Intimidate (Cha), Knowledge (current events, history, mystical philosophy) (Int), Listen (Wis), Move Silently (Dex), Munitions (Int), Resolve (Cha), Search (Int), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The cyber ronin receives the following number of points to spend on influences:

Influence Points at each level: 2.

Class Features

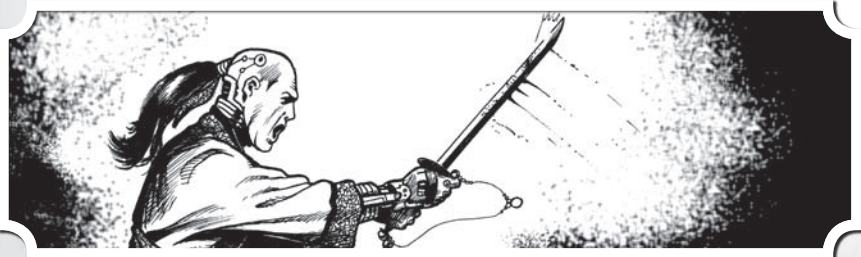
All of the following are class features of the cyber ronin class.

Neo Bushido: Cyber ronin adhere to the ancient code of bushido modified by the acceptance of new technologies and their incorporation into a mystical view of the world. The tenets of neo bushido are *yu* (courage), *meyo* (honour), *chugo* (duty), and *makato* (sincerity). The mental strength that comes from adhering to this code grants you a +2 bonus on Will saving throws.

Wave Man: Ronin are master-less warriors, traditionally referred to in Japan as wave men whose loyalty ebbs and flows like the tides of the sea, and this has led to them being distrusted and feared throughout Japanese history. Such a perception grants you a reputation that can be used to your advantage. You gain a +4 bonus on Intimidate checks and on Resolve checks to resist intimidation.

Spirit and Technology: Through martial exercises and spiritual focus from neo bushido, you are able to strengthen your body against the strain of cybernaughtics. At 2nd level, you add your Charisma modifier (if it's positive) to your Constitution score when calculating whether you meet the minimum Constitution to acquire a cybernaughtic app and your total tolerance limit (see *Etherscope*, Chapter 3: Equipment, "Cybernaughtics").

Focus Chi: A cyber ronin's mystical and martial training allows you to unleash his inner energy in a number of ways. Beginning at 3rd level, you can focus your chi as a move action that does not provoke an attack of opportunity,



which grants you one of the following benefits:

- ♦ Add your class level on your next attack roll in this round.
- ♦ Add your class level on your next damage roll in this round.
- ♦ Add your class level as a dodge bonus to Defence for 1 round.
- ♦ Add your class level to your next saving throw. This benefit lasts for a number of rounds equal to your Charisma bonus (minimum 1).
- ♦ Heal hit points equal to twice your level.

You can use this ability a number of times per day equal to 1 + your Charisma modifier (minimum 1).

Combat Trance: This technique is the ultimate expression of neo bushido's mystical philosophy. At 4th level, as a free action, you can enter a deadly combat trance that heightens your coordination and awareness. While in the trance, you gain the following abilities:

- ♦ When you make a full attack, you gain one additional attack at your highest attack bonus.
- ♦ You gain a +4 dodge bonus to Defence.
- ♦ You cannot be flanked.

The duration of the combat trance is a number of rounds equal to 1 + your Wisdom modifier (minimum 1 round). At the end of this period you become fatigued; if already fatigued, you become exhausted (see *Etherscope*, Chapter 4: Combat, "Character Status"). You can use combat trance a number of times per day equal to your Wisdom modifier (minimum 1).



SCOPE KNIFE

There are many Scope riders who desire little more than to explore the Scope, using their abilities to break free of the confines of the Etherscope domains. Others, however, target the powerful of the world, trying to pry out information and make their systems crash with catastrophic effects. These hackers see themselves as the revolutionaries of the Scope, seeking out the corrupt and exacting their own form of justice. Of these hackers, none are more feared by the industrialists and governments of the world than the Scope knives. These elite Scope hackers have become infamous for the havoc and

TABLE 3-26: THE SCOPE KNIFE

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+1	+1	Malicious hacker
2	+1	+0	+0	+2	+1	Improved stealthy avatar
3	+1	+1	+1	+2	+2	Gremlin plague
4	+2	+1	+1	+2	+2	Blink-gate

destruction they have wreaked upon more than one powerful industrialist.

Game Rule Information

The rules for playing a Scope knife are described below.

Requirements

To qualify for the Scope knife prestige class, you must meet the following requirements:

- Skills:** Knowledge (industry) 6 ranks
Scope Awareness 8 ranks
Scope Resilience 8 ranks
Scope Use (immersed) 11 ranks

Feats: Scope Raider

Other: Stealthy avatar class feature

Hit Dice

Scope knives gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Scope knives gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Scope knife has the following class skills: Bluff (Cha), Disguise (Cha), Engineer (ethertech) (Int), Escape Artist (Dex), Hide (Dex), Knowledge (current events, industry) (Int), Move Silently (Dex), Scope Awareness (Wis), Scope Resilience (Cha), Scope Use (immersed) (Int), Search (Int), and Sense Motive (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to your character. The Scope knife receives the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the Scope knife class.

Malicious Hacker: The Scope knife is the true master of hacking into Etherscope domains and destroying the systems and components within. You gain a +4 bonus on checks to degrade programming with the Scope Use skill.

Improved Stealthy Avatar: With the mastery of stealth comes the ability to completely hide your avatar from sight. At 2nd level, as a full-round action, you can spend an excellent point to make your avatar invisible. (See *Etherscope*, Chapter 2: Traits, "Special Traits" for full rules on invisibility.) This invisibility is broken if you attack another character's avatar, an etheric creature, or a gremlin, but not a drone or other Etherscope system.

Gremlin Plague: Scope knives were the original inventors of the gremlin, creating them to attack and destroy Scope systems whilst the Scope knife makes a quick exit. At 3rd level, you can create a gremlin plague. This ability works as the Scope gremlin feature of the program crafter advanced class (see *Etherscope*, Chapter 7: The Advanced Character), but with the following restrictions:

- ♦ You can create gremlins of only Diminutive or Tiny size.
- ♦ You cannot enhance the gremlin's ability scores.
- ♦ You cannot program new skills into the gremlin, except to improve the gremlin's ranks in Scope Awareness, Scope Resilience, and Scope Use (immersed).
- ♦ You cannot give the gremlin feats or class abilities.
- ♦ You can only sacrifice one point of your avatar's Constitution per gremlin.

Your gremlins are smarter than those created by program crafters. Double your Intelligence modifier when calculating your gremlin's Intelligence and Wisdom scores (their Charisma remains unchanged).

Scope knives are capable of creating gremlins that can replicate themselves. Once you complete one gremlin, as long as you are immersed in Etherspace, you can command the gremlin to replicate, which creates a duplicate of it. This costs your avatar Constitution as normal, but does not require time to create and seed the gremlin. This is move action for you, followed by a full-round action for the gremlin.

Blink-Gate: At 4th level, you are capable of opening, moving through, and closing a portal between systems or domains in the blink of an eye. As a full-round action, you can make a Scope Use check to jump the rails, move through the portal, and close it again. The Scope Use DCs are the same as normal.



SCOPE SPY

The Scope is the latest battlefield in the cold war between Britain, America, and the New Reich. With governments and businesses become increasingly Scope-based, the large industrial domains that store and process data for these entities are prime targets for espionage. Though the old guard may prefer more traditional means of intelligence gathering, from the younger generation comes a new kind of spy.

The Scope spy has many advantages over her Prime Reality counterpart. The nature of the Scope allows her to move quicker and process information faster — information that in many cases is available only in the Scope. By manipulating her avatar, she can take on disguises that no real-world agent could hope to pull off. The Scope spy is not limited to deceiving people either; with training, she can convince a domain to give her total control. By combining traditional espionage techniques with Etherscope technology, the Scope spy becomes a force to be reckoned with.

Game Rule Information

The rules for playing a Scope spy are described below.

Requirements

To qualify for the Scope spy prestige class, you must meet the following requirements:

Influence: Intelligence 3 ranks

Skills: Sense Motive 10 ranks

Any two of the following: Scope Awareness 5 ranks, Scope Resilience 5 ranks, or Scope Use (immersed) 5 ranks

Hit Dice

Scope spies gain 1d6 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Scope spies gain 1d8 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Scope spy has the following class skills: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Engineer (ethertech, pharmaceutical) (Int), Escape Artist (Dex), Forgery (Int), Hide (Dex), Intimidate (Cha), Knowledge (civics, current events, industry, linguistics, tactics) (Int), Listen (Wis), Move Silently (Dex), Research (Int), Resolve (Cha), Search (Int), Sense Motive (Wis), Scope Awareness (Wis), Scope Resilience (Cha), Scope Use (immersed) (Int), and Spot (Wis).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The Scope spy receives the following number of points to spend on influences:

Influence Points at each level: 4.

Class Features

All of the following are class features of the Scope spy class.

Eagle-Eyed: A Scope spy develops preternaturally keen senses in the Scope. You gain a +4 bonus on Scope Awareness checks used in place of Listen and Spot checks. In addition, it takes you half the normal time to find a document using Scope Use (minimum 1 round).

Inscrutable: A Scope spy is trained to dissociate herself from her avatar. Like a mask, her avatar keeps her true motives hidden, and like a mask, she can change her appearance quickly. When you are in the Scope, characters attempting to use Sense Motive on you (except in combat) or Scope Awareness to see through your disguise take a -4 penalty on their attempts. In addition, you can use Scope Resilience to alter your avatar as a move action instead of a full-round action (see **Etherscope**, Chapter 2: Traits, “Skills”).

Untraceable: You are trained to cover your trail when operating in the Scope. At 2nd level, you gain a +5 bonus on opposed Scope Use checks to avoid being identified by a system administrator. If you win the opposed check by 10 or more, rather than the system administrator receiving no information, you can give him a false identification code.

Scope Specialty: Although every Scope spy is trained in all aspects of Scope immersion, most specialise in one type of operation, such as sabotage, reconnaissance, or undercover missions. At 3rd level, choose one of the following skills: Scope Awareness, Scope Resilience, or Scope Use (immersed). You receive an additional +2 virtual ranks in the chosen skill that can increase this skill beyond its normal maximum rank. These ranks apply when using the skill and determining your avatar’s traits, but not when meeting any requirements for feats, advanced classes, or prestige classes.

False Admin: At 4th level, you can convince a domain that you are a system administrator. If you defeat a site’s security, you may spend an excellence point to allow you to use functions of that site as if you were a system administrator. These functions include activating and deactivating the security, cutting off a remote user’s access, tracing a user, and

TABLE 3-27: THE SCOPE SPY

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+0	+2	+1	Eagle-eyed, inscrutable
2	+1	+2	+0	+3	+1	Untraceable
3	+2	+2	+1	+3	+2	Scope specialty
4	+3	+2	+1	+4	+2	False admin

controlling drones (see *Etherscope*, Chapter 2: Traits, “Skills,” Scope Use). You also gain a +10 bonus on Scope Use checks to find a document in the domain. This effect lasts as long as you remain in the domain. Another character with full access (such as a legitimate system administrator) can revoke your access with a successful opposed Scope Use check.



SCUM HUNTER

In the spires of the large US cities live the wealthy elite. Many of the younger generation of these cities disdain the sedentary lifestyle of the upper classes. Searching for the thrill of adventure, many look to the big-game hunters of Africa, but lack the courage to leave the cities that are their homes. This has led to a new fad amongst these youths, one that involves hunting a canny quarry without having to leave their city’s dome. They have begun to hunt humans in the scum-ridden downs — the lower levels of their own cities. Most work under the banner of legitimacy for the city’s law enforcement services, but others hunt to kill for the simple pleasure of it. Scum hunters use cutting-edge equipment to track their quarry through the downs, hunting them as if they were little more than animals.

Game Rule Information

The rules for playing a scum hunter are described below.

Requirements

To qualify for the scum hunter prestige class, you must meet the following requirements:

Influences: Constabulary 2 ranks
High Society 5 ranks

Skills: Hide 8 ranks
Intimidate 11 ranks
Knowledge (tactics) 11 ranks
Move Silently 8 ranks
Survival 6 ranks

Feats: Track

Other: Urban tracking talent
(see Grain 2)

Hit Dice

Scum hunters gain 1d8 hit points at each level, adding their Constitution



modifier to the die roll.

Scope Points

Scum hunters gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The scum hunter has the following class skills: Balance (Dex), Climb (Str), Concentration (Con), Engineer (ethertech, mechanical), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (civics, current events, tactics) (Int), Listen (Wis), Move Silently (Dex), Munitions (Int), Navigate (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Tumble (Dex).

Skill Points at each level: 7 + Int modifier.

Influences

Your social template determines the influences available to your character. The scum hunter receives the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the scum hunter class.

Police Connections: Through their work capturing wanted criminals, scum hunters develop contacts with the city’s police. Your access to the Constabulary influence improves by one grade. If Constabulary was previously an extra influence, it is now a cross-template influence. If it was a cross-template influence, it is now a template influence. If it was already a template influence, you gain a +2 bonus on Constabulary influence checks.

Urban Survival: Scum hunters try to embody the lifestyle of the big game hunters in their city existence. You can use your Survival skill in an urban environment to follow tracks, find (or lose) individuals in the urban maze, find safe refuges, and avoid hazards particular to city environments, such as industrial waste sites, using the DCs of equivalent wilderness tasks as listed under the Survival skill.

Cutting Edge: You always manage to keep ahead of the game as far as your equipment is concerned. At 2nd level, you gain a +4 bonus on acquisition checks made to purchase equipment that would aid you in your hunting endeavours (GM discretion applies). In addition, your hunting equipment is of such high quality, and constantly maintained as such, that it provides you with a +1 equipment bonus on hunting-related skill checks (again, GM discretion applies). Note that equipment bonuses do not stack and so you can only ever gain a maximum of +1 on a skill check from this ability.

Frightful Presence: As your reputation develops, criminals fear the day when it is they who are hunted. At 3rd level, you gain the Frightful Presence feat, whether you meet the requirements or not.

Tactical Hunter: At the peak of their abilities, scum hunters can track prey using technology and wilderness hunt-

TABLE 3–28: THE SCUM HUNTER

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+1	+1	+0	+1	Police connections, urban survival
2	+1	+2	+2	+0	+1	Cutting edge
3	+2	+2	+2	+1	+2	Frightful presence
4	+3	+2	+2	+1	+2	Tactical hunter

ing methods, not by asking questions in the local bars. At 4th level, once you have succeeded at one urban tracking check to begin to locate your quarry, you can use your knowledge of human nature and your tactical understanding to track them. Every gather information check that you make as part of an urban tracking attempt, beyond the first, can instead be made with 10 minutes of contemplation and calculation and a Survival check.

STREET TEMPLAR

The streets of the New Reich are a tough place to live. Many are found suffering under the Kaiser's harsh rule. In many ways, the Reich is no different from Britain and the United States, with many in poverty-stricken areas earning their living from their skills at arms. However, in the New Reich, the sword-carrying privileges of the student fraternity have led many of higher class to follow this same path. When such characters enter the street world, they are appalled by the terrible living standards of the poor and the ease with which many become criminals and prey on their own kin. The Street Templars are a society of warriors, known for their cybernaughtically enhanced archaic weapons and armour, who seek to correct these two ills of society. They work to protect the weak and underprivileged in society, but also look to crack down on those who fall into criminal ways. As a result, the Templars are viewed with mixed feelings amongst those whom they try to protect. Many consider the Templars to be patronising and interfering toffs, whilst others are glad of any protection and grateful for anyone who can ease their suffering.

Game Rule Information

The rules for playing a Street Templar are described below.

Requirements

To qualify for the Street Templar prestige class, you must meet the following requirements:

- Base Attack Bonus:* +6
- Skills:* Knowledge (history) 11 ranks
Knowledge (medicine) 6 ranks
- Feats:* Archaic Weapons Proficiency (Europe)
Armour Proficiency (archaic)
- Weapon Focus:* Any European archaic weapon
- Cybernaughtics:* Must have an integrated weapon system app, and the weapon must be from the European archaic weapons list.

Special: You must be a member of the Street Templar order.

Hit Dice

Street Templars gain 1d10 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Street Templars gain 1d6 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The Street Templar has the following class skills: Diplomacy (Cha), Engineer (ethertech, mechanical) (Int), Intimidate (Cha), Knowledge (art, civics, current events, history, linguistics, medicine, mystical philosophy, tactics) (Int), Listen (Wis), Resolve (Cha), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at each level: 5 + Int modifier.

Influences

Your social template determines the influences available to you. The Street Templar receives the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the Street Templar class.

Angel of the Streets: No matter what people think of their methods or attitudes, there are few who doubt the Templars' good intentions. This creates an unusual respect on the street without a true sense of belonging. You gain a +2 bonus on Street influence checks.

Technique Master: Any Fighting Techniques skills that are class skills for at least one of your classes are class skills for the Street Templar class. This ability functions only for fighting styles that allow archaic European weapons.

Armour of the Saints: At 2nd level, you are used to wearing ancient armours in times when bullets can cut through metal, and have learnt to minimise the impact of such attacks. Provided you are not flat-footed, any archaic armour you wear gains the bullet-proof quality. (See "Armour" in Chapter 3: Equipment in the *Etherscope* core rulebook for more information on bullet-proof armours.)

Alms for the Sick: At 3rd level, you are skilled at dealing with the sick and needy. You gain a bonus on Knowledge (medicine) checks (excluding surgery) equal to your Street Templar level plus your Wisdom modifier. In addition, you can add your Charisma modifier to the damage you heal using Knowledge (medicine).

One with the Blade: The use of traditional arms and armour, backed up by cybernaughtic integration, are the cornerstone of the Street Templar's fighting style. At 4th level, you are the true master of your weapon, fully exploiting the benefits of your cybernaughtic upgrades. You can activate this ability as a free action by spending an excellence point. For a number of rounds equal to your twice your Constitution modifier (minimum 2 rounds), you gain a +1 bonus on attack rolls and deal +1d6 points of damage with any European archaic weapon for which you possess an integrated weapon system app.

SUPERNAUGHT

Many peoples' view of Scope tab trip addicts escaping into pleasure domains.

TABLE 3-29: THE STREET TEMPLAR

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+1	+1	+0	+0	+1	Angel of the streets, technique master
2	+2	+2	+0	+0	+2	Armour of the saints
3	+3	+2	+1	+1	+2	Alms for the sick
4	+4	+2	+1	+1	+3	One with the blade

TABLE 3-30: THE SUPERNAUGHT

LEVEL	BASE ATTACK	FORT	REF	WILL	DEFENCE BONUS	SPECIAL
1	+0	+2	+0	+0	+1	Anchored, fearless
2	+1	+3	+0	+0	+2	Dauntless 1/day
3	+2	+3	+1	+1	+2	Invulnerable avatar
4	+3	+4	+1	+1	+3	Dauntless 2/day

In most cases, this is true, as the real world provides many reasons to want to escape. However, tab-jammers in the true sense are much more than this perception acknowledges or understands. When used and focused correctly, tab trips allow direct interface with the substance of Etherspace, a closeness of connection denied Scope runners who are always subject to the filter of their implants. To be fair, Scope riders likewise have methods of interface with Etherspace due to their jack that are denied to tab-jammers, but these operate on a different principle. A true tab-jammer is on a journey of consciousness expansion — a journey that can greatly affect the individual's abilities and connection to Etherspace, with the repeated tab trips even altering the brain chemistry.

The supernaught is one example of where a tab-jammer's consciousness-expanding journey can take her. A supernaught understands Etherspace through her physical presence within it via her avatar. She feels the current of the vastness of Etherspace flowing through her, even within the constructed domains of the Scope. By learning to accept this energy and allowing it to permeate her consciousness, the supernaught increasingly becomes one with Etherspace and grows more powerful within it. The avatars of supernaughts are powerful and resilient, and this makes them some of the toughest Scope combatants in existence. Tragically, this process of consciousness expansion has consumed the spirits of weaker-willed tab-jammers, some say due to the influence of dark powers within the stuff of Etherspace itself.

For those with the strength of mind and spirit to endure the journey, the path of the supernaught leads to physical power within the Scope that few can match.

Game Rule Information

The rules for playing an supernaught are described below.

Requirements

To qualify for the supernaught prestige class, you must meet the following requirements:

Skills: Resolve 9 ranks
Scope Resilience 9 ranks

Feats: Great Fortitude
Spirited
Toughness (avatar) x 2

Special: Tough avatar class feature

Hit Dice

Supernaughts gain 1d10 hit points at each level, adding their Constitution modifier to the die roll.

Scope Points

Supernaughts gain 1d12 Scope hit points at each level, adding their Charisma modifier to the die roll.

Class Skills

The supernaught has the following class skills: Concentration (Con), Engineer (pharmaceutical) (Int), Intimidate (Cha), Knowledge (mystical philosophy) (Int), Resolve (Cha), Scope Awareness (Wis), Scope Resilience (Cha), and Scope Use (immersed) (Int).

Skill Points at each level: 3 + Int modifier.

Influences

Your social template determines the influences available to your character. The supernaught receive the following number of points to spend on influences:

Influence Points at each level: 1.

Class Features

All of the following are class features of the supernaught class.

Anchored: Due to your connection and understanding of Etherspace and your avatar's nature, your avatar is effectively more real and harder to affect with physical force than other constructions of programming or consciousness within the Scope. When in avatar form, you gain a +4 bonus against being bull

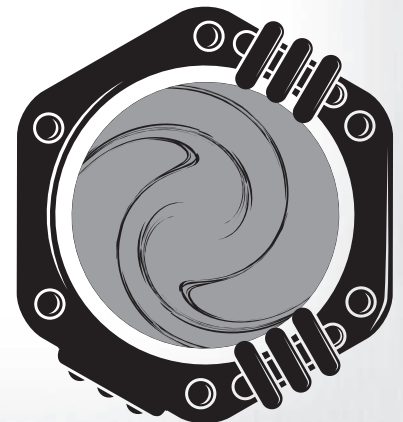
rushed, knocked prone, overrun, pushed, or tripped.

