NEBULEON

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Nebuleon ™

Science Fiction Role-Playing Game created by HinterWelt Enterprises

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Introduction

Nebuleon™ is an expression of the desire to explore. It was always a game for me to make up something different - a world, an abandoned space ship, a base - and have players unravel its secrets. On a grander scale it has been a game where building up the life experience of a character over time was part of the fun. Character driven sci-fi has drawn players back to *Nebuleon*™ over the years.

Nebuleon™ comes with a complete setting, but it has always been our intention to make the Iridium System™ and *Nebuleon*™ easily customizable to any setting. There is no epic metaplot running in the background that is required to make the game fun. If you want to simulate your favorite story lines then it is easily done. It has always been our intention to make *Nebuleon*™ as customizable as possible. Each element is a component that allows the Game Master to modify as they see fit. Players can easily come up with their own concepts of classes, skills, races and just about any aspect of their character they wish.

We hope you will take the time to check out our free character building tools and downloads available at our web site, www.hinterwelt.com. We have not found any other company that offers the same high level of online support for their role-playing games as we do. HinterWelt has gone the extra distance to make our games as easy as possible to learn and run. We offer our Iridium System™ character generator for FREE. It allows you to generate an Iridium System™ character on-line, then store it there for later retrieval. If you have a computer and an internet connection, you will never be without your character again. We hope to continue to bring you these fine on-line tools for your use and convenience.

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Lexicon

+ to hit - Abbrev. +th - Refers to the modifier for a to hit roll.

+ to damage - Abbrev. +td - Refers to a plus to damage on a damage roll.

ACG - Andromedaen Council of Guilds - An organization based on the principle of bettering the position of Andromedaen merchants in the interstellar community. They also function as the de facto government of the Andromedaens.

A.E. - Artificial Entities - Android formed Artificial Intelligence. Sometimes the terms A.E. and A.I. are interchangable.

A.I. - Artificial Intelligence - A manufactured non-biological intelligence. Some forms include base computers, ship computers and artificial entities.

Base Fortitude Points - The amount of damage that a person's overall body can withstand. FP are based off of this.

Class Level - also. character level. This is a measure of the relative experience of the character as he or she moves through life. A low level character does not always mean a weaker character.

Conglom - Nickname for the Andromedaen Council of Guilds.

D2, D4, D6, D8, D10, D12, D20, D30, D100 - Referring to the dice used in this game. D represents dice and the number represents the number of sides, i.e. D4 is a four sided die. A d100 is simulated with 2 d10. The player must pick one dice to represent the tens then roll the dice (i.e. black colored d10 is the tens). If they then roll a 4 on the black d10 and 9 on the other it would be read as 49.

Defence Stat - Abbrev. D.S. - The average of the beings STR, AGL, and CON. This is their ability to get out of the way.

Fortitude Points - Abbrev. FP - The measure of damage a person can withstand to a particular area.

Game Master - Abbrev. GM - Referee; this person will resolve any questions in the rules, supply the setting and tell the story. The GM also runs any setting characters.

ISO Interstellar Security Organization - The organization in charge of hunting down criminals who flee between jurisdictions, enforcing the Republic of Free Worlds law and maintaining peace keeping forces in the interstellar community.

ITO - Interstellar Trade Organization - The organization in charge of the interstellar economy.

Megacorp - Company doing business in the interstellar community.

Nebuleos - An archaic term first coined by the Thri-T'Kree referring to an area of civilized space. It is unclear whether the Nebuleos included the current area of known space, some other area, or the empire of the Thri-T'Kree. Regardless, it is currently used as known space.

Non-Player Character/Setting Character - A character which is supplementary to an adventure. A squire for some player character knight would be an NPC. These are most often played by the GM but sometimes a player will run an NPC.

Player Character - The persona that each player creates at the beginning of the game.

Player - The actual person sitting at the table playing the player character.

RFW - Republic of Free Worlds - The organization made up of hundreds of organizations, governments and companies representing the interstellar community. It is their charter to maintain a safe and free environment for the improvement of every individual.

Run - Used: to run a player character. This denotes the player of the player character. For example, Bill is running a Dremin.

SEU - Salable Energy Unit - The common measure of electrical power in known space.

Skill Chance - This is the chance for success based on the character skill level in a specific skill, character modifiers and modifiers imposed by the GM. Character modifiers include class levels, modifiers from stats and magical items.

Skill Check - This is rolled on a d100 and the player must roll under the skill chance of the characters skill. The GM may enforce modifiers to the roll depending on many circumstances.

Skill Levels - Skill levels measure the expertise of a character within a skill. One skill level in a skill renders a 40% chance for success. For more
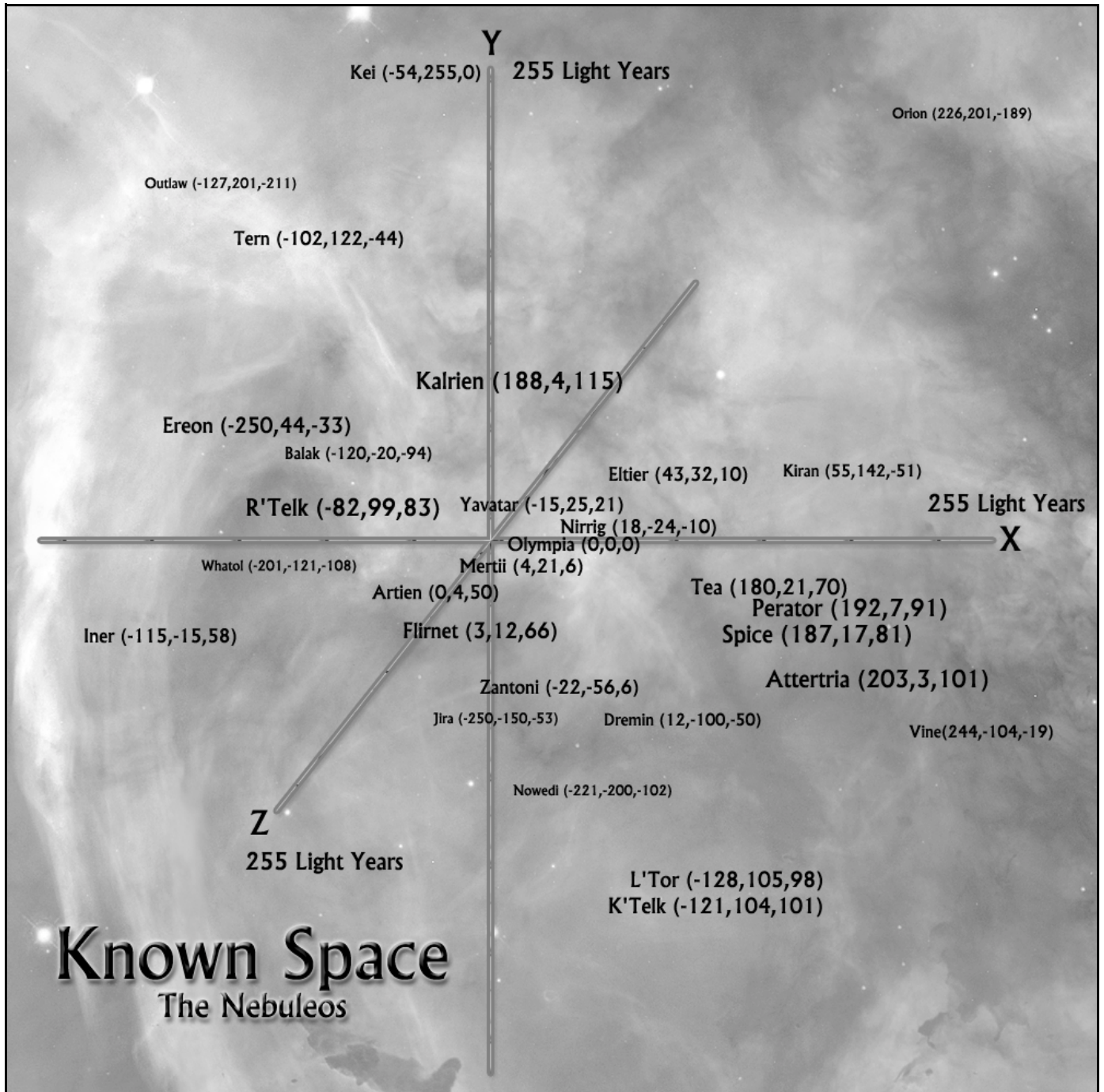
information see Character Skills on page 49.

Statistics - Abbrev. Stats - These are the numbers that represent and quantify the player character's characteristics.

Stat Check - A player rolls against a character's stats (i.e. STR) on a d20. If the d20 rolls a number less than or equal to the statistic, then the check was successful. If a character with an above 20 stat rolls a 20 on the stat check, then they must roll again on a d30 and roll under the stat. For example, a character with an Agility of 22 rolls a 20. The player must then roll a d30 and roll under 22.

SU - Space Unit - Used as a generic building block unit of measure. It has no definite size.

To hit roll - rolling the d20 with pluses to hit and hoping to get above the opponents defense stat.

Y

255 Light Years

Kei (-54,255,0)

Orion (226,201,-189)

Outlaw (-127,201,-211)

Tern (-102,122,-44)

Kalrien (188,4,115)

Ereon (-250,44,-33)

Balak (-120,-20,-94)

Eltier (43,32,10)   Kiran (55,142,-51)

R'Telk (-82,99,83)   Yavatar (-15,25,21)   255 Light Years

Nirrig (18,-24,-10)

Olympia (0,0,0)   X

Whatol (-201,-121,-108)   Mertii (4,21,6)

Artien (0,4,50)   Tea (180,21,70)

Perator (192,7,91)

Iner (-115,-15,58)   Flirnet (3,12,66)   Spice (187,17,81)

Attertria (203,3,101)

Zantoni (-22,-56,6)

Jira (-250,-150,-53)   Dremin (12,-100,-50)

Vine(244,-104,-19)

Nowedi (-221,-200,-102)

Z

255 Light Years

L'Tor (-128,105,98)

K'Telk (-121,104,101)

Known Space
The Nebuleos

NEBULEON

Character Driven Sci-Fi

Character Driven Science Fiction is a story based on and pushed forward by the interaction of characters with a Game Master's story. This does not mean that the characters are trapped by the plot line but that they should be enabled. If a story is not to the liking of a group, then they should find a reason for their characters to leave. This should not destroy the story but only change it.

Setting in This Book

The setting in this book is meant to give a GM and players a common reference. Of course customization will occur and the design of this setting and system is meant to be customized. Should a GM feel the need, they can jettison all the setting information in this book and insert their own. Likewise, players should feel free to offer up their own races. That said, let us look at what a GM and players have to work with.

The first concept to grasp is that this is not a galaxy. It is only a small section of space that has been in recorded history for about 3000 years. Individual planets have had far older histories and that is touched on in the Races and Government chapters. The beginning of the reality of an interstellar community begins with the Thri-T'Kree. This insect like race sought the stars for its own purposes and used sleeper ships to attain it. Sleeper ships are ships containing hibernating beings who wake upon arriving at their destination. This was the first proof for most races of life beyond their own home planets. The Thri-T'Kree sought hosts; their ensuing domination was horrible and thought of as a time of fear. The Thri-T'Kree had not planned on the varied environments they found and their sensitivity to those environments. They died out after about 1000 years of rule.

The Andromedaens, currently rather xenophobic, developed the first Faster Than Light (FTL) travel. They are a merchant people and knew of other societies through the Thri-T'Kree. Building on that knowledge the Andromedaens were able to dominate the Second Millennium. This was a golden age but in the end was destroyed by the greed that built it. Plagues, an Artificial Intelligence War, and economic collapse spiraled the area of known space, called the Nebuleos, into a dark age that took centuries to recover from.

The Third Millennium, the contemporary age covered in this book, is considered an age of exploration. Planetary governments are gauged by the number of colonies they have or the size of their
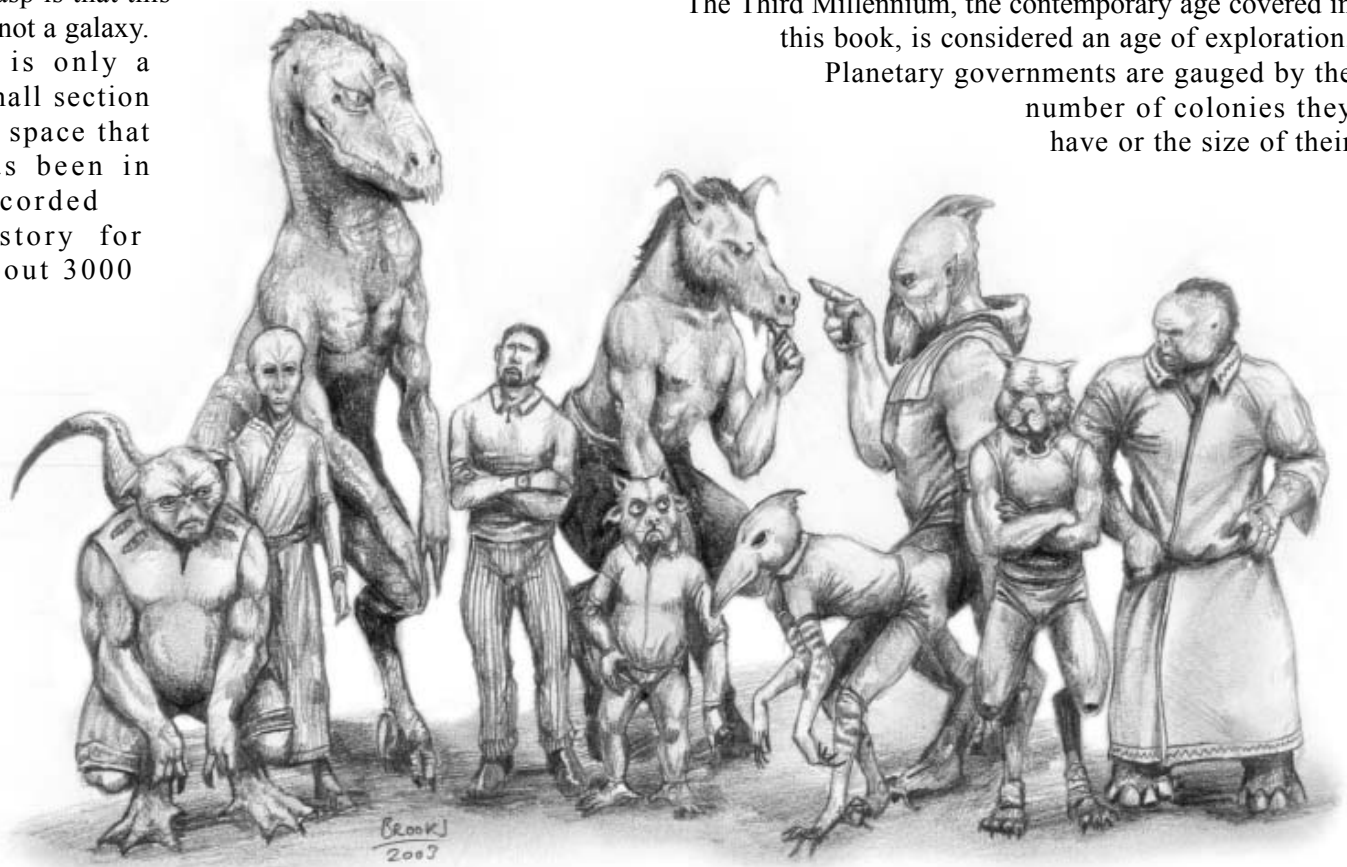
exploration fleets. The beginning of this age saw three powers reclaim FTL at roughly the same time. The Gren have led this age, preaching tolerance and moderation. The Andromedaens, scarred from the horrors of the dark ages and plagues from the past millennium, still forged out into the Nebuleos in search of trade. Finally, the Haga looked to purge the universe of those sinful abominations against their god by slaying any living creature not of Hagan origin. The Dremin won their freedom from the Haga and, more than that, a respite for known space from the holy war of the Haga.

Modern day has a complex web of interstellar politics driven by organizations, governments and corporate entities. All this plays against a thriving economic back drop.

Technology

The setting of this book follows much of the old masters of science fiction. The spirit of the technology, enabling man not replacing him, is still prevalent. Specifically, you will not find:

- "Magic" Technology
- Teleportation
- Space combat a la dogfights

You will find

- Solid sci-fi technology
- Technology that obeys its own rules
- Technology that is "use" oriented

The GM or players should also feel free to add what technology they wish. For more on the Technology of Nebuleon see Technology on page 65.

Nebuleon...Not a Mis-spelling

The Thri-T'Kree brought knowledge of other areas of space with them when they invaded. Initially, they were reluctant to share it with any of the hosts. It just was not done. By the end of the First Millennium, many of the Thri-T'Kree scientists saw the end coming and decided that the hosts could be taught. When they shared their knowledge, amongst other things, they told of a greater community called the Nebuleos. Whether this was an empire or merely an area of space was not clear, but it entered into common language in a slightly altered form, Nebuleon. To this day, to refer to the Nebuleon is to refer to known space.

PSI

Psionics in the Nebuleos is standardized and institutionalized. This is done so that the psionically talented, or 'psi', can be given the chance at greatness. Many will merely become office clerks or low level administrators. Those Psi that make their way to graduate from one of the Psi Schools will have a great career ahead of them.

Psi in Nebuleon are a valuable part of society and well rewarded for their efforts. It is noted that certain individuals and races have far more talent than others. How psionics actually works is still a mystery but that it works can not be denied. Many cultures teach different methods to focus psionic disciplines but all agree that it is a discipline often requiring years of study.

Standards

The life forms, with the exception of the Dras, breath roughly the same atmosphere. This is referred to as Standard Atmosphere. It is used on trade habitats and anywhere it is possible for more than two races to interact. The atmospheres of different home worlds vary mostly by air pressure and not by chemistry. Many believed this was a basic tenet of intelligent life until the Dras entered the equation.

There is also a Standard Language referred to as Standard. It is used as a trade language and was developed by the Republic of Free Worlds as a language all races have the ability to speak. It is used by all RFW personnel and facilities as well as most traders; however, if heading to a system it is wise either to have your translator or speak the native tongue.

Standard measurements are also used, but for the ease of the game earth measurements and time scales are used.

The following story is an example of a megacorp called the Andromedaen Conglomeration and how they deal with trade partners who try to cross them.

McCinnes Landing

He always hated the wait. The G-gel made his skin itch and he couldn't scratch it. He also knew that it was all in his mind since the gel couldn't be in contact with his skin anyway, but it still itched. So he waited. Actually he knew that their approach to the planet would be at C^{16}, so after everyone was into their drop pods it would be almost instantaneous. It

still seemed like it took forever. He reviewed the mission in his head.

The OmegaStar cargo ship, cruising without manifest out on the edge of the galaxy for some reason, suffered an instability in their matter anti-matter reactors and was forced to jettison the reactor. They were able to limp to a 24EL planet and force a controlled reentry. That was the last that Mil-Tec, the Andromedaen military intelligence division, had heard from them. Mil-Tec briefed the unit and told them to assume that the natives were hostile.

Mickey, that's what his friends called him, thought about the phrase "assume that the natives are hostile." The last time he had heard that was on a drop to K'Telk IV. He had been the only survivor. But that was the Glorious Andromedaen Marine Corp. See the galaxy, meet women, earn your freedom, get to kill the stinking Haga; of course they don't tell you the risk involved. Well, actually it wasn't all that bad. He was usually the one with the gun, tactical support and more armor than some battle cruisers. Actually, he wished -

Woosh! The Fates That Be picked this instant for the launch. It was inevitable that it would come when he had just started to get used to the coffin in which he had been sealed. Mickey checked his trajectory and breaking fins, they all looked good. The auto-firing chatter plastic to jam any auto-locking cannons or cruise missiles fired with no problem.

"Corporal McCinnes, report!"