Fearless: Your consciousness is attuned to the flux of Etherspace and views itself as a natural part of that dimension, no different from any other creature or force natural to Etherspace. You are immune to fear effects while in avatar form.

Dauntless: By focusing upon the flow of Etherspace particles that constitute your avatar's body, you can consciously manipulate the fabric of Etherspace to strengthen your avatar. Such focus is difficult and this ability is limited in its use.

As a free action, when in avatar form you may activate this class feature. You gain a +4 bonus to your Strength and Constitution, a +2 bonus on saving throws, and a +4 dodge bonus to Defence. This class feature may be used once per day at 2nd level and twice per day at 4th level. The effects last for a number of rounds equal to your character level.

Invulnerable Avatar: As your familiarity and understanding of Etherspace grow, your avatar becomes suffused with etheric energy, protecting itself with a more coherent and difficult-to-disrupt part of Etherspace. At 3rd level, your avatar gains damage reduction 2/—, which stacks with the damage reduction granted by the tough avatar class feature of the tab-jammer (see **Etherscope**, Chapter 7: The Advancing Character, "Advanced Classes"). Further, you gain resistance against all types of energy (see **Etherscope**, Chapter 2: Traits, "Special Traits," *Resistance to Energy*) equal to half your avatar's damage reduction, which stacks with energy resistance from other sources.



GRAIN 4: GEAR



PERSONAL EQUIPMENT

This section contains several new items of equipment, including several new street weapons, a number of armours found in the urban environment, and miscellaneous gear and vehicles. The majority of the paraphernalia listed in the following pages is specific to metropolitan needs and desires; whilst one might find them elsewhere, they were likely created or adapted for use in the maze of dark city streets (or they were just too cool to be left in the hands of industry, the military, or high society). As a result, many items have a cobbled-together feel, are easier to conceal (or explain away), or boast a lower price than similar, more professional-looking items.



ETHERPUNK WEAPONS

A close look at archaic weapons shows that several developed from tools used in everyday life; for instance, the European flail and the Japanese nunchaku developed from grain-threshing tools. In a similar fashion, several tools and other items found in urban areas have been developed into weapons. Normal weapons have also been developed for special purposes. A sampling of these weapons appears here.

Handguns

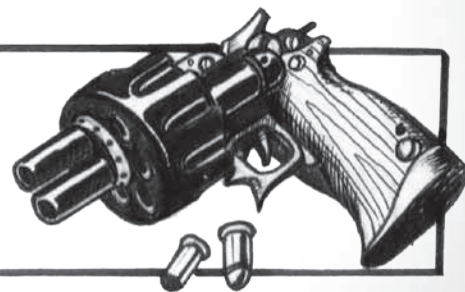
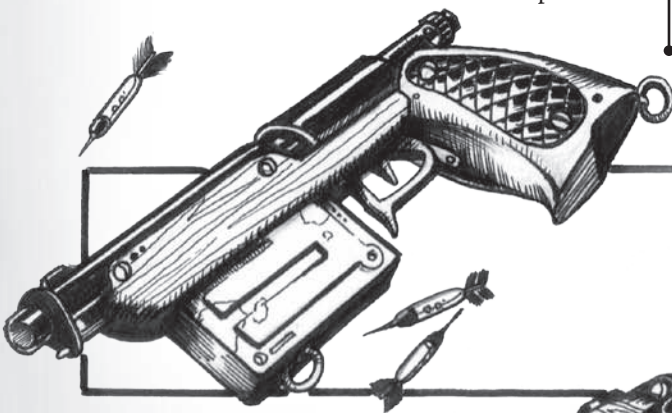
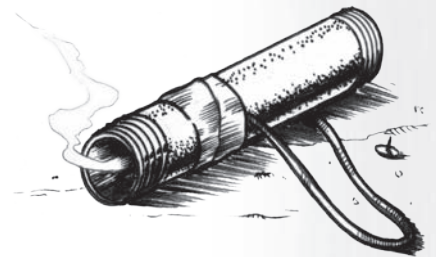
Pistol, Dart: The dart pistol is an autoloader (or automatic), featuring a removable box magazine. The pistol's action uses the energy of the shot to throw back a slide, eject the shell's casing, and scoop the next round into the chamber. Because the dart round is longer than other pistol rounds, the box magazine and the chamber are also longer. Overall, the gun looks like a narrow-muzzled, slightly elongated version of other autoloader pistols.

Pistol, Palm: This entire pistol can be held within the palm of the hand, hence its name. It is a Diminutive weapon, which

grants a +8 size bonus on Sleight of Hand checks for concealment. This gun is little more than a grip, a chamber large enough for one bullet that must be loaded by hand, and a barrel a bit less than an inch long. The barrel is meant to fit between the index and second finger of the hand and is fired by squeezing the fist. The palm pistol uses light standard rounds. Some models have brass knuckles built in; this addition is anchored to the barrel and grip (and raises the acquisition DC of the weapon to 18).

Pistol, Shot and Slug: This weapon resembles a standard revolver with an oversized cylinder. The cylinder rotates around a chamber and short barrel used for firing a 12-gauge shotgun shell (the shot barrel sticks out from the center of the cylinder, beneath the slug barrel). Switching between the revolver and the shotgun takes a move action, which is used to flip the gun's hammer. Small standard shells are loaded into the cylinder, and a 12-gauge shotgun shell goes into the internal space designed for it. The standard shells deal 2d6 points of damage, and the shotgun shell deals 2d8.

Zip Gun: Constructed using a short pipe, duct tape, rubber tubing or other elastic, and a thumbtack, a zip gun is an easily concealed single-shot weapon.

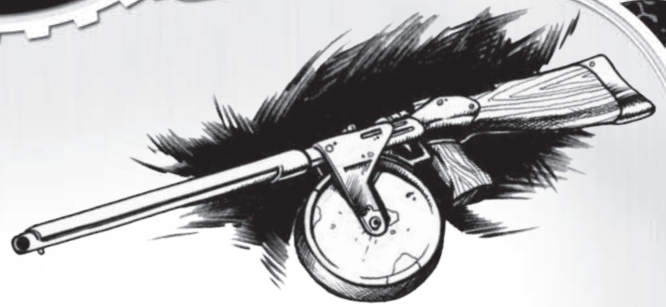


The damage caused depends on the ammunition used (see Table 3–9: Ammunition in the **Etherscope core rulebook**); only standard rounds or shotgun shells can be used with a zip gun. The given acquisition DC is for a pre-constructed zip gun; the weapon can instead be constructed as a simple scratch-built device using the Engineer (mechanical) skill (DC 14).

Longarms

Blunderbuss: Sometimes called a streetsweeper, the blunderbuss is a modern version of a much older shotgun design. The gun fires a handful of almost anything: small rocks, glass fragments, small nails, or the like. The gun has a dual chamber, with the rear one holding a “cap” (see Ammunition, below), and the forward chamber holding whatever debris the user wishes to load. The firing mechanism causes the cap to explode, driving the debris out of the flared muzzle of the blunderbuss. While this gun has some disadvantages (such as range and damage), it is comparatively inexpensive. In addition, the nature of the blunderbuss allows you to fire it at two adjacent targets (no more than 5 feet apart). If you do so, make a single attack roll with a –4 penalty and compare the result to the Defence of each target.

Brollygun: This is a rifle built into an umbrella. The device’s curved handle holds the trigger (a small button on the inner curve), the hammer (the workings themselves are inside the handle, but a small button on the exterior curve allow you to cock the hammer), and the safety (a round button on the end of the handle; pressing it once locks the other workings, while pressing it again releases them). The loading and firing chambers are located in the shaft, between the handle and umbrella itself. The ammunition delivery system is the same as for a box magazine, but the box is built into the shaft and cannot be

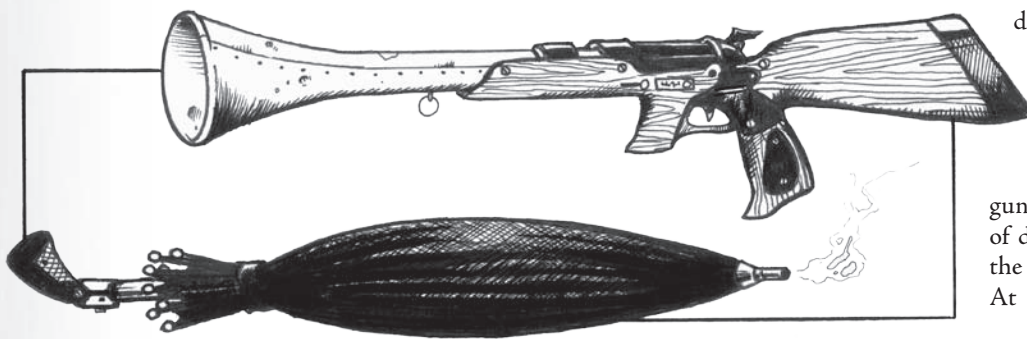


removed; when replacing ammunition (it uses standard rounds), you reload the internal box. This is different from a true internal mechanism, which requires you use a lever or pump action to chamber rounds between shots.

While the brollygun is some three feet long, its trigger, hammer and chamber mechanisms are all quite small. If you do not mind being seen with an umbrella, and are simply trying to conceal its nature, use the size of the visible mechanisms, Fine, for your Sleight of Hand checks (+12 bonus).

You can fire a brollygun while the umbrella is open, but this is bad luck — your target gains one-half concealment. The umbrella portion of the device is rather nice, with folding ribs of aluminium to give the waterproof cloth its shape.

Grapple Gun: This device is a shotgun modified to fire a short, thick dart with a line attached. The single barrel has a slit along the bottom, to allow the dart’s line to pass unobstructed as it pulls from the reel that attaches just in front of the trigger guard. The gun’s barrel is not rifled, so imparts no spin to the dart; this helps keep the line from tangling. A grapple gun includes a small but powerful steam winch that can retract the line; if the dart is securely anchored (requiring a successful ranged touch attack that deals enough damage to penetrate the target’s hardness), the winch instead pulls the gun towards the dart.



Activating the winch is a standard action that does not provoke an attack of opportunity. If you attempt to use the line to pull an opponent toward you, first you must hit the target with the gun; if you deal at least 5 points of damage, the dart is lodged in the opponent or his equipment. At any time after this, you can

TABLE 4-1: RANGED WEAPONS

WEAPON	ACQUISITION DC	DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	ROF	MAGAZINE	SIZE	WEIGHT	RESTRICTION
<i>Handguns (require the Personal Firearms Proficiency Feat)</i>										
Pistol, dart	20	1	20	Ballistic	20	S	6 box	S	3 lb.	Agriculture, Civic, Intelligence
Pistol, palm	16	2d4	20	Ballistic	20	I	1 int	D	0.5 lb.	Street, Intelligence
Pistol, shot and slug	21	2d6 or 2d8	20	Ballistic	40 or 30	S	9 cylinder or 1 int	M	3 lb.	Street, Military
Zip gun	7	varies	varies	Ballistic	10	I	1 int	T	2 lb.	Street
<i>Longarms (require the Personal Firearms Proficiency Feat)</i>										
Blunderbuss	14	2d6	19–20	Piercing	10	I	1 int	L	10 lb.	Academic, Street
Brollygun	27	2d8	20	Ballistic	50	S	6 int/box	L	9 lb.	Crime, Intelligence
Grapple gun	11	1d10	19–20	Piercing	20	I	1 int	L	12 lb.	Constabulary, Military
Stickgun	20	2d10	20	Ballistic	20	I	1 int	L	6 lb.	Street, High Society
<i>Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)</i>										
Launcher (no feat)	2	1d6 (varies)	20	Bludgeoning (varies)	30	I	—	M	2 lb.	Academic, Civic, Street

activate the winch. You must make an opposed Strength check to draw the opponent toward you. The opponent or an adjacent character can make a DC 15 Strength check at any time (a standard action that provokes attacks of opportunity) to remove the dart.

The grapple gun includes grips for each hand, allowing one person to hold on and be pulled towards the dart as well. The line has a test strength of 250 pounds and retracts at a rate of 30 feet per round. The line is 120 feet long. If you miss, the line shoots to its full extent, and you'll need 2 full rounds to reload it.

Stickgun: Another concealed long-arm like the brolygun, this is a single-shot rifle in a walking stick, pipe, or other similar item. A stickgun can be built into such things as a bo staff or the haft of a halberd, but hiding one weapon in another, while good for surprise, does little for someone who wishes to appear unarmed. The stickgun typically holds one heavy round, but can be modified for a shotgun shell or other ammunition instead (increase the acquisition DC by 1). The firing mechanism is simple, little more than a hammer and trigger; some stickguns are made in the manner of zip guns.

While the stickgun is some three feet long, its trigger, hammer, and chamber mechanisms are all quite small. If you do not mind being seen with a walking stick (or whatever) and are simply trying to conceal its nature, use the size of the visible mechanisms, Fine, for your Sleight of Hand checks (+12 bonus).

Other Ranged Weapons

While many types of ranged weapons exist in the Etherscope world, firearms are by far the most common. Following is one example of other weapons used in the urban maze; it's popular because it appears innocent, so simply possessing one is not a criminal offence.

Launcher: This is a simple adaptation of the slingshot, composed of two elastic strands (usually lengths of rubber hose) that hold a cup (generally solid rather than flexible; half a can works well). The ends of the strands can be attached to any solid objects, such as opposite sides of a window frame. You could build a frame especially for a launcher, but the device's portability is its major appeal. The launcher can be constructed with a DC 12 Engineer (mechanical) check. Ammunition varies widely; some of the more popular items include grenades, splash weapons, billiard balls, and even potatoes. The damage listed in Table 4-1 is for a billiard ball.

Ammunition

While most of the weapons presented here use standard ammunition, a few have special requirements.

Cap, Blunderbuss: This shell, named for old cap and ball weapons, has a normal firing pin and gunpowder load, but has no slug or shot of its own. It is meant to simply cause an explosion and drive out whatever has been loaded in the blunderbuss.

Dart, Pistol: This is a dart with a lightly loaded, low-calibre, needle-tipped shell on the end. The dart shell is longer than other pistol shells, and is intended to fire at a lower velocity. Damage is less important than the delivery of a poison. Pistol darts are usually loaded with atropine, but other poisons are possible.

Grapppler: A grapppler round consists of a shell, a line, and a reel. The shell is topped with a small steel dart, rather than a slug. The dart can penetrate wood or concrete, provided it causes enough

damage to overcome the substance's hardness. The slender, strong, and flexible line runs from the dart to the reel, which allows the line to run out quickly. When you tug the line sharply, prongs spring forth from the dart, hopefully anchoring the dart in place.

Grenades and Explosives

Kitchen Grenade: This rather simple device is constructed with common household materials. One substance is placed in a small jar, which is sealed and placed inside the larger jar. The larger jar is then filled with the second substance and sealed. When the grenade is thrown, the jars break and mix the substances, causing an explosion and scattering shards of glass from the jars.

Scrambler: This ingenious device, probably created by some nation's intelligence service, releases dozens of minute ether fragments pulled from an area of Etherspace particularly inimical to life. These fragments seek biological material and cause damage at the sub-cellular level. While living subjects suffer relatively minor damage, these ether fragments degrade DNA and RNA strands, making DNA analysis much more difficult (-8 to Investigate checks used for such analyses). The listed acquisition DC is for a single scrambler.

Pipe Bomb: Another explosive crafted from fairly common substances, the pipe bomb is so named because it is usually built from a pipe, which is filled with the materials and capped on both ends. A fuse is set into the pipe bomb; when the spark hits the volatile mixture within the pipe bomb, it explodes with some force.

TABLE 4-2: AMMUNITION

AMMUNITION TYPE	ACQUISITION DC	QUANTITY	WEIGHT (PER)	RESTRICTION
Cap, blunderbuss	4	20	0.5 lb. (20)	Agriculture, Street
Dart, pistol	4	10	1 lb. (10)	Academic, Agriculture, Civic, Intelligence
Grapppler	12	6	1 lb. (6)	Military

TABLE 4-3: GRENADES AND EXPLOSIVES

WEAPON	ACQUISITION DC	DAMAGE	DAMAGE TYPE	BURST RADIUS	REF DC	RANGE INCREMENT	SIZE	WEIGHT	RESTRICTION
<i>Grenades</i>									
Kitchen grenade	4	2d6	Slashing	10 ft.	15	10	T	3 lb.	—
Scrambler	20	2d6	Energy (ether)	20 ft.	20	10	T	1 lb.	Crime, Intelligence
<i>Explosive</i>									
Pipe bomb	5	3d6	Slashing	10 ft.	15	10	T	2 lb.	Guilds, Industry

Simple Weapons

Usually inexpensive and light in weight, simple weapons are nevertheless very handy in a fight.

Armour Spikes: Spikes can be added to armour with metal plates or studs. Spikes allow you to deal an extra 1d6 piercing damage on a successful grapple attack. The given acquisition DC is used if the armour has spikes when first purchased; if you wish to add spikes to existing armour, use an acquisition DC of 7.

Boots, Steel-Toed: These boots have steel plates in the front to protect you from damage from dropped items. An attack with a steel-toed boot deals lethal damage, but is otherwise considered an unarmed attack. In addition, when using Combat Martial Arts to kick, a steel-toed boot adds +1 on damage rolls. The cost and weight given is for a pair of boots.

Boots, Spiked: These steel-toed boots have spikes across the top and jutting from the perimeter of the sole. An attack with a spiked boot deals lethal damage, but is otherwise considered an unarmed attack. In addition, when using Combat Martial Arts to kick, a spiked boot adds +1d3 on damage rolls. The cost and weight given is for a pair of boots.

Cycling Glove: These heavy leather gloves, common among velocyce riders, have small metal plates attached for added protection in a wreck. An attack with a cycling glove deals lethal damage, but is otherwise considered an unarmed attack. In addition, when using Brawl

or Combat Martial Arts to punch, a cycling glove adds +1 on damage rolls. The cost and weight given is for a pair of gloves.

Cycling Glove, Spiked: These cycling gloves have spikes across the knuckles and the back of the hand. An attack with a spiked glove deals lethal damage, but is otherwise considered an unarmed attack. In addition, when using Brawl or Combat Martial Arts to punch, a spiked glove adds +1d3 on damage rolls. The cost and weight given is for a pair of gloves.

Knife, Switchblade: Typically smaller than a normal knife, a switchblade is more easily concealed or disguised. There are two basic models, both of which look like a knife handle until released. The more common form has a spring hinge at one end of the handle; when a switch is moved, the blade flips out of the handle into a locked position. The other type of switchblade places the entire blade within the handle, on top of a spring; moving the switch releases the spring and the blade springs forth from the end of the handle. Switchblades can also be concealed in other objects, including other weapons, ethertech devices, and such diverse items as boxes, binoculars, and torches. Switchblades grant a +4 circumstance bonus on Sleight of Hand checks to conceal them.

Knife, Combat: Similar to a regular knife in most ways, this weapon has several added features. The blade is serrated along one edge, making it useful as a saw; this edge is sometimes notched to enhance such tasks as cutting wire, prying lids, and attempting binding

manoeuvres. A compass sits in the knife's pommel, which can be unscrewed to reveal a hollow handle filled with useful items: matches, fishing hook and line, sewing kit, wire saw, and basic first aid (adhesive bandages, antibiotic ointment, painkillers). A fully equipped combat knife grants a +2 bonus on Survival checks.

Knife, Shock: When this knife hits a target, the blade recesses slightly into the handle, completing a circuit and allowing an electrical shock to flow through the blade. Anyone hit by the blade suffers additional electricity damage, while the insulated handle protects the wielder. If your attack roll would hit your opponent as a touch attack, but not a regular attack, the knife deals its electricity damage, but not its piercing damage. A battery is required for the weapon to deal electricity damage (see Chapter 3: Equipment of **Etherscope**); the battery lasts for 10 uses.

Hook: This is a slender steel shaft, curved into a hook shape and attached to a T-shaped handle. A hook is used among agricultural workers to help in carrying large pieces of meat, as well as



TABLE 4-4: MELEE WEAPONS

WEAPON	ACQUISITION DC	DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	RESTRICTION
<i>Simple Weapons (require the Simple Weapons Proficiency feat)</i>								
Armour spikes	+2 or 7	See description	20	Piercing	—	F	+10 lb.	Crime, High Society, Street
Boots, steel-toed	8	+1	20	Bludgeoning	—	T	5 lb.	—
Boots, spiked	10	+1d3	20	Piercing	—	T	6 lb.	Military, Street
Cycling glove	6	+1	20	Bludgeoning	—	T	1 lb.	Constabulary, Military, Street
Cycling glove, spiked <i>b</i> 7		+1d3	20	Piercing	—	T	2 lb.	Street
Knife, switchblade	7	1d3	19–20	Piercing	—	T	1 lb.	Street
Knife, combat <i>b</i>	6	1d6	19–20	Piercing	—	S	2 lb.	Military
Knife, shock	10	1d4+1d4	19–20	Piercing and Energy (electricity)	—	T	2 lb.	Crime, Street
Hook <i>b</i>	14	1d4	20 x3	Piercing	—	T	2 lb.	Agriculture, Military, Street
<i>European Archaic Weapon (requires the Archaic Weapons Proficiency (Europe) feat)</i>								
Lochaber <i>bst</i>	20	1d8	20 x3	Slashing or Piercing	—	L	13 lb.	Academic, Agriculture, Industry

b This weapon is useful for trapping another weapon and grants its wielder a +4 bonus on bind checks.

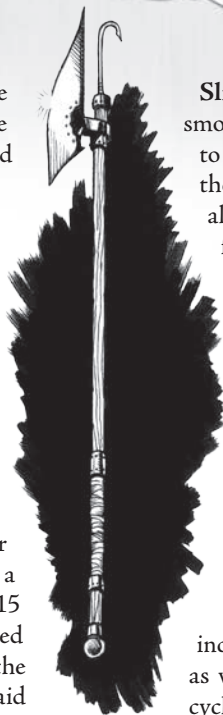
s If you use a ready action to set this weapon against a charge, you deal double damage on a successful hit against a charging opponent.

t You can use this weapon to make trip attacks; if you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

to hang those pieces in storage lockers or for conveyance. The navy finds various shipboard uses for the same item.

Archaic Weapon

Lochaber: This old Scottish weapon is generally six feet long, with a large blade and hook on one end, and often a sharpened butt-cap on the other. Once used to bring down mounted riders, the lochaber is still effective for such tasks: a rider struck by a lochaber must make a DC 15 Ride check to remain mounted and in control. In addition, the lochaber can be used to aid climbing, fishing, picking, and numerous other tasks (providing a +2 circumstance bonus on certain skill checks, at the GM's discretion), making it a somewhat common agricultural and industrial tool.



Slick Suit: A slick suit is made of a smooth, supple plastic, strong enough to provide some protection. While the material always looks wet, almost slick, it has a slightly tacky feel and catches slightly on skin, leather, or other plastics. Garments made of the material are often skintight and lined with a light layer of smooth cloth to make them easier to put on or take off. A slick suit is often a one-piece item, but can just as easily be two pieces. Black is a popular colour, followed by deep red, though nearly any colour is possible.

Cycle Leathers: This full suit includes a regular leather jacket, as well as leather trousers or chaps, cycle gloves, steel-toed boots (see above), and a helmet (hardened plastic, leather, or metal). These materials protect a velocyte rider with protection in the case of collision or other accident. Cycle leathers are the modern equivalent of archaic leather armour, protecting the chest and shoulders with multiple layers of leather rather than leather stiffened by boiling. Consequently, a suit of cycle leathers weighs more than leather armour, but is otherwise quite similar. Cycle leathers are also donned in the same manner as normal clothing, rather than being secured with a system of straps and buckles, like archaic leather armour.

Studded Leathers: This is a set of cycle leathers toughened by the addi-

tion of close-set metal rivets. This suit is the modern version of studded leather armour. Like normal cycle leathers, this suit is worn in the same manner as normal clothing, and includes cycle gloves, steel-toed boots (see above), and a helmet. Some members of velocyte gangs decorate their helmets with symbols or slogans, sometimes recalling ancient helmets with addition of horns, teeth, or other representations of bestial or even monstrous forms. It may be possible to find an ancient suit of studded leather with the same statistics as those listed here, but which can be used with the Armour Proficiency (archaic) feat.

Reinforced Leathers: A suit of reinforced leathers is a set of cycle leathers that has been adorned with numerous metal plates and chains, providing added protection for vulnerable areas. Chains are typically short, with small links, and riveted at both ends; they cover joints, such as elbows and shoulders, to provide protection while retaining flexibility. Light plates are used on the right and left chest, thighs, and lower arms. The plates and chains do not completely cover the leather, as they do in street plate (see below), so reinforced leathers remains a light armour. Unlike other cycle leathers, however, this one is obviously meant for fighting as much as for protection from collisions. This armoured suit includes spiked cycle gloves and boots (see above), as well as a helmet that is often decorated so as to instil fear in the wearer's opponents.

Mesh Armour: Mesh armour is a

STREET ARMOUR

Light Armours

Light armours are popular amongst those who might find themselves in a fight, yet wish to retain mobility and an appearance of relative normalcy.

TABLE 4-5: STREET ARMOUR

ARMOUR	ACQUISITION DC	TYPE	EQUIPMENT BONUS	BULLET-PROOF	MAXIMUM DEX BONUS	ARMOUR PENALTY	SPEED	WEIGHT	RESTRICTION
			<i>Proficient</i>	<i>Non-proficient</i>					
<i>Light Armour (require the Armour Proficiency (light) feat)</i>									
Slick suit	8	Impromptu	+1	+1	No	+8	0	30 8 lb.	—
Cycle leathers	11	Impromptu	+2	+1	No	+6	0	30 20 lb.	Constabulary, Military, Street
Studded leathers	13	Impromptu	+3	+1	No	+5	-1	30 22 lb.	Street
Reinforced leathers	15	Impromptu	+4	+2	No	+4	-2	30 25 lb.	Street
Mesh armour	14	Concealable	+3	+1	Yes	+5	-2	30 4 lb.	Crime, High Society, Intelligence, Street
Mesh armour suit	19	Concealable	+5	+2	Yes	+4	-3	30 8 lb.	Crime, High Society, Intelligence, Street
Longcoat	17	Concealable	+4	+2	Yes	+3	-3	30 20 lb.	Crime, High Society, Street
<i>Archaic Armour (require the Armour Proficiency (archaic) feat)</i>									
Breastplate	29	Archaic	+5	+2	No	+3	-4	20 30 lb.	Academic, High Society
Breastplate, heavy	30	Archaic	+5	+3	Yes	+2	-6	20 45 lb.	Academic, High Society
<i>Tactical Armour (require the Armour Proficiency (tactical) feat)</i>									
Tread vest	15	Tactical	+4	+2	Yes	+4	-3	25 10 lb.	Street
Street plate	14	Tactical	+6	+3	No	+1	-6	20 32 lb.	Street
Etherium scale	18	Tactical	+7	+3	Yes	+3	-4	20 25 lb.	Crime, High Society, Parliamentary, Street

recent development, an extension of the technologies and materials used in other bullet-proof armours. Mesh armour is the name given to a protective fabric, a combination of various ballistic fibres; this fabric can be created in different colours and put together in a variety of forms and styles. Clothing created from mesh armour fabric can take many different forms, but all the fabric is thick, so somewhat bulky items are best, such as trousers, jackets, and heavy shirts (in the style of denim or flannel shirts). As long as the fabric is used for heavier items, there is no adjustment to Spot checks used to recognize the nature of the item (see **Etherscope**, Chapter 3: Equipment, “Concealed Weapons and Objects”). If the fabric is used to create something normally made from lighter fabric, such as a dress shirt, opponents receive a +2 bonus on Spot checks to notice that the item does not look right. Mesh armour fabric also has a slightly odd feel, something like suede, but a bit slicker. As a consequence, anyone who touches the fabric gains a +2 bonus on subsequent Spot checks used to perceive the true nature of the clothing.

Whether created by an intelligence service or an illegal laboratory run by a crime syndicate, mesh armour items are now being made in several different places. The details given in Table 4–5 are for a single item made from the material (trousers, a jacket, or a shirt).

Mesh Armour Suit: This is simply a matching two-piece ensemble, such as jacket and trousers, made of the mesh armour fabric described above. A suit must have one piece to cover the torso and one to protect the legs.

Longcoat: This overcoat, also called a duster or topcoat, has been reinforced with special fibres that provide protection from melee and firearm attacks. It is the criminal’s answer to the police cape (see **The Great Metropolis**, Chapter 5: Character, “Equipment”), much heavier and more restrictive of agility, but providing more protection with its greater coverage. When buttoned, the longcoat covers the wearer from chin to ankle. Its light waterproof coating adds some protection from inclement weather. A longcoat also provides the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather (see **Etherscope**, Chapter 4: Combat,

“Environment and Hazards,” *Heat and Cold*).

Archaic Armour

Archaic armours, while effective against older weapon forms, are usually weak against ballistic damage.

Breastplate: This armour covers your torso, front and back. A breastplate armour set includes a helmet and plates to cover the lower legs. Most suits of this type also incorporate a studded leather skirt to cover the upper legs, though some suits include leather shirt and trousers instead of the skirt, providing lighter, if more complete, limb coverage.

Breastplate, Heavy: A heavy breastplate covers the same areas as a regular breastplate, but with a much thicker plate that is more resistant to bullets, making the heavy breastplate effective against ballistic attacks. Still, the restrictions to speed and agility present significant disadvantages.

Tactical Armour

Tactical armours, the heavier personal armours of the **Etherscope** world, provide good protection whilst retaining good manoeuvrability.

Tread Vest: This clever piece of street armour makes use of strips of tire tread, attached to a denim or light leather jacket. The tread strips rest vertically on the front of the torso, while the back of the torso is wrapped by horizontal strips. Despite its name, the tread vest also includes strips for the legs and arms. The dense, thick, vulcanised rubber of the treads, reinforced with a belt of steel fibres, is effective against both melee and firearm attack. These pieces of armour are manufactured by certain master crafters among the inhabitants of the urban maze; the price includes a set of new tires, which are cut apart for use in the armour. While a tread vest looks odd to some, many believe it to be just as stylish as cycle leathers or other clothing.

Street Plate: A suit of street plate consists of cycle leathers taken to the next degree. Metal plates cover the chest, abdomen, and back, as well as the throat, the upper and lower arms, the thighs, and the shins. Chains and plates reinforce the joints as well, and very little of the suit’s leather foundation

shows through the metal. Spiked gloves and boots (see above) are included with this suit, as is a helmet, often one decorated with fearsome imagery. This modern version of plate armour is effective against most types of damage, but weak against ballistic attacks. Street plate is a tactical armour because of its weight, and because the “jacket” goes on over the head, so the torso plates are solid; the front and back are drawn together with straps.

Etherium Scale: Based on archaic armours, this suit consists of a coat, coif, and leggings of leather, covered with overlapping scales of metal. Unlike archaic forms, however, the scales used in this suit are made of etherium. They provide enhanced protection against all sorts of damage, while allowing the wearer to remain relatively agile. This sort of armour is often worn by bodyguards for important figures in organized crime, high finance, and legitimate government. Some urban mercenaries also choose etherium scale, despite the high price; not only is the protection good, but being seen in it enhances the reputation.



GENERAL EQUIPMENT

Many miscellaneous items appear in this section, including tools that can be used as weapons, street and combat drugs, and new ethertech devices.

Ethertech Equipment

Some of the items presented here contain small portals, while others are accessories for Scope activities.

Gene Analyser: Originally created by the Eugenics League, this device uses ethertech to extract genetic material from a cell and produce an analysis of the DNA. This proved quite useful in engineering the transgenic strains. Forensic scientists and their allies use these devices to produce analyses of evidentiary samples — blood, hair, and the like — taken from crime scenes. A DC 15 Knowledge (medicine) check generates a worthwhile report. The analysis can provide some information on its own, such as the gender and race of the

owner of the DNA; an exceptional result on the Knowledge (medicine) check (30 or more) allows you to get an indication (but seldom a sure determination) of such things as hair and eye colour, skin tone, and genetic abnormalities (including certain diseases).

Immersion Lounge: Shaped discon-

certainly like a coffin, an immersion lounge provides a Scope user with a safe place for her body while immersed. A typical lounge consists of a soft couch contained in a large box that usually opens from the side (though rolltop models are also popular). The couch keeps the body still and comfortable,

and the box allows good airflow through hidden vents and fans. Advanced models (+5 to the acquisition DC) are equipped with intravenous feeding devices.

Lanebreaker: This device, which can be installed on a zepcar, creates interference to prevent lane signals from controlling the zepcar. With one of these installed, you can pilot the zepcar yourself and fly outside of prescribed lanes and levels. This is an illegal device.

Listen-in: This specialised ethercomm device is meant to remain unnoticed and is often disguised as another object, such as a snuffbox, ashtray, or paperweight. It has a code associated with it, so regular ethercomm devices can connect to it. The listen-in sends sound, but does not receive it, so calling one allows you to listen to whatever is happening in its vicinity.

Miniport: This small device generates a tiny portal to a specialised domain, usually a library of information on a particular topic. Rather than jacking in at a Scope point for full immersion, you attach this thumb-sized device to your Scope jack and gain partial immersion. In essence, you generate a fractional avatar, just enough to allow you to see into and manipulate the small, specialised domain to which the miniport attaches. When using the miniport, you experience a sort of double vision, with the other side of the miniport overlaid on the real world. Most miniport library domains are designed with this in mind, so take up little visual space. Still, you take a -2 penalty on Search and Spot checks and attack rolls while using a miniport, but gain a +4 bonus on Research checks for the subject covered by the miniport. You must have a Scope jack cybernaughtic app to use a miniport.

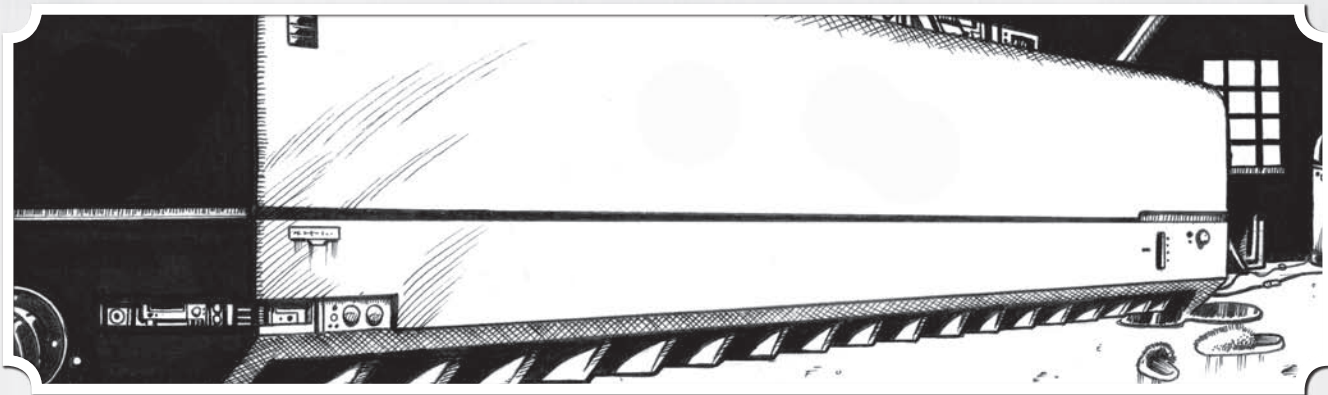
Mod-Port Connection: Install this jack into a vehicle's dashboard (or equivalent) in order to connect to it via a vehicle mod-port cybernaughtic app (see "Cybernaughtics" later in this grain). The acquisition DC includes installation. To install it yourself, reduce the acquisition DC by 2 and make a DC 15 Engineer (mechanical) check.

Symphonica: A recent invention, the symphonica makes use of ethercomm technology. Rather than connecting to other ethercomm devices, the symphonica uses its portal to reach small "sound

TABLE 4-6: GENERAL EQUIPMENT

OBJECT	ACQUISITION DC	SIZE	WEIGHT	RESTRICTION
<i>Ethertech Equipment</i>				
Gene analyser	38	Medium	80 lb.	Academic, Constabulary, Intelligence
Immersion lounge	30	Large	550 lb.	High Society, Intelligence, Street
Lanebreaker	28	Tiny	8 lb.	Crime, Street
Listen-in	34	Diminutive	—	Constabulary, Crime, Intelligence
Miniport	26	Diminutive	—	Academic, Intelligence, Street
Mod-port connection	15	Tiny	5 lb.	Guilds, Industry, Traveller*
Symphonica	29	Diminutive	—	High Society, Street
<i>Pharmaceuticals</i>				
Alcohol	5	Tiny	2 lb.	
Babble	10	Diminutive	—	Constabulary, Intelligence, Military
Focus	8	Diminutive	—	Civic, Street
Go	15	Diminutive	—	See description
Hell dust	12	Diminutive	—	Street
Shake	6	Diminutive	—	Street
Tornado	7	Diminutive	—	Crime, Street
Zoom	13	Diminutive	—	Intelligence, Street
<i>Professional Equipment</i>				
Autopsy lab	43	Colossal	NA	Civic, Constabulary
Crime lab	44	Colossal	NA	Academic, Constabulary, Intelligence, Military
<i>Tools</i>				
Cutting torch	18	Large	10 lb.	Guilds, Industry
Fireplace poker	2	Small	2 lb.	—
Golf club	6	Med	3 lb.	—
Hammer	2	Small	2 lb.	—
Hoe	6	Large	12 lb.	Agriculture
Icepick	2	Tiny	1 lb.	—
Iron skillet	2	Small	3 lb.	—
Nail gun	10	Medium	5 lb.	Guilds, Industry
- Nails	2	Tiny	—	—
Pipe wrench	4	Small	3 lb.	Guilds
Pitchfork	8	Large	12 lb.	Agriculture
Rake	6	Large	10 lb.	—
Sawblade	4	Small	2 lb.	Guilds, Industry
Screwdriver	2	Tiny	1 lb.	—
Shovel	6	Large	12 lb.	Agriculture, Industry
Snooker cue	4	Medium	1.5 lb.	—
Steam auger	21	Large	10 lb.	Guilds, Industry
Straight razor	3	Tiny	1 lb.	—
Tire iron	3	Small	2 lb.	—
<i>Miscellaneous Items</i>				
Billiard ball	8	Tiny	0.5 lb.	Street, High Society
Potato	2	Tiny	0.5 lb.	—
Water displacer	3	Tiny	1 lb.	—
Wire saw	6	Diminutive	—	—

* The influence is described in **The Great Metropolis**.



domains” that contain audio recordings. Several such domains are established in the Walls of New London and Centropolis, allowing someone with a symphonica to call a domain, choose a selection, and listen to it through the symphonica. These devices have several different configurations, but most look like ethercomm devices — typically, a circular item of brass and wood, a little bigger than a pocket watch. Square and triangular symphonicas are also available, as are more fanciful versions, such as those shaped like clamshells, songbirds, or musical instruments. Symphonicas are often worn on chains around the neck, or in a pocketed band on the upper arm. Higher-end models (+3 to the acquisition DC) have earphones, so that only the owner hears the sound from the device.

Pharmaceuticals

The world of **Etherscope** is a dark place, especially in the depths of the great urban centers. Class differences, oppression, militarism, and poverty combine to create a depressing and stressful environment. Daily life is often filled with tedium, interspersed with anxiety and outright fear. To escape the

boredom, or to quell the apprehension, some people turn to mood-altering compounds. Some create euphoria, while others simply numb the body or mind. These effects, however, result from the toxic nature of the substances. While many of these drugs were originally created or refined for medicinal use, they proved to have unpleasant side effects, and some are highly addictive.

Some people in the **Etherscope** world use recreational drugs. Whether a player character uses them, or has a habit or is addicted, is a choice the player and the GM should make. A character who frequently uses these substances almost certainly has a habit; a character who uses the same drug in several consecutive game sessions is probably addicted. The status of the character in regards to the drug (user, habitual, or addicted) influences how those substances act on the character. The price of pharmaceuticals varies from day to day and place to place, so the acquisition DC given in Table 4–6 is for 1d4+1 doses of the substance, or for the raw materials needed to create that many doses.

Recreational pharmaceuticals are described by a number of statistics, as shown on Table 4–7: Pharmaceuticals.

Type: This entry describes the delivery method of the substance. An ingested drug is taken by mouth, while one with the “injury” type is injected. A drug that is inhaled might be a powder that is sniffed or a liquid that gives off vapours that can be inhaled, or it might be a solid that can be smoked.

Save DC: While the materials listed here are poisons, they are usually taken deliberately, which in most cases would mean the subject chooses to forego a save to resist the effects of the substance. However, long-term users develop a resistance to drugs, so regardless of the user’s intent, he must make a Fortitude save (use the DCs listed on the table), with success indicating the drug has had no effect. If the save is successful, he can take another dose in an effort to experience the effect (thus going down the path towards addiction and overdose). A habitual user receives a +2 or +4 bonus on this save against his habitual drugs, whilst an addicted user receives a +6 or +8 bonus; the exact bonus is determined by the GM, based on the length of the habit or addiction.

If a character rolls a natural 1 on this check, he overdoses (overdose results are covered in the following descriptions). A habitual user overdoses on a roll of a natural 1 or 2, while the addict overdoses on a roll of a natural 1, 2, or 3.

The DC listed here is also used when an addict tries to resist the compulsion to take the drug. Unless otherwise noted, a person who has become an addict remains an addict until death, and always feels the compulsion to take the drug in question. An addict must make a Will save (use the DCs listed on the table) when in the presence of the object of the addiction, unless he is currently under its effects. If the save fails, the addict attempts to take a dose of the

TABLE 4–7: PHARMACEUTICALS

SUBSTANCE	TYPE	SAVE DC	ONSET TIME	DURATION	ENGINEER DC	TIME
Alcohol	Ingested	15	5 minutes	1 hour	10	1 week
Babble	Ingested	17	1 minute	1 hour	16	4 hours
Focus	Ingested	17	10 minutes	4 hours	14	8 hours
Go	Inhaled	19	1 minute	1 hour	13	8 hours
Hellidust	Injury	21	1 round	6 hours	15	6 hours
Mass*	Ingested	15+1/dram	Varies	4 hours +1 hour/dram	n/a	n/a
Shake	Inhaled	15	2 minutes	3 hours	n/a	n/a
Tornado	Inhaled	21	1 round	10 minutes	12	4 hours
Zoom	Inhaled	23	5 minutes	6 hours	20	8 hours

n/a: Certain substances can’t be made with the Engineer skill. See the description for details.

* Mass is described in **The Great Metropolis**; it is included here for completeness.

drug, but still must make a save to resist its effects, as normal. The addict need not achieve the drug's desired effects; simply taking a dose is often enough to quell the urge. However, if more of the drug remains available, the addict must continue making saves until the save is successful, the drug is effective, or the drug is gone. Friends of the addict can intervene, removing the drug or physically restraining the addict. An addict who avoids the presence of the drug must still make a Will save at least once per day, with failure indicating a compulsion to find a dose of the drug. The GM may make adjustments to the save DC (for example, +2 to the DC if the addict has had a stressful day).

Onset Time: The length of time between the taking of the drug and the appearance of its effects (the benefit and detriment listed in the description).

Duration: The length of time that the user experiences the benefit and detriment of a pharmaceutical substance. Taking another dose extends the duration.

Engineer DC: The DC of the Engineer (pharmaceutical) check to create a few doses of the substance.

Time: The amount of time required for the Engineer check.

The descriptions below include these details:

Benefit: The temporary beneficial effects of taking the drug.

Detriment: The temporary detrimental effects of taking the drug.

Large dose: The effects listed in these descriptions are for a "standard" dose of the given substance. A larger-than-normal dose often increases the detriment and reduces or eliminates the benefit. The duration of these effects can be altered as well. This entry describes what happens when an especially large dose is consumed.

A large dose of a drug increases its acquisition DC by 1.

Aftereffects: The effects of the "hangover" from the substance. The length of the after effects is also given in this entry.

Habitual: This entry describes the penalties a habitual user suffers, and tells how long the user must go without a dose to recover from these penalties.

Addicted: This describes the permanent effects of addiction on the user;

these replace the penalties of habitual use.

Overdose: This describes what happens if the user overdoses on the substance in question.