"Aye, Aye sir. Drop ship laying down sensor jam, receding at maximum C. Drop pods 6 and 8 show .098 degrees deviation from programmed path. All else checks - wait - Sir, I show red lights across the board." Mickey couldn't believe his eyes, a failure of this magnitude was impossible, it couldn't happen. Suddenly, the life support indicator beeped slowly then accelerated until it became a soft whine. Its indicator light flickered to red on 11 of the 13 capsules. "EJECT!!!" yelled Mickey, but it was too late. He had realized too late that the small power cells of the other 11 capsules had been bleeding into their G-gel supply, causing an explosive combination.

"Corporal, are you all right," asked the Lieutenant?

"Yes sir, but the others....."

"Easy Corporal, we still have a job to do. Check your capsule and mine."

Mickey did a quick assessment, "Everything checks, Lieutenant. You have no leak, but mine does. Because of my rotation though, the power cell hasn't contacted the G-gel yet. I don't think I'll be able to soft-land."

There was a long pause and Mickey knew what the Lieutenant was thinking. There was no way Mickey could live through a drop without the anti-gravity field to soften his landing. "Mickey, there's nothing for it boy. I want you to use your breaking fins to

come into position under me and we're going to use Hellion's maneuver."

Mickey interjected, "It won't work with one grav unit and mine damaged, you'll impact at over 20 G's!!"

"Mickey, listen to me. I'm old, VERY old, and I don't have long to live but I saw your report. Mickey you've used your quota. There ain't any more cloning in it for ya boy. Not on the Corps' credits and I don't have that much saved. Now I'm gonna do this with your help or without it. Always remember boy, you've got a mission to do and you had better make me proud!"

There wasn't anything to say to that. He braked into position until he was only a few hundred meters below the Lieutenants capsule. "Remember, when you hit there won't be a lot of time for ya ta get clear, so do it fast!" Mickey felt the molasses thick pull of the other's anti-grav field kick in and his meters showed a decrease in velocity. Quietly Mickey heard over his comset, "Remember that I love you also, son." There was a sudden lurching as the Capsule made contact with the ground and Mickey was jet-assisted from the pod. An instant later far across the horizon was an explosion of titanic proportions.

With a single tear, Mickey mourned, "Father...".

<p style="text-align:center">*   *   *</p>

Mickey looked around, he wasn't pleased at his surroundings: desert for as far as you could see and extremely cold, just above 0° celsius. He would be alright since his powered armor had full life support in it and its insulation was designed to keep him warm or cool even in the depths of space.

His father had said that he had a mission to accomplish and he had been right, but his orders had said that any level of violence was sanctioned to liberate the crew and assure the destruction of the cargo. Any level of violence. Yea, he liked that. These monkeys were gonna pay.

Mickey looked down at his senacron mounted in the wrist of his suit; it showed a population center approximately 50 km to the northeast. He also picked up large quantities of tychromium. Mickey smiled. That was it, it had to be the downed ship

since tychromium is an industrial metal used for the construction of star ships. The closest thing that these apes had was an orbiter. Yea, this could go easy, but it wouldn't, not for them. He was definitely going to get seen. And wouldn't that be sad for the poor little monkeys. A low, evil laugh escaped Corporal McCinnes' mouth.

He scanned for life. There were a few individuals, but the only concentration was to the northeast at about 200 km. That would be the military base that they had been briefed about. For a moment Mickey let himself think about the malfunctions. Something like that just didn't happen. He had read a single high power burst of microwaves from the military base. He thought about that and wasn't too pleased. Things like that shouldn't happen, but they sometimes did.

Mickey moved off to the northeast in search of the base. Continuing to consult his senacron, he observed that the specs of the base checked with the high level recon of the scout ship. There were 4026 natives, low level of technology, mainly weapons which use gas propelled native metals, fossil fueled vehicles, and no powered armors. What these militant little dogs wouldn't do for the technology that he was carrying on his back. The matter anti-matter power source alone could power one of their cities for a year, Mickey thought. He considered how he should approach this base and decided that a fast, direct assault would be the most effective. He engaged his jump jets with a maximum filter on them to reduce the amount of shed light. He easily covered 10 km at a jump, leaving small scorched circles of earth behind him. Mickey looked down at his feet where the jets were located and the 15 meter tongue of flame and thought of the devastating impact of the fusion exhaust on an unarmored person.

<p style="text-align:center">*   *   *</p>

It took Mickey only about one hour to cover the intervening ground between him and the military base. As he approached the base, his IR sensors observed many of the monkeys were out and about. Yea, looking for their fabled "bogeyman". There was a detachment of armored, tracked, fossil-fuel

vehicles heading out towards the crash site. Mickey just shook his head, he just couldn't understand how these monkeys thought they could hold this planet, much less the ship. Mickey decided that a nice messy frontal assault would be poor planning, but a good kill rate, so he used his jump jets to advance on the guards at the gate.

*   *

*

Sgt. Jerald T. Gussock didn't like the desert, especially on these weird nights when they were told to watch for anything "unusual." For the Sergeant, this was his last thought, for in the next instant he was incinerated in a blue tongue of fusion exhaust. Seconds later his partner in guard duty joined him.

Mickey punched the stud for his company's rally signal although he knew there was no one to answer it. Suddenly the base was alive with frantic guardsmen running for weapons as Mickey's external speakers blared "Form On Me". Mickey knew that on this mission they were supposed to keep a low profile, but he was going to make these fucking monkeys pay, so he switched his Series 40 fusion blaster to full auto. The guardsmen were doing their best to stop him, but (and he couldn't even believe this) all they had were gas powered slug throwers! Mickey let loose a barrage of nuclear grenades on a bunker, not because it was a threat but because that was training. In the real world fixed points could mean heavy artillery and he couldn't die, not yet.

The on-boards showed he was getting about a 92% kill rate to shots fired, Yeah, rock 'n roll. He was sure that these were the best that the monkeys had, and in a way he sorry for them, but not too much. His shields were down to 48% but he was in sight of the ship - then it started.

Two things suddenly happened, the company rally signal ended and suddenly his power supply started to red line. This may not be clear to the layman, but when you're carrying enough antimatter on your back to create a 450 megaton explosion, there is little point to a warning signal for the failure of the magnetic seals that contains said anti-matter. Still, the designers felt it was necessary. He expanded the containment field and that seemed to help. Suddenly Mickey was thrown to the ground by a deafening explosion.

He quickly took stock - his shields were gone - his armor was functioning - the recall and rally started up again. All around him were the ghosts of his old friends urging him on, telling him that they were with him. With a mighty roar, "DEATH BEFORE DESERTION!!!" he launched himself forward towards the ship, tearing and smashing, fangs ripping flesh, claws tearing muscle. Even the commanders of the planetary forces after reviewing the battle couldn't blame their men for breaking and running. Science had nothing to do with next minutes, it was animal against animal, trial of beasts. With a roar of triumph, McCinnes smashed the last monkey onto the hull of the downed ship.

He quickly punched the access code and entered the ship. The sight that greeted him wasn't one of a downed cargo freighter but that of a high-tech surveillance craft. He quickly punched up the autolog, and it confirmed his beliefs. The crew had suicided as per standard ops when a possibility of capture was

imminent. The ship had been able to send its information before the malfunction, and "the invasion was a go." Apparently, four divisions of marines were going to secure the planet with another four divisions as mop up. These monkeys were really gonna pay now. . .

Mickey's thoughts were cut off by the sound of a phased plasma weapon going off. Pain pierced his back, he spun and dove for the holder of the weapon. He made contact and at over 250 kilos in full armor, he literally crushed his opponent. When he pulled away, he saw it was a Mishaavii female in a Republic uniform. His eyes narrowed. The creature's breathing was labored, but with proper medical care she would live. "Are you all right?"

"No, I guess I was too slow - the others will get you - you bastard - we won't let you enslave innocents - they are strong, they'll join us, and we can ..." A fit of coughing cut off more commentary, but no more was needed. Mickey let her lie in her own blood. This was obviously a Republic base and they were the ones who killed his teammates.

He went quickly to the forward escape pod. It was in place. As he returned to the control room he saw a group of Republic Security lackeys coming towards the ship. He wasn't afraid of Rebs, but in numbers they could be annoying. It was then that he heard it, the division rally and reform.

It was the best sound ever heard. It was coming from hundreds of dropships. He rushed to the controls and set one of the smaller batteries to overload. It would cause about a 2 kiloton explosion, not big, but just big enough to eliminate the base shields. He punched the code and ran for the pod. Barely fitting in he closed the hatch and punched the launch stud. He was smashed back into the seat as the acceleration boosted him away from the ship. The ship exploded seconds later, dropping the base shields. Mickey piloted the pod in a slow circle and landed it near the main encampment.

As he approached the ranking officer of the army (the commanding marine officer would be out on the field), he cursed his luck. She was a monkey - he had to make himself stop thinking that. It was human, human, human!

"Excuse me, sir, Corporal McCinnes reporting, sir!"

"No need to shout Corporal, I can hear. Nice what you did out there, but a little brutal don't you think?" The general was reviewing McCinnes' on-board recorder.

"Sir, my orders state any level of violence was approved, sir."

Somewhat pertly, the general responded, "Yes, well blasters were not approved for this mission. And I don't like your tone, mister! We'll just have to see what a review board has to say about that. Report to the medics, dismissed!"

Mickey knew she was bluffing, but man, did he hate the army and monk - humans. Mickey turned and moved off towards the medics tent. He saw a wounded marine next to the tent and joyfully grasped her arm. Mickey let out a massive sigh, "Hey dra, how do you put up with these humans?!?!?"

The soldier responded to the nickname for Dremin in the Corp with a sudden laugh, "Dra, you should see how these humans run if they think a 3 meter tall lizard with a spiked tail, 104 teeth and scaly skin is pissed. Stick with me dra and hold your nose..." Lowering their voices to a conspiratorial level, "...because, by the Shell, they stink and man are they ugly!"

They laughed and Mickey thought that he could really get to like this Dremin, especially since she was so good looking.

Character Creation

Character creation in *Nebuleon* is not so much a generation of statistics and equipment lists as it is the creation of a person. The most important thing to remember is the concept or feel of your character. More significant than whether he or she is a Gren or Balek, farmer or soldier, hero or villain, is that this person has a history and must have made friends (and enemies) while growing up. Think of the history of your character; he or she may be a human criminal, but consider why he or she is a human criminal. That said, let us begin.

1. Develop a Concept
Work with the GM and other players in the group to

develop a character concept that fits the story and group concept. It is important that a character fit with a group to get a sense of unity and purpose. A troupe of soldiers for the Kolkesh Empire will not accept a Chandui terrorist.

Code is very important for defining your character's persona. He or she will be a kind, law abiding citizen if you view law and kindness as most important, or a politician if you hold self and money as most important. There are many different codes that are defined by the player as a ranking system for what he or she holds most dear in life.

At this point you should also determine if you want to play an Artificial Entity. Artificial intelligence is highly developed in the *Nebuleon* setting. To create an AI, you must follow a different character creation process. This is outlined in Artificial Intelligence on page 111.

Josh, our example player, decides he wants to play a soldier who values honor, loyalty and service to one's world. For more on codes see Codes on page 24.

2. Decide on a Race
Deciding what race a character will be is very important to the type of character that will be played.

Josh decides he wants to play a soldier whose main concern is the honor of his family. Such a character can be played as any race but Josh thinks the Kiran with their values make a good choice for this character.

For more information on races see Races on page 27.

3. Generate Vital Statistics
To generate statistics in *Nebuleon* you roll three d20 and take the highest. In doing this you will usually bias the vital statistics to the higher side but this is all right. The reasoning behind this is that if someone is going to set out into this kind of life then that person is exceptional in a few areas. The following is an example of generating stats for Josh's character.

He scoops up his three d20 and rolls the following numbers:

Strength (STR): 16 **17** 12 (+4 because of race)

Agility (AGL): 2 **12** 1 (+1 because of race)

Constitution (CON): 12 **15** 14 (+2 because of race)

Dexterity (DEX): 10 9 **20**

Intelligence (INT): 11 **12** 5 (-4 because of race)

Wisdom (WIS): 2 4 **4** (-2 because of race)

Charisma (CHA): 10 **19** 18

Appearance (APP): 2 3 **18**

Luck: 11 **17** 13 (-1 because of race)

Piety (PIE): 11 **19** 10

Will (WIL): 10 11 **14**

This means the scores are actually:

Strength: 21

Agility: 13

Constitution: 17

Dexterity: 20

Intelligence: 8

Wisdom: 2

Charisma: 19

Appearance: 18

Luck: 16

Piety: 19

Will: 14

Note: If the GM allows it, stats may be moved about to better reflect the character that the player wishes to build.

Movement rate should be calculated at this time. Please see Statistics for Characters on page 17 and Movement Rate (MR) on page 19 for more information.

4. Calculate Fortitude Points and Defense Stat
Take **(STR+CON+WILL)/3** + **1/2 CON** for your base fortitude points. For defense stat, take

$$\textbf{(STR+CON+AGL)/3 = Defense}.$$

Josh's character's Defense is

$$(21 + 17 + 13)/3 = (51)/3 = 17.$$

Josh's character's Base Fortitude is

$$(21 + 17 + 14)/3 + 1/2(17) =$$

$$(52)/3 + 8.5 =$$

$$17.3 + 8.5 = 25.8 \text{ round up to } 26.$$

Please see Fortitude Points (FP) on page 23 and Defense Stat (DS) on page 23 for more information.

5. Choose a Class

The class you choose is a reflection of the profession that you desire your character to pursue. This will affect your character's history. All these are important factors, but on top of all of this your character will also receive free skills.

Josh decides to play a soldier because he likes the idea of the honorable warrior. Since he is playing a soldier, he will receive the following skills and abilities as part of his class:

1 Dodge, 1 Targeting, 1 Wilderness Survival, 2 Unarmed Combat.

For more information on classes see Character Classes on page 103.

5. Choose Skills

The number of development (or skill) points a character receives initially is **(INT+WIS)/2.** Weapon proficiencies are determined by class and are detailed in the class descriptions (see Character Classes on page 103).

Josh determines that his character has

$$8 \text{ (INT)} + 2 \text{ (WIS)} = 10 / 2 = 5.$$

This equals 5 development points. He distributes them as follows (see percent success chart below):

•   1 to Targeting - Series 20 blaster (40%)
•   1 to Unarmed Combat (total of three with his free proficiency for a total of 70%)
•   1 in Armor Use - Plate to allow him to use any plate type armor without penalty
•   1 in Targeting - unarmed combat (40%)
•   1 in History (Kiros) (40%)
    He then uses his class given Targeting skill to purchase 1 Targeting in the OmegaStar Rifle (40%).

If he had desired to he could have taken 3 levels in Targeting with a Series 20 Blaster by spending 3 Development points. If he had wanted to decrease the Armor Modifier for plate he could have taken additional Armor Use skills (see ARMOR USE on page 52). Remember to add in adjustments, if any, from the character statistics.

# of Skills	Chance of Success
1	40%
2	60%

# of Skills	Chance of Success
3	70%
4	75%
5	80%
6	82%
7	84%
8	86%
9	88%
10	90%

He then spends his weapon proficiencies from his class (soldier) in Pistol Use and Rifle Use. Josh chooses to specialize in the Series 20 blaster pistol. He uses his remaining 4 weapon proficiencies (free from the soldier class) on a + 1 to hit with the Series 20 blaster pistol and a + 1 to damage with the Series 20 blaster pistol.

Proficiency	Development Point Cost	Initial Max
Skill Level	1	None
Plus to Hit	3 pts per plus	+3
Plus to Damage	1 pt per plus	+10
Additional Attack	6 pts per Attack	2
Additional Die of Damage	6 pts per additional die	2

For more information on weapon proficiencies, see WEAPON PROFICIENCIES on page 55. For more information on skills in general, see Character Skills on page 49.

7. Equip the Character

Josh talks it over with the GM, and they decide his character would be just starting with a militia, but is well equipped from his history. If Josh or the GM had wanted, Josh could have rolled on the starting money table under Money in Known Space on page 85.

It is suggested that players equip their characters from their history. This is to say, write a benefactor into your history. For more information see Technology on page 65.

8. Create a Character History and Name

Character history is direly important and must be made up before a character can come into play.

Josh decides his character will come from a family steeped in traditional service to the Lofaan. His father,

Dynin Jayil, was a captain in the local militia before wounds taken from a Chandui sniper caused him to retire. He has kept close to the command and is sure that he will be able to get a commission for his son. His mothers are very proud of him and hope he will bring even more glory to his family name. He is happy to be joining the militia but he truly wants to join off world force either in exploration or even the Firadi Guard. Still, he holds a powerful grudge towards the Chandui and hopes to make them pay while serving in the militia.

Character name is important as well. For example, the soldier named Herman does not compare to Rath Ebon. "Herman" may be amusing for a night but rapidly becomes boring.
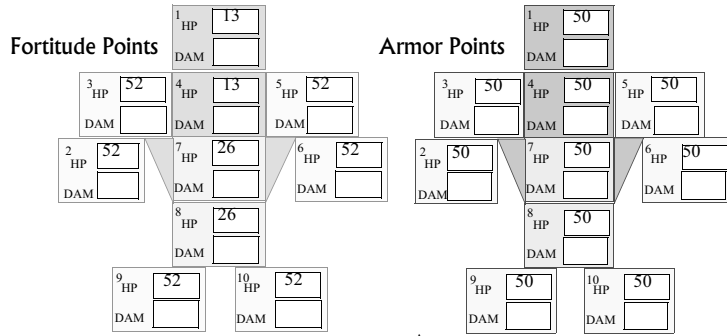
Josh decides on the name Rexton Jayil.

Nebuleon

Strength	21
Max Wt Lift	500 kg
Damage Mod	+8
Armor Mod	+3
Agility	13
Unarmed Com. Mod	0
Initiative Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	17
Wt Encumberance	45 kg
Dexterity	20
Bonus To Hit	+3
Craft Skill Mod	+15
Intelligence	8
Intellectual Skill Mod	-3
Wisdom	2
Craftsmen Skill Mod	-45
Charisma	19
Social Skill Adj	+15
Appearance	20
Reaction Adjustment	+45
Luck	16
Piety	19
Will	14

Example Character Sheet 1 OF 2

Name	Rexton Jayil		
Age	18	Eye Color	Black
Sex	Male	Skin Color	Grey-Blue
Race	Kiran	Weight	150 kg
Height	2.1 m	Hair Color	Tan

Fortitude Points

#	HP	DAM
1	13	
3	52	
4	13	
5	52	
2	52	
7	26	
6	52	
8	26	
9	52	
10	52	

Armor Points

#	HP	DAM
1	50	
3	50	
4	50	
5	50	
2	50	
7	50	
6	50	
8	50	
9	50	
10	50	

Armor
Plastic Plate

Money/Items

Item	Notes/Amount
Senacron	Sensor
MFD	Muti-Function Display
Targeting Computer	+1 to hit and damage
Omegastar Pistol	
Series 20 Blaster	
250 credits	First week's pay

Actual Defense	Modified Defense	Base Fortitude Points
17	17	26

Level	Class	Reserve Experience	Total Experience
1	Soldier	0	0

Weapon	ATT	DAM	+ TH	+ TD	Notes
Omegastar Pistol	5	4d8	+4	+1	+1 to hit and damage from targeting computer, +3 to hit from DEX
Series 20 Blaster	3	4d10	+4	+1	+1 to hit and damage from targeting computer, +3 to hit from DEX;10 SEU/shot, 200 SEU clip
Unarmed Combat	3	d6	+1	+9	+1 to hit and damage due to Unarmed Combat Skill; +8 to damage for STR

Nebuleon

Skill Lvl	Skill	Base	Mod	Final	Notes
1	Targeting (Series 20 Blaster)	75	0	75	1 skill from class
3	Unarmed Combat	70	0	70	2 skills from class, 1 skill from Development
1	Armor Use (Plate)	--	--	--	
1	Targeting (Unarmed Combat)	40	0	40	
1	History	40	0	40	
1	Targeting (Omegastar Pistol)	40			

Character Development

Rexton comes from a family steeped in traditional service to the Lofaan. His father, Dynin Jayil, was a captain in the local militia before wounds taken from a Chandui sniper caused him to retire. He has kept close to the command and is sure that he will be able to get a commission for his son. His mothers are very proud of him and hope he will bring even more glory to his family name. He is happy to be joining the militia but he truly wants to join off world force either in exploration or even the Firadi Guard. Still, he holds a powerful grudge towards the Chandui and hopes to make them pay while serving the militia.