Alcohol: This category includes all sorts of alcoholic beverages, such as hard liquors, beers, ales, wines, and champagne. These effects usually occur after two or three drinks (or more, for some characters); simply having a beer or two does not affect a character.

Benefit: Different people gain different benefits from alcohol, largely dependent on the drinker's general personality. A stubborn person might gain a +1 bonus on Will saves while under the influence; a friendly person gains a +2 bonus on Diplomacy checks for the duration; a surly fellow gains a +1 on damage rolls when inebriated. Once a person's benefit is established, it never changes. The bonus ultimately rests in the hands of the GM, but should be similar to the examples given. Given that alcohol tends to make the imbiber clumsy and less focused, the benefit should only rarely apply on a skill or ability based on Dexterity or Intelligence.

Detriment: -1 on attack rolls, damage rolls, saving throws, skill checks, and ability checks (the penalty does not apply on the same rolls to which the user gains a benefit).

Large dose: Eliminate the benefit and double the penalties of the detriment. These effects last 1d4+1 hours.

Aftereffects: -1 Dexterity, -1 Constitution, -1 Intelligence. Lasts 2d12 hours.

Habitual: -1 Constitution. This penalty vanishes after 1 week without the drug.

Addicted: -1 Constitution, -1 Dexterity, -1 Intelligence.

Overdose: Unconsciousness for 2d6 hours.

Babble: This is a sedative, sometimes used as a sleeping pill, which lowers inhibitions and make a person more talkative. Babble is seldom used for recreation, but is often utilized as an aid in interrogation.

Benefit: +4 on saves against fear effects.

Detriment: -2 on Will saves and Resolve checks. The user is fatigued and feels compelled to talk and answer questions.

JUST SAY NO

Drugs exist in **Etherscope** as a mature theme for players to explore, or not, as they choose. Please note that Goodman Games and its associates do not encourage or support drug abuse, and the presence of drugs in this book is not an endorsement of them. Just say no!

Large dose: The user is exhausted instead of fatigued. Duration of effects reduced to 30 minutes.

Aftereffects: -2 Intelligence for 3d4 hours. The user also suffers memory loss, and requires a DC 20 Intelligence check to remember anything specific that occurred whilst under the influence.

Habitual: -1 Strength, -1 Dexterity, eliminated after 1 week without the substance.

Addicted: -1 Strength, -1 Dexterity. Addiction to babble can be overcome, if the addict can resist the lure of the substance for a full month. The addict also suffers withdrawal: An addict who goes a full day without the drug must make a DC 17 Fortitude save upon waking the next day; failure means the individual is nauseated for 1d4 hours and fatigued for 1d12 hours. If the addict manages to make it through the whole month, he recovers his lost Strength and Dexterity. However, a recovered addict who takes the drug again, willingly or not, immediately becomes addicted.

Overdose: Unconsciousness, and the user must make a DC 17 Fortitude save or take 1d4 points of Constitution damage; the save must be repeated again after 1 minute. Unconsciousness lasts for 1 hour plus an additional hour for each point of Constitution damage.

Focus: This is a drug that allows the user to concentrate better, and focus is often prescribed for those who have trouble doing so. It is also used by those looking for a little boost, or those who enjoy its side effects. Investigators and researchers often become abusers of the drug.

Benefit: +1 Intelligence, +1 Wisdom, +2 on Concentration and Scope Awareness checks, +1 on Resolve checks, +2 on checks to resist the effects of starvation.

Detriment: None.

Large dose: No additional effect.
Aftereffects: -1 Wisdom, -1 on Concentration and Scope Awareness checks; the user is fatigued. Lasts 2d4 hours.

Habitual: -1 Intelligence, -1 on Concentration, Resolve, and Scope Awareness checks. These penalties vanish after 2 months without the drug.

Addicted: -1 Intelligence, -1 Wisdom, -1 on Concentration checks.

Overdose: The user is shaken for 2d6 hours.

Go: This powerful and highly addictive stimulant is used to reduce appetite, eliminate fatigue, and maintain wakefulness. Its effects are virtually identical to those of two other drugs, amp and madman. The main difference between the three is their availability and the influences needed to acquire them. Go was quite popular among the upper class in the late nineteenth century, and while its detrimental effects led to go being made illegal, much of law enforcement turns a blind eye to it.

Benefit: +1 Strength, +1 on Concentration, Listen, and Spot checks; +2 on checks to resist the effects of starvation. The user cannot become fatigued or exhausted.

Detriment: -1 Dexterity, -1 on saves against fear effects.

Large dose: Double effects of benefit and detriment. Double duration of aftereffects.

After effects: the user is exhausted for 1 hour, then fatigued for 1d6 hours.

Habitual: -1 Dexterity. This penalty vanishes after 1 week without the drug.

Addicted: -2 Dexterity. The addict is fatigued when not under the influence.

Overdose: An individual who overdoses on go takes 6d6 points of damage.

Hellduſt: Once marketed as a legal pain remedy, this substance proved to be a highly addictive depressant. Usually sold as a fine powder, hellduſt is usually heated, mixed with water, and injected.

Benefit: Immunity to fear effects and non-lethal damage.

Detriment: The user is fatigued and shaken.

Large dose: The user is exhausted and shaken.

Aftereffects: -1 to each ability score for 1d12 hours; the user is fatigued for 4d12 hours.

Habitual: The user is fatigued. This effect wears off 72 hours after the last

dose.

Addicted: -2 Constitution. Addiction to hellduſt can be overcome if the addict can resist the lure of the substance for a full month. The addict also suffers withdrawal: An addict who goes 24 hours without the drug must make a DC 21 Fortitude save; failure means he is dazed for 1d4 hours and fatigued for 2d6 hours. If the addict manages to make it through the whole month, he recovers the Constitution penalty. However, a recovered addict who takes the drug again, willingly or not, immediately becomes addicted.

Overdose: Unconsciousness and the user must make a DC 21 Fortitude save or take 1d6 points of Constitution damage; the save must be repeated again after 1 minute. Unconsciousness lasts for 1 hour plus an additional hour for each point of Constitution damage.

Shake: Shake is made from dried plant leaves and is smoked. Someone trying to resist the effects of shake does so with a Will save rather than Fortitude.

Benefit: Immunity to fear effects. +2 bonus to one ability score. As with alcohol, the benefits of this drug are subjective, depending on what the user believes will happen. One person might become more friendly (+2 Charisma) while another might take on a philosophical bent (+2 Wisdom) and yet another might feel more powerful (+2 Strength). Once the player and GM decide on a benefit for the individual, it cannot be changed.

Detriment: -2 on attack rolls, Reflex saves, and Pilot checks.

Large dose: In addition to the above effects, the user takes a -2 penalty to Defence and on Balance checks and cannot run or charge.

Aftereffects: -1 Intelligence for 24 hours.

Habitual: -1 Intelligence. This penalty vanishes after 6 months without the drug.

Addicted: Shake is not addictive, but a long-term habit (a year or more) increases the penalties to -2 Intelligence and -1 Constitution.

Overdose: An individual who overdoses on shake is considered (accurately) to be breathing heavy smoke. See **Etherscope**, Chapter 4: Combat, "Environment and Hazards," *Suffocation and*

AMP AND MADMAN

Amp and madman are two drugs with effects identical to those of go. Amp has the Industry and Military restrictions. It is often supplied by army or corporate leadership, to help subordinates stay alert and fight fatigue. Madman has become purely a Street drug, popular for recreational use. Go and madman are usually sold in powder form, which is inhaled. Amp is more often made into pills, which are ingested.

Drowning.

Tornado: Tornado is a chemically altered version of amp or go; it is smoked rather than sniffed. Tornado's effects are similar to those of go and amp, but a little stronger and of a shorter duration.

Benefit: +1 on Listen and Spot checks, +2 on checks to resist the effects of starvation. Immunity to fatigue and exhaustion. Speed increases by 10 feet per round.

Detriment: -1 Dexterity, -1 on saves against fear effects.

Large dose: Double effects of benefit and detriment, except for the speed increase. Double the duration of the after effects.

Aftereffects: Feeling of pleasure (no game effect) for 2d6 hours. The user is fatigued for 1d6 hours.

Habitual: -1 Dexterity. This penalty vanishes after 1 week without the drug.

Addicted: -2 Dexterity, -2 Constitution.

Overdose: An individual who overdoses on tornado takes 6d6 points of damage.

Zoom: Zoom is a stimulant with hallucinogenic properties. Some of its effects carry over to the user's Scope avatar. Zoom is produced in powder form, which is inhaled directly. This drug does not make users violent or aggressive, but it does inspire feelings of paranoia, and users become more capable in combat. For this reason, zoom is sometimes provided by intelligence agents to help foment disorder and rebellion amongst the people of enemy nations.

Benefit: +1 Strength, +1 on attack rolls, +1 on Listen and Spot checks, +2 on Scope Awareness and Scope Use (immersed) checks, immunity to non-lethal damage.

Detriment: -1 Dexterity, -1 Intelligence, -2 on saves against fear effects.

Large dose: The user is dazed in addition to the above effects.

Aftereffects: -1 Intelligence, -1 Concentration, -1 on saves against fear effects. Lasts 1d20 hours.

Habitual: -1 Intelligence. This penalty vanishes after 1 week without the drug.

Addicted: -1 Intelligence.

Overdose: An individual who overdoses on zoom takes 7d6 points of damage.

Professional Equipment

Two laboratory setups follow, each necessary for certain professional endeavours. Attempting to perform autopsies or detailed crime scene analyses without use of the appropriate lab is impossible or imposes a circumstance penalty of -4 to -8, depending on the circumstances.

Autopsy Lab: This is a complete laboratory setup used to examine dead bodies, primarily to determine the cause of death. The lab includes cold storage for two cadavers, and at least one examination table. Other equipment includes measuring devices, such as scales and callipers; scalpels, bonesaws, and rib spreaders; chemical analysis kits; and a full microscope setup. A variety of ethertech devices are also in the lab. Some access Scope libraries of fibres, samples, and the like. Other devices are used for analyses of various sorts, such as the composition of chemicals or foreign objects. This laboratory can also determine if the subject had any diseases or

conditions, as well as what other factors may have contributed to the death. Performing an autopsy requires 3d4 hours and requires a Knowledge (medicine) check with a base DC of 15, adjusted by the modifiers given in the description of the Investigate skill. The Surgery feat grants a +4 circumstance bonus on the check. The exact nature of your discoveries depends on what is available to be found, which the GM determines. For example, a skeleton cannot yield as much information as a relatively intact body. The acquisition DC given in Table 4-6 is the price for creating an autopsy lab. It may be possible to use an existing lab for a short time; this “rental” of facilities has an acquisition DC of 22 per week of use.

Crime Lab: A crime laboratory includes all the equipment necessary to analyse clues from a crime scene. It contains more advanced forms of all the tools in an evidence kit, plus a wide variety of other equipment. The crime lab can be used to analyse nearly any clue and grants a +2 equipment bonus on any skill check used to do so. For example, a character can use Engineer (chemical) to analyse chemical substances, Forgery to study falsified documents, and Munitions to analyse ballistics. The Research skill can occasionally come in handy, and the +2 equipment bonus still applies, because the crime lab can point you in the correct direction for research. Knowledge (medicine) checks for clue analysis are usually handled better using an autopsy lab, but not always. General analysis is handled with the Investigate skill. The acquisition DC given in Table

4-6 is the price for creating a crime lab. It may be possible to use an existing lab for a short time; this “rental” of facilities has an acquisition DC of 20 per week of use.

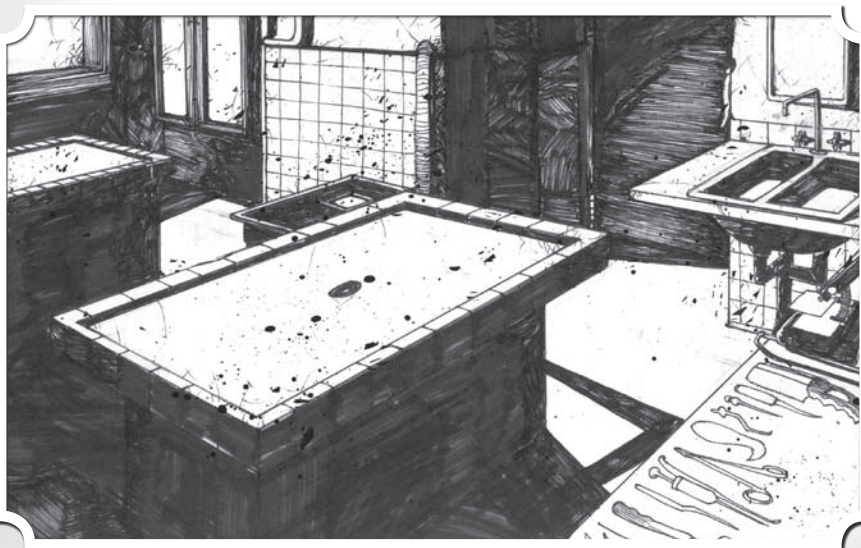
Tools

A close look at archaic weapons shows that several developed from tools used for other tasks. For example, both the European flail and the Japanese nunchaku developed from grain-threshing tools. In a similar fashion, several tools and other items found in urban areas have developed into weapons. This has occurred for much the same reason as in the past, because weapons are suspect, but tools are not. The following items can be used as weapons, but are listed here because they are first and foremost tools.

When used in combat, these tools are improvised weapons, which means all characters take a -4 nonproficiency penalty on attack rolls with them. However, a character with the Simple Weapons Proficiency feat can alter a tool in order to use it as a weapon. Doing so involves moulding the grip, balancing the weight, reinforcing the business end, and similar adjustments. The character spends 1d4x10 minutes and makes a DC 10 Engineer check (the type of Engineer skill depends on the tool involved, and characters can make this check untrained). A character with ranks in the influence to which the tool is restricted can add his ranks to this roll. Success indicates that the tool now counts as a simple weapon for the purposes of proficiency. Another character can tell that the tool has been modified for combat with a DC 35 Spot check or a DC 25 Search check (if he handles it); a character with ranks in the influence to which the tool is restricted can add his ranks to this roll. A tool modified for combat can still be used as a tool.

Many tools are included in the basic and deluxe mechanical tool kits (see *Etherscope*, Chapter 3: Equipment). The exact composition of tool kits varies, depending on the use for which the kits are intended. If a tool is likely to be found in a mechanical tool kit, a note is included in its description.

Cutting Torch: Used primarily for cutting metal, this tool is shaped something like a pistol, but requires two



hands for proper use. The device uses a small vent portal to generate heat capable of melting through all but the strongest of metals; this portal's focus can be changed to make a smaller or larger hole, but this has no real effect on its damage as a weapon. It runs on a power cell which lasts for 100 uses. Even after being modified for combat, the cutting torch is an exotic weapon. A cutting torch is sometimes included with a deluxe mechanical tool kit.

Fireplace Poker: A fireplace poker is a short iron rod with a handle on one end, and a hook and point on the other; it extends your reach, allowing you to move wood in a fireplace without risk of burning yourself. It also makes a fair impromptu club. The end of the poker can be placed in a fire to heat; if wielded while hot, a fireplace poker deals an extra 1d3 points of fire damage for 1 round.

Golf Club: This is a typical club for the recreational sport of golf, about three feet long with a small metal head. While it deals less damage than other clubs, its it is light and flexible.

Hammer: This is a basic builder's hammer, with a head for driving nails and a claw for pulling them. It is a standard component of a mechanical tool kit (basic or deluxe). The hammer is a fairly good light weapon, but is generally used

on an impromptu basis.

Hoe: This common garden tool has a long wooden shaft, with a flat, square piece of iron attached so it is perpendicular to the shaft. Normally used to move small amounts of soil, the hoe makes an adequate slashing weapon.

Icepick: An icepick is a short spike on a wooden handle. It is used to break small pieces of ice from large blocks.

Iron Skillet: This large pan, 9 inches in diameter, sports a short metal handle and makes an effective bludgeon. While many items are more aerodynamic, a thrown skillet is still a weapon to be taken seriously.

Nail Gun: These devices come in a variety of sizes and strengths; this particular model fires a 6-inch spike at a relatively high velocity, to penetrate deeply into wood. The nail gun is a pneumatic device, using a release of compressed air to drive the nail outward. While not semiautomatic as a handgun is, the nail gun's operation is close enough for practical purposes. Most models are equipped with small air compressors to allow continuous operation. Nails are held in an internal compartment of 24. A nail gun does not need to be modified for combat, but requires the Personal Firearms Proficiency feat to wield proficiently. The acquisition DC for nails (see Table 4-6) is for a box of 24. Nails

are found in mechanical tool kits, both basic and deluxe, and a nail gun is commonly found in a deluxe kit.

Pipe Wrench: This 18-inch-long adjustable wrench is intended for use on large joints, like those found in household plumbing. It also makes an effective club in the right hands and has become rather popular as a weapon. Pipe wrenches are included in some basic and most deluxe mechanical tool kits.

Pitchfork: A long wooden haft with a three-pronged metal fork attached, the pitchfork is typically used to pick up and move hay and similar material.

Rake: This tool, with a long haft and a toothy, T-shaped head, is commonly used for gathering objects on the ground. In rural areas, workers use a rake to pull leaves and sticks from grass, while in an urban setting, a rake is often used after demolition to gather items too heavy to sweep with a broom, yet too small to gather effectively by hand, such as large nails and pieces of brick or shingles. A rake is sometimes included in a deluxe mechanical tool kit. As a weapon, a rake is useful for binding and tripping, as well as simply dealing damage.

Sawblade: A deluxe mechanical tool kit, if intended for woodworking, sometimes includes some variety of steam-powered saw with a circular blade, such as a radial arm saw. The saw is mounted

TABLE 4-8: TOOLS AS WEAPONS

TOOL/WEAPON	ACQUISITION DC	DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	RESTRICTION
Cutting torch	18	1d12	20	Energy (fire)	—	Large	10 lb.	Guilds, Industry
Fireplace poker ^b	2	1d4	19-20	Piercing or Bludgeoning	—	Small	2 lb.	—
Golf Club ^a	6	1d4	20 x3	Bludgeoning	Medium	—	3 lb.	—
Hammer	2	1d4	20	Bludgeoning or Piercing	—	Small	2 lb.	—
Hoe ^b	6	1d6	20	Slashing	—	Large	12 lb.	Agriculture
Icepick	2	1d3	19-20	Piercing	—	Tiny	1 lb.	—
Iron skillet	2	1d4	20	Bludgeoning	5 ft.	Small	3 lb.	—
Nail gun	10	1d4	20	Piercing	5 ft.	—	5 lb.	Guilds, Industry
Pipe wrench	4	1d6	20	Bludgeoning	—	Small	3 lb.	Guilds
Pitchfork ^s	8	1d8	20	Piercing	—	Large	12 lb.	Agriculture
Rake ^{b, t}	6	1d6	20	Piercing	—	Large	10 lb.	—
Sawblade	4	1d6	19-20	Slashing	10 ft.	Small	2 lb.	Guilds, Industry
Screwdriver	2	1d3	20	Piercing	—	Tiny	1 lb.	—
Shovel	6	1d8	20	Bludgeoning	—	Large	12 lb.	Agriculture, Industry
Snooker cue	4	1d4	19-20	Bludgeoning	—	Medium	1.5 lb.	—
Steam auger	21	1d10	20 x3	Piercing	—	Large	10 lb.	Guilds, Industry
Straight razor	3	1d4	20	Slashing	—	Tiny	1 lb.	—
Tire iron	3	1d6	20	Bludgeoning	—	Small	2 lb.	—

^a This weapon counts as agile and grants advantages to its use (see *Etherscope*, Chapter 3: Equipment, "Weapons").

^b This weapon grants its wielder a +4 bonus on bind checks.

^s This weapon can be set against a charge.

^t This weapon can be used to make trip attacks.

to a bench or pedestal, so is too large to be used as a weapon. However, the saw's blade, a sharpened circle of metal about 8 inches in diameter, makes an effective thrown weapon, something like an extra-large shuriken or a street version of a chakram. Even after being modified for combat, a sawblade is an exotic weapon.

Screwdriver: A screwdriver consists of a short steel shaft with a handgrip on one end; the opposite end of the shaft is shaped to fit into the head of a screw. Screwdrivers, and similar tools like wood chisels, also make fair impromptu stabbing weapons. At least one screwdriver is included in any mechanical tool kit, basic or deluxe.

Shovel: A shovel has a long wooden shaft with a heavy metal blade on one end. The sides of the blade are somewhat sharp and curve to meet in a point. Typically used for digging, a shovel is also an effective weapon. Shovels are included in some deluxe mechanical tool kits.

Snooker Cue: This stick is about 5 feet long, tapering from a fairly thick grip to a relatively narrow tip. A snooker cue is used to play snooker; you strike the cue ball with the tip of the snooker cue, driving the cue ball into the other balls on the table. Because a snooker cue is relatively easy to find, and appears fairly innocent, it has become a popular street weapon.

Steam Auger: This large, steam-powered drill can use a variety of bits to cut holes of different sizes in wood, stone, or metal. A typical bit for a steam auger is about 6 inches long and an inch in diameter. The drill is a little over a foot long. It requires the use of two hands, with one hand supporting the device's weight and the other hand stabilising the mechanism and keeping it on target. A steam auger is sometimes part of a deluxe mechanical tool kit. Even after being modified for combat, a steam auger is an exotic weapon.

Straight Razor: This simple razor, still used by many for shaving, folds back into its handle. When folded, the straight razor is easy to conceal. When unfolded and locked in position, a straight razor is a vicious little slashing weapon.

Tire Iron: A socket (sized for wheel-

nuts) rests at the end of the short leg of this bent iron shaft; the longer leg is a flat-ended pry bar. As a tool, the tire iron is useful for removing and replacing tires, and performing other minor repairs, on steam carriages. As a weapon, the tire iron makes a decent club. Because a tire iron is easily found and fairly effective, it is a common choice among gang members.

Miscellaneous Items

A few unusual items follow.

Billiard Ball: Though generally used for recreational purposes, this hard ball makes excellent ammunition for a launcher, and appears relatively innocent. The acquisition DC is for a set of 16 billiard balls (one cue ball, and the rest numbered 1 through 15).

Potato: Besides its use as food, the potato is one of the preferred ammunitions for a launcher. When used in this manner, a potato deals 1d3 points of nonlethal damage. However, a potato is inexpensive and never illegal to own; in fact, the police have seldom questioned anyone over their possession of potatoes, even in large numbers. The acquisition DC is for a 10-pound bag of large potatoes, each weighing about a half-pound. Smaller potatoes deal only 1d2 points of damage.

Water Displacer: This liquid, which comes in a pump-action can, is primarily used as a lubricant, but also serves a multitude of other purposes. As indicated by its name, it works by displacing

water. Among other functions, it eats through rust and turns a dose of some drugs, like go or tornado, into useless goo. It is flammable; if sprayed with an atomizer, it makes a small but effective torch (1d4 points of fire damage, maximum range 5 feet, simple weapon). It is the perfect complement to duct tape: If something is too loose, use duct tape; if something is too tight, use water displacer. Some street scholars say the two items make a complete tool kit, serving every possible need.

Wire Saw: This is a short length of high-friction wire with a rubber-coated loop at each end. When drawn tightly across almost any surface, the wire saw cuts. The wire saw is most effective against wood, but also works on stone, concrete and soft metals, provided you pull the saw tightly against the surface to be cut.

VEHICLES

This section provides several new vehicles. These were created using a simple set of vehicle creation rules, also provided below.

Airlimousine: Advertising describes airlimousine services as "luxury cab services, floating in traditional elegance above the chaos of the streets." The company charges more for their transportation service (acquisition DC 12), but they have a growing clientele who apparently believes in their commitment to the customers' comfort. The chauffeur (as he prefers to be called) is courteous, but has little direct contact with his passengers. Instead, the customers are greeted by a liveried footman who opens doors, moves luggage, then quietly moves to his station in the passenger cabin, from where he can provide information, pour drinks, and so forth, as his passengers may require.

The airlimousine holds four passengers in comfortable seats (velvet-covered couches, one facing to the front and one facing to the back); two more can squeeze in if the passengers desire, although the footman tries to encourage larger groups to split up and ride in multiple airlimou-



sines so they can ride in the luxury that people of their station deserve. The airlimousine holds a good amount of cargo in the boot, moves at a decent clip, and handles reasonably well. Though few outside the airlimousine company know it, each of these vehicles is equipped with a lanebreaker (see “General Equipment,” earlier in this grain). The company hires only skilled drivers (a test is required), and gives them strict instructions: Even though the airlimousine is capable of flying free, such action must be taken only in a restrained manner, one that will not attract the attention of the constabulary. The lanebreaker is installed so the chauffeur can slip past heavy congestion, avoid dangerous situations, and take the occasional shortcut, not so the chauffeur can fly about willy-nilly, risking bodily harm to his passengers.

Piloting an airlimousine uses the Pilot (civilian) skill; the Civilian Vehicle Operation (air) feat is required to avoid the -4 non-proficient penalty on such checks. The airlimousine is 2 squares wide and 5 squares long. It provides full cover to those in the passenger compartment, three-quarters cover to the chauffeur.

Drop Harness: A personal-sized example of ether balloon technology, the drop harness is a modern military version of the parachute, favoured by covert operations teams. Looking something like a puffy waistcoat, the drop harness’ interior holds a shaped ether

balloon. The harness has an aluminium skeleton, plus a cloth shell in matte black or a camouflage pattern; it is more concealable than a parachute, both during and after use. These devices (they can barely be labelled vehicles) have a set of controls, usually at the waist; one allows the pilot to adjust lift and therefore rate of descent, while others allow the operation of small vents, strong enough to alter the trajectory of the pilot’s fall. The pilot can descend at any speed between free fall and 5 feet per round with a DC 10 Pilot (military) check. A DC 15 Pilot (military) check allows the pilot to adjust his course laterally by up to 5 feet for every 5 feet of descent.

The Military Vehicle Operation (air) feat is required to avoid the -4 non-proficient penalty on Pilot checks with this device. Even without the correct skill and feat, almost anybody can simply put one on and drop from a height safely (the lift controls have a default setting allowing safe descent of about 200 pounds) — hence, character can make Pilot (military) checks to control the rate of descent untrained.

The maximum weight allowance for safe descent with a drop harness is 300 pounds.

Fishing Boat, Small: This is a relatively small boat with an outboard etherjet; the pilot can pull the jet out of the water, or lever it from side to side to change the heading of the boat. While it is not terribly fast, the small fishing boat

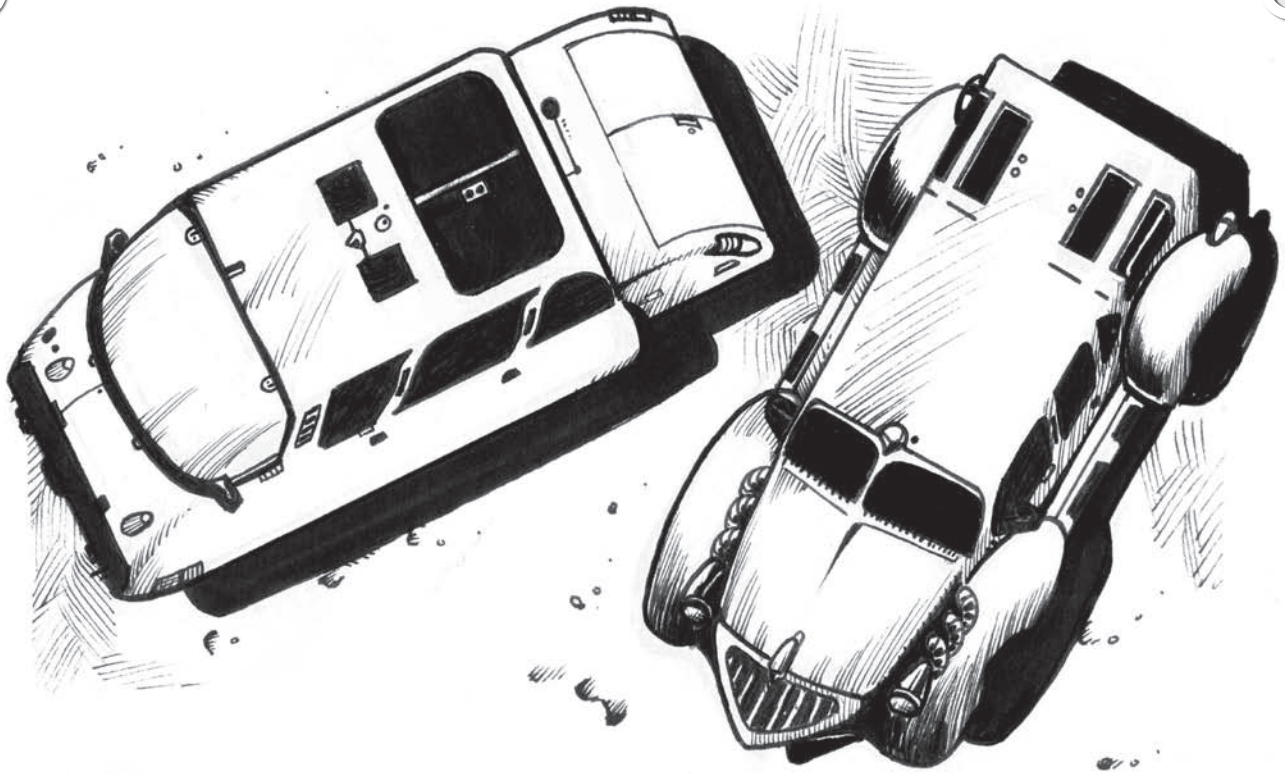
is reliable and generally easy to handle. These boats, with their aluminium shells and wooden seats, are used by small-business fishermen, those who hope to feed their families with plenty left over to sell. A typical boat has a small winch mechanism to raise a fishing net onto the deck. A cargo box capable of holding more than 500 pounds of fish sits midway between the prow and the stern. In a crew of two people, one sits in the front to handle the winch while the other sits in the back to guide the boat; when a catch is pulled in, both crewmembers manage the net to drop the fish into the cargo box. The fishing boat is piloted with the Pilot (civilian) skill, but requires no Vehicle Operation feat. The small fishing boat is 1 square wide and 3 squares long. It provides three-quarters cover.

Gunboat: While this boat is quite small in comparison to the great dreadnaughts of the British Empire, it is nevertheless a formidable combatant. The gunboat is a quick-response waterborne gun platform; it is assigned a patrol area, and when needed, it quickly moves into position so it can bring its two large guns to bear on its designated target. A gunboat has seven crew stations: control, where the officer in charge resides; the helm, occupied by the pilot; navigation; communications; fore gunnery; aft gunnery; and gunnery scope (where information about the target is discerned and passed on to the two gunners). A

TABLE 4-9: NEW VEHICLES

NAME	ACQUISITION DC	CREW	PASS	CARGO	PULL	INIT	MANOEUVRE	TOP SPEED	DEFENCE	HARDNESS	HIT POINTS	SIZE	RESTRICTION
<i>Air Vehicles</i>													
Airlimousine	30	2	4	0.5 ton	1	-2	-2	112 (11)	8	3	90	H	—
Drop harness	16	1	0	—	0	+0	+0	0 (0)	10	6	16	M	Military
Micro	22	1	5	—	1	+0	+0	75 (7)	10	3	11	M	—
Sport zep	34	1	1	—	1	-1	-1	112 (11)	9	3	18	L	Crime, High Society
<i>Land Vehicles</i>													
Loader	24	1	0	1,120 lb.	1	+1	+1	25 (2)	9	5	32	L	Industry, Agricultural
Quickstrike APC	33	1	24	—	1	+0	+0	50 (5)	8	27	90	H	Military
Off-roadster	26	1	2	560 lb.	1	-1	-1	50 (5)	9	12	27	L	—
Shuttle	31	1	5	0.5 ton	1	+0	+0	100 (10)	8	2	48	H	—
Steam shovel	40	2	0	6 tons	17	-2	-2	25 (2)	6	15	100	G	Industry
TSV	30	1	0	—	1	-1	-1	75 (7)	9	27	39	L	Constabulary, Military
<i>Water Vehicles</i>													
Fishing boat, small	22	2	0	560 lb.	1	-2	-2	50 (5)	9	9	25	L	—
Gunboat	56	7*	15*	5 tons	1	-9	-9	210 (21)	2	36	300	C	Military
Ventboard	28	1	0	—	1	-1	-1	75 (7)	10	12	19	M	High Society, Military
Yacht, small	51	2	10	0.5 ton	1	-3	-1	50 (5)	8	7	55	H	High Society

* See the vehicle’s description for special notes.



gunboat typically includes 21 people, seven at the crew stations, another seven taking care of sundry lesser duties (and waiting for their turns at the seven stations), and seven off duty (and waiting for rotation into the seven stations and other duties). A gunboat typically has two or three crewmembers who are trained as field medics, others who handle supplies, and several who take care of engineering and maintenance. The passenger space listed in the table indicates bunks, which are used in rotation. The gunboat is not meant to serve as a cargo carrier, but can take on a fair amount of cargo in case of emergencies. When the boat has no cargo, the cargo area serves as a mess hall and recreation area. While the gunboat moves at a good speed, and is difficult to sink, its manoeuvrability is not the best; fortunately, it can outgun or outrun many smaller ships, and would have little chance against the great dreadnaughts anyway. A gunboat is piloted using the Pilot (military) skill, and the Military Vehicle Operation (sea) feat is required to avoid the -4 non-proficient penalty. The gunboat is 4 squares wide and 10 squares long. Crewmembers below decks receive total cover; those at gunnery stations receive three-quarters cover; and those on the

main deck receive one-quarter cover. The exact weapons the gunboat sports vary by model and nationality.

Loader: This vehicle is used to load heavy cargo onto larger vehicles. The loader is essentially a block with a cockpit sitting on top. A pair of prongs is affixed to the front of the vehicle, attached to vertical tracks. The driver navigates the prongs underneath a load of materials that has been placed on a wooden pallet; using controls in the cockpit, he causes the prongs to move upward, along the tracks, lifting the load off the ground. The driver then takes the pallet to the vehicle onto which it will be loaded (generally a steam wagon or a locomotive's cargo carriage), lifting the pallet to the appropriate height. This loader is slow but agile and can lift 1,120 pounds. Larger loaders exist at some facilities, but this size handles most needs in factories and agricultural processing plants. A loader is piloted using the Pilot (civilian) skill, and the Civilian Vehicle Operation (land) feat is required to avoid the -4 non-proficient penalty. The loader is 1 square wide and 2 squares long, and it provides one-half cover.

Micro: This compact vehicle is the least expensive zepcar currently on the

market, and has found a niche as a practical and efficient commuter car, able to transport small carpools in a utilitarian manner. The micro has few amenities; it is basically an unadorned box with four doors and two bench seats, one fore and one aft. Surprisingly, the micro can hold five passengers in addition to the driver, three people to a cloth-covered bench. However, more passengers means less comfort, and even a lone driver generally finds himself a bit cramped. Still, there's the pride of ownership and the feeling of independence that comes with it. These vehicles require little skill to operate within designated lanes, and no Vehicle Operation feat is necessary. Some micros have been equipped with lanebreakers (see "General Equipment," earlier in this grain), but most regard that as the equivalent of gold-plating a chamber pot, so the practice is rare. Operating outside of designated lanes uses the Pilot (civilian) skill; the Civilian Vehicle Operation (air) feat is required to avoid the -4 non-proficient penalty on such checks. The micro is 2 squares wide and 2 squares long, and it provides one-half cover.

Off-roadster: The off-roadster is a land-rover initially developed by industry, for use in exploring wilderness areas



and finding exploitable resources. More recently, its use has spread amongst the wealthy as the status symbol du jour. The off-roadster has a moderate cargo capacity, enough so that camping and other equipment can be taken along. If comfort is not much of an issue, an extra passenger can squeeze into the off-roadster's passenger compartment; the cargo area is relatively well appointed, and can hold about five more passengers in only moderate discomfort. Despite its name and primary use, the off-roadster is occasionally seen in cities as well, though other drivers are prone to complaining about the amount of space it requires. The off-roadster is 2 squares wide and 3 squares long, with large wheels and a high undercarriage that makes it seem to tower over most other vehicles. It provides three-quarters cover. An off-roadster is piloted using the Pilot (civilian) skill. While no operation feat is necessary for driving in the city or on decent roads, when going off-road, the Civilian Vehicle Operation (land) feat is required to avoid the -4 non-proficient penalty.

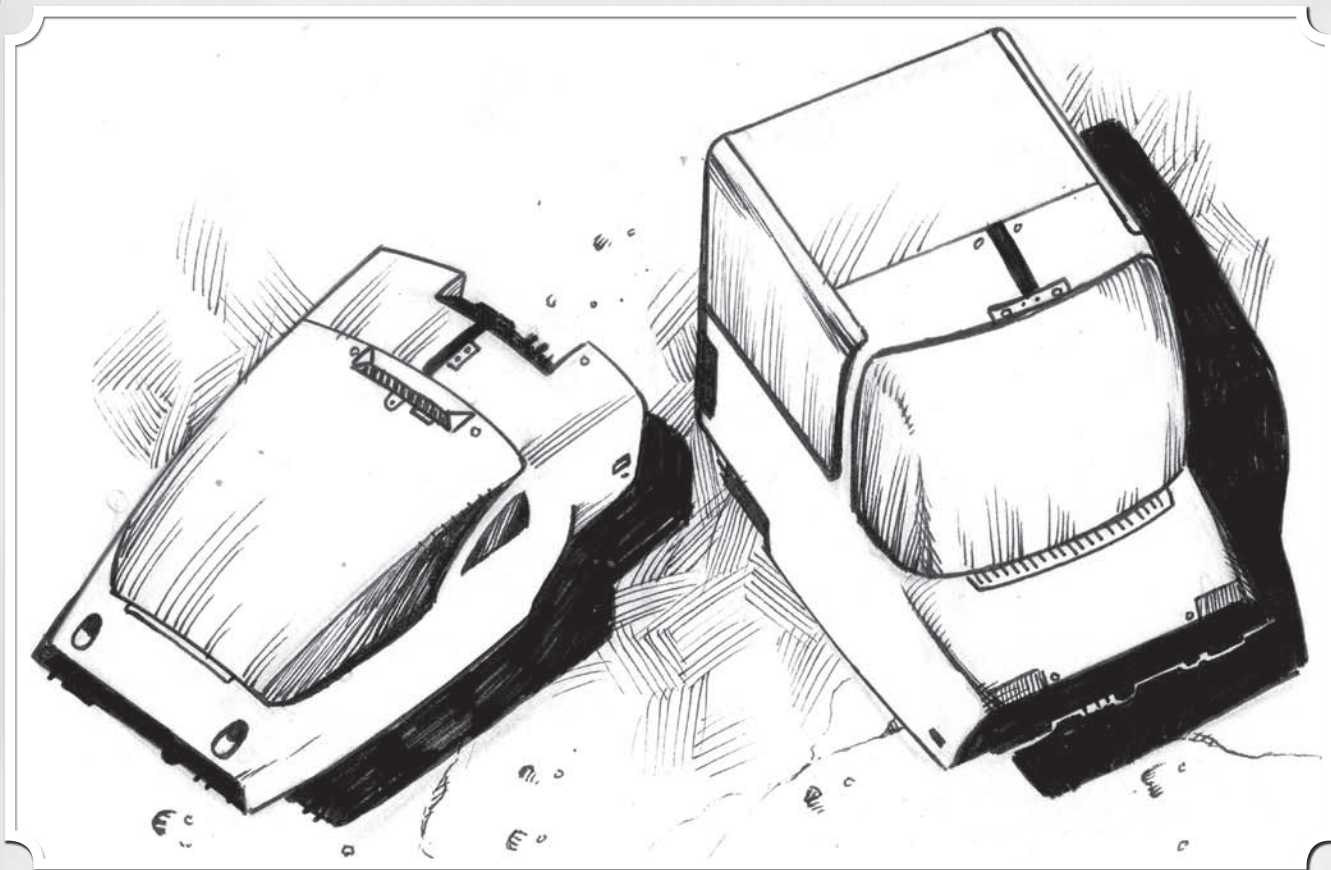
Quickstrike APC: The Quickstrike APC, or armoured personnel carrier, was designed to get one or two squads of well-armed and armoured constabulary into urban riot areas for rapid

deployment. With improved manoeuvring and initiative, due to independent wheels and an articulated chassis, the Quickstrike has proved an agile vehicle, though it is incapable at covering ground at high speed. However, some models are designed for only 12 passengers instead of the standard 24; these models can reach a top speed of 75 squares. A Quickstrike APC sports a solid steel chassis and is armoured to protect those it transports. A solid door separates the cockpit from the passenger chamber, which is supplied with rails and harnesses to keep those passengers from being thrown around by a rough ride. The Quickstrike is a squat vehicle with a heavy appearance and large wheels, good for moving past or over obstacles. A Quickstrike APC is piloted using the Pilot (military) skill, and the Military Vehicle Operation (land) feat is required to avoid the -4 non-proficient penalty. The Quickstrike is 2 squares wide and 4 squares long. Passengers benefit from total cover, while the pilot has three-quarters cover.

Shuttle: The steam shuttle is a larger version of the hackney steam carriage, a cab that can carry more passengers and a good amount of gear. The shuttle looks like a stretched version of the more common hackney, and is usually adorned in

richly polished, if not high quality, wood. The main passenger cabin is located behind the driver's cockpit; the cloth-clad seats face inward from the sides of the vehicle, rather than facing forward as they do in most vehicles. This gives up to four passengers a chance to socialize, adding a touch of luxury to an otherwise basic ride. A fifth passenger can join the driver in the cockpit if needed, and the shuttle's large boot can hold a half-ton of luggage or miscellaneous equipment. A shuttle is piloted using the Pilot (civilian) skill, but no Civilian Vehicle Operation feat is required. The shuttle is 2 squares wide and 5 squares long; it provides total cover to those in the passenger compartment, three-quarters cover to those in the cockpit.

Sport Zep: This relatively small zepcar is a favorite of the young and wealthy, and is often seen in the hands of highly placed members of organized crime as well. Built on an aluminium frame, the sport zep is a flashy two-seater, often painted a bright red, a shiny black, or a classic silver. Sport zeps have a sleek, streamlined look, and give the illusion of speed even when they are sitting still. The sport zep can attain high speeds, and is the zepcar most often fitted with a lanebreaker (see "General Equipment," earlier in this grain), allowing



the pilot to fly freely. Pilots driving outside of designated lanes must use the Pilot (civilian) skill, and the Civilian Vehicle Operation (air) feat is required to avoid the -4 non-proficient penalty on such checks. A sport zep is 2 squares wide and 3 squares long, and it provides three-quarters cover.

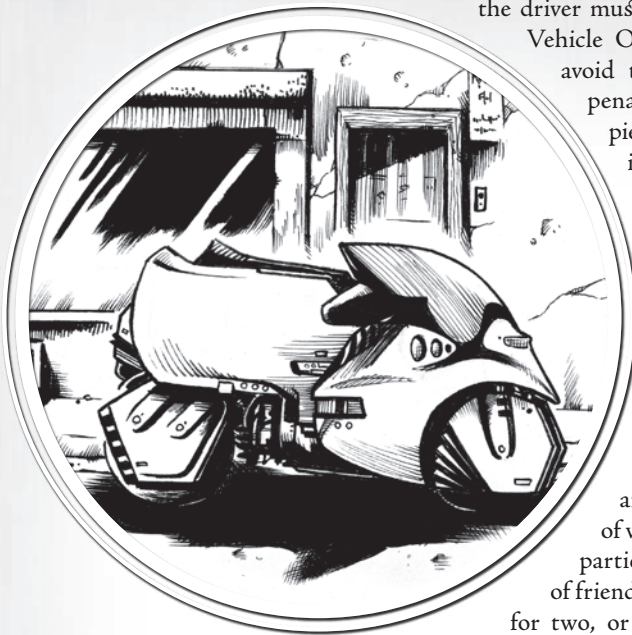
Steam Shovel: The modern steam shovel requires a crew of two: one to handle the shovel itself, and one to drive and manage the cargo carrier and other sundries. The steam shovel is a slow but powerful vehicle, a steel behemoth that can perform many earth-moving tasks. First and foremost, it is a digging device, capable of picking up several hundred pounds of dirt, rock, and debris. The shovel is hardened steel that can break through all but the hardest of substances. When a steam shovel begins its daily tasks, the shovel operator usually drops a few loads into the cargo carrier portion of the machine, to provide extra ballast. The shovel mechanism is mounted on a rotating platform, while the cargo box is mounted so that it can slide to the right or left, as well as tilt to the side to dump as necessary. Besides having a capacity of 6 tons in the cargo box, the

steam shovel can pull several other loads of earth or supplies (including building materials or even work crews) as well. Some steam shovels sport large blades in front, allowing them to act as bulldozers. A steam shovel is piloted, and the shovel and other mechanisms directed, using the Pilot (civilian) skill. The Civilian Vehicle Operation (land) feat is required to avoid the -4 non-proficient penalty for any of the vehicle's operations. The steam shovel is 4 squares wide and 8 squares long, and it provides one-half cover to its operators.