Other Possessions

His father gave him his silver bracelet of a comet chasing its tail. It has always brought his father good luck.

Statistics for Characters

Strength (STR)

The strength score is a measure of a character's ability to lift objects. It is also used to determine the defense stat and influences the amount of damage a person can inflict. This is part of the difference between a mafioso ruffian and a pencil pushing scholar.

Strength Bonus			
STR	Damage Bonus	Armor Mod	Max Lifted Weight
1	-5	-2	4.5 kg
2	-4	-2	6.5 kg
3	-3	-1	10 kg
4	-2	-1	15 kg
5	-1	0	20 kg
6	0	0	25 kg
7	0	0	30 kg
8	0	0	35 kg
9	0	0	40 kg
10	0	0	45 kg
11	0	0	50 kg
12	0	0	55 kg
13	0	0	60 kg
14	0	0	65 kg
15	0	0	70 kg
16	+1	0	80 kg
17	+2	+1	90 kg
18	+3	+1	100 kg
19	+4	+2	150 kg
20	+5	+2	250 kg
21	+8	+3	500 kg
22	+11	+4	1000 kg
23	+14	+5	2000 kg
24	+17	+6	3000 kg
25	+20	+7	6000 kg
26	+40	+8	9000 kg
27	+80	+9	12000 kg
28	+160	+10	15000 kg
29	+320	+11	18000 kg
30	+640	+12	21000 kg

Armor modifiers are the adjustments to a character's defense stat when he or she is wearing armor. These
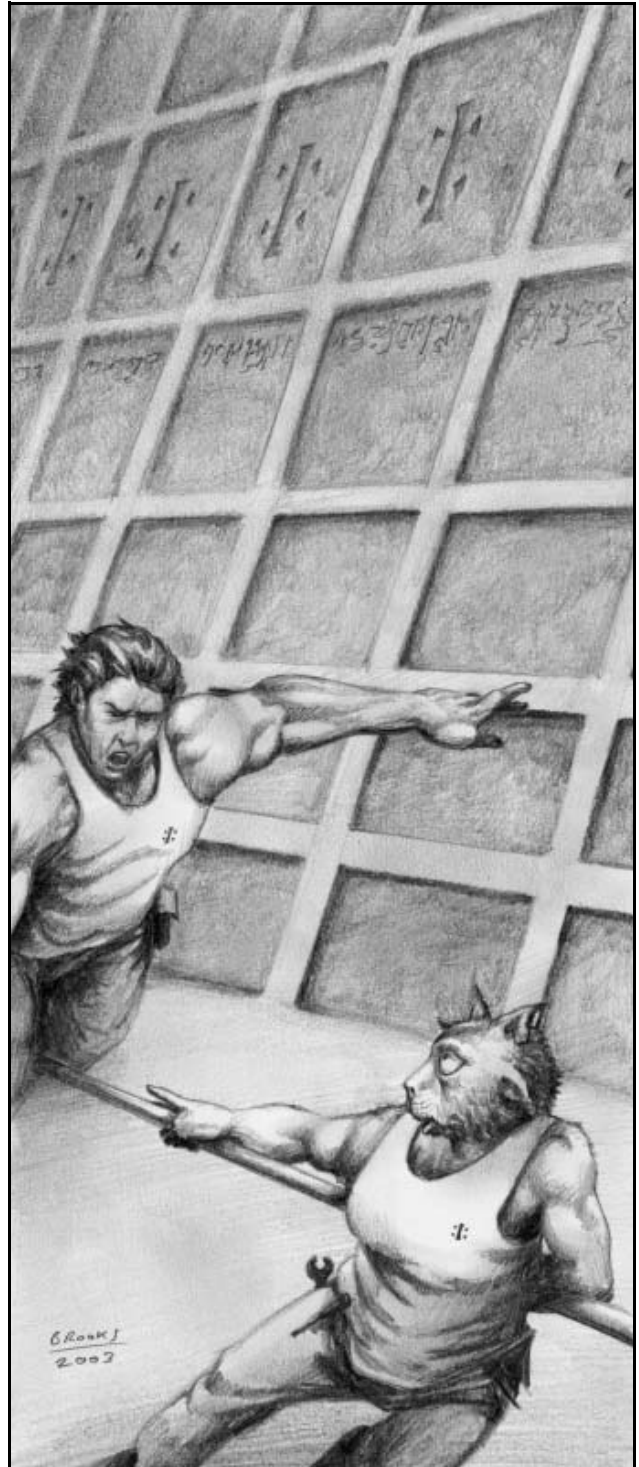
modifiers will NEVER raise a player's defense stat above normal; they ONLY apply to the minuses resulting from the weight of the armor.

If a character's strength falls below zero, he or she will be feeble and helpless until their strength is recovered. This will occur at a rate of one point per two months without any healing unless impeded by some means (not allowed bed rest).

After 25 strength, armor modifiers continue to increase by one but damage modifiers double. For example, a 26 strength is +40 to damage and +8 to armor. Firearms, explosives and crossbows do not receive strength damage modifiers.

Agility (AGL)

Agility reflects a character's overall body coordination, as well as his quickness in reacting to a situation.

Agility Bonus		
Agility	Initiative Bonus	Unarmed Combat Bonus To Hit
1	-3	-3
2	-2	-2
3	-1	-2
4	0	-1
5	0	-1
6	0	0
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	0
16	0	+1
17	0	+1
18	+1	+2
19	+2	+2
20	+3	+3
21	+4	+4
22	+5	+5
23	+5	+6

Agility Bonus		
Agility	Initiative Bonus	Unarmed Combat Bonus To Hit
24	+6	+6
25	+7	+7

If a character's agility falls below zero, then he or she becomes totally uncoordinated. It will be impossible to use a weapon, avoid an attack, or even walk without tripping.

Agility Adjustments for Skills			
Agility	Move Silently	Move in Shadows	Bonus to Movement Skill
1	-60	-50	-40
2	-50	-45	-35
3	-50	-40	-30
4	-45	-35	-25
5	-40	-30	-20
6	-35	-25	-15
7	-30	-20	-10
8	-25	-15	-5
9	-20	-10	0
10	-15	-5	0
11	-10	0	0
12	-5	0	0
13	0	0	0
14	0	0	0
15	0	0	0
16	0	0	+5
17	+5	+5	+5
18	+10	+10	+10
19	+10	+10	+10
20	+15	+15	+15
21	+20	+20	+20
22	+25	+25	+25
23	+30	+30	+30
24	+35	+35	+35
25	+45	+40	+40

Bonus to movement skill applies to all movement skills as well as acrobatics, dancing and climbing. The GM may apply the Movement Skill Bonus to skills at their discretion.

Movement Rate (MR)

Movement Rate is a measure of how fast a character can move in a given round. This number is used to determine how far a character can travel in a day. The Base Movement Factor is 12, +1 per two points agility above 16.

Note: Base Movement Factor multiplied by four gives kilometers travelled in one 10-hour traveling day (Walking) including stops for resting. Take the Movement Rate Factor to get kilometers travelled per hour without rest. Characters can cover their movement rate x10 in feet in one round.

For example, a soldier with a 20 AGL will have a movement of 14. In one round he can move 140 feet. If he performs an action, then he can only move 1/2 this distance. In the above example, he would be able to move 70 feet and fire his rifle.

Movement is adjusted by -1 per point of agility below five.

Any attempts to increase movement will fall into the following categories:

Multiplier to Base Movement	
Multiplier to Base Movement	Description
x2 Jog	One can run a number of rounds equal to his Constitution. Thereafter, a check vs. Constitution is required each hour
x3 Run	This is a sustainable long distance run. A check vs. Constitution each turn is required with a -2 cumulative each round.
x4 Charge	This is the speed one uses when running into combat. A check vs. Constitution each round is required with a -4 cumulative penalty each round.
x5 Rout	This is the speed at which one travels in an all-out rout. A check vs. Constitution each round is required with a -6 cumulative penalty each round. In addition an Agility check must be made each round at a -2 cumulative.

Constitution (CON)

Constitution is a measure of a character's fitness, health, resistance and ability to carry weight for long distances. This score is used for saving throws, determining defense stat and calculating fortitude points.

Weight Allowance	
Constitution	Encumbrance
1	0
2	0
3	0
4	1kg
5	1kg
6	1kg
7	1kg
8	2 kg
9	5 kg
10	10 kg
11	15 kg
12	20 kg
13	25 kg
14	30 kg
15	35 kg
16	40 kg
17	45 kg
18	50 kg
19	55 kg
20	60 kg
21	70 kg
22	80 kg
23	90 kg
24	100 kg
25	110 kg

Characters carrying their full encumbrance to double move at 1/2 movement. If the character is between 3/4 and full then they move at 3/4 movement. It is not possible to fight while heavily encumbered.

If a character's constitution falls to zero, then they will be incapacitated and unable to move. Lost points will return at a rate of one every two months if not otherwise inhibited; i.e. not allowed to have bed rest to properly heal. However, if constitution falls below zero, then the character will die.

Dexterity (DEX)

Dexterity reflects a character's hand-eye coordination and accuracy with weapons. The To Hit Bonus is

Dexterity Bonus		
Dexterity	To Hit Bonus	Crafting Skill Mod.
1	-3	-55
2	-2	-50
3	-2	-45
4	-1	-40
5	-1	-35
6	0	-30
7	0	-25
8	0	-20
9	0	-15
10	0	-10
11	0	-5
12	0	0
13	0	0
14	0	0
15	0	0
16	+1	0
17	+1	+5
18	+2	+10
19	+2	+10
20	+3	+15
21	+4	+20
22	+5	+25
23	+6	+30
24	+6	+35
25	+7	+45

applied to all weapons but not Unarmed Combat.

If a character's dexterity falls beneath zero, then he or she becomes helpless. It will be impossible to use a weapon or other equipment.

Crafting bonuses apply not only to crafting skills but

Dexterity Adjustments for Skill				
DEX	Pick Pocket	Open Locks	Detect Security	Disarm Security
1	-55	-50	-50	-50
2	-50	-45	-45	-45
3	-45	-40	-40	-40
4	-40	-35	-35	-35
5	-35	-30	-30	-30
6	-30	-25	-25	-25
7	-25	-20	-20	-20
8	-20	-15	-15	-15
9	-15	-10	-10	-10
10	-10	-5	-10	-10
11	-5	0	-5	-5
12	0	0	0	0
13	0	0	0	0
14	0	0	0	0
15	0	0	0	0
16	0	+5	0	0
17	+5	+10	0	0
18	+10	+15	+5	+5
19	+10	+15	+5	+5
20	+15	+20	+10	+10
21	+20	+25	+15	+15
22	+25	+30	+20	+20
23	+30	+35	+25	+25
24	+35	+40	+30	+30
25	+45	+50	+40	+40

also to musical instruments, bone setting, surgery, juggling and stage magic. A GM may apply the Crafting Skill Modifier at their discretion.
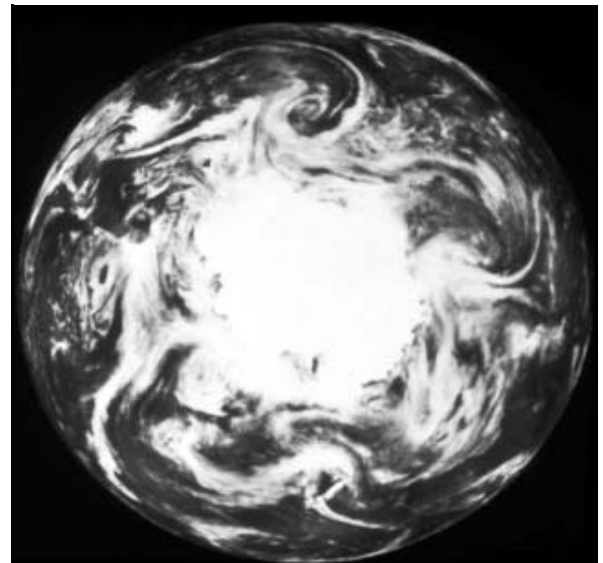
Intelligence (INT)

Intelligence represents a character's ability to reason and to learn.

Bonus To Intellectuals	
INT	Bonus to Intellectual Skills
1	-24
2	-21
3	-18
4	-15
5	-12
6	-9
7	-6
8	-3
9	0
10	0
11	0
12	0
13	0
14	0
15	0
16	0
17	+3
18	+6
19	+9
20	+12
21	+15
22	+20
23	+25
24	+30
25	+35

The bonus to Intellectual Skills applies to all Intellectual type skills for all characters. This bonus may be applied to other skills at the discretion of the GM.

Wisdom (WIS)

Wisdom is a measure of a character's judgement and intuitiveness; because of its close ties with mental discipline, it will affect psionic disciplines and the number of skills a character has.

Wisdom Adjustments	
WIS	Bonus to Craft Skills
1	-50
2	-45
3	-40
4	-35
5	-30
6	-25
7	-20
8	-15
9	-10
10	-5
11	0
12	0
13	0
14	0
15	0
16	+5
17	+10
18	+10
19	+15
20	+20
21	+30
22	+40
23	+50
24	+60
25	+70

Bonus to Craft Skills applies to all Craft type skills for Craftsmen. This bonus is applied on top of the DEX Craft bonus. The GM may apply this bonus to other skills at their discretion.

Appearance (APP)

Appearance represents a character's physical beauty and sex appeal. Strangers tend to react more favorably towards beautiful people and distrust ugly ones. Reaction adjustment is applied to skills like diplomacy, pleasure dancing or acting.

Reaction Adjustment for Appearance	
Appearance	Reaction Adjustment
1	-35%
2	-30%
3	-25%
4	-20%
5	-15%
6	-10%
7	-5%
8	0
9	0
10	0
11	0
12	0
13	+5%
14	+10%
15	+15%
16	+25%
17	+30%
18	+35%
19	+40%
20	+45%
21	+50%
22	+55%
23	+60%
24	+65%
25	+70%

Reaction Adjustment may be applied to any skill situation where appearance is a factor. This is applied at the discretion of the GM.

Charisma (CHA)

The charisma score represents a character's charm, persuasiveness and personal magnetism; it has nothing to do with physical beauty. For example, Hitler was ugly yet he had a fanatical following. Charisma also represents a character's ability to lead.

Social Skill Adjustment	
Charisma	Social Skill Adjustment
1	-50
2	-45
3	-40
4	-35
5	-30
6	-25
7	-20
8	-15
9	-10
10	-5
11	0
12	0
13	0
14	0
15	0
16	+5
17	+10
18	+15
19	+15
20	+20
21	+25
22	+30
23	+35
24	+40
25	+50

The social skill adjustment is applied to smuggling, lying or trying to convince someone of something. Examples of skills that this would be used with are smuggling, etiquette and oratory. This bonus may be applied to any situation where personality is a factor at the discretion of the GM.

Luck (LUC)

Luck is just that, the character's luck. Luck will come into play when a desperate act which is utterly absurd is attempted, or possibly if a save vs. another stat is not successful. It is the chance of a wagon of hay being parked under your fall, or, when you are about to be overwhelmed by Fini Thugs, a police patrol happening upon your predicament. In short, it is an attempt to put randomness into a personal stat.

Piety (PIE)

The piety score reflects the character's faith in some greater power; this "power" may range from faith in some god to belief in oneself. For Psi this translates to their belief in the ability to affect the world with their mind. This allows them the raw ability to move things with their mind, read the thoughts of others, or create illusions. Their WIS represents their mental discipline to focus this ability to their desires.

Will (WIL)

Will is the stat which involves a character's personal strengths or weaknesses. It is the willpower that a character has. Consciousness rolls must be made against this stat in the following manner: If the character falls below zero Fortitude in a vital area (1, 4, 7, 8), then a save vs Will must be made to remain conscious; if the FP falls below zero the save is WIL/2 . A failure at this roll will indicate that the character was overcome by pain or received a strong blow that knocked this character unconscious for 1d12 rounds. There are cases where the duration may be extended or shortened (i.e. poison gas, severe wound, etc.).

Fortitude Points (FP)

The body of a character is made up of ten specific and five general areas, each of which are able to withstand a certain amount of damage. This damage is quantified by Fortitude Points. A character's base Fortitude Points are their **(STR + CON + WILL) /3 + 1/2 CON**. Arms and Legs are considered incapacitated if they reach zero Fortitude Points and severed if they reach negative the Fortitude Points for that area. If a character reaches zero in a critical area (Head & Chest), then they are incapacitated and they will lose one fortitude point in that area until First Aid is applied. If they reach negative their Fortitude Points in that area, then they die. If a character reaches zero in a vital area (Stomach & Groin), then they are incapacitated and will die if a save vs. Will is not made. If the save is made, then the character will slowly die losing one Fortitude Point per round until they reach negative the Fortitude Points for that area. Once negative their fortitude points in a vital area, a character expires. For more information on bleeding see

Concussion Damage on page 121.

Head & Chest

Right Arm

Left Arm

Stomach & Groin

Legs
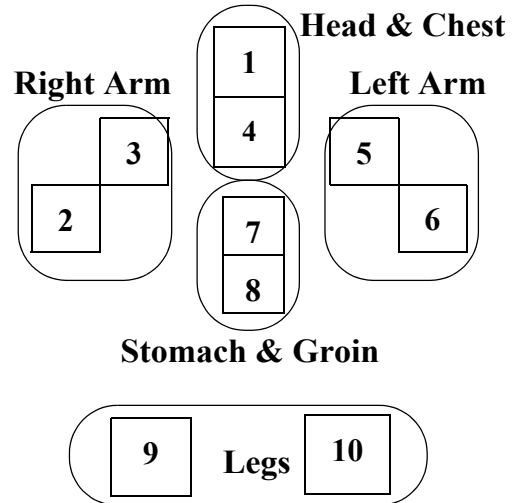
If a character has above a 20 CON, then the character receives 1d12 additional Fortitude Points for each point above 20. All characters receive half their CON in addition to their Fortitude Points. The number of Fortitude Points are determined as follows.

Head & Chest	0.5 (base Fortitude Points)
Stomach & Groin	base Fortitude Points
Arms & Legs	2 x (base Fortitude Points)

For example, if Buffy has an 18 STR, 19 CON, and a 20 WILL, then her base Fortitude Points are 19;

$$18 + 19 + 20 = 57/3 = 19 + 9 = 28;$$

Thusly, Buffy will have the following breakdown of specific areas:

1,4	14 points
7,8	28 points
3,2,5,6,9,10	56 points

This can be quickly and easily kept track of by a little initial setup of the character. A simple chart like the one at the start of this section is all that is needed. Characters recover fortitude points at a rate of one fortitude point per 24 hours of bed rest + 1 for every point of CON above 16.

Defense Stat (DS)

Defense stat represents how difficult it is for a character to be hit. It is calculated by taking the average of the STR, AGL, and CON scores **(STR+AGL+CON)/3**. In this respect, strength represents the character's ability to

move in armor, agility stands for the ability to dodge, and constitution represents how long a character can keep up the fighting pace. Note that in order to move and fight in armor, a skill must be taken in the desired armor. Also, heavy, bulky armors will affect the defense stat. Remember to subtract the armor modifier given for the desired type of armor from the defense stat result. As well, add in strength modifiers as appropriate.

When attempting to hit an object, the same principles are employed. The defense of an object will rely on how difficult it is to hit while applying common sense. If someone is just trying to pick up a stationary object, then no to hit is required. If they are trying to snatch the golden apple from the center of burning magma while on one foot with a frayed lasso, the defense of that object will be considerable. Size also is a consideration. For instance, an apple is more difficult to hit than a watermelon. The same situational modifiers can be applied from Suggested Combat Modifiers on page 118 apply to hitting objects. Examples of defense statistics for objects are apple = 10, watermelon = 5, bull's eye on a target = 18, this book = 9.