TSV: The TSV, or tactical strike velocyte, is a velocyte (introduced in *The Great Metropolis*, Chapter 5: Character, "Equipment," *New Vehicles*) modified for military use. Unlike the lighter sport models, the TSV has a steel frame and a healthy dose of armour. A TSV is usually painted a matte black, though some are camouflaged, police models are dark blue, and those that have made it into private hands can have any sort of decoration. The TSV weighs 800 pounds, and looks much like a large bullet lying on two wheels. The pilot lies down inside the bullet, facing forward and straddling the seat, earning the

TSV the apt nickname of "crotch-rocket." The vehicle has armour panels that curve up from the sides, and a reinforced front screen; together, these provide the driver with nine-tenths cover. The TSV also has shields that extend from the bottom of the frame to cover the wheels and tires, giving them nine-tenths cover as well (they can be hit only from the front or rear). While the cycle's armour is quite good, the tire shields cause problems for pilots trying to use it off-road or even on an especially rough street; such activities require Pilot checks for avoiding hazards (even though you aren't actually avoiding a hazard, but driving through it, the effect is the same). A TSV is piloted using the Pilot (military) skill, and the Military Vehicle Operation (land) feat is required to avoid the -4 non-proficient penalty. The TSV is 1 square wide and 2 squares long.

Ventboard: The ventboard looks something like a slipper zipping across the water, with a flat base 4 to 6 feet long and a curved shield across the front. The pilot kneels or lies on the board so that she can use the controls beneath the shield. With these controls, the pilot operates a powerful etherjet system



the driver must have the appropriate Vehicle Operation (sea) feat to avoid the -4 non-proficient penalty. A ventboard occupies the same square as its driver and provides one-half cover.

Yacht, Small: A yacht is a floating playground, bedroom, and boardroom for the rich and famous. The model described here is one of the smaller models, a mere 25 feet long and composed primarily of wood, suitable for small parties, intimate gatherings of friends, an evening's getaway

for two, or board meetings away from the hustle and bustle of the factory and the pollution of the metropolis. The typical yacht has a raised bridge for the pilot, a large main deck for socializing, and a lower deck for supplies and private encounters. Propulsion is provided by two inboard etherjets, one port and one starboard, just below the waterline. Yachts are richly appointed, with fine rich woods and shining brass and other metals. A yacht is piloted using the Pilot (civilian) skill, and the Civilian Vehicle Operation (sea) feat is required to avoid the -4 non-proficient penalty. The small yacht is 2 squares wide and 5 squares long. People on the bridge or main deck have one-half cover, while those below decks have total cover.

located beneath the board, as well as rudders to guide the vehicle. The military, especially the navy's special forces, prefers ventboards for quick individual transport. A few years ago, military officers began bringing these devices with them when they returned to civilian life, and as some of the fastest personal vehicles available, they have entered into recreational use. Both models use an aluminium frame. Military ventboards are usually finished in hard plastics, done in dark colours, with matte black and dappled navy camouflage being the most popular. Civilian ventboards are generally finished in wood, covered with a clear plastic coat rather than painted, and decorated with brass. A ventboard is piloted using either the Pilot (military) skill or the Pilot (civilian) skill, and



VEHICLE CREATION

This system enables you to create vehicles. GMs and players can work together to design new vehicles or modify old ones, allowing you a greater level of specialisation for your campaign. This system works by modifying a basic chassis determined by the size of the vehicle, and its class — whether it is civilian or military, and whether it is a land, air, or sea vehicle.

The following steps will guide you through the vehicle creation process:

- ♦ Step 1: Determine size category.
- ♦ Step 2: Determine vehicle class.
- ♦ Step 3: Determine vehicle build materials.
- ♦ Step 4: Allocate payload units to improve and customise your vehicle.
- ♦ Step 5: Determine acquisition DC.

Step 1: Determine Size Category

The size category of a vehicle determines many of its base statistics. Size categories used for vehicles are the same as those used to indicate the size of creatures. However, vehicles in the **Etherscope** world, such as the air and land dreadnoughts of the New Reich, and naval dreadnaughts of the British Empire, can be much larger than the size categories for creatures allow. As such a number of new size categories have been included to represent these super-vehicles.



Size determines a number of basic characteristics of the vehicle — how much cargo, weapons, people, or engine enhancements it can carry, its base speed, initiative, and manoeuvrability, and its Defence. To determine the size of the vehicle, use Table 4–10 and find the category that best fits the vehicle you are trying to create.

Size Category: This shows the size category. The first five categories are the same as those used to indicate the size of creatures. Beyond Colossal are 10 new size categories: Colossal I–V and Dreadnought A–F.

Typical Length: This indicates a typical vehicle length that would fall into the given category.

Payload Units: Payload units determine the amount of cargo, passengers, crew, weapon systems, armour, engine improvements, and similar items that the vehicle can hold. You allocate these units to determine the vehicle’s modifications.

Init Mod: A vehicle’s initiative modifier is derived from its size. For more information on how this affects the vehicle in game play, see *Etherscope*, Chapter 3: Equipment, “Vehicles.”

Manoeuvre Mod: A vehicle’s manoeuvre modifier is derived from its size. For more information on how this affects the vehicle in game play, see *Etherscope*, Chapter 3: Equipment, “Vehicles.”

Defence: The vehicle’s defence is determined by its size category.

Base Speed: The vehicle’s base speed is determined by its size category. You’ll usually increase this speed by allocating payload units to enhance the vehicle’s engines.

Step 2: Determine Vehicle Class

Vehicles in *Etherscope* are divided into six classes: Military or Civilian, and one of Land, Air, or Sea vehicles. For example, a military reconnaissance zeppelin is a military air vehicle. This classification affects a number of their characteristics. Military vehicles are tougher and better armoured; air vehicles are quicker but can afford less armour plating; and sea vehicles are better protected but slower.

Table 4–11 indicates how the class of vehicle affects its characteristics:

TABLE 4–10: VEHICLE SIZES AND CHASSIS CHARACTERISTICS

SIZE CATEGORY	TYPICAL LENGTH	PAYLOAD UNITS	INIT MOD	MANOEUVER MOD	DEFENCE	BASE SPEED
Medium	7 ft.	1	+0	+0	10	50 ft.
Large	15 ft.	2	–1	–1	9	50 ft.
Huge	20 ft.	5	–2	–2	8	50 ft.
Gargantuan	35 ft.	10	–4	–4	6	50 ft.
Colossal	50 ft.	16	–8	–8	2	60 ft.
Colossal II	70 ft.	32	–8	–8	2	60 ft.
Colossal III	105 ft.	64	–8	–8	2	70 ft.
Colossal IV	150 ft.	128	–8	–8	2	80 ft.
Colossal V	225 ft.	256	–8	–8	2	100 ft.
Dreadnought A	350 ft.	512	–8	–8	2	120 ft.
Dreadnought B	500 ft.	1,028	–8	–8	2	140 ft.
Dreadnought C	750 ft.	2,056	–8	–8	2	160 ft.
Dreadnought D	1,150 ft.	4,112	–8	–8	2	180 ft.
Dreadnought E	1,700 ft.	8,224	–8	–8	2	200 ft.
Dreadnought F	2,500 ft.	16,448	–8	–8	2	220 ft.

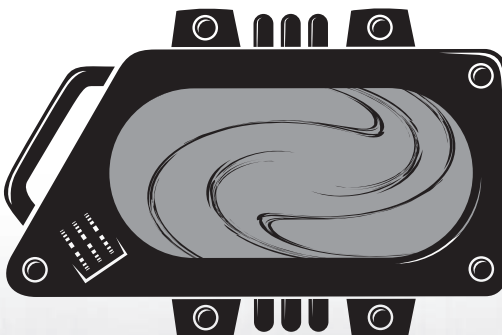
TABLE 4–11: VEHICLE CLASS CHARACTERISTICS

CLASS	INIT/MANOEUVER	BASE SPEED	HARDNESS
Civilian Air	0	+50%*	–50%*
Civilian Land	0	—	—
Civilian Sea	–1	—	+50%*
Military Air	0	+50%*	—
Military Land	0	—	+50%*
Military Sea	–1	—	+100%

* Round fractions down.

TABLE 4–12: VEHICLE HIT DICE

Size	CIVILIAN		MILITARY	
	Air	Land/Sea	Air	Land/Sea
Medium	2d10	3d10	3d10	3d10
Large	4d10	5d10	5d10	6d10
Huge	8d10	10d10	10d10	12d10
Gargantuan	16d10	20d10	20d10	24d10
Colossal	32d10	40d10	40d10	48d10
Colossal II	64d10	80d10	80d10	96d10
Colossal III	96d10	120d10	120d10	144d10
Colossal IV	128d10	160d10	160d10	192d10
Colossal V	160d10	200d10	200d10	240d10
Dreadnought A	224d10	280d10	280d10	336d10
Dreadnought B	288d10	340d10	340d10	432d10
Dreadnought C	352d10	420d10	420d10	528d10
Dreadnought D	416d10	500d10	500d10	624d10
Dreadnought E	480d10	580d10	580d10	718d10
Dreadnought F	544d10	660d10	660d10	814d10



Class: This indicates the vehicle's class.

Init/Manoeuvre: This shows how the vehicle's class affects its initiative and manoeuvre modifiers.

Base Speed: This shows how the class affects the vehicle's base speed.

Hardness: This shows how the vehicle's class affects its hardness. The vehicle's build materials determine its base hardness (see Step 3, below, for more details on determining your vehicle's hardness).

A combination of the vehicle's size and class also helps to determine its hit points. Find your vehicle's size and class in Table 4-12 to determine how many hit dice (d10s) it has, then roll the dice to determine its hit point total. (Or just give it average hit points; the average roll on a d10 is 5.5.)

Step 3: Determine Vehicle Build Materials

The hardness trait of a vehicle is determined largely by the materials from which it has been built. Military armoured vehicles and the finest of civilian luxury vehicles are built from ultra-light, ultra-strong etherium, whereas lower-quality models are built from steel or even iron. Wood is still a common substance used in building many vehicles in the **Etherscope** world, particularly sea vehicles. A complete list of hardness values for different materials can be found in Table 4-12 in the **Etherscope core rulebook**, but the four most common build substances are listed in Table 4-13 for ease of reference.

Step 4: Allocate Payload Units

You allocate payload units to customise and improve your vehicle's base characteristics. The number of payload units you have available to spend is determined by the vehicle's size, as indicated in Table 4-10: Vehicle Sizes and Chassis Characteristics. Payload units can be allocated to a number of different improvements:

- Cargo space
- Space for additional crewmembers
- Passenger space
- Increased speed
- Increased pull

- Increased initiative
- Increased manoeuvrability
- Increased armour
- Weapon systems

Cargo Space: Many of the vehicles in the **Etherscope** world are dedicated to transporting vast amounts of cargo around the world. Each payload unit represents a standard amount of space that has been given over to carrying cargo. The weight that can be carried by the vehicle in one payload unit depends on the size of the vehicle, as indicated in Table 4-14: Cargo Capacities.

Space for Additional Crewmembers: There are no hard and fast rules for the number of additional crew members required to operate the vehicle. However, each crewmember beyond the first takes up one additional payload unit each. This includes the space needed for the person and the equipment that they need to operate the vehicle.

Passenger Space: Many vehicles in the **Etherscope** world are used for transporting large numbers of people, often in cramped conditions. The number of passengers that can be fitted into one payload unit of space depends on the level of luxury they are transported in, as indicated in Table 4-15: Passenger Payloads.

Increased Speed: The vehicle's speed can be increased by 50% of its base value for every payload unit allocated to increasing the vehicle's speed. This is 50% of the vehicle's base speed after it is adjusted based on its class (for example, +50% for air vehicles). Each unit allocated in this way increases the speed by the same increment (maximum 10 units). Thus a vehicle with a base movement of 50 feet (10 squares) that allocates three payload units to increased speed increases its speed by 75 feet (50% of 50 feet is 25 feet, 25 multiplied by three is 75). GMs should apply some discretion to determining the top speed of these vehicles. Use the example vehicles in **Etherscope** books for guidelines as to what top speeds are typical for different types of vehicle.

Increased Pull: By reconfiguring the vehicle's engine for torque rather than speed you can increase the amount that the vehicle can effectively pull. The vehicle's pull increases by a factor of 4 for every payload unit allocated. An unmodified vehicle has a pull of 1.

TABLE 4-13: BUILD MATERIAL HARDNESS VALUES

BUILD MATERIAL	BASE HARDNESS
Wood	5
Iron	10
Steel	12
Etherium	15

TABLE 4-14: CARGO CAPACITIES

VEHICLE SIZE	WEIGHT CARRIED PER PAYLOAD UNIT
Medium-Large	560 lb.
Huge	1/2 ton
Gargantuan	2 tons
Colossal (all)	5 tons
Dreadnought (all)	10 tons

TABLE 4-15: PASSENGER PAYLOADS

LEVEL OF LUXURY	NUMBER OF PASSENGERS PER PAYLOAD UNIT
Standing room	12
Basic seating	5
Comfortable seating	2
Luxurious compartment	1

TABLE 4-16: WEAPON PAYLOADS

WEAPON SIZE	NUMBER OF PAYLOAD UNITS
Tiny	1/4
Small	1/2
Medium	1
Large	2
Huge	4
Gargantuan	8
Colossal	16

(For more information on pull, see the **Etherscope**, Chapter 3: Equipment, "Vehicles.")

Increased Initiative: The vehicle's initiative increases by +2 for one payload unit. You cannot increase the vehicle's initiative beyond +2. This represents a tuning of the engine and chassis to enhance the vehicle's acceleration.

Increased Manoeuvrability: The vehicle's manoeuvre modifier increases by +2 for one payload unit. You cannot increase the vehicle's manoeuvre modifier beyond +2. This represents chassis enhancements that improve the vehicle's handling.

Increased Armour: The vehicle's hardness can be increased by 50% of its base value for every payload unit spent on increasing the vehicle's armour (maximum 10 units). This represents addi-

PAYLOAD UNIT BUY-BACKS

You can also generate further payload units for your vehicle by reducing some of the vehicle's scores. The following modifications can be made to increase the number of payload units you may spend on your vehicle:

- No engine
- Reduced speed
- Reduced initiative
- Reduced manoeuvrability
- Reduced armour

No Engine: The vehicle is a mere carriage, pulled by a wagon, locomotive, or similar. The vehicle has no speed, pull, initiative, or manoeuvre ratings, and loses its free crewmember space. However, the vehicle is considered one size category larger for determining its payload units.

Reduced Speed: The vehicle's speed can be reduced by 50% of its base value, recovering one payload unit. This is 50% of the vehicle's adjusted base speed. You cannot reduce a vehicle's speed below 50% of its original base speed.

Reduced Initiative: The vehicle's initiative can be reduced by -2, buying back one payload unit.

Reduced Manoeuvrability: The vehicle's manoeuvre modifier can be reduced by -2, buying back one payload unit.

Reduced Armour: The vehicle's hardness can be reduced by 50% of its base value, recovering one payload unit. (This is 50% of the vehicle's adjusted hardness, thus enabling military sea vehicles to buy back additional payload units.) Vehicles cannot have their hardness reduced below 50% of their original base hardness.

tional armour plating of the vehicle's base material.

Weapon Systems: Payload systems can be allocated to incorporating weapons systems into the vehicle, such as a tank's main cannon. The size of weapon to be incorporated determines the number of payload units that must be allocated to the weapon and its control systems. See Table 4-16: Weapon Payloads for allocation costs for weapon systems.

Step 5: Determine Acquisition DC

The acquisition DC for a vehicle is not determined by the size of the vehicle or any other such factors, but more by determining which people in society should be able to purchase the item in question. Use the base Wealth modifiers of each social template in Chapter 1: Characters of the **Etherscope core rulebook**. For vehicles, you will undoubtedly be looking at the upper class categories. An acquisition check 10 higher than the Wealth bonus represents something that is relatively easy to purchase. A DC that is 20 higher will require the character to expend a portion of their resources to acquire the item.

Restriction: If you feel a vehicle should be restricted to characters that possess a certain influence, you need to raise the acquisition DC according to what level of character you feel should be able to purchase the item. Judge this according to how readily available the influence is as a template or cross template influence.

For example, to determine the acquisition DC for a military armoured limousine, start with Officer as the target social template, with a Wealth bonus of 22. This item would be something that character could only get with a significant expenditure of resources, so the base DC is 42. However, this vehicle should be restricted to only the highest-level officers. Tenth level is a good target level. The maximum ranks in the Military influence these characters could have at 10th level would be 13. So, add 13 and a Military restriction to the acquisition check. Hence the acquisition DC is 55, with a Military restriction.

CYBERNAUGHTICS

As technology expands, so do the number of cybernaughtic upgrades and configurations available for purchase. The apps listed below represent a sample of those expansions. Cybernaughtics have improved at every level. Designer aesthetic models have become popular art pieces. Meanwhile, chop

shops known as "Black Houses" have cropped up, offering low-cost cyber work to individuals who are willing to exchange favours for surgery. Below is a selection of cybernaughtic apps and their game effects. These details are also summarized in Table 4-17. See **Etherscope**, Chapter 3: Equipment, "Cybernaughtics" for additional information.

APPENDAGE GRAFT

[Attachment]

This highly invasive process involves attaching a third (and sometimes fourth, fifth, or more!) arm to your torso. This extra appendage functions as a normal appendage would. Extra arms are extremely difficult to conceal and generally draw negative attention. While they are not illegal, the aristocracy deems appendage grafts to be in poor taste.

Cost: 2

Tolerance: 2

Minimum Con: 15

Size: Medium

Effect: The graft allows you to purchase additional cyberlimbs. If you purchase this app, you must also purchase a cybernaughtic arm, which represents your additional limb. These limbs are most commonly attached below the existing arms but may be affixed to the chest or back. You can use the arm just as you would any other arm. If you have more than two arms, one hand is your primary hand and all the others are off hands.

This app imposes a -10 penalty on social skill checks (such as Diplomacy) due to the way the general populace perceives it.

Special: Each additional graft after the first requires +2 Constitution. For example, a second graft would require a minimum Constitution score of 17, and a third would require Constitution 19. There can never be more than four appendage grafts.

TABLE 4-17: CYBERNAUGHTIC APPS

NAME	TYPE	COST	TOLERANCE	MINIMUM CON	SIZE	EFFECT
Appendage graft	Attachment	2	2	15	M	Gain additional arm
Arm bracers	Attachment (or implant)	1	1 (2)	13 (15)	M	+4 Defence, greater hardness and hp when blocking
Bone plating	Implant	2	2	15	H	Damage reduction 5/ballistic, piercing, or slashing; extra damage with unarmed strikes
<i>Cybernaughtic Arm Upgrades</i>						
- Climber's grip	Upgrade	+0	+0	+0	—	+4 on Climb checks, no fine manipulation
- Electro-magnetic grip	Upgrade	+1	+0	+0	—	+6 bonus on checks with iron/steel objects
- Extendable anchor	Upgrade	+1	+0	+0	—	+4 on checks to hold ground
- Finger weapon system	Upgrade	+1	+1/4	+1	—	
- Slick gears	Upgrade	+1	+1	+2	—	+1 Dex
- Storage compartment	Upgrade	+1	+0	+0	—	Provides small storage area
Cybernaughtic ears	Attachment	1	1	13	T	+2 on Listen checks, resistance to sonic 5
- Audio recorder	Upgrade	+1	+1	+0	—	Record sounds
- Comm interceptor	Upgrade	+1	+1	+0	—	Intercept ethercomm calls
- Radio receiver	Upgrade	+1	+0	+0	—	Picks up radio waves
- Sound enhancer	Upgrade	+1	+0	+0	—	+20 on Listen checks on isolated sounds
- Sonar	Upgrade	+1	+1	+1	—	Gain 30-ft. blindsight
- Translator matrix	Upgrade	+1	+0	+0	—	Translates two languages
<i>Cybernaughtic Eye Upgrades</i>						
- Enhanced targeting matrix	Upgrade	+1	+0	+0	—	+1 to hit 6 targets; +5 to hit an area
- Flare filter	Upgrade	+1	+0	+0	—	+4 on saves against flashes
- Telescopic vision	Upgrade	+1	+0	+0	—	Eye functions as rangefinding binoculars
- Thermal vision	Upgrade	+1	+0	+0	—	Provides darkvision
<i>Cybernaughtic Leg Upgrades</i>						
- Extendable anchor	Upgrade	+1	+1	+2	—	+4 on checks to hold ground
- Slick gears	Upgrade	+1	+1	+2	—	+1 Dex
- Steam jack	Upgrade	+2	+2	+1	—	+4 Str for lifting and carrying; +6 on Jump and Tumble checks; increased kick damage
- Storage compartment	Upgrade	+1	+0	+0	—	Provides small storage area
Cybernaughtic skull	Attachment	3	3	17	S	Damage reduction 1/-; +10 on Disguise checks; includes cybernaughtic ears
Cybernaughtic torso	Attachment	3	3	19	L	Damage reduction 3/-, +2 armor
- Integrated weapon system (torso)	Upgrade	+1	+1	+2	-(+1)	Proficient with weapon, draw as a free action, cannot be disarmed
- Storage compartment (torso)	Upgrade	+1	+0	+0	—	Provides medium storage area
Flare torch	Attachment	1	1/2	11	S	Glare attack can dazzle for 1d4 rounds
Internal compass	Implant	1	1/2	11	T	Always know direction
Iron lung	Implant	2	2	15	L	+4 bonus on saves against gases; 1-hour oxygen supply
Medulla automatica	Implant	1	1	13	T	Controls autonomic functions; +4 bonus on saves against massive damage and on dying saving throws
Neural link	Implant	1	1	13	T	Allows apps to communicate
Neural skill engine	Implant	2	3	17	T	Provides 4 ranks in a skill
Nu Skin	Attachment	1	1	13	Varies	+4 to conceal cybernaughtics
Oral dart thrower	Implant	1	1	13	T	Ranged weapon deals 1d4 damage
Oral whip	Implant	1	1	11	T	Melee weapon deals 1d4 damage
Pathogenic screen	Implant	1	1/2	11	T	+4 on saves against poison and disease
Personal logic engine	Implant	2	2	15	T	+2 Int, +4 on Concentration checks
Plated teeth	Attachment	1	1	9	T	Gain bite attack that deals 1d4 damage
Subdermal ethercomm	Implant	1	1	13	T	Communicate at a distance
Thalamus extender	Implant	1	1	13	T	+4 bonus on Listen and Spot checks
Tooth storage	Attachment	1	0	7	T	Provides tiny storage area
Vehicle mod-port	Implant	1	1	13	S	+2 on Pilot checks, initiative, and gain an extra stunt when plugged into a vehicle
Vocal amplifier	Implant	1	1/2	11	T	Speak loudly enough for anyone to hear you
- Extreme amplification	Upgrade	+1	+1	+1	—	Shout for 1d6, 2d6, or 3d6 damage
Vocal shifter	Implant	1	1/2	11	T	Alter your voice; gain bonuses on Disguise checks

ARM BRACERS

[Attachment]

The cybernaughtic arm is not normally built to block blows. Arm bracers, however, are designed for that very purpose. A bracer consists of heavy strips of metal affixed to the arm. This metal is shaped and hardened to match the contour of the arm and permit the app to be concealed. Bracers can be attached or implanted, although the implant procedure is more invasive.

Cost: 1

Tolerance: 1 (2 if implant)

Minimum Con: 13 (15 if implant)

Size: Medium

Effect: When you use an arm bracer to block a blow (see **Etherscope**, Chapter 3: Equipment, "Cybernaughtics," *Defending with an Attachment*), it provides you with double the normal bonus to Defence (for example, +4 for a Medium bracer). Its hardness and hit points are twice those of a normal app of its size. And unlike most implants, implanted arm bracers can block blows just as well as attached ones.

Special: You can purchase arm bracers as an upgrade to one or more cybernaughtic arms (they apply to both your arms, whether or not one or both are cybernaughtic).

BONE PLATING

[Implant]

This app consists of fusing a series of reinforced metal strips to your bones in order to make them harder to break. Though primarily a military application, this app has gained popularity among street mercenaries looking for easily concealable armour.

Cost: 2

Tolerance: 2

Minimum Con: 15

Size: Huge

Effect: This app provides you with damage reduction 5/ballistic, piercing, or slashing. (You gain no damage reduction against bludgeoning attacks.) The damage you deal with unarmed strikes increases by one die size (1d3 becomes

1d4, 1d4 becomes 1d6, and so forth).

CYBERNAUGHTIC ARM UPGRADES

Cyberarms represent a standard for entry-level cybernaughtics, and are widely available from the aesthetic to the street level. Aesthetic-grade cybernaughtic arms stress design and concealment. Military and industrial apps are larger and built to withstand more damage. Street-grade apps combine elements from the other grades and are built for easy concealment. The following upgrades boast a number of features that any cybernaughtically enhanced adventurer would appreciate.

Upgrade: Climber's Grip

This hand has the appearance of a spider, made up of eight sharpened finger-like joints constructed from etherium alloy. Each finger-like joint is approximately 1/2 inch by 4 inches. When used for climbing, the sharp fingers dig into the climbing surface, ensuring a proper grip.

Cost: +0

Tolerance: +0

Minimum Con: +0

Size: No change

Effect: This hand does not allow you to perform actions that require fine manipulation, such as Sleight of Hand skill checks, but grants a +4 equipment bonus on Climb checks.

Special: This upgrade can be purchased on its own as an attachment with cost 1, tolerance 0, size Small, and minimum Constitution of 11.

Upgrade: Electro-Magnetic Grip

Your hand attachment is upgraded with powerful electro-magnetic palm plates that, when activated, attach to other ferrous surfaces.

Cost: +1

Tolerance: +0

Minimum Con: +0

Size: No change

Effect: This upgrade adds a +6 modifier on Strength checks involving ferrous (iron and steel) objects.



This upgrade also confers a +6 bonus on grapple checks against individuals using cybernaughtics or wearing ferrous armour. You can activate or deactivate this app with a free action.

Special: This upgrade can be purchased on its own as an attachment with cost 1, tolerance 0, size Small, and minimum Constitution of 11.

Upgrade: Extendable Hand Anchor

This app consists of a titanium spur with a connected 4-foot chain that is stored in the forearm and released through the palm. It is neuro-responsive, activating with a specific muscle twitch.

Cost: +1

Tolerance: +0

Minimum Con: +0

Size: No change

Effect: This upgrade allows you to launch a barbed spur into a suitable surface such as a wall or floor. Once lodged into an anchoring surface, you gain a +4 bonus on attempts to hold your ground. If you also have a foot anchor (see below), the total bonus increases to +6. It also helps when falling. The chain can support up to 500 pounds (with a foot anchor as well, the total weight increases to 750 pounds). When recalled (a move action), the spur sheathes its barbs and quickly retracts into the arm.

Though it's not intended as a weapon, you can fire the spur at a creature within 5 feet. This action requires a ranged attack roll, provokes attacks of opportunity, and you are not considered proficient with the weapon. The spur deals 1d8 points of piercing damage. If you hit with the spur, you can attempt to start a grapple as a free action without provoking an attack of opportunity.

Upgrade: Finger Weapon System

This upgrade follows the same principle as the hand- and arm-mounted equivalents, but stores the weapon within the cybernaughtic finger.

Cost: +1
Tolerance: +1/4
Minimum Con: +1
Size: Tiny

Effect: With this upgrade, you choose one Tiny weapon. You do not need to be proficient with the weapon to use it effectively, as it is as natural to use as pointing a finger. The weapon can be drawn with a free action. Finger systems limit the flexibility of the finger, imposing a -2 penalty on acts that require fine manipulation, such as Sleight of Hand checks.

Upgrade: Slick Gears (Arm)

This upgrade consists of coating the gears and joints of the arm with an advanced polyethylene shell that enhances motor articulation.

Cost: +1
Tolerance: +1
Minimum Con: +2
Size: No change

Effect: You gain a +1 bonus to Dexterity. Since this bonus is unnamed, it stacks with all other Dexterity bonuses.

Special: Slick gears optimize speed by sacrificing internal constitution. Reduce the base hit points of the cyberarm by 2 and its hardness by 1.

Upgrade: Storage Compartment (Arm)

You have a concealed storage area within the arm. The compartment is normally located around the forearm or wrist region, and opens with a touch.

Cost: +1
Tolerance: +0
Minimum Con: +0
Size: No change
Effect: With this upgrade you can forgo integrating a weapon system into your arm and instead convert the space into concealed storage. You can only conceal an item of Small size or smaller. An arm that has a storage compartment cannot have an integrated weapon system. (Integrated cybernaughtic equipment is described in **The Great Metropolis**, Chapter 5: Character, "Equipment.")



CYBERNAUGHTIC EAR

[Attachment]

A natural advancement from the cybernaughtic eye is the cybernaughtic ear. While not quite as common, cybernaughtic ears often represent the latest in technological advancements. Ear cybernaughtics process and filter sound, delivering a crisp audio signal that is often of better quality than the original words.

Cybernaughtic ears come standard with a sound-dampening function that helps to eliminate some of the raucous noises of the city.

Cost: 1
Tolerance: 1
Minimum Con: 13
Size: Tiny

Effect: Cybernaughtic ears are fine-tuned listening apps that provide you with hearing ability that far surpasses that of a normal human. You gain a +2 equipment bonus on Listen checks. The basic ear is also capable of shielding you against sonic attacks. You gain resistance to sonic 5. (Whenever you take sonic damage, reduce the amount by 5.)

Upgrade: Audio Recorder

This is the implanted version of the ethertech device of the same name (see **Etherscope**, Chapter 3: Equipment, "General Equipment"). As with other implants, the audio recorder has sacrificed functionality for size. The recorder does not have its own microphone attachment and therefore must

rely on the cybernaughtics of the ear in order to receive data to record.

Cost: +1
Tolerance: +1
Minimum Con: +0
Size: No change

Effect: This tiny app can record up to four hours of audio that is received through the cybernaughtic ear. As it is an upgrade, it does not require a neural link in order to make use of other ear upgrades such as the sound enhancer and comm interceptor. This app can be connected to a Scope jack to download the recording or neural linked (see below) to a vocal amplifier or vocal shifter for audio playback. This app is restricted to constabulary and intelligence use, but has found its way to the streets as a popular piece of contraband.

Upgrade: Comm Interceptor

This highly coveted piece of ethertech is the implant version of the ethercomm interceptor. This app sacrifices functionality for size. Whilst not as powerful as its larger predecessor, the app is more portable and concealable, which has made it one of the most sought-after apps for those in the spy profession. This app is illegal, but that hasn't stopped it from drifting down to the street level where thieves and Scope riders have taken advantage of it in order to further their schemes.

Cost: +1
Tolerance: +1
Minimum Con: +0
Size: No change

Effect: An ethercomm interceptor can detect and monitor an ethercomm conversation within a half-mile area by listening in on the ethercomm service's own transmitters. The implant version is not as strong as its larger predecessor. Intercepting the calls of a particular device requires a DC 40 Engineer (ethertech) check; if the user knows the identity code of the ethercomm app in question, the DC drops by 5. Obviously, the comm must be in use for someone to intercept the call. An ethercomm interceptor cannot be used to intercept ground-line connections.

Upgrade: Radio Receiver

You have a radio frequency receiver implanted in your inner ear. This receiver can pick up any open frequency signal. It can access encrypted police and military bands, but you must have the proper decryption key in order to understand the data being transmitted. This app is popular amongst constabulary and fire officials who use it to coordinate manpower.

Cost: +1

Tolerance: +0

Minimum Con: +0

Size: No change

Effect: You can intercept radio transmissions and broadcast them through your inner ear. You are the only person able to hear this broadcast, a fact that people tend to forget. It is common to see individuals dancing through the city to an invisible beat or laughing at a joke that no one has visibly said. You can attach the app (via a neural link; see below) to a vocal amplifier or vocal shifter to allow the sound to play through your mouth, which allows for amusing lip syncs.

Upgrade: Sound Enhancer

A standard cybernaughtic ear relays the sounds that you receive from the outside world. It cannot, however, selectively enhance those sounds. With the sound enhancer upgrade, you can focus on a particular conversation or sound, then isolate and enhance only that sound. The app was designed for rescue workers who often strain to hear the cries of survivors amidst the chaos of a fire or other calamity. It has found shrewder uses in the spy industry as agents can use the app to hone in on a particular conversation and hear things that they were never meant to. This app is restricted to constabulary and intelligence use, but as with other apps, certain older or experimental models have made their way to Black Houses and street clinics, where the only restriction is the amount of money in your wallet.

Cost: +1

Tolerance: +0

Minimum Con: +0

Size: No change

Effect: Isolating a particular sound is

a difficult affair, requiring a Concentration check. The DC is determined by the amount of ambient noise surrounding the sound that you wish to isolate. See Table 4–18 for guidelines.

If you succeed, you can hear the isolated sound perfectly. Thereafter, you gain a +20 bonus on Listen checks related to that sound, but take a –10 penalty on other Listen checks, for as long as you concentrate.

TABLE 4–18: DCS FOR ISOLATING SOUNDS

DC	ENVIRONMENT PRESENT
10	A steady rain
15	A sound in another room
20	A restaurant
25	A busy train, zeppelin, or transport ship
30	A bustling city street
35	A crowded performance hall

Upgrade: Sonar

Even with advancements to technology, seeing with your eyes is still sometimes impossible. In certain situations, such as deep sea diving, “sight” is accomplished through sound. This app generates visual images through a procedure known as sonar.

With this upgrade, the ears emit a controlled tone 360 degrees around you. Since sound waves reflect off objects, the sonar app uses that reflection to paint a picture in your mind of where things are. A sonar system can judge the thickness of items and even “see” under doors and through cracks to create an auditory map of the space beyond.

Cost: +1

Tolerance: +1

Minimum Con: +1

Size: No change

Effect: Sonar allows you to “see” normally, and even track objects in perfect darkness. You gain blindsight out to 30 feet (see **Etherscope**, Chapter 2: Traits, “Special Traits”). You lose your blindsight if you are deafened. If you have a cybernaughtic eye or a neural link (see below), then the sonar readouts appear as a map overlaid on your normal vision.

Special: Sonar makes users extremely vulnerable to sonic attacks. If the app is active when you take sonic damage, you take double damage. (Double the

damage before applying any resistance to energy.)

This upgrade requires an implant in addition to modifying the cybernaughtic ear attachment.

Upgrade: Translator Matrix

This is an experimental piece of ethertech that translates languages for the user. The app can be programmed with languages of all the major nations of the world, or location-specific dialects if you so choose.

The translator matrix is a must-have app for governmental and corporate aides, who often must communicate with people who do not speak their language. It is not unusual to see an individual with four or more distinct translator matrix apps.

Cost: +1

Tolerance: +0

Minimum Con: +0

Size: No change

Effect: When purchasing this app, you must select two languages you wish it to translate as well as the language(s) they translate into. This app works like a translator dictionary, picking out words and translating them into the desired language. The downside of the app is that it works on a word-for-word basis, often not accounting for proper grammar or confusing idioms. You must make a DC 15 Intelligence check to properly comprehend what is being translated.

You cannot use this app to *speak* a foreign language, although you could, for example, purchase an app that translates English to Russian, speak a phrase in English, attempt to memorize the Russian that the app translates (with a DC 20 Intelligence check), then repeat it.

Special: This upgrade can be purchased on its own as an attachment with cost 1, tolerance 0, size Tiny, and minimum Constitution of 9.



CYBERNAUGHTIC EYE UPGRADES

While common, cybernaughtic eyes are often the last augmen-

tation to see an upgrade. Basic cybernaughtic eyes are equipped with a single-lock targeting system and enhanced rangefinding functions, leaving owners to wonder what else they could possibly need. Still, in the world of **Etherscope**, you can never be sure what will happen next or what you will need in order to compete or survive. Upgrades to cybernaughtic eyes focus on different types of vision or on combat enhancements.

Upgrade: Enhanced Targeting Matrix

This latest advancement of the basic targeting eye is specifically designed to interact with automatic weaponry. Unlike the standard targeting matrix, this upgrade permits you to simultaneously track multiple targets. It is a neuro-responsive system that can lock on to six separate targets and label each one as friendly or hostile. This system was designed for and is restricted to military use.

Cost: +1
Tolerance: +0
Minimum Con: +0
Size: No change

Effect: This app allows you to track multiple targets, receiving a +1 equipment bonus on attack rolls against up to six different targets in a round. (This stacks with the +1 bonus from a basic cybernaughtic eye.) Locking on to a specific target is a free action. Once you lock onto a target, that target stays locked until you release it, replace it with another, or it moves out of your vision.

This app is also effective when you use autofire: All targets in the area that you attack receive a -4 penalty to their Reflex saves (see **Etherscope**, Chapter 4: Combat, "Special Attacks," *Firearms*).

Upgrade: Flare Filter

With this military-based app, glare shielding is applied to the cybernaughtic eyes, which gives your iris a dark grey colour. The upgrade allows you to counteract the effects of a bright flash or occult attack.

Cost: +1
Tolerance: +0
Minimum Con: +0
Size: No change

Effect: This app provides you with a +4 equipment bonus on saves to resist the effects of a bright flash, torch, or an occult attack.

Upgrade: Telescopic Vision

This upgrade extends the range of your vision past that of the normal cybernaughtic eye. Images spotted through this upgrade are often far beyond the range of attack. As such, the app is rarely employed by city dwellers. Instead, it is normally used by sea and air pilots to track objects that their vehicular sensors may not pick up. Scientists have been trying to develop a variation of this app better suited to the laboratory — microscopic vision.

Cost: +1
Tolerance: +0
Minimum Con: +0
Size: No change

Effect: By squinting, you can focus on distant objects, which then grow much larger. Your cybernaughtic eye can function as rangefinding binoculars.

Special: An aesthetic-grade version of this app can instead be of the experimental microscopic variety. Instead of serving as rangefinding binoculars, it provides a +4 equipment bonus on Search checks.

Upgrade: Thermographic Vision

Thermography follows Kirchhoff's Black Body Law, which states that objects absorb all the electromagnetic radiation that touches them. This radiation, or heat, can be read in colour grades. Thermographic vision allows you to see the environment without any visible light source.

Cost: +1
Tolerance: +0
Minimum Con: +0
Size: No change

Effect: This provides you with the thermographic vision ability, which is similar to darkvision and allows you to see heat sources in completely lightless conditions. Without heat sources, however, the area remains in darkness.

Special: Thermographic vision relies on heat to transmit images. Cold items appear dark, and warm items appear in

varying shades of red, orange, and yellow.



CYBERNAUGHTIC LEG UPGRADES

Cybernaughtic legs have gained popularity in the industrial sector. Leg systems have advanced to the point where users can supplement and sometimes even replace industrial machinery. Often a cybernaughtic leg system is implanted in conjunction with an arm or torso unit in order to create a worker who is more machine than man. The upgrades and attachments below represent the latest advances in leg-based cybernaughtics.

Upgrade: Extendable Anchor (Foot)

This app consists of a titanium spur with a connected 4-foot line that is stored near the calf and released through the heel. It is neuro-responsive, activating with a specific muscle twitch.

Cost: +1
Tolerance: +1
Minimum Con: +2
Size: No change
Effect: See extendable anchor (arm), above.

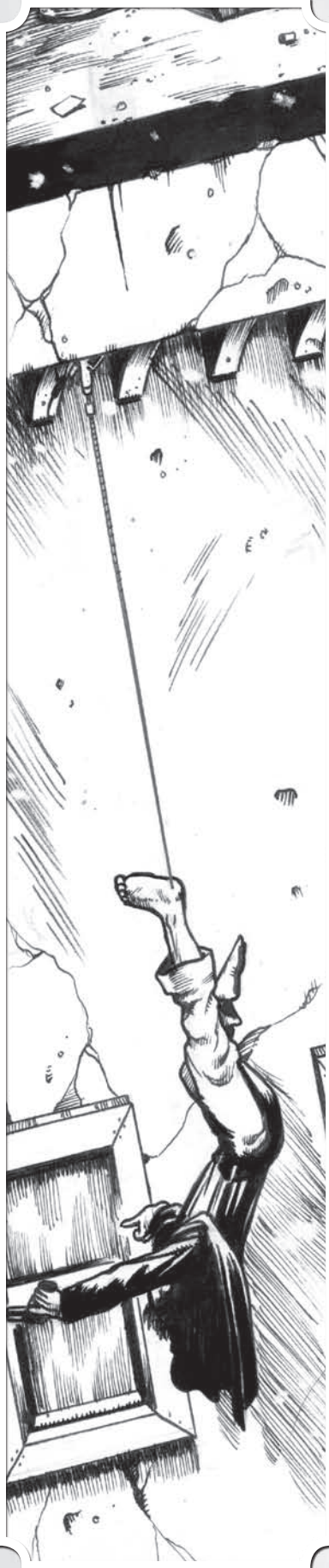
Upgrade: Stick Gears (Leg)

This upgrade consists of coating the gears and joints of the legs with an advanced polyethylene shell that enhances articulation.

Cost: +1
Tolerance: +1
Minimum Con: +2
Size: No change
Effect: See stick gears (arm), above. In addition, if you have two cybernaughtic legs with this upgrade, your movement speed increases by an additional 5 feet.

Upgrade: Steam Jack

A hydraulic pump replaces the lower leg and foot muscles in order to control the motor functions of the foot. The app runs the length of the tibia. It contracts and expands in order to create



foot movement.

Cost: +2

Tolerance: +2

Minimum Con: +1

Size: No change

Effect: The app allows you to carry more weight while you are moving. You gain a +4 equipment bonus to Strength when determining your lifting and carrying capacities. The app also offers +6 equipment bonus on Jump and Tumble checks. Further, the steam jack increases your base kick damage by an additional die size (1d8 becomes 1d10, for instance).

Upgrade: Storage Compartment (Leg)

You have a concealed storage area within the leg. The compartment is normally located in the thigh region, and opens with a touch.

Cost: +1

Tolerance: +0

Minimum Con: +0

Size: No change

Effect: With this upgrade, you integrate a concealable storage area into your leg. The compartment can hold weapons (and other items) of Medium size or smaller.



CYBERNAUGHTIC SKULL

[Attachment]

This relatively rare invasive procedure involves replacing the skull (in bits at a time) with a cybernaughtic equivalent. The attachment originally came into being as a street-grade item borne out of Black Houses, where Scope riders in trouble with the law needed to change their physical identity. Since the shape of the skull influences the shape of the face, cosmetic enhancement is built into the attachment. Eventually, this feature became quite popular among young members of the aristocracy. Aesthetic skulls are equipped with adjustable ridges and brows to make the cosmetic procedure less invasive. Cybernaughtic ears come as a standard addition as does a basic flesh-like covering which serves only to disguise the metal and wiring.

Without Nu Skin or a similar advanced coating, the appearance of the unclad skull remains quite frightening.

Cost: 3

Tolerance: 3

Minimum Con: 17

Size: Small

Effect: The cybernaughtic skull is tougher than a normal skull. You gain damage reduction 1/- (or your existing damage reduction increases by 1).

The skull is built to specification, allowing you to change your facial appearance entirely. If you chose the implant in order to appear as a specific person, the skull can provide up to a +10 equipment bonus on Disguise checks to impersonate that individual.