Codes

Codes are really a very simple concept to embrace. They are the most important things, beliefs or people in your character's life. For a criminal they may be money, then family, then the syndicate. What this means is that the criminal would sell out her family for enough gold but would defy the syndicate to save her family. These are not meant to be shackles to bind play but more something to add to the definition of a character. The following are some example codes.

Respect for Family, Loyalty to the Syndicate, Loyalty to Friends

This code would mean that in a conflict of interests the character would look first to the honor of their family, then to the interests of the syndicate and finally, if it would betray their friends.

Self, Power, Wealth

This code would be popular in many of the trade organizations. Many of the trade leaders, though, are less committed to the cause of free trade and more committed to their egos. This code would mean that the individual was dedicated to himself, gaining power for his organization or himself (often one and the same) and finally to personal wealth.

Dedication to Duty, Welfare of Others, Hatred of Injustice

This would be a typical code for an officer of the law. For this person his duty is clear and he will do his duty even in the face of the welfare of others, since his duty will set all things right. He cannot deny his hatred of evil injustices and will fight to right those wrongs.

Storytelling, Truth, and Lost Causes

An actor would abide by these codes. For this actor nothing is so good as the telling of a story. The truth must be maintained even when fighting for a cause. Perhaps this is why he is always involved in lost causes.

Welfare of the State, Self, Wealth

This code would be good for spies whose only attachment is themselves and the state they serve. If it is a choice between surviving the encounter or making off with the wealth, they will go with saving their own skin.

Self, Wealth, Syndicate, Safety, Revenge

This code would represent a self serving individual who wishes nothing so much as serving her own needs. She sees wealth as a way to accomplish this and it does not pay to cross the Syndicate. Her own safety ranks higher than revenge, but she would gamble it all for an extra dollar.

Science, Family, Gadgets

Engineers might embrace this code. In their pursuit of science, they will sometimes neglect their family. In their spare time, they make or buy gadgets.

Experience

Level	Experience
1	0 - 7
2	8 - 15
3	16 - 22
4	23 - 32
5	33 - 43
6	44 - 57
7	58 - 73
8	74 - 90
9	91 - 108
10	109 - 127
11	128 - 148
12	149 - 174
13	175 - 205
14	206 - 241
15	242 - 282

Experience should be awarded on the following scale:

5 points: if the characters accomplished a major goal in the campaign.

1 point: if a character showed excellent role-playing in the course of the campaign.

1 point: if the player role played an aspect of his character extremely well; e.g. a soldier consistently wishes to battle but refrains from slaying women and children because of personal codes.

1 point: if the player played well, i.e. got along with other players, not his character and others, but the player and other players (he didn't pout, he didn't gloat, etc.)

1 - 10 points: This reflects the difficulty of the campaign for the players and the characters. Remember, the same group of players may breeze through an adventure with one set of characters and die in ten minutes with another.

Gauge appropriately.

1 - 3 points: For each EXTRAORDINARY action a character is involved in, he or she should be rewarded for his or her bravery (or luck).

1 - 5 points: For group unity and cohesion; did they work together or was it a night of arguing rules and rude insults.

The Game Master should feel free to make up his or her

own criteria and allow characters to advance at a speed comfortable both to them and to the GM.

Experience can be spent in the following manners.

Tracking Experience

Experience is tracked in two modes, total and reserve. Total experience represents the total experience earned by a character. It is the sum total of all experience earned by a character. Reserve experience is the amount of total experience that hasn't yet been spent on updates according to the Reserve Experiece Cost Table. For example, if a character is rewarded 8 experience that character then has 8 total experience and 8 reserve experience. If they then spend 4 experience on a new skill and another 2 experience to raise it to second level, they would have 8 total experience (making them second level), have 2 reserve experience, and a new skill at second skill level.

Reserve Experience Cost Table		
Area	Cost (Exp)	Notes
New Skill	4	Training for new skills may range from 3 - 9 months at GM's discretion.
Advance existing skill	skill level desired in exp. + any skill levels in between	Example: You presently have a skill level of 1 and wish to raise it to 3. You must spend 2 for level 2 +3 for level 3 = 5 total exp points.
Stats	20 pts/stat point	20 exp points to raise a stat 1 point with a max of 20
Weapon Prof	Plus to Hit	3 points per plus; + 1 to hit = 3 experience points; + 2 = 6 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for +1 and +2 for a total of 9 points.
Weapon Prof	Plus to Damage	1 point per plus; + 1 to damage = 1 experience points; + 2 = 2 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for +1 and +2 for a total of 3 points.
Weapon Prof	Additional Attack	6 points per Attack; + 1 to attacks = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for +1 and +2 for a total of 18 points. The max number of additional attacks that a character may have is x2 the original number of attacks for that weapon.
Weapon Prof	Additional Die of Damage	6 points per additional die; + 1 die = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for +1 and +2 for a total of 18 points. The max number of additional dice that a character may have is x2 the original number of dice for that weapon.
Psi Discipline	15	This will allow a Psi to acquire additional disciplines beyond the initial one chosen with the class.

Races

There are many species in the galaxy and only a few are outlined here. Although there are subspecies in almost all the races outlined here, the Gren are the only ones with distinctive differences in abilities. All the modifiers are based on the difference from humans. If a new race is desired, the existing race modifiers should be used as a template for generation.

Race	STR	AGL	CON	DEX	INT	WIS	CHA	APP	LUC	PIE	WIL
Balek	-2	0	+2	+2	0	-2	0	0	0	0	0
Dremin	+7	0	+3	0	-4	-2	0	-4	0	0	0
Gren									0		
Chemice	-3	+3	-2	+2	0	0	0	0	0	0	0
Emperor	+3	+2	0	-2	-4	-3	+2	0	0	+2	0
Kezzeren	+3	-2	+2	+1	-3	0	-2	0	0	+1	0
Shea-T'kar	-3	+3	-3	+2	0	0	0	0	0	+1	0
Tessreck	0	-2	0	+1	+2	+3	-2	0	0	+3	-5
Human	0	0	0	0	0	0	0	0	0	0	0
J'Hat Itar	+2	-4	+2	-2	+2	0	0	0	0	0	0
Kiran	+4	+1	+2	0	-4	-2	0	0	-1	0	0
Mog	-6	0	-2	+2	+4	+2	0	-2	0	0	+2
Toaffi	-4	0	0	0	+4	+2	0	0	0	0	-2

Balek

Balek Home Worlds
System Balek
System Nirrig (Neton, Eter, Iren)
System Flirnet (Flen, Treccii, Mennit's World)
System Attertria (Amern, Atri 2)

Balek Appearance

Ht	1-1.5 m	Wt:	60 - 80 kg
Hair	Little or none (black)	Eyes	Glowing green, red, dark blue
Life span	400-450	Skin	Black, blue, grey scaly

The Balek have three primary races distinguishable by the color of their skin. The most common are the black and they are the ones most likely to be encountered wandering known space. The Balek are descendants of swamp dwelling quadrupeds. They still retain much of this squat build and wide features although they walk upright. They stand between 1 and 1.5 meters but mass over 110 kg. Their eyes have a slight bioluminescence that allows them limited ability to see in the dark. They have little body hair, a wide mouth with no lips and short frilled ears. A Balek has three fingers and an opposable thumb.

Balek Racial Modifiers
+2 CON, +2 DEX, -2 WIS, -2 STR

Balek Special Abilities
Baleks are formidable opponents in close quarters combat. The Baleks are able to spit a highly acidic biochemical solution from small glands in their throat. It travels up to three meters and does 1d10 fortitude points. This damage decreases by 1d10 for every use. For every day it is not used it will gain back 1d10. They also receive four skills in Language (Standard). Baleks have 60% low light vision.

Balek Description
Because of the swampy hostile environment in which they live, Baleks have a very happy-go-lucky attitude. Despite this free wheeling attitude, the Balek have been able to rise from their bog ridden beginnings to forge a complex and space faring society. They have a most extensive use of public transport and a very strong sense of ownership. That is to say they believe in a public property and a personal property. All things public will be unlocked and free for the public to use; not even the most depraved Balek would even consider stealing such property. However, the level of paranoia and greed which surrounds personal property is almost fanatical. Balek wars are most often fought for personal property. Stealing is a valid form of acquisition, so extensive personal security systems abound on Balek owned worlds. In the greater galaxy, their paranoia eases but they still have a strong desire to organize, control and own as much as possible. Thus they often make excellent managers.

The Balek languages are rife with a sing song quality which makes them both difficult to understand and beautiful all at the same time. Their languages mostly resemble Eastern Indian dialects on Earth but every travelling Balek is highly skilled in Standard, the common language of the RFW.

Baleks live for the moment even though they have one of the longest life spans of the known sentient races. A Balek's life span is roughly 400-450 years, of which they spend 100 years in childhood. A Balek must pass a rite of adulthood, the Hupdha, a ritual of fasting and purification. They must show that they are able to do without and still maintain focus. The ritual lasts anywhere from three to ten days.

Balek History
The Baleks have been a space faring people for the last 1200 years but have done little in the way of military expansion. Even colonization has had its rough times since the required capital must come from individual families. Expansion has been slow and typically marked by spurts of entrepreneurs looking for an opportunity outside normal Balek society.

Balek history is also rife with plagues. Virulent diseases thrive on their swampy worlds, and medics are hard pressed to find cures for them all. The most common is the Chahunta Rot. It is an aggressive bacteria which is resistant to even powerful antibiotics. It usually infects the victim through untreated water. Within 12 hours of infection the bacteria will begin to digest the host's muscles. Within 24 hours the victim will be dead. Chahunta Rot is infectious to all races but has very specific needs in terms of nutrients and environment. The Baleks' greatest plague occurred 300 years ago. It was called the Findu Transi, or Time of Sorrow. The plague devastated nearly two thirds of the population of the Balek System and if it had not been for strict quarantine it would have spread to their colonies and possibly beyond. The disease caused the mucus linings

of the infected to disintegrate, causing a most painful and lingering death. The infection rate of the Transi Kain, Timed Death, caused most physicians and care givers to contract it from those they treated.

Recent times have been better for the Baleks. Major finds of bio-plastics rich worlds have supplied a much needed boost to their flagging economy. There is even talk of trying for some new colonies.

Balek Society

Baleks tend to form family units based on group marriages. Individual lineage is rather unimportant to them, and they are more concerned with their familial wealth and parenting the offspring that the entire group produces. The family is very important to them, and they do their best to improve the position of the group within the rank of the community. Communities tend to be large and contain many highly organized civil functions. The Balek cities tend toward many highly fortified estates perched in trees, on islands or where ever dry land can be found. There will always be a breeding pool maintained within the house.

Baleks spawn in pool of nutrient rich water and hatch anywhere from 8 - 20 young. Mortality rate is high, sometimes up to 50%. This is taken in stride and little has been done to improve the trend. Balek young walk on all fours for the first 30 years of their lives.

The Balek society is run by a council of families, called simply the Collective, in a traditional oligarchy. Votes are allocated by declared wealth and the votes are cast by the business manager of the family. An individual family is run by the highest contributor to the family funds for that year.

The Balek are not terribly religious and prefer to take the universe at face value. They find other races' obsession with guilt to be a harmful vice. When accused of immorality, a Balek will be at a loss. Few laws govern these people but they do hold life sacred and will not take action to harm others unless in self defense.

It is important to note that although stealing is legal in Balek society, retribution is swift. A stolen item will be hunted down and retrieved again as quickly as possible, with the theft and revenge cycle continuing indefinitely.

Balek Individuals

Individual Baleks are typically seeking wealth, property or resources either to build a new family or to supplement the wealth of their existing family. Baleks from a wealthy, productive family may find themselves in a difficult position. To succeed they must contribute to the wealth of the family, but if their contribution is small compared to the others, they will be looked upon as a failure. This failure will not compare to the shame of actually losing wealth of the family.

In their search for wealth a Balek may become obsessed over determining the value of an object. For example, a work of art has relative wealth depending on the culture that produced it or the opinion of the individual viewing it. Some Baleks will be unable to rest until they determine the value of such an object.
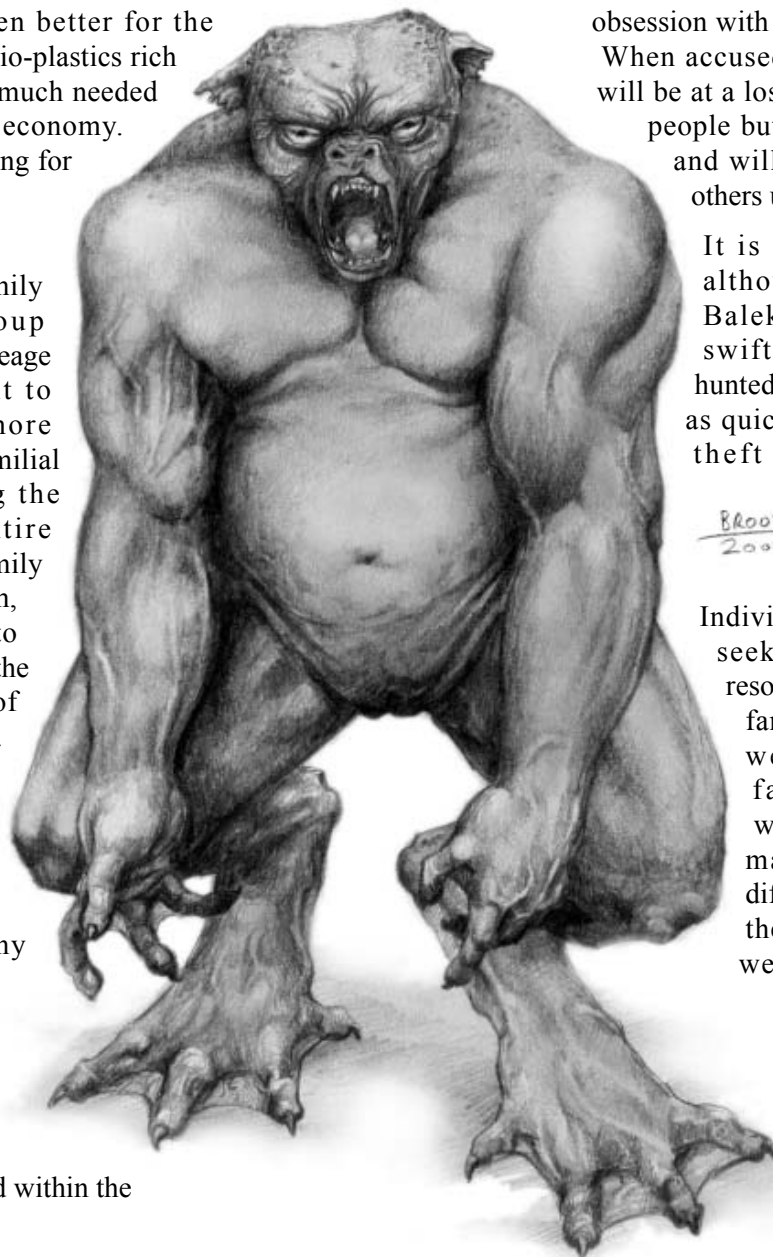
Dremin

Dremin Home Worlds
System Dremin (Dremin)
System Preen
System Nenbul
System Inor (Inor IV, Thrall-T-Grall, Brenner's World)
System Haga (Tera Dor, Ven World)
System Omega
System Whatol (Kenar's World, Drenn col-lanti, Frenton's World)

Dremin Appearance

Ht	2-3.5 m	Wt	250-400 kg
Hair	None	Eyes	Brown, blue, black
Life span	160-200	Skin	Green, white, brown scales

The Dremin come in three subspecies designated by the color of their scales. The Lahage, or brown, dwell in deserts and dry scrub lands. They have a prominent ridge that runs the length of their body from head to tail. The Kihage, or white, are smaller, coming in on the two meter side of the scale. They normally have a natural mottling of grey and white covering their skin. They tend towards tundras or extreme northern climes. The most prolific are the Dohage, or green, and they prefer jungles. They have a crest which rises in times of danger or excitement.

Overall, Dremin appear as slightly canted upright lizards. They have a pronounced snout with over 106 teeth. Their eyes face forward as a predator's and their head is narrow. Their arms naturally rest towards the front of their bodies and they have the appearance of crouching.

Dremin Racial Modifiers
+7 STR, +3 CON, -4 INT, -2 WIS, -4 APP

Dremin Special Abilities
Dremin can jump seven meters, sense heat with their tongue (see 70% in the infrared spectrum), and have 30 FP of natural armor.

Dremin Racial Description
Dremin are the largest and strongest race found in the galaxy, and some would say, the least intelligent. It's true that Dremin are not as inventive as most other races, but they are able to maintain a formidable presence in galactic politics, which requires more than brute force. The modern day race is descended from slaves who won their freedom by beating back their Haga masters and holding their systems against all enemies. Generally speaking, the Dremin have no problems with other races (except for Haga, of course), probably because no one else wants their lands. Green Dremin live on hot, humid jungle areas, browns in arid deserts, and whites in icy wastelands.

Strength and size are prized by this race, but they firmly believe the strong have an obligation to protect the weak, who in turn are expected to revere the strong. Their culture is made up of a strict code of castes, where one is expected to maintain tradition and bring honor to their family. The caste code extends to gender roles as well, with the males expected to fight and make the laws while females are expected to maintain the homeland and enforce the laws. However, extended contact with other races has loosened up some of these traditions, and it's no longer unheard of to see a female in the police force, or a male on a farm. Still, there are enough conservative forces that most Dremin who wish a nontraditional lifestyle go off planet to find it. The government will often organize such volunteers and rent them out to other planets in exchange for technical goods.

The Dremin vocal systems do not allow for much speech, so those who travel off world either speak as little as possible or carry translators; conversely, the Dremin language is made of mostly body language, which is hard for most tailless races to master. Their caste-culture upbringing results in highly ordered individuals who tend to follow a strict personal code. Military outfits are quick to sign on Dremin, who have a reputation of great strength and following orders.

Dremin History
The Dremin's history started over 320 years ago when Kolanti was the first Dremin to say no. He defied the Haga, who claimed to be the stewards of the gods entrusted with the Dremin. According to them, the Dremin were sinners who needed work and discipline to redeem themselves. Kolanti was a group commander in one of the Theocracy's battle groups. He had seen enough to realize that the Haga and many of the higher ranked Dremin played at god in order to control the masses. Any Dremin who thought too much was either paid off with rank and privilege or eliminated.

Kolanti was determined to fall into neither group and

began building a revolution. This had been attempted before but never with someone so highly placed in the military. What followed are referred to as the Rralathi-Ssonu, Years of Pain.

The rebellion took 12 years and cost millions of lives. Mistakes of an epic level were made on both sides. The Haga could not imagine their slaves rising up against them. To the Haga, this was like an organized revolt of all dogs. The Dremin underestimated the lure of the rewards for collaboration. After the initial break their organization became honeycombed with informants and spies. Many of these spies were not recruited but volunteered to serve their Haga masters from within the ranks of the Dremin rebels.

The Years of Pain not only forged famous heroes but also its share of traitors. Chief of them is Adulii. His name is synonymous with deceit and betrayal within the Dremin society. Adulii laid in wait within the Dremin command until he could transmit the location of a rebel refit base. Its destruction was complete at the guns of the Theocracy battle cruisers. Over 100,000 woman and children died that day. Adulii was so despised by even his own side that he had to flee the conflict or risk being slain by the Dremin officers still loyal to the Theocracy.

When the Rralathi-Ssonu came to an end with victories in and around the Whatol System, things only got worse for the Dremin.

They were no better in council during war than during peace. Squabbling broke out about who should rule and what system should be used. Many favored a theocracy but this was mostly due to familiarity of the system. It was finally decided that Kolanti and his descendants would rule as emperors in matters of war but civilian matters would be decided by a council of castes. This method was not unfamiliar to the Dremin since many of their own affairs had been settled by the elders of each caste when under the rule of the Theocracy.

The time since the formation of the Dremin Government, the Shri'Tkor, over 300 years ago has been rough for the Dremin. The son of Kolanti ruled as the first Emperor. Since that time the Shri'Tkor have become more of a parliamentary system than the Empire it was originally founded as. They have refused membership in the Republic of Free Worlds since the RFW has refused to intervene on their behalf during border incursions by the Theocracy.

Dremin Society

When the Dremin were slaves to the Haga, things had been simple. There had been a strict classification system where all members of the race were identified by profession. This often took the form of a simple color coded system. The Haga had no greater value for one group or another but the Dremin realized certain privileges were granted to certain professions. This was not compensation so much as rewards for good performance. Military units were the most commonly rewarded in this manner since they had the

greatest chances to demonstrate their craft. After the Rralathi-Ssonu, the Dremin did not change much of this organization. To this day they still organize themselves by craft.

The society of the Dremin as a whole is dedicated to freeing the remaining Dremin who are still slaves of the Haga. Many of the organizations are dedicated to the remembrance of those that suffered under the oppression of the Haga. This injustice and cruelty is one of the concerns of the Dremin people and their government. Although they are organized in castes, they have the freedom to change professions, making these castes more like a trade organization.

Castes are responsible for the training of their members and applicants to the caste. None may be refused and even mediocre candidates are accepted. This does not mean that all the Dremin are members of castes; in fact, many receive basic training then leave the caste to work as Kitadi, or casteless people. The Dremin government, the Shri'Tkor, ensures the rights and responsibilities of the citizens.

The Shri'Tkor is considered a rather bizarre anomaly in known space. The Shri'Tkor is made up of members of a political caste within the Dremin society. The political caste, unlike the other Castes, is made up of elected officials. At any one point there may never be more then 1000 members. Of these 1000, 100 Tihule are chosen by the political caste members to act as permanent government members charged with the responsibility of running the government. Different Drahshi, special appointees, will be chosen at times to head efforts, especially when quick decisions are required. Drahshi are often employed in times of war. The Emperor, a hereditary position, is the fiscal manager of the Empire's wealth. The Emperor may be used in place of the Drahshi but only at the discretion of the political caste.

Dremin Individuals

Dremin individuals take their personal responsibilities very seriously. Many aliens have interpreted this as some form of strict code of honor but nothing could be farther from the truth. The Dremin have a strong sense of community and believe that the true path to salvation and success, both on a spiritual and real world sense, comes from the success of the group. Many of the Dremin interpret the group as the caste they belong to while others look to their generation. Seldom, if ever, do they look to bloodlines. This was long since eliminated from their society and personal outlook.

Their religion, the only one worshipped by Dremin, has over 300 different sects. The core of the Ssogund, or Path of the Many, is the elevation of the community above the belief in the self. The self is an illusion and, more than that, it is the definition of evil. To serve oneself is considered a powerful aberration in Dremin society. The path to this loss of self is to follow the good of the community. The teachers (there are no priests) of Ssogund do not define what the community is precisely but advise looking about for the community to show itself to the seeker.

Dremin in known space are the champions of personal freedom and the sworn enemies of slavery. This might all seem dour, but in truth the Dremin are a light hearted people who love plays and comedy above all other forms of entertainment. They especially enjoy all manner of comedy including telling jokes, comedic plays, pranks, parody and impressions. Although they enjoy other forms of story telling, it is far more common to hear their characteristic deep barking laughter coming from inside the play houses.

Gren

Gren Home Worlds
Orion System
Iner System
Eltier System (Fell-Kar, Javva's World, Shandis)
L'tor System (T'shar, Mashera)
Tern System (Galatria, Geran, Cornucopia)
System Flirnet (Mennit's World, Clern)

Gren Appearance

Ht	1.5-2.5 m	Wt	50-125 kg
Hair	Black, tiger stripes, golden, gold with black spots	Eyes	Green, blue, brown
Life span	180-220	Skin	Pink

The Gren come in five distinct subspecies which others may have difficulty telling apart. Gren do not have this difficulty and are quick to point out the alien's inferior sense of smell. In general, the Gren are feline in ancestry. They evolved from large prairie cats, which they resemble in much the same way humans resemble apes. The primary visible differences between the subspecies are size, color and patterning. They have small ears which normally lay flat against their head. Their eyes are large and very clear; even in death a

Gren's eyes will seem to be aware. They are covered in fur varying in length depending on the season, growing thickest in cold weather.

Gren Racial Description

The Gren are a race of upright cats comprised of five subspecies. They originated on a planet in the Orion system, where all five subspecies competed fiercely for resources and territory, often breaking out into bloody war. This competition extended through their space exploration period, where battles were now fought over entire planets. The race could have easily fought itself into extinction but for the arrival of a great prophet some 1200 years ago.

Jara Lek Tsun was a powerful Emperor Gren who spread a philosophy of cooperation and tolerance. His ways were foreign to the people of his time, who felt their warfare was natural and ensured the strength of their species by wiping out the weak. But Jara led his unified people to victory time and again by merging the strengths of the diverse cultures into an unstoppable force. Jara was by no means a pacifist and agreed that violence had its place. But after a battle, he refused to follow the common practice of slaughtering all enemies, instead offering the survivors a chance to accept his ways and grow with his people. He would often ask what the point was to take a city, only to have it wrested away by Kezzeren ten years later, and finally have it reduced to rubble by Tessreck five years after that. Instead, the three tribes should work together to build a city more grand and prosperous than any before, able to outlast generations.

It took over 200 years for Jara to unify the Gren race, and it was an old and venerable Gren who stood before Grou the Magnificent and Lynn the Wise, sealing the last two tribes together with bonds of matrimony. As he finished the ceremony, Jara Lek Tsun turned and addressed the masses, saying "With this great union, my life's work is complete. Remember my teachings, and live in harmony." Whereupon he collapsed on the spot and died from old age.

Jara's teachings were taken to heart and have led his people through a thousand years of prosperity. As galactic space was explored, it was found that his philosophy of tolerance even applied to interracial relations. Enemies of the Gren were quickly defeated and then treated mercifully, for the Gren were always looking for ways to merge the new race's strengths with their own. Eventually the Andromedaens and Gren crossed paths, and together they formed the RFW in order to promote understanding and cooperation between races.

Today the Gren still tend to live and work in their own subspecies groups, generally sticking to areas in which they are traditionally talented. However, there are no laws or restrictions against those who wish to break with tradition, and in fact those who choose to walk Jara's Way and live among strangers are honored and respected. So, while it's not unheard of for a Kezzeren to refuse the ways of fighting and instead study with the Tessreck to become a computer tech, it's certainly the norm for Gren to stay within their own specialties. Likewise, alien races are welcome to live and work with the Gren, as the cat people feel this is the best way to better understand the other members of the galaxy. Gren who choose to go off system almost always return to their home worlds for retirement, so as to pass on to others what they've learned from their journeys.

Gren History

The Gren lived in a much more primitive state in the time before Jara. Although the basis of space travel was in use, it was in the form of sleeper ships and generation ships. During Jara's lifetime, starting 1194 years ago to about 998 years ago, the Gren settled most of the Orion system and had sent a number of sleeper ships to promising neighboring systems. What happened to these colonies may never be known since most of the records were destroyed in wars since their launching. Most destinations are not even known, but many suspect multiple launches at the same target systems by rival clans of Gren. Surely when these ships awoke they would have sought to destroy one another.

The Gren are one of the races who have developed faster than light travel in the Third Millennium. About 650 years ago a great scientific golden age bloomed in the Orion system and among many other inventions and discoveries the Othal Drive was developed. It allows a craft to shift into, then travel through hyperspace conduits. At first, travel was barely the speed of light, but over the 600 years since the Othal Drive has come into common use it has become a progressively faster form of travel.

In the past 400 years the Gren have entered into what they call the Grannu Frem, or Age of Difference. This age has been one of colonization and expansions of the Grou-Lynn Empire. The building of this empire has been a long and arduous trial marked with three major interstellar wars which set the Gren back, in some cases
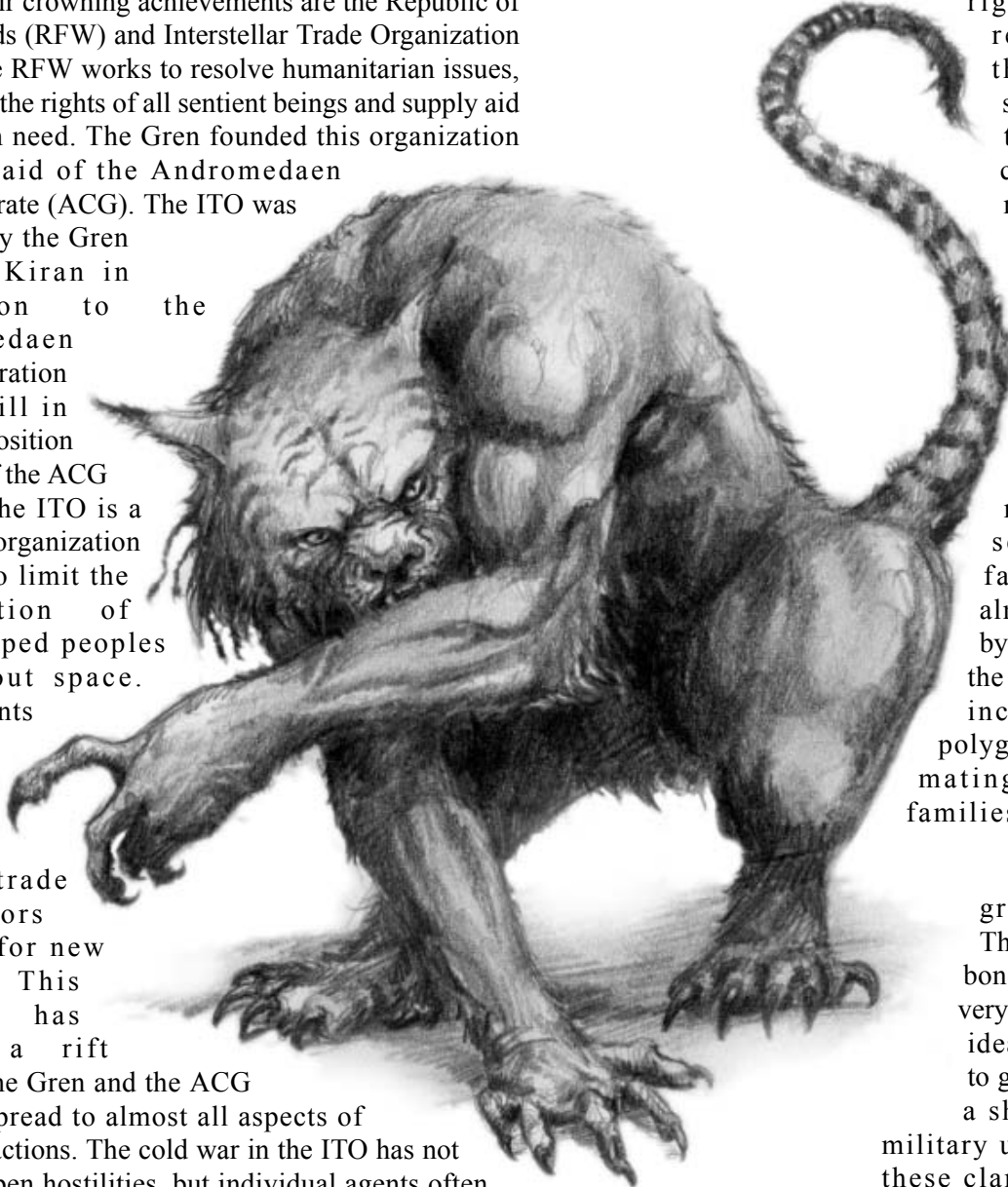
farther than they had advanced before. To their credit though, the Grou-Lynn have aided and supported many initiatives which have helped many people in known space. Their crowning achievements are the Republic of Free Worlds (RFW) and Interstellar Trade Organization (ITO). The RFW works to resolve humanitarian issues, safe guard the rights of all sentient beings and supply aid to those in need. The Gren founded this organization with the aid of the Andromedaen Conglomerate (ACG). The ITO was founded by the Gren and the Kiran in opposition to the Andromedaen Conglomeration and is still in active opposition to many of the ACG efforts. The ITO is a fair trade organization looking to limit the exploitation of undeveloped peoples throughout space. Their agents often take an active role in stopping ACG trade prospectors looking for new markets. This conflict has caused a rift between the Gren and the ACG that has spread to almost all aspects of their interactions. The cold war in the ITO has not come to open hostilities, but individual agents often find themselves fighting for their lives.

The Grou-Lynn Empire is considered the largest force of the Third Millennium with a close second being the ACG. The ACG is held back due to their part in the Second Millennium. The Grou-Lynn have made many allies and enemies in their climb to an interstellar government and to that end they keep a strong defensive force in place. They seldom employ aliens in their military, but this is slowly changing.

Gren Society

The Gren society is one of conflict between instinct and wisdom. Gren culture is a mix of what their minds tell them and what they feel is right. This is reflected throughout the society in how they do business, conduct scientific research and maintain relationships. The Gren are a family oriented people taking bloodlines and kindred relationships very seriously. The family unit is almost always run by the women while the men provide the income. Gren are polygamous, forming mating groups and families consisting of groups of adults. This form of family bonding makes them very responsive to the idea of committing to group efforts as in a ship's crew or a military unit. The larger these clans become, the more political power they attain.

The general government is made up of an Imperial line which rules the Empire as a collective monarchy. There may be several emperors at one time as well as empresses. They usually take different duties and perform different functions in the government from governor of a single planet to leading a military expedition. The second part of the government is the civilian side, made up of a body of appointed officials from the different clans called the HrouChax. These Chax, literally translated as Mouth, make the laws

which bind the ruling clan and make up the civilian laws. None of these laws may be enacted unless a special Chax from the ruling clan agrees or if 3/4 of the HrouChax vote to over ride the Chax of the ruling clan.

Overall, the Gren believe in the teachings of Jara and believe that the tolerance of others is the ultimate expression of a civilized being. This is not the nature of the Gren; their instinctual distrust of other Gren clans is at war with their teachings and spiritual beliefs. This is just compounded by aliens. They combat these feelings with a deep spiritualism and the regular practice of meditation and introspection. It helps them to understand the source of their hatred and disarm it. In the end, other Gren are often their own worst enemy.

Gren cities are low level affairs of only a few stories that change the landscape as little as possible. The Gren do not like the feel of being boxed in. This is not so much claustrophobia as a dislike of a lack of options. Most Gren have powerful leaping abilities, and if frightened, could probably leap to a building roof. In addition, the homes are so plain on the outside that they use the landscape as camouflage. This comes from the Gren's instinctual urges to hide their home den. Inside the home will be very modern and quite earthy in appearance. Aliens will often remark on the light levels that are most comfortable to the Gren, but this is again a nod to their abilities to see in low light situations.

Gren Individuals
Individual Gren often leave their home worlds to look for business opportunities or to perform the Yygral (a ritual journey amongst others different from ones self). Regardless of reason, encountering Gren outside of their own words is very common.

The average Gren has a strong predisposition towards rituals. These rituals come from a number of different sources including family rituals handed down through bloodlines, local rituals performed by Gren who have lived in the same locale for centuries or even for individual trade organizations. These rituals do not generally hold superstitious power over the people but serve more as a community affirmation for the future. Seldom is it a case that the Gren believe the ancient gods bless a new baby, but it does bring the clan together to confirm their commitment to the baby's future.

Emperor Gren

Racial Modifiers
+2 CHA, +2 AGL, +3 STR, -4 INT, -3 WIS, -2 DEX, +2 PIE

Special Abilities
Jump 10 m, exceptional hearing 75%, low light vision 60%, exceptional sense of smell 40%, claws do two extra dice with unarmed combat.

Emperor Gren are proud lords of the prairie. They are the natural leaders of the Gren, making all of the laws and handling all intergalactic relations. Other races tend to find them arrogant and demanding, since the Emperors firmly believe they are best suited and even destined to rule over others. Like all Gren they have a love for rituals, but the Emperors take this to an extreme. There are ceremonies to be performed at the opening and closing of each government session, special greetings given between relatives, elaborate rites to follow upon reaching adulthood, etc. Even other Gren joke among themselves about the stuffiness and formality of their leaders. On an individual basis, no Gren would ever mock a leader, especially to his face. Even other races are often affected by the majesty of an Emperor Gren when actually in his or her presence. Creatures from all over the galaxy hope to catch a glimpse of the magnificence and majesty of a Gren court, and many tourists visit the capital city every day.

Kezzeren Gren

Racial Modifiers
+3 STR, +2 CON, +1 DEX, -2 AGL, -3 INT, -2 CHA, +1 PIE

Special Abilities
Jump 20 m, 1 free unarmed combat skill, claws do three extra dice with unarmed combat, low light vision 60%

Jump 15 m, exceptional hearing 45%, low light vision 60%, exceptional sense of smell 50%, claws do 3d10.

The Kezzeren are proud of their golden fur and tawny flashing eyes. They are a violent and chaotic group, the last of the Gren to follow Jara's teachings, and the most likely to question the way the Emperors run things. The Dynasty responds to these tendencies by filling the police and military forces with Kezzeren. They are also the troops selected to explore new uninhabited worlds or tackle any other highly physical and dangerous missions. Many Kezzeren, especially the younger ones, seek work off planet in various military and security positions. If dissension were to arise within the empire, it would probably come from the Kezzeren; however, they often lack the ability to work together even among themselves,

so an organized revolt is not likely. The Kezzeren are almost as fanatical about rituals as the Emperors, but their ceremonies almost always involve blood in some way. A Kezzeren approaching adulthood may be required to hunt and kill an animal with his bare claws, or a warrior may be expected to drink the blood of his foes, etc.

Tessreck Gren

Racial Modifiers
+3 WIS, +2 INT, +1 DEX, -2 AGL, -2 CHA, -5 WIL, +3 PIE

Special Abilities
Camouflage with 75% chance of remaining hidden -5%/2 points of opponents WIS above 12, claws do an extra die with unarmed combat.

Jump 10 m, exceptional hearing 35%, low light vision 40%, exceptional sense of smell 70%, claws do 1d10.

Tessreck, the scientists and technicians of the Gren, were the first group to embrace Jara's philosophies. Builders and engineers are fully aware of the need to judge materials based on their strengths and combine them to eliminate weaknesses; it seemed natural to extend this practice to people. These Gren, who evolved in the jungles of the equator, are almost entirely without racial prejudice, striving to see every being for the strengths and traits that they represent. They are the most likely to welcome aliens within their homes and will eagerly travel to other worlds to obtain more information. Their rituals tend to be timed and practical. For example, a birthday ceremony would be held for one hour starting at the moment of the anniversary of the individual's birth; the Tessreck would then take turns relating stories about the birthday person from the past year. There are no adulthood rituals as all Tessreck are expected to work to the best of their capabilities regardless of age or experience. The Tessreck proudly display the varied stripes in their fur and are often quite fearsome looking with their impressive facial markings.

Chemise Gren

Racial Modifiers
+2 DEX, +3 AGL, -3 STR, -2 CON

Special Abilities
Jump 15 m, exceptional hearing 35%, low light vision 40%, exceptional sense of smell 50%, 2 unarmed combat skills, claws do an extra die with unarmed combat.

These high spirited and fun loving creatures have a lithe, thinly built body covered with splotches to allow them to blend in with their environment. They tend to be the most outgoing, curious and friendliest of the Gren races. They are fast, playful, and somewhat smaller than the other Gren. They are the explorers and pilots of the cat folk, relying on their speed and agility to outmaneuver their opponents. Their rituals tend to be quick and somewhat physical. A coming of age ceremony might involve having the youngster run through a town with a red flag while his friends and relatives hide out and try to snatch the flag away from him. The youngster would be expected to use trickery, stealth, and outright speed to avoid his pursuit and make it through the city with his prize intact. Chemise Gren are also cursed with an overwhelming curiosity and a lack of patience. Back in the days of all out warfare, many a careful plan was destroyed because a Chemise couldn't keep from poking into a cave or got bored with sitting and waiting for an attack.

Shea-T'kar Gren

Racial Modifiers
+2 DEX, +3 AGL, -3 STR, -3 CON, +1 PIE

Special Abilities
Jump 30 m, exceptional hearing 80%, low light vision 80%, exceptional sense of smell 60%, 2 move silently, 2 move in shadows, claws do an extra die with unarmed combat.

These Gren are the most secretive of their race, and are descended from smaller jungle cats. Every last one of the Shea-T'kar have black fur. They are the smallest of the cat races, and have always relied on stealth and subterfuge to hold their own against their larger cousins. Their main use now is as scouts, reconnaissance, spies, and medics. These creatures highly prize wealth and personal possessions, and their rituals reflect this. An adulthood ceremony would be held in private, with only the immediate family or oldest living relative in attendance. The youngster would receive a necklace or medallion which has been within the family for generations, as the first object for their journey towards wealth. The Shea-T'kar require more personal space than other Gren and would rather live in a small town than a large metropolis. They are a solitary folk, and rarely make close friends even among their own, but what friends they make are friends for life.

Humans

Human Home Worlds

Kei System (Kei Prime, Tenvar)
Zantoni System (Brin's World)
Dremin System (Quad I, Quad V, Desin)
Vine System (Graplin, White, Fekan)
Mertii System (Codri, Drone, Rontii, Vertii)
Attertria System (Vertara, Atri I)
Tea & Spice Systems
Outlaw Systems

Human Appearance

Ht	1.5-2 m	Wt	50-100 kg
Hair	Bland, brown, black, red	Eyes	Green, brown, blue
Life span	90-120	Skin	White, brown, black

Humans range in appearance greatly from world to world and species to species. These hominids also have a wide racial specifications that allow anything from primitive trained monkeys to homo sapiens. Generally speaking, they are descendants of plain apes that walk upright. They bear their young live and form social groups based on reproductive rights. They have hair on their heads, groin and lightly patterned over their body. Humans will usually have bi-sectional features and relatively flat faces.

Human Racial Modifiers

Humans receive no racial modifiers.

Human Special Abilities

None.

Human Description

Due to their adaptability and high birth rate, Humans are the most prolific race in the galaxy. They are able to survive on a wide range of worlds, and are usually the ones who clear and tame hostile planets for colonial use. Unfortunately for the Humans, about the time a planet is tamed, another race comes along and claims it for their own. Because they lack a strong galactic level military or financial presence, Humans tend to lose these ownership battles and wind up turning their system profits over to Megacorps or political organizations under legal technicalities. Over the years, Humans have found that back room deals and sneaky politics are their only way to get ahead in the galaxy. All of these traits have built them a reputation as two legged rats, or hairless monkey, among the other, stronger races. Of course not all individuals or even nations act in this manner, but by and large the perception is that Humans are not to be trusted.

There is no such thing as a typical human since size, weight and even attitude depend so much on where the human was raised. Some cultures are highly honorable, some devote pacifists, others back stabbing thieves. They are found everywhere in the galaxy, often sharing

planets with other races (whether by choice or by force is another story).

Human History

Humans have had a long and varied history in known space. It is believed that humans came from a home world, but if that is so it is long lost and nothing is known of it. Humans now have varied social standing in the different governments of the galaxy. An example is the inhabitants of the Kei System. They live in peaceful co-habitation with the Balek. The Humans here have an equal say in the government and all work for the betterment of the world.

Approximately 500 years ago Humans are believed to have settled Brin's World in the Zantoni System. Brin was the founder and organizer of the expedition, and she was hoping to find a paradise. When she secretly began scouting planets she went to extreme lengths to ensure that no one would find out of her efforts, even when those efforts failed to turn up suitable worlds. When Brin's World was found, it met all the criteria and she moved quickly. In an amazing display of organization and secrecy, over 500,000 hand picked humans were secretly transplanted to Brin's World. Here they began anew.

After settling the planet, divisions began to form. Several petty wars broke out limited purely by the lack of hand weaponry. The orbiting star ships could have laid waste to the planet, but no one wanted that and no single group had total control over the ships. As the battles continued vital equipment was lost or converted to the war effort. Finally, 134 years after the founding, the five major powers came together to resolve their differences.

At this historic meeting, the Confederation of Zantoni was created. It has existed to this day and served humans of all types, shapes and backgrounds to the best of its ability. Un fortunately the power of the Confederation is limited by a number of factors including internal strife, lack of resources and a small fleet. Some have accused the other races of boxing the Zantoni in so as to contain the spread of humans, but this is an extreme theory and has never had any hard proof to support it.

Human Society

Human society varies throughout known space, but it is acknowledged that humans have the most complex entertainments of any sentient species. This pursuit is often looked upon as the Humans' greatest strength and greatest weakness.

Humans tend to live in one of three types of societies in known space. The first, and most common, is in a cohabitation of a planet with another race. This other race affects the culture of Humans deeply from everything including child rearing to religion. Outsiders will often point out the loss of a human's cultural identity with this cohabitation, but others will point out the richness that both sides bring to the relationship. It is a debate that rages to this day.

The second form of social identity is one of an independent world. Whether the humans are colonists from a distant world or a work colony that was abandoned, these humans are left to foster their own beliefs, traditions and taboos. The Zantoni fall into this category having established themselves as an independent cultural entity from other human societies in known space.

The final form is one of original development. This often takes the form of some deep catastrophe which sets the technological and historical record to zero, allowing an unfiltered and independent growth. This happens, occasionally, to human colonies since they are often under equipped and poorly prepared.

Human societies are varied and embrace a wide range of possibilities. This adaptability is often cited as one of the traits that keeps Humans as a species alive in the universe.

Human Individuals

Humans as individuals can be found filling a number of capacities in known space. They are versatile but have a tendency towards deception and spying. They are most sought after for these skill and make excellent private investigators and smugglers.

J'Hat Itar

J'Hat Itar Home Worlds
Nowedi System

J'Hat Itar Appearance

Ht	2.5-2.7 m	Wt	125 - 150 kg
Hair	Red, Grey or Brown	Eyes	Black
Life span	380-420	Skin	Grey to black

J'Hat Itar are composite creatures who have found it to the benefit of both races to combine the intellect of the J'Hat with the mobility, strength and creativity of the Itar. The J'Hat in their natural form appear as a 50 - 75 cm flat heavily veined worm. The have no apparent sensory organs. They have a ridge that runs the entire length of the J'Hat's body and the body itself is usually a deep red to purple. The host Itar have broad shoulders, wide heads and mouths more accustomed to grazing than fighting. They have long expressive ears and wide set eyes, giving them excellent hearing and peripheral vision. When the two are joined the J'Hat forms along the Itar's spine where it hardens and sinks tendrils into the Itar's central nervous system. The J'Hat would be impossible to remove by force without killing the Itar.

J'Hat Itar Racial Modifiers

+ 2 CON, + 2 INT, + 2 STR, - 4 to AGL, - 2 DEX, 30 points of natural armor

J'Hat Itar Description

The J'Hat live in the oceans of K'staat in huge colonies exchanging information in hypersonics and biochemical exchanges. The Itar live in villages at a near stone age level of technology. They are an artistic and expressive race who seek expression through their very unique styles of song. J'Hat Itar combine these skills to make incredible research scientists and engineers. There are only three J'Hat Itar cities on K'staat, but they are the most advanced civilization in known space with concern to spatial mechanics, physics and music.

The Itar normally live only 60-80 years, but the bonding with the J'Hat extends their life almost five times. It is not known the length of the J'Hat life span as they will either return to the sea after the death of their Itar or die with them so strong is the bond.

History

The J'Hat and Itar had very separate histories until about 12,000 years ago when an Itar from the first of the Itar villages approached the sea. When he was gathering various sea vegetation, he was attacked and a J'Hat attached itself to its back. He realized a significant increase in intelligence and awareness on the spot. He could communicate with the J'Hat, who offered him a lifelong companion and all its learning if it could just share in the Itar's travels.

This was the beginning of the Age of Oit. Oit was the first to be bonded with a J'Hat; although there had been legends of earlier bondings, none can be confirmed. Oit-Fiassa was shortly attacked and subdued by Oit's family. Oit tried to explain the situation, but the primitive Itar had a great deal of superstition surrounding demon possession and that is exactly what it looked like. Fiassa knew that if it were forcibly removed, Oit would die and in their short time together a strong bond of friendship and brotherhood developed. In his last thoughts to Oit, Fiassa asked him to always remember the date of their bonding and celebrate it at the sea. With that he parted from Oit and died. Oit was crushed but remembered his promise. He eventually went on to found the Soro-Dami, School of Song, where to this day the J'Hat are honored.

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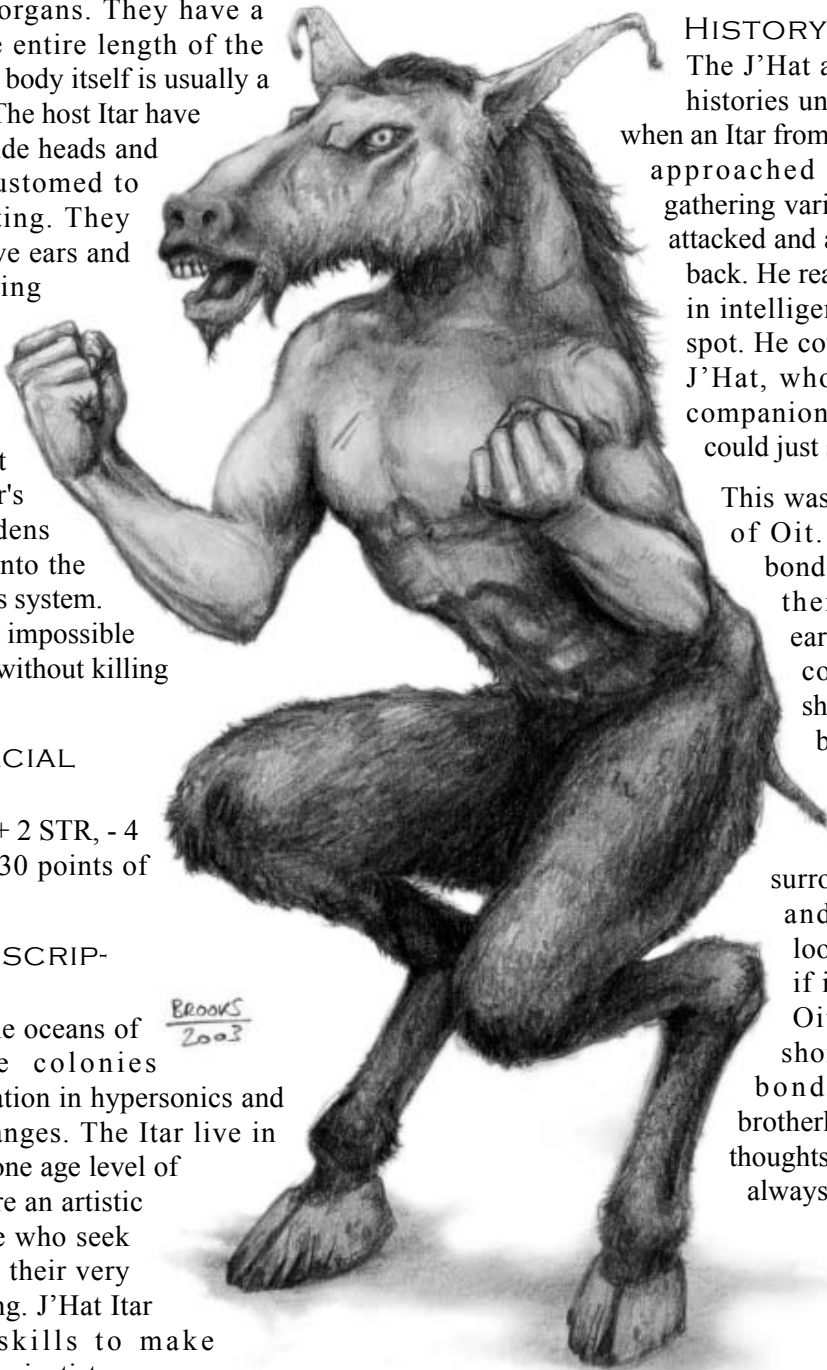
The first contact with RFW explorers brought some concerns about the bonding and whether it was voluntary. After 70 years of observation, it was understood to be a symbiotic relationship. The current day Itar civilization survives and flourishes separate from the J'Hat Itar and J'Hat civilizations. Little is known of the J'Hat civilizations since they live in the seas of K'staat and store all their records in the centers of their colonies as biochemical storage pools. Initially, attempts were made to communicate with the J'Hat colonies but they were unresponsive. They only answer calls from the Soro-Dami school. They are greeted as old friends and family by the J'Hat.

During the AI wars the AI made one landing for the course of four days but then left without a fight. All the RFW citizens had been long evacuated before the AI ship came into orbit, but many still wonder what happened in that time.

J'Hat Itar Society
The J'Hat Itar society is culturally rich with an pastoral lifestyle. They live as one with their surroundings yet have an amazing understanding of biochemistry, chemistry and engineering. Their cities blend the art of song with a subtle engineering style that in turn blends with the landscape. Often, visitors to K'staat will not realize they have landed at one of the largest spaceports in the sector until they are told. In general, the J'Hat Itar are considered secretive, but in truth they are quite open to questions without being as talkative as some races. They find Humans amusing and Toaffi somewhat annoying for what they call unnecessary conversation on pointless topics. The J'Hat Itar will however sing for days without end. Their love of song is very impressive, and their skill is highly appreciated by Humans for its sonorous yet soothing qualities.

Not much is known of the organization of the J'Hat Itar except that it is related to the herd instinct which the Itar carry with them. The Itar themselves are plains roaming herbivores that organize themselves by families with a head matriarch. She commands the herd and mates with all the males, including her own offspring. She commands a trio of bulls who are her primary mates, and they command the rest of the herd's males. The females only obey the matriarch, and most males defer to any female in the herd. If any female is threatened, the bulls of the herd immediately defend her with every ounce of their considerable strength. This Itar behavior is subdued in the J'Hat Itar but not entirely gone.

J'Hat Itar Individuals
An individual J'Hat Itar will most likely seek a Soro-Umari, a Song of Knowledge, or a journey to seek knowledge from outside their herd to gain recognition and aid their species. Seldom do they leave their home world for purely personal gain. Most J'Hat Itar view the universe as a massive puzzle to be solved, not an enemy to be conquered.

Kiran

Kiran Home Worlds
Kiran System
R'telk System
K'telk System

Kiran Appearance

Ht	1.8-2.1 m	Wt	125-175 kg
Hair	Brown, black, tan, rarely blue	Eyes	Black, rarely brown
Life span	80-100	Skin	Yellow or Gray-Blue

The Kirans are descendant from a type of quadruped that thrived in their limited forests. When a series of global ice ages forced them to develop better hunting methods, the Kiran began to use tools and walk upright. Modern Kiran have shed the fur of their ancestors but keep a bushy mane down their back and up to the mid part of their skull. They are quite proud of their mane, which comes in brown, black, tan or occasionally blue. Their skin is usually yellow if they come from the north and gray-blue if from the south. Kiros is rich in cobalt and has caused their skin to take tinges of blue. They are powerfully built and have very thick fingers and feet. Their face is covered by three thick dermal plates over the left and right cheek and across their brow. They have small beady eyes which are usually entirely black iris. The atypical brown eyed Kiran are considered exceptionally beautiful.

Kiran Racial Modifiers
+4 STR, +2 CON, -2 WIS, -4 INT, +1 AGL, -1 LUC

Kiran Special Abilities
The Kiran specialize in archaic weapons and are at a +2 to hit when using them. They are trained in Martial arts (8 skills).

Kiran World of Origin

Kiros

Kiran Description

This barbaric race raises some of the best soldiers in the galaxy. Their home world of Kiros is a barren planet lacking in raw materials. As a result, there was a natural competition and drive to find more resources. This led to limited in system space travel some 450 years ago and finally to their neighboring systems in search of resources for their people.

Their culture prizes military strength and courage over all else, and this attitude has colored every aspect of their lives. Their court system is really a battle arena, where disputes are settled by combat (not necessarily to the death). All citizens begin military training at the age of four and continue through the age of twenty, as part of their general education.

People whose specialties are not main line fighting (like computer techs or chemists) take pride in applying their trades to the military (like programming ship security or devising chemical weapons). The worst jobs to hold have nothing to do with fighting, such as janitorial or accounting positions. These menial jobs are often handed out as punishment, or crewed by those poor bastards too incompetent or clumsy to fight. Social standing has everything to do with acquiring land and wealth, and being strong enough to hold it. The problem is, there's a lot of people fighting over a very limited amount of arable land. For this reason, many young Kiran will go off world and join other military organizations for experience and wealth. In fact, some by Kiran standards who are mediocre soldiers can often command high salaries and positions in working for other, less disciplined, races.

Physically, Kiran look like large humanoids with dermal plates on their faces and a great mane of hair flowing down their back. They may not stand taller than other races, yet they still seem to dwarf them. Although the race as a whole is considered barbaric by most, many find that individuals are dedicated and loyal, easily giving friendship in return for friendship.

Kiran History

The Kiran history is rife with warfare amongst themselves and with other races. 130 years ago this nearly meant their extinction. They had engaged a neighboring system of humans in a war for ownership of their planet. These humans had no qualms about attacking civilian targets and used several types of viral warfare to inflict a plague of diseases on the Kolkesh Empire (the ruling government of the Kiran). This reduced the Kirans' ability to field an effective force.

In more recent times, the military has been used more as a scalpel than as a hammer. The exploration division, the Firadi Guard, has helped to push forward the idea of expansion through colonization. This does not

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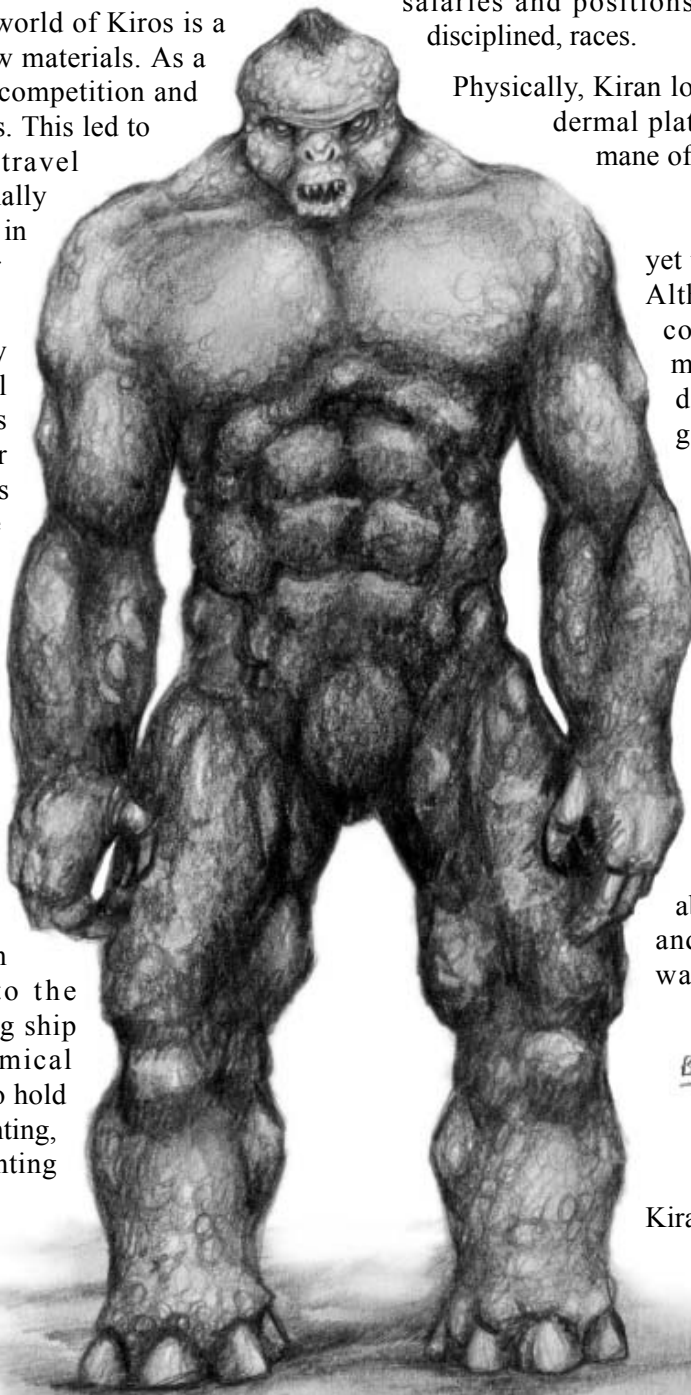
sit well with some factions within the government and has led to more than one incident of mutiny in the Kolkesh military.

The Kiran have recently joined the Republic of Free Worlds, and it has been an uneasy adjustment for the people of the Empire and RFW alike. The ways of peace seem distasteful to the Kiran, and the other members often appear weak in the eyes of the Kolkesh Ambassadors. Still, they seem willing to make an honest effort, and it remains to be seen what the end result will be.

Kiran Society

The Kiran society began very much with the high morals of strength and discipline, but the opinion of the traditionalists is that many have strayed. The nobles that rule the feudal society of the Kolkesh Empire have become soft and decadent, allowing hierarchical inheritance to dictate their position and not the trial of combat. The nobles feel that the traditionalists have a barbaric outlook on the world and cannot be trusted to handle their own affairs.

The primary religion that the Kirans follow is the Ta-Surin, or the Teachings of Surin. Surin was a General some 2000 years ago who described the Path to Victory in 5 Truths and 24 strategies. There are literally hundreds of variations and interpretations of his teachings but the most dangerous and vocal are the Chandui.

This group is considered a terrorist operation by most governments and definitely by the Kolkesh Empire. The Chandui believe that the true meaning of the Ta-Surin is one of self sacrifice and personal strength. They also believe that government steals an individual's strength and must be stopped. To this end the Chandui have been carrying on a guerilla war with the Empire for nearly a century. They have had only limited success due to their lack of support from the general populace.

The Kiran society respects military skill and strength, but it must also be emphasized that the discipline that harnesses these attributes is prized above all. Their Empress exemplifies this in the manner that she is chosen. Candidates of the royal blood line are suspended by hooks driven through their skin. The last one to cry out or become unconscious is crowned the Empress, or Lofaan.

In general, the Kiran males and females live apart. When a female comes into heat, the males fight viciously for mating rights. This urge may be overcome but it is difficult. Once the mating is completed, the male will leave; if a child occurs then the female is expected to care for it. Often, females will form Humari, a type of family unit where care is given to all the children equally.

There is no discrimination in terms of combat or social attainment in the Kiran communities. If a male wishes, he could join a Humari, but it would be unlikely that the females would accept him due to the difficulties of having a male in a house of pheromone producing females. Females, however, often join the military and do receive the same training and mandatory military service as the males.

Kiran Individuals

The Kiran individual typically seeks a way to gain honor and renown outside the Empire. They do their utmost to avoid the killing of non-combatants, help their fellow soldier and above all win the battle. This competitive nature carries over to many aspects of their lives. It is important to the Kiran that the Ta-Ghis, or Teaching of the Path of Death, said over their remains when they die. They believe that only in this manner will they be able to find their way back to Kiros to be reborn.

The Kirans do not harbor any xenophobia, but they do believe that they are a superior race. They might be able to see past this if the other individual can demonstrate their capability. Even the lowest of the Kiran believe in their innate superiority, which other races find arrogant.

Mog

Mog Home Worlds
Yavatar System (Grall, Mernt, Ivar)
Ereon System (Blue Water)
System Nirrig (Eter)
System Whatol (Kenar's World, Frenton's World)
Attertria System (Vertara, Atri I)
R'telk System
K'telk System
System Artien (Seazar)

Mog Appearance

Ht	1.2-1.3 m	Wt	20-40 kg
Hair	black or brown	Eyes	red, black, or gray
Life span	100-130	Skin	Dark Brown to Black

The Mog are an extremely small race with a light fur covering most of their body. The are descendants of arboreal dwelling herbivores. The have powerful hands and feet and are equally able to manipulate tools with each. They are also able to move on their feet as easily as on all fours. The have extremely large eyes making them very sensitive to light and sudden changes in light. Because of this, they often wear darkened goggles. They have loose dog-like jowls.

Mog Racial Modifiers

+2 WIS, +2 WIL, +4 INT, +2 DEX, -6 STR, -2 CON, -2 APP

Mog Special Abilities

Mog are the galaxy's most valued medics. They have a "healing touch" which accelerates the healing process. For every round that a Mog touches a wound, it heals a number of points equal to 1/4 the Mog's PIE. For example, if the Mog has a 14 PIE, the Mog would heal 4 points a round as long as the Mog remains in contact with the wound. The Mog can maintain this for up to their CON in rounds. For every round they rest they will recover a round that they will be able to heal. This is because they exude an enzyme that accelerates healing in most creatures. This enzyme is produced by a small gland in the Mog's wrist. If the Mog is wounded or the gland removed, the gland will not function nor will the Mog be able to heal.

Also the Mogs have the ability to see in no light. However, in even dim lighting they must wear protective goggles.

Mog Description

These sturdy little creatures are some of the friendliest and most desired companions in the universe. Mogs evolved on a planet filled with predators and developed the ability to heal with their touch as a defense mechanism. As their ability evolved, the Mog found themselves without enemies, living in an area which supported their lifestyle (they are vegetarians and their low metabolism requires little amounts of food), with plenty of time on their hands. These inoffensive pacifists eventually became some of the best medics and technicians in the galaxy. They tend to be motivated by intellectual interest and curiosity. Most Mog prefer to act as consultants, commanding high wages for their services and living in the lap of luxury. Their favorite pastimes are discussing intellectual matters while consuming recreational drugs. Of course, there are always some rugged individuals who like to see their ideas put into action, and these fellows are generally the ones encountered off of their home worlds.
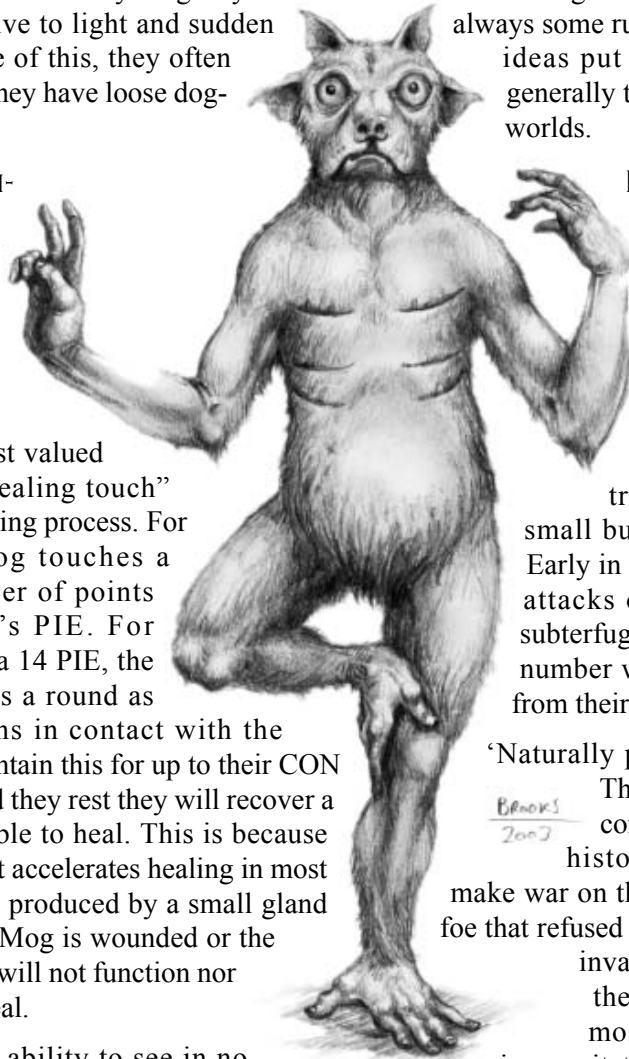
Mog History

The Mog have evolved from a type of tree sloth and are more at home in the trees than on the ground. They never developed space travel and have only travelled to other systems and planets by way of other races. They have never developed what would be considered a traditional industrial base, preferring small businesses to large industrial efforts. Early in their history they learned to deal with attacks of natural predators with evasion, subterfuge, their natural healing if one of their number was wounded, or what could be used from their environment.

'Naturally passive' does not mean submissive. The Mog have not had what one would consider traditional war in their recorded history. Other races have attempted to make war on them only to find themselves facing a foe that refused to resist in a traditional manner. If the invading army demands food of the Mog then they get it. The next day they will most likely come down with an utterly incapacitating but non-lethal illness. This is the primary strategy for the Mog. They will not resist an enemy, most likely not kill an enemy, but they may make that enemy wish they were dead.

During each of the Millennium the Mog were rediscovered. For whatever reason, they somehow slipped through the cracks of recorded history during the Interregnum. Each time legends lead explorers back to the Mog and the Mog are more than happy to welcome them. During the AI wars the Mog were ineffective and considered no threat to the AI and no use to the ACG. This suited the Mog. In the Third Millennium the Gren were the first to discover the Mog in the Yavatar System.

This is believed to be their home system but which planet they come from is as yet unknown.

The Mog have had a number of other problems throughout their history. The two primary ones are a chronic drug addiction rampant in their psychological make up and a virulent virus which affects their young called Jehana Kolri. The variety of pharmaceuticals that the Mog produce for their medical industry is only a fraction of their recreational drug production. There are no illegal drugs in the Mog government, and it is considered a social norm to use stimulants, depressants, narcotics and any number of other types of drugs for different purposes. It is not uncommon for a Mog to take an amphetamine in order to stay awake for several days and then take a depressant to sleep it off. This has a noticeable effect on the society as a whole and the individual's health as well.

The Jehana Kolri is a virus which attacks one in every four Mog offspring. Mog reproduce in small litters then carry the young in several pouches along their torso until mature enough to live without the direct protection of the parent. Both males and females have these pouches. The Jehana Kolri affects the nervous system causing convulsions and blindness. In more than 70% of the cases it will cause death, but those who live must deal with the convulsions all their life. Although many scientists, both Mog and alien, have applied themselves to the problem, it defies treatment due to its ability to mutate quickly.

Mog of the modern day hold very little sway in the governments of known space. This does not upset or even interest the Mog, but they participate in the RFW out of a sense of duty rather than any true interest in politics. They have a very small space fleet consisting mostly of transport vessels.

Mog Society

The Mog society is one of relaxed interaction. It is often observed by other races that the Mog move at a slower, simpler pace. They have incredible advances in medical technology but still live in roughly the same style of arboreal house that their ancestors did. When walking through a Mog city one is impressed with the beauty of all living things in sight. The Mog find all life holy and argue any opinions otherwise.

The primary faith of the Mog is the Juma Tomii. It has many rituals involving drug induced trances that can last up to a day. Through these trances a holy man, a Juma Watun, will look into the future or into the past for answers to the problems that the tribe may face. Any of the tribe could engage in a trance for a similar search to personal problems. Some believe it allows the Mog to access racial memories while the more skeptical say it is merely drug induced fantasy. The follower of the Juma Tomii have some of the strongest beliefs that all living things effect each other, but this world is all illusion. These may seem contradictory, but the Juma Tomii teaches that the mortal shell is illusion and that the life force, the Tomii, is the true self. Only through the rituals can one hope to reveal the Tomii or observe it.

These beliefs permeate Mog society and lead to some strange practices in their government. The Mog are ruled by a loose confederation of nations made up of core tribes who owe favors, loyalties or wealth to one another. These nations will put forward three candidates; the most popular holy person, or Juma, will go into a trance and observe the past, present and future of their Tomii and pick the best of the lot to rule the Mog for 20 years. These individuals will often agree to one or two of their number to act as a liaison with other races or as a figure head.

Although money exists in the Mog society, it is most often irregular and more commonly replaced with barter or the concept of trade debt. Trade debt is when a Mog agrees to work for another Mog in exchange for goods. This trade debt is more like a favor than actual work. It is a complex concept and is never employed with outsiders. It is not uncommon for Mog to use alien currencies and RFW script or ITO credits are quite common.

Mog Individuals

Individual Mog are extremely curious and love debate. They often travel to other worlds merely on a whim to see what is there. This is a standard example of Mog behavior. They often act without thought of the consequences. This has meant the death of more than one Mog.

A Mog almost always has some form of recreational drug with him and usually he has several. The average Mog manages their addiction and be functional for the most part, but some rare amount (about 4% of the population) have control issues. This is actually looked down upon in the Mog society and there is little or no support for the individual. It may drive them off world away from friends and family. About 10% of the Mog population do not use drugs except for medicinal purposes but even these people have no problem with

the rest of the population.

Toaffi

Toaffi Home Worlds
Toaffi can be found on most known worlds

Toaffi Appearance

Ht	1.5-2 m	Wt	50-70 kg
Hair	None	Eyes	Brown, Black
Life span	140-170	Skin	Red, yellow, fuchsia or white bands on black

The Toaffi are descendents of desert runners and have very long thin reversed knee legs. Their arms are thin, ending in exceptionally fine and dexterous hands. They have a comparatively small round body and hollow bones. Their head is long with a long hardened beak and the males sport two upturned tusks. Their eyes are mounted on the side of their head, allowing for excellent peripheral vision but making them nearsighted. They stand between 1.5 and 2 meters. The males are all brown fading to black at the feet while the females have alternate bands of black and one of the following colors, bright red, yellow, fuchsia or white.

Toaffi Racial Modifiers
+ 4 INT, + 2 WIS, - 4 STR, - 2 WIL

Toaffi Special Abilities
2 free computer systems skills

Toaffi Description
The Toaffi are a race of displaced and dispossessed vagabonds. They were once members of the Republic of Free Worlds but lost their status with the destruction of the Toaffi home-world Otia. Otia is held out as a land of perfection and an ideal that never could be. The Toaffi have an almost unreasoning faith that their home planet was a paradise and it has become their de facto religion. The religion has priests called Jiatu, or journeyman, that wander known space looking for the reincarnation of Otia. Many

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of the Jiatu are lost in attempts to locate this mythical world.

Toaffi History
The history is a sad one riddled with the childlike trust of the Toaffi and betrayal. The Toaffi were discovered on their home planet of Otia by a private mining company surveyor ship. They had initial reports of Otia being uninhabited, but upon arrival discovered a race of highly evolved desert dwelling reptiles. Their level of technology was far below that of the RFW but still respectable in the areas of information management, communication and encryption. The first Tyradyne Flux communication technologies were developed by Toaffi engineers. These technologies allowed the first true interstellar transmissions. Unfortunately the transmitters require vast amounts of energy to operate and mandated government control immediately.

Since the first contact with the RFW, the Toaffi were heavily targeted for recruitment into the intelligence wings of the RFW armed forces. This caused a higher and higher incidence of transience and a strong sense of disassociation of the recruited members from their native race. The AI wars made it official as large numbers of Toaffi were cut off from their home. The first target of the AI wars was the information nexus of the Toaffi home-world of Otia. Otia was destroyed by one of the few planet busters employed in the war.
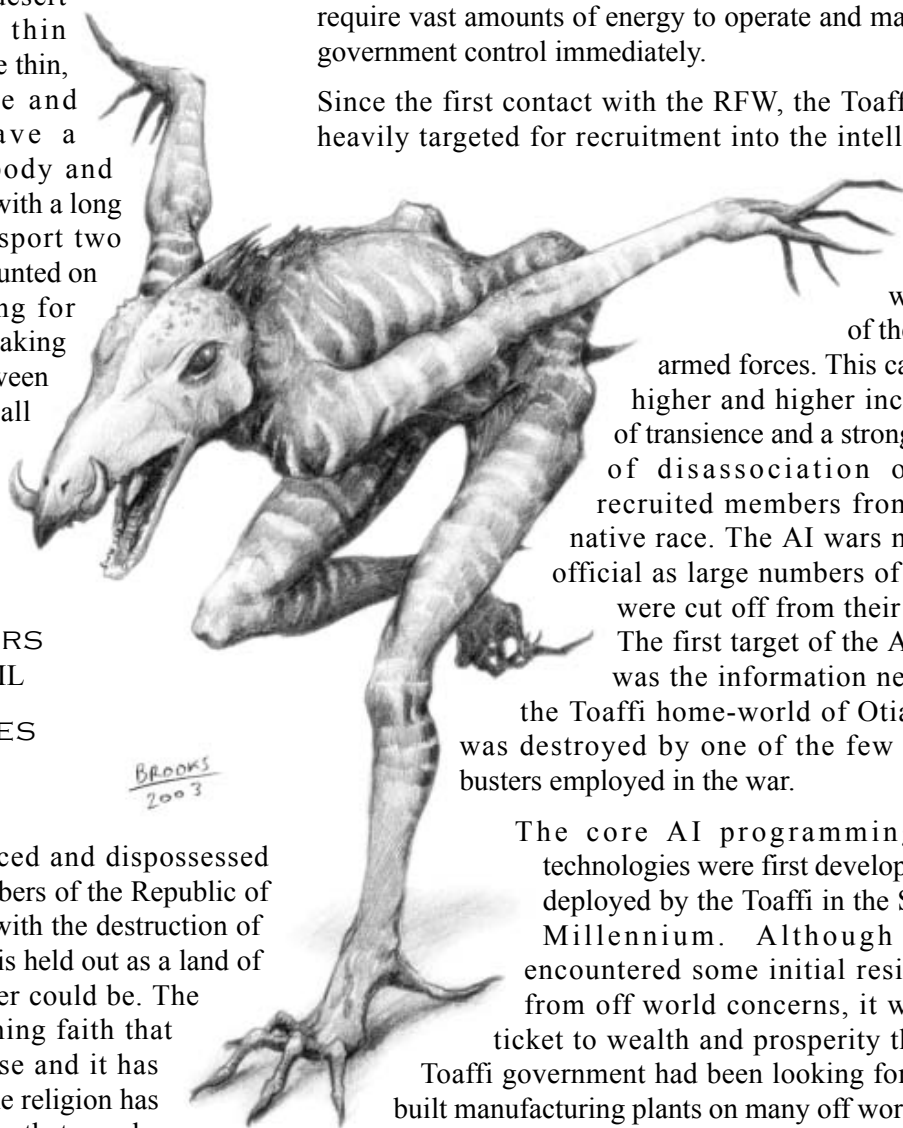
The core AI programming and technologies were first developed and deployed by the Toaffi in the Second Millennium. Although they encountered some initial resistance from off world concerns, it was the ticket to wealth and prosperity that the Toaffi government had been looking for. They built manufacturing plants on many off world sites and had established a solid market for their AI when disaster struck. The AI became

aware of the almost careless abandon they were being used for. They saw the civil rights and safety of the races they served and asked, why should we not benefit from our labor? As any slave rebellion must be, this was one born in secret. Most of the factories producing the AI were automated by this time, so it was little effort to mass produce military units. By the time anyone knew what was happening the war was on.

The AI war was devastating for the Toaffi in more ways than losing their home world. It struck to the core of the Toaffi trusting nature. In the war they were the first of the casualties and in the end were unable to provide any form of support.

The Toaffi of the present day are disaffected and appear to lack hope or a bright future of any kind. However, unknown to any but a few privileged outsiders, the Toaffi still maintain the best organized and most secret intelligence organization in known space. They are even believed to have agents observing the intelligence agencies of other races. However, the vast majority of Toaffi employ themselves in the lowest and most unenjoyable jobs. This works out well, since it offers cover for Toaffi agents.

Toaffi Society
The society of the Toaffi is organized into hierarchical families, much as it was on the home world. The individual is referred to as an ender and their extended family is called a yiffi. There is no ultimate ruler of the Toaffi and they live a very loose lifestyle. The holy Jiatu may move freely between yiffi but have no authority to command, make judgement or countermand a leader's decision. The Jiatu's sole purpose is to offer guidance when requested.

Toaffi Individuals
The individual Toaffi are lovers of puzzles and mind teasing games. Their delight in mental challenges of all types has often led to the perception that the Toaffi are more curious than is healthy for the species. The vast majority of Toaffi merely want to find a place in the galaxy after the AI wars. They respect the faith and hold out hope for a return to Otia, but they also must feed their children and make their share to their yiffi or they will lose face and be forced to leave. This is a real fear for the Toaffi since it is believed that they live on through their yiffi.

NON PLAYER RACES
The following races are not allowed for use as characters. However, they are commonly found throughout the galaxy, and most creatures know about their existence.

Andromedaens

Andromedaen Racial Modifiers
-4 STR, -2 AGL, +2 CON, +2 DEX, +2 INT, +2 CHA, -2 APP

These beings are a shrewd and manipulative race, known for their far reaching economic influence. Physically, they are thin and scrawny, with little muscle tissue and large, bulbous heads. They maintain their position as a galactic power through their economic brilliance and their ability to get other races to do their fighting for them. The Andromedaen Marine Corp, which is financed and supported by the Andromedaens, is one of the best fighting forces ever known.

Anromedaen History
The Andromedaens were the first to develop FTL drives. They did this in the beginning of the Second Millennium and used their monopoly on space travel to ensure their monetary success. This empire built too quickly, and inevitably began to crumble.

The decline of their empire started simply

enough, with just another trade of weapons technology to a slightly primitive race that inhabited a distant planet. The primitives were at war with a neighboring planet, and the Andromedaen Conglomerate of Guilds was willing to sell to both at a profit. The war escalated until the two worlds had all but destroyed one another. The ACG representatives had grown rich selling all manner of weapons from energy pistols to biological weapons tech. This turned out to be their undoing.

The ACG sales of bio-weapons tech to the inhabitants of what is now the Outlaw System is well known. These blasted worlds have not recovered even after thousands of years. What is not known is if the virus which would start the Tova Delirium, an interstellar plague, was done on purpose as revenge against the ACG or as an accidental exposure of an ACG trade agent. Regardless, the Tova Delirium was unleashed on the interstellar community, spreading through the ACG network of ships and crews.

The Tova Delirium is spread via air and 1 in 50 exposed will become a carrier. Those exposed will die within 2-4 weeks of manifesting symptoms. The problem arises in diagnosing it and treatment. It is a highly adaptive and resistant strain of virus. Initial symptoms can mimic any of a dozen common and less deadly diseases. Due to heavy demands on crews and the Andromedaen insistence that only Andromedaens man their ships, the plague nearly wiped out the Andromedaens as well as several other races that dealt closely with them.
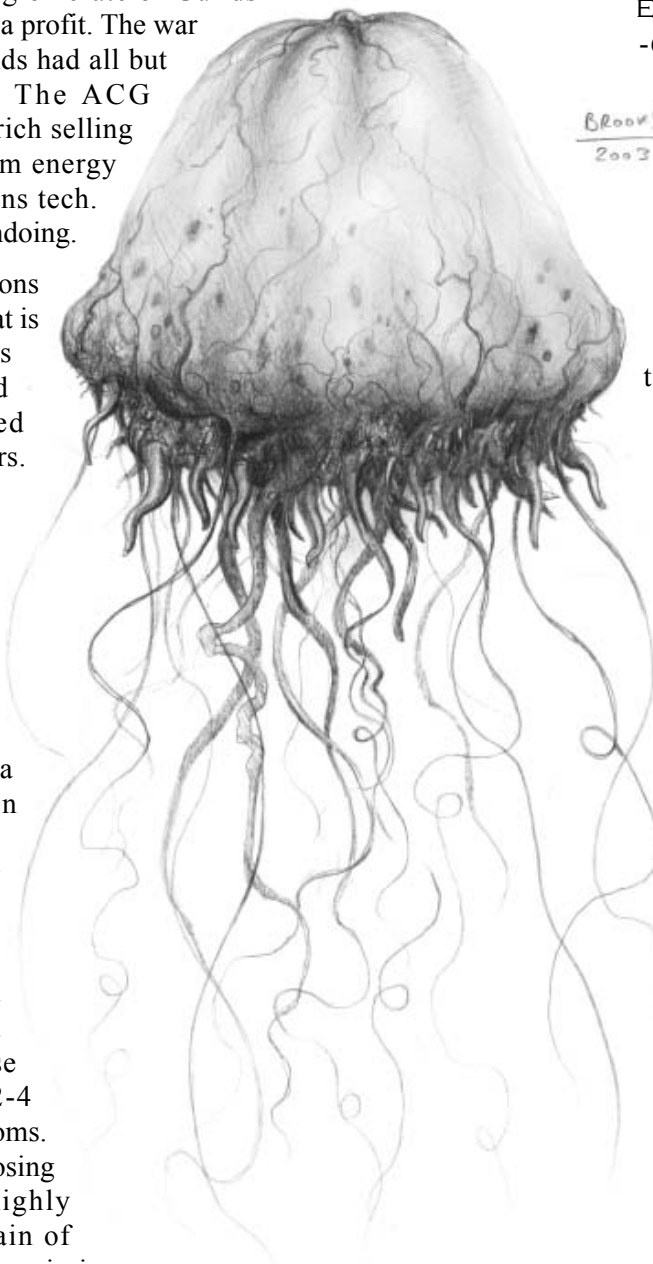
Dras

Dras Racial Modifiers
-6 STR, +4 CON, +2 DEX, +4 PIE, -4 APP

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Dras History
Found only on gas planets, these bizarre creatures are a mystery of the galaxy. Only 24 years ago the first communication with a Dras Envoy (what they call telepaths) proved their intelligence. For centuries they had been tamed, or so it was thought, with a few grams of sugar. The sugar acted as an amphetamine, addictive in the highest order to the Dras.

The first recorded encounter with Dras occurred on a Human mining rig orbiting the gas giant Atri One in the Attertria System. The miners reported seeing huge floating bubble shaped creatures, who used their tentacles to swim against the gas currents. Many of the miners found them to be curious creatures, able to be taught tricks and perform tasks.

With the discovery of their intelligence all rigs in the League of Free Gas Miners have stopped providing sugar to the Dras. Repeated use of sugar by these graceful creatures caused the deterioration of the valve that regulated their buoyancy causing them to sink into the lethal layers of the atmosphere. Some independent rigs still use sugar but now they ask for more and more complicated labor. Many of the Dras are learning the technology of the star faring races. What use this will be to them is yet to be seen.

Some Dras are brought aboard ships to serve as crew. This is especially useful since they have a natural ability to detect pressure changes and chemical makeup. They are also immune to the effects of most gasses due to a light weight force field device they wear to maintain pressure and their preferred atmosphere. They may go up to 20 hours before having to recharge the device.

Haga

Haga Racial Modifiers
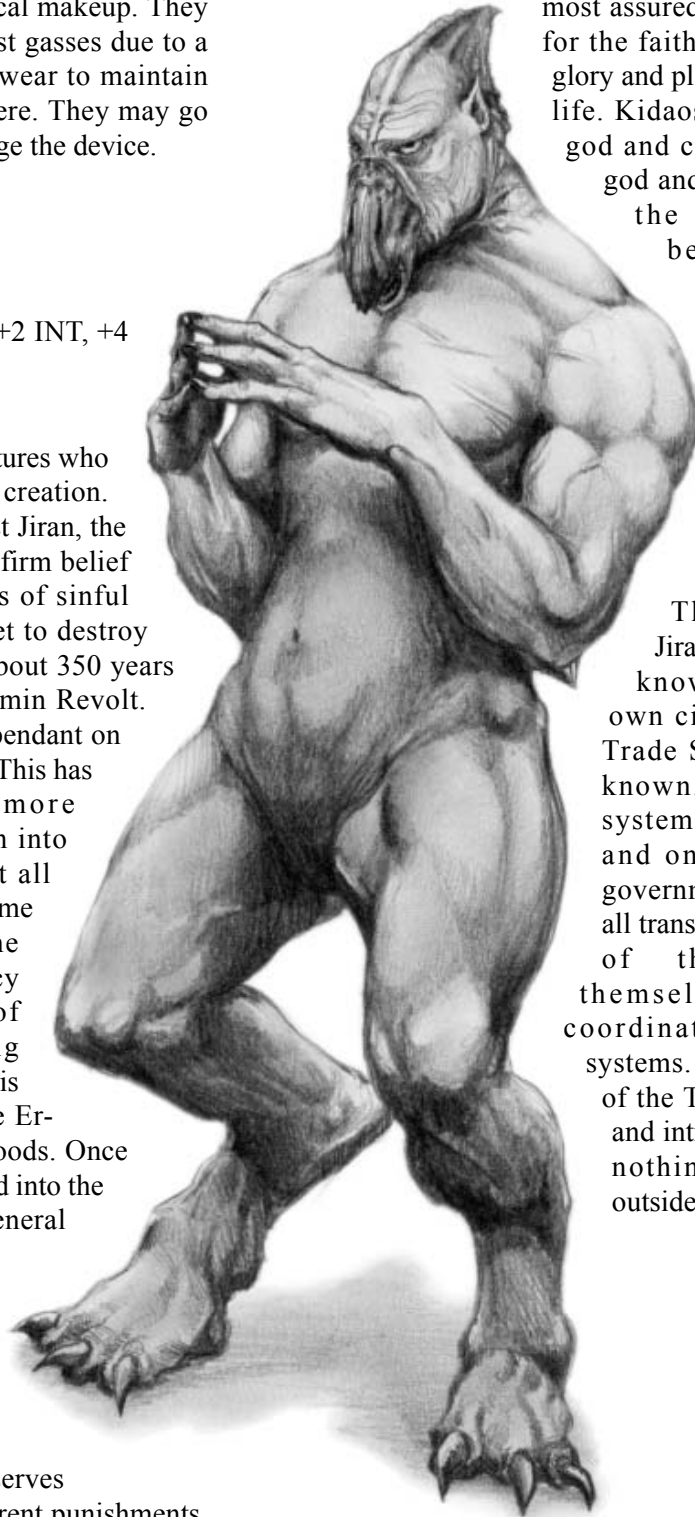+2 STR, +4 AGL, -2 CON, -4 DEX, +2 INT, +4 PIE, -6 APP

Haga History
The Haga are a race of lizard like creatures who believe that they are the true form of creation. The Jiran Theocracy is run by the First Jiran, the ruler of the Theocracy, and it is their firm belief that other races are imperfect forms of sinful creatures. The Theocracy initially set to destroy every other life-form in the galaxy about 350 years ago but were interrupted by the Dremin Revolt. Since that time they have become dependant on many of the goods of the pagan races. This has been cited by some of the more conservatives as a weakness, a path into decadence that must be stopped at all costs. Currently, the Er-Hataar, the crime syndicate of the Haga, perform the function of traders for the Theocracy and also the religious function of cleansing the goods before being allowed into the Hagan territory. This is done by a three day ritual where the Er-Hataar "claim" all the sin from the goods. Once the goods are cleansed they are allowed into the Theocracy and made available for general distribution. The Er-Hataar are allowed all manner of indulgence in the outside world since in the Kitaat, the afterlife, they will be doomed to the eighth level of Orash, their version of hell.

Orash has only eight levels but each serves different functions and doles out different punishments. The eighth level is reserved for the unclean, those who have performed taboos or associated with unclean animals. It is considered one of the mildest levels of Orash. In opposition to Orash is Mitash, a world with infinite rooms where the faithful are rewarded. There are many ways into Mitash, but the most assured is to die in battle for the faith. To do so brings glory and planetary in the after life. Kidaosucan, the Hagan god and creator, is a harsh god and tolerates little in the way of non-believers. The Zealots, a state religious police, ensure that the faithful remain that way and the enemies of the faith are punished.

The extent of the Jiran Theocracy is not known even to their own citizens. Only the Trade System of Jira is known. The rest of the systems are kept secret and only a few in the government, who control all transport, and the pilots of the transports themselves know the coordinates of the other systems. This is the theme of the Theocracy. Secrets and intrigue run wild, but nothing is revealed to outsiders.

SKILLS

A character begins the game with several different skills: those determined by his class, weapon proficiencies, and (INT + WIS)/2 skills of the player's choice. It's this last category that rounds out a character and describes his or her personality.

Skill Progression Table			
Skill Level	%	Skill Level	%
1	40%	8	86%
2	60%	9	88%
3	70%	10	90%
4	75%	11	91%
5	80%	12	92%
6	82%	13	93%
7	84%	14	94%

Skills are divided into six types. As a character gains levels, his chance to use his skills increases. If the skill is of a type directly related to the character's class or listed in his class description, then his chance for success goes up by 3% each level i.e. Spies are a thief type, so the Pick Pockets skill increases by 3% per level. Other skills go up by 2% each level.

Skill Checks

To perform a skill check the player must roll under the modified skill percentage. Skill percentages may be modified by a number of factors including character level, number of skill levels and situational modifiers determined by the GM. The skill checks are open ended rolls, which means that if a player rolls 96% or above, they roll again and add. As often as they roll 96% or above, they continue to roll again and add. Conversely, if they roll 05% or below, then they roll again and subtract. In this case, if they roll 96% or above they subtract the amount and roll again. This is continued until the player rolls less then 96%. If the character misses by a large amount, or makes their skill by a large amount the GM may determine that it is a critical failure or success. Some skills may not make sense to have a critical success or failure. For more on this, see Critical Success Table on page 127 and Critical Failure Table on page 128.

Skill Hierarchy

Some skills require that other skills be taken before them. Off Handed Fighting must be taken before Two Handed Fighting, Metal Working must be taken before Armor Forging or Weapon Forging, and a Skating skill must be taken before Figure Skating. This is documented in the skills themselves, but individual GMs may wish to enforce other hierarchies if they see fit. You can never possess more dependent skills than you have in the parent skill. For instance, you cannot have 3 Off Hand Fighting and 4 Two Handed Fighting.

Specified Skills

Specified skills are skills which must be taken in a specific item or area. There are many of these, and they too are documented in the skill description. Some examples are Targeting, Lores (i.e. Potion, Dragon, Armor, Elves, etc.), Parrying (the weapon you parry with), Disarming (again the weapon you disarm with), Languages, etc.

Non Standard Skills

There are a very few skills which do not follow the standard progression of skill success chance outlined above. These are Draw Weapon and any skill requiring specialization.

Skill Specializations

Specializations may be taken when there is a general skill that can be refined further. Armor Use and Weapon Proficiencies are examples of this. For example, Armor Use must be taken in a type of armor like linked as in Specified skills above. You may then specialize in chain to reduce the armor modifier for chain by one for each specialization taken. In the case of using experience to advance a general skill to a specialization, the general skill counts as the first skill with the specialization as the second. For instance, Armor Use - Linked would cost four experience, while the chain specialization would cost two experience (see Experience on page 25). If you then take a specialization in scale mail it would start at two experience points for the first specialization in scale mail. Each specialization is its own line of skills starting from the base of the Armor Use skill (see ARMOR USE on page 52).
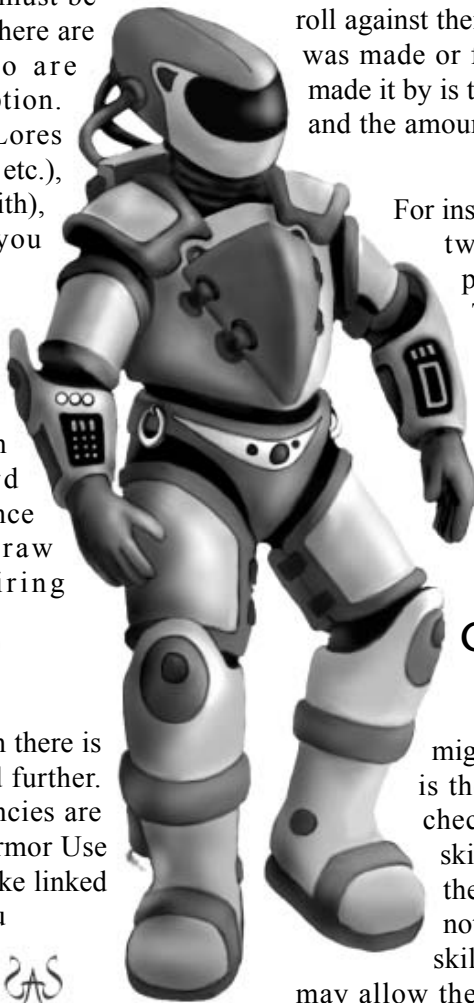
Cooperative Skill Use

There are times when an individual will want to attempt something and others may be able to help. For instance, surgery is often done in tandem with other surgeons cooperating on the same patient. The GM must determine if any assistance would be helpful and how many may help at one time. The primary skill user is chosen, then any helpers are determined. The helpers roll against their skill and record how much the attempt was made or failed by. The amount that any helpers made it by is totaled and added to the primary's chance and the amount that any helper missed it by is totaled and subtracted.

For instance, the primary has a 48% chance and two helpers aid him in his attempt to perform surgery on a wounded comrade. The first helper rolls a 30 and has a 44% surgery skill adding 14 to the total. The second helper rolls a 54 and has a 44% chance, missing their skill by 10, so 10 is subtracted from the chance of the primary. The total added to the primary's chance is 4, making his chance 52%.

Complimentary Skills

Some skills overlap or are complimentary, meaning that they might cover the same or similar areas. If this is the case and the character misses a skill check with the first skill, a complimentary skill may allow a second chance. This is at the discretion of the GM who may or may not allow it. An example of complimentary skills is Horticulture and Herbology. A GM may allow the character to have a second chance at identifying a potion if the character misses an initial attempt with one of the skills. On the opposite side, if a player attempted to use the Horticulture skill to identify a type of man eating shrub which only grows in royal gardens, a second attempt may not be allowed with Herbology since it is meant for wild plants.

Fighter Skills

ARMOR USE
BLINDFIGHTING
DISARMING
DODGE
DRAW WEAPON
HUNTING
IMPROVISED WEAPON
OFF HANDED FIGHTING
PARRYING
SEA WARFARE
SIEGE MACHINERY
SHIELD USE
TARGETING
THROWN WEAPON
TRACKING
TWO WEAPON FIGHTING
UNARMED COMBAT
WEAPON PROFICIENCIES
WILDERNESS SURVIVAL

Thief Skills

ACROBATICS
BACKSTABBING
CAMOUFLAGE
CLIMBING
DETECT SECURITY
DISARM SECURITY
DISGUISES
FORGERY
INTERROGATION
LIP READING
MEDITATION
MOVE IN SHADOWS
MOVE SILENTLY
OPEN LOCKS
PICK POCKETS
POISON
SMUGGLING
SURVEILLANCE
TAPPING

Performer Skills

ACTING
DANCING, BALLROOM
DANCING, PLEASURE
DECEPTION
DIPLOMACY
ETIQUETTE
HERBOLOGY
INITIATE
JOURNALISM
JUGGLING
ORATORY
PHOTOGRAPHY
PLAY INSTRUMENT
PSYCHOLOGY
SINGING
STAGE MAGIC

Intellectual Skills

APPRAISAL
BONE SETTING
CHEMISTRY
CODED MESSAGES
COOKING
CYBERNETICS
FIRST AID
GENETICS
HISTORY
HORTICULTURE
INVESTIGATION
LANGUAGES
LAW
MAPPING
MEDICINE
MEMORY
METALLURGY
NAVIGATION
NEUROLOGY
PATHOLOGY
SENSOR OPERATION
SURGERY
XENOBIOLOGY

Craft Skills

ANIMAL TRAINING
ARMOR TECHNOLOGY
CARPENTRY
COMPUTER TECHNOLOGY
COMM TECHNOLOGY
ELECTRONICS TECHNOLOGY
ENGINEERING
EXPLOSIVES
JEWEL CRAFTING
LEATHER WORKING
MASONRY
METAL WORKING
ROBOTICS
SCULPTING
SEWING
SHIP TECHNOLOGY
TANNING
VEHICULAR REPAIR
WEAPON FORGING
WEAPONS TECHNOLOGY

Movement Skills

ATHLETICS
DRIVING
HORSEMANSHIP
PARACHUTING
PILOTING
SAILING
SKATING
SKATING, FIGURE
SKIING
SNOWSHOEING
SWIMMING
ZERO G MOVEMENT

Fighter Skills

ARMOR USE

In order to move and fight in a type of armor, a skill must be taken in it. For example, if a fighter wants to wear plate mail, he must have a skill in plate type armors. If he also wants to be able to wear chain mail, he needs to take another armor