The face is commonly the first thing that anyone sees when they encounter another person. The standard "skin" for the cybernaughtic skull leaves you with a face that looks skeletal, which provides a -4 penalty on Diplomacy checks but a +4 bonus on Intimidate checks.

In addition, the app includes cybernaughtic ears (see above).



CYBERNAUGHTIC TORSO

[Attachment]

Cybernaughtic torso replacement began as the result of a military experiment in human tolerances. Individuals with higher tolerance levels have the ability to replace significant portions of their bodies with cybernaughtics. The torso is shaped to match its purpose. Both street- and aesthetic-grade torsos are designed to resemble a muscular human. Industrial- and military-grade torsos tend to be more box shaped.

Cost: 3

Tolerance: 3

Minimum Con: 19

Size: Large

Effect: This app is built to hold a large number of upgrades as well as provide protection to vital organs. The cybernaughtic torso is made from a shaped etherium alloy that provides damage reduction 3/- (or increases existing damage reduction by 3) and a +2 equipment bonus to Defence.

Upgrade: Integrated Weapon System (Torso)

A weapon is fitted into the torso. This weapon, sometimes called a cavity cannon, is generally concealed in the space beneath the ribcage and occasionally designed to fire out of the back instead of the front.

Cost: +1

Tolerance: +1

Minimum Con: +2

Size: No change (or +1)

Effect: This upgrade follows the same principle as the arm-mounted equivalent (described in the Etherscope core rulebook), but requires the weapon to be reconfigured in order to fit inside the chest cavity. As designed, the upgrade can conceal a Medium or smaller weapon. It may hold a Large weapon, but doing so increases the app's size by one category. Chest systems rarely integrate melee weapons, due to the inherent difficulty in wielding a melee weapon from the chest; you take a -4 penalty on attack rolls if you do so (and you look ridiculous).

You are considered proficient with the integrated weapon.

Upgrade: Storage Compartment (Torso)

You have a concealed storage area within your torso. The compartment is normally located below the ribcage, and opens with a touch.

Cost: +1

Tolerance: +0

Minimum Con: +0

Size: No change

Effect: With this upgrade, you can forgo integrating a weapon system into your torso and instead convert the space into concealed storage. You can conceal an item of Medium size or smaller. You cannot have a storage system and an integrated weapon system in your torso.



FLARE TORCH

[Attachment]

The app releases a powerful burst of light that momentarily stuns your opponent. The app can be affixed to any part of the body. It is often concealed in the chest, as this is the least likely place to find a weapon.

Cost: 1

Tolerance: 1/2

Minimum Con: 11

Size: Small

Effect: A flare torch releases a blinding burst of luminescence that can incapacitate anyone caught in its glare. You can target any creature within 5 feet with this effect as an attack action. The victim must make a DC 15 Fortitude save or take a -1 penalty on attack rolls, Search checks, and Spot checks for 1d4 rounds.



INTERNAL COMPASS

[Implant]

Problems with directionality become a thing of the past with this new

app. The internal compass is a tiny ethertech item housed in the brain, giving you perfect direction sense. If you have cybernaughtic eyes, the internal compass relays orientation information to the visual cortex.

Cost: 1

Tolerance: 1/2

Minimum Con: 11

Size: Tiny

Effect: This app provides you with a perfect awareness of your direction. This direction sense is based off the magnetic north. By using north as a starting point, you can tell exactly which direction you are facing.



IRON LUNG

[Implant]

Your lungs are replaced by an advanced air storage and filtration system designed to provide a clean supply of oxygen to the body. Though costly, this app is often used by sewer workers, coal miners, and other heavy-industry workers who find themselves in low or tainted oxygen environments.

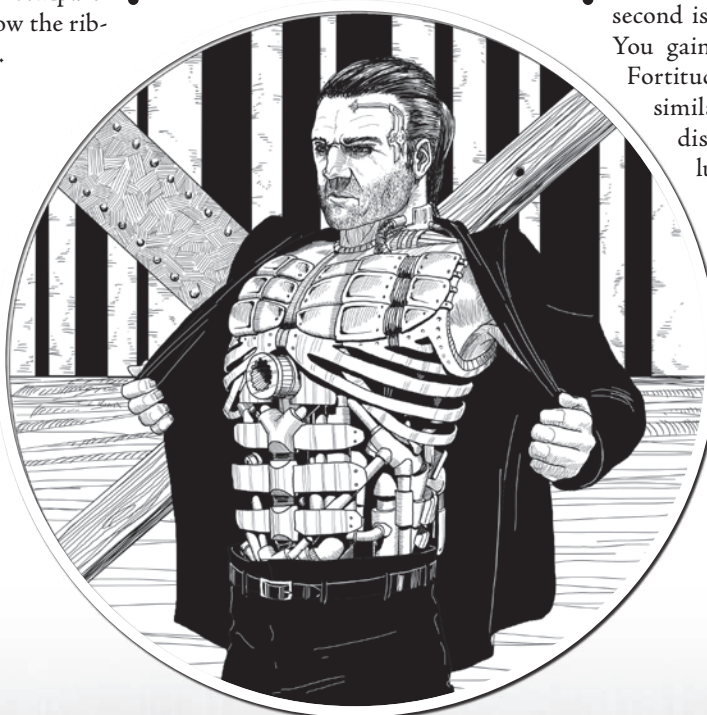
Cost: 2

Tolerance: 2

Minimum Con: 15

Size: Large

Effect: An iron lung serves two basic functions. The first is to filter air. The second is to supply an oxygen reserve. You gain a +4 equipment bonus on Fortitude saves against gases and similar effects (such as airborne diseases and poisons). The iron lung also holds 1 hour of oxygen. Switching to the oxygen reserve (instead of breathing normally) requires specific muscle movements and a move action.



MEDULLA AUTOMATICA

[Implant]

The brain's medulla oblongata is responsible for controlling the autonomic functions of the body. The medulla automatica app is a secondary system, used to back up the medulla oblongata in case it fails. This app is also a selective system that can be used to set certain non-autonomic functions as autonomic functions.

Cost: 1

Tolerance: 1

Minimum Con: 13

Size: Tiny

Effect: This app functions best with a neural link (see below). When linked to other apps, such as the iron lung, it can control the app if you lose consciousness or autonomic control of your body. In those instances, the medulla automatica activates an app if that app could benefit you. For example, if you are drowning, the app activates an iron lung. On its own, the app also helps to prevent sudden death. You gain a +4 equipment bonus on Fortitude saves against massive damage and on dying saving throws.

The app can also control functions that would not otherwise be considered autonomous. For instance, it can assume control of your legs in situations when you are moving over a long period, such as running or a forced march. This grants you a +2 equipment bonus on Constitution checks and Fortitude saving throws under such circumstances. The +2 bonus also applies to other athletic movements over a long period, such as swimming or climbing. While the app is controlling motor function in this way, you gain a +4 equipment bonus on Concentration checks.

NEURAL LINK

[Implant]

This experimental app is designed to assist you in interfacing several apps to each other, allowing the apps to communicate and function interdependently. The quarter-sized app attaches to the cerebral cortex and routes all of the cybernaughtic signals through itself.

The app is much ballyhooed in the military due to its ability to create what has come to be known as a heads-up display (HUD) that broadcasts across the retina of your cybernaughtic eye (assuming you have one). The HUD provides conditional updates on all of your cybernaughtic functions, helping you to coordinate what is active, inactive, and even what is damaged.

Cost: 1

Tolerance: 1

Minimum Con: 13

Size: Tiny

Effect: This integral piece of hardware allows apps to communicate with one another. This level of communication helps to increase the functionality of individual apps. The exact effects vary, but generally the link increases the apps' equipment bonuses by +1 in situ-

ations where they would both be useful. A linked cybernaughtic ear and eye, for example, grants an additional +1 bonus on Search checks. A radio receiver system linked with a vocal amplifier or vocal shifter allows the user to verbally broadcast signals that they are receiving over the airwaves.

The app also allows you to monitor the condition of your cybernaughtics. This is especially helpful in repair procedures as you know precisely what is malfunctioning in the app. You gain a +4 equipment bonus on checks to repair your cybernaughtics, or on aid another attempts to help someone else repair them.

NEURAL SKILL ENGINE

[Implant]

A highly expensive but popular implant among older aristocrats, the neural skill engine interacts with brain and motor functions to allow users to simulate a skill that has been programmed into it. The skill engine functions similarly to an upload tab (see *Etherscope*, Chapter 3: Equipment, "Lifestyle," Scope Tabs); however, the skill that you receive from this app is permanent. This app is primarily used in the military but is not illegal. Governments have chosen to restrict the item by cost as opposed to law so it is often only seen in the wealthy private sector.

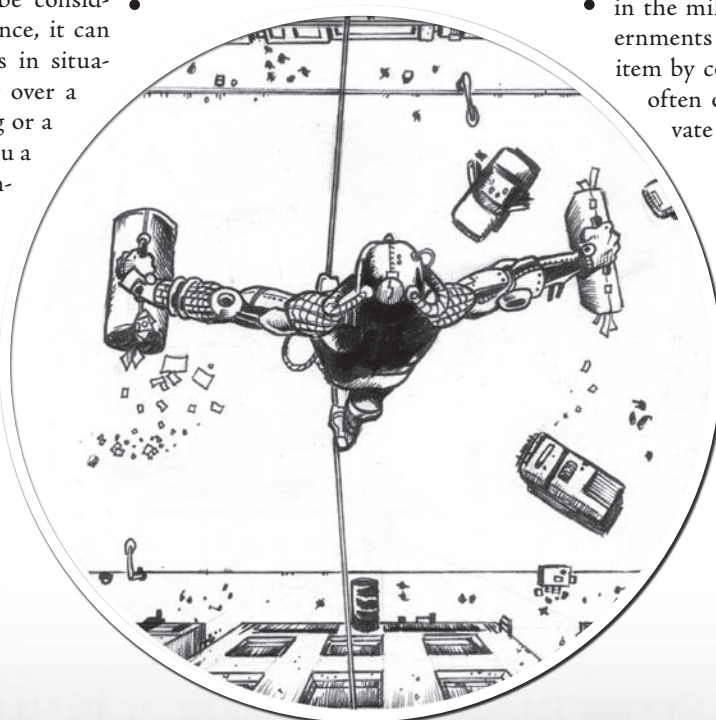
Cost: 3

Tolerance: 3

Minimum Con: 17

Size: Small

Effect: The app grants you 4 ranks in a single skill. It cannot provide ranks in occult skills.





◀○▶ NU SKIN

[Attachment]

Whilst cybernaughtics are a novelty amongst the young aristocracy, not everyone is as anxious to show off their metal. Nu Skin was invented as a cosmetic attachment to conceal cybernaughtics. The app resembles human skin, complete with pores and hair follicles. Cybernaughtic applications covered by Nu Skin appear to be real body parts.

Cost: 1

Tolerance: 1

Minimum Con: 13

Size: Varies

Effect: Nu Skin adds a +4 equipment bonus on checks to conceal the cybernaughtic attachments you had when you acquired it. Understandably, Nu Skin cannot be applied to cybernaughtic eyes.

◀○▶ ORAL DART THROWER

[Attachment]

Like its predecessor, the oral whip, the oral dart thrower is a near-invis-

ible weapon usually reserved for spy use. This weapon consists of a tiny dart launcher and its single-shot projectile. The dart thrower is housed beneath the tongue. Most users apply poison to the dart; in a pinch, it can function as a suicide weapon as well. This weapon is illegal in most countries.

Cost: 1/2

Tolerance: 1

Minimum Con: 11

Size: Small

Effect: An oral dart is a ranged weapon that deals 1d4 points of piercing damage. You are considered proficient with it and do not need to draw it. It has a range increment of 5 feet and a maximum range of five range increments. Reloading it is a full-round action.

◀○▶ ORAL WHIP

[Attachment]

This is a common enhancement among spies and thieves, providing them with an undetectable weapon. With this attachment, a natural-coloured retractable coil replaces the tongue. This coil can extend outward and strike opponents in melee combat range. This weapon is illegal in most countries.

Cost: 1

Tolerance: 1

Minimum Con: 11

Size: Small

Effect: The whip is a melee weapon that deals 1d4 points of slashing damage. You are considered to be proficient in its use, and drawing it is a free action. When not being used as a weapon, the whip resembles a normal tongue. However, unlike a normal tongue, the whip does not provide you with the sensation of taste.

◀○▶ PATHOGENIC SCREEN

[Implant]

This tiny implant is housed in the passageway between the gut and the liver. The app serves as a filter for digestible particles, helping to prevent pathogens from reaching the rest of the body. It also regularly flushes your system with an etheric fluid, which is hostile to bacteria, viruses, and foreign material. This app is heavily used in the industrial sector and has become a part of everyday life for sewer workers. Their constant exposure to waste products prompted the creation of the screen itself.

Cost: 1

Tolerance: 1

Minimum Con: 11

Size: Tiny

Effect: The pathogenic screen attacks any infectious agents, such as poisons or disease, which pass through it. You gain a +4 equipment bonus on Fortitude saves against poison and disease.

◀○▶ PERSONAL LOGIC ENGINE

[Implant]

A logic engine serves as a secondary processing centre to aid in analytical brain function. The app was created to be a research tool for doctors and scientists, but its use has expanded into the public sector. Gamblers, in particular, are quite fond of the app as it helps them to count cards. Unfortunately, graft procedures involving the brain are

both expensive and difficult to perform, making this app an uncommon tool.

Cost: 2
Tolerance: 2
Minimum Con: 15
Size: Tiny

Effect: A logic engine helps the user focus and process information. You gain a +2 equipment bonus to Intelligence. You also gain a +4 equipment bonus on Concentration checks. In addition, if you roll under 10 on a Concentration check, the app raises your result to 10. It also halves the time involved in taking 20 with a skill.



PLATED TEETH

[Attachment]

This upgrade turns your teeth into weapons by plating them with a steel alloy whilst extending and sharpening the incisors to fang points. This is a common street enhancement that gives the user the appearance of a vampire. The look has become wildly popular amongst street gangs, who use the teeth more for flash than for bite.

Cost: 1
Tolerance: 1
Minimum Con: 9
Size: Tiny

Effect: You gain a bite attack that deals 1d4 points of damage. You are proficient with this attack. The teeth come in silver or gold colouring. The teeth may impose penalties or bonuses on Diplomacy and Intimidate checks in certain situations, at the GM's discretion.



SUBDERMAL ETHERCOMM

[Implant]

This tiny device, roughly the size of a button, is implanted beneath the skin and hardwired to your vocal and auditory receptors. The app was designed primarily as an intelligence app that allows agents to communicate with each other by "piggybacking" their communications through a nation's Scope system. Ethercomm apps open a direct portal from one area of Prime Real-

ity space to another. The transmission is encrypted as it moves across the Scope and decrypted by the app. Like standard ethercomms, you must be within a mile of an ethercomm station.

Cost: 1
Tolerance: 1
Minimum Con: 13
Size: Tiny

Effect: This app allows you to communicate with another character with an ethercomm device as long as you are both within range of a station. The app does not require you to speak out loud in order to communicate. The communications that you receive from the ethercomm can be heard only by you.

Special: With the help of a neural link, this app can be wired to your cybernaughtic eye. Once linked, you are able to receive images from other ethercomm users. You are also able to transmit images that your eye records.



THALAMUS EXTENDER

[Implant]

The brain's thalamus relays sensory information to the cerebral cortex. The thalamus extender app is a tiny sensory relay, designed to enhance the sensory signal, providing you with heightened sensory awareness.

Cost: 1
Tolerance: 1
Minimum Con: 13
Size: Tiny

Effect: The thalamus controls input information all five senses. When the extender is attached to it, the app heightens the input signal for each of those senses. You gain a +4 equipment bonus on Listen and Spot checks. Unfortunately, this heightened sensory awareness is not selective. All senses are heightened when the app is active, which results in a -4 penalty on sensory-based attacks, such as bright flashes and sonic attacks. Whenever you take weapon damage, you take an additional point of damage as the app increases your sensation of pain. You can activate or deactivate the app with a free action, but only on your turn.



TOOTH STORAGE COMPARTMENT

[Attachment]

A hollowed-out tooth is implanted among your normal teeth as a storage compartment for secret messages.

Cost: 1
Tolerance: 0
Minimum Con: 7
Size: Tiny

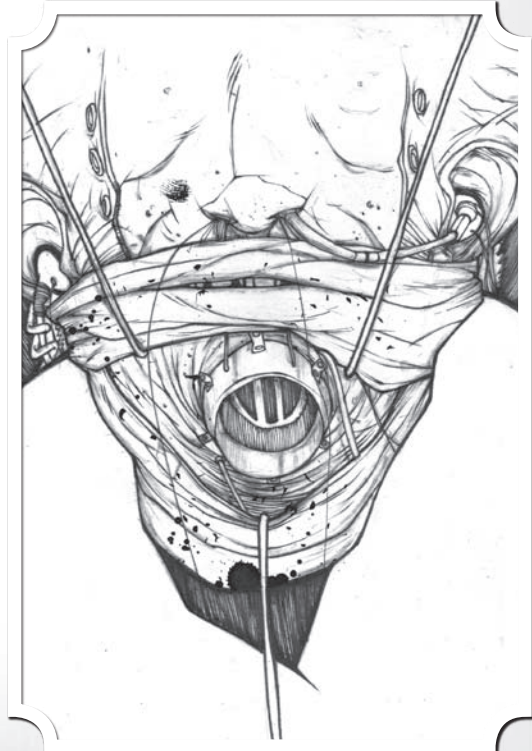
Effect: The tooth compartment cannot store anything larger than a scrap of paper or a suicide pill. It is often used by spies and couriers. The false tooth is indistinguishable from the others. It can be accessed by using the tongue or a finger to trigger the release spot. This attachment can be used with plated teeth.



VEHICLE MOD-PORT

[Implant]

Vehicle module ports, commonly known as mod-ports, enable a pilot to "plug in" to his vehicle and pilot



by instinct. Pilots with one of these apps are often known as “mod-porters” and are respected as the best in the business.

Cost: 1
Tolerance: 1
Min Con: 13
Size: Small

Effect: When you are piloting a vehicle that has a mod-port connection, you can plug yourself in, gaining the following bonuses whilst in control of the vehicle: a +2 competence bonus on Pilot checks, a +2 bonus on initiative, and you may perform one stunt as a free action each round, thus enabling you to perform three stunts each round (see **Etherscope**, Chapter 4: Combat, “Vehicle Movement and Combat”).

VOCAL AMPLIFIER

[Implant]

Constabulary and politicians alike find there is a constant need to speak louder than the masses. This app simplifies that process by amplifying your voice up to 140 decibels.

Cost: 1
Tolerance: 1/2
Minimum Con: 11
Size: Small

Effect: You can be heard clearly under virtually any circumstance. The app works by setting your voice at a decibel level, from 1 to 140. Table 4-19 shows some common decibel levels and equivalent sounds. You can activate and adjust the volume with free actions.

Upgrade: Extreme Amplification

You can generate sounds that damage human ears.

Cost: +1
Tolerance: +1
Minimum Con: +1
Size: No change

Effect: After 135, extreme decibel levels are damaging to the human body. As an attack action, you can shout at 150, 160, or 170 decibels. This shout deals sonic damage to everyone within 20 feet, including you. The amount of

damage depends on the volume you select, as shown below. Affected characters can make Fortitude saves for half damage, with the DCs shown below. Characters who fail this save, in addition to taking full damage, are deafened for an amount of time shown on Table 4-20.

If you have a neural link and cybernaughtic ears, the link shuts off your ears completely when you shout. The vibrations still deal half damage to you (half again if you make your Fortitude save), but you are not at risk of being deafened.

VOCAL SHIFTER

[Implant]

In the world of military spies, corporate thieves, and daring Scope runners, there is often a need to change the way that you sound. The vocal shifter is a tiny app that rests inside the voice box. When you speak, the app goes into action, shifting pitch and tone in order to create a voice that sounds the way you want it to.

Surprisingly, this application was legalised because of the large number of individuals who had suffered damage to their larynx through disease or injury. Still, the app is shunned by many in the theatre profession, who claim that it provides lesser performers with an unfair advantage. (Those performers who do use it obviously disagree, saying that the voices on the app are the result of the careful application of their skills on merely a new type of instrument.) The app is neuro-responsive, meaning it can be controlled with a thought.

Cost: 1
Tolerance: 1/2
Minimum Con: 11
Size: Tiny

Effect: This app is a tool that allows you to modify the way your voice sounds. The app does not come with

preset voices. In order to change your voice, you must make a Perform (acting) check. Your result determines the effectiveness and quality of the voice. The DC for mimicking a common sounding voice or accent is 20; if successful, you gain a +2 circumstance bonus on Disguise checks. The DC to mimic a particular person’s voice is 30; if successful, this use grants you a +6 circumstance bonus on Disguise checks to imitate a specific person. You cannot create non-human sounds with this app. Changing your voice takes a full-round action.

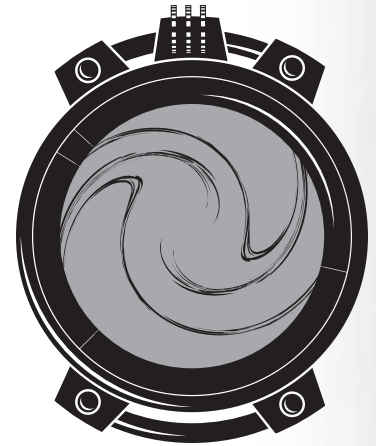


TABLE 4-19: COMMON DECIBEL LEVELS

DECIBEL LEVEL	EQUIVALENT SOUND
1	Mosquito 10 feet away
10	An empty room
20	Pin drop
30	A still, silent forest
40	Whisper
50	Golf clap
60	Normal conversation
70	Shouting
80	Automobile engine
90	Gunshot at a distance of 30 feet
100	Explosion at a distance of 90 feet
110	The pounding of a drum at close range
120	Loudest measurable human scream
130	Gunshot at close range
140	Rock performance

TABLE 4-20: EXTREME DECIBEL DAMAGE

DECIBEL LEVEL	DAMAGE	FORT SAVE DC	DEAFNESS DURATION
150	1d6	15	1d4 rounds
160	2d6	17	1d4 minutes
170	3d6	19	Permanent

APPENDIX ONE: LEGAL INFORMATION

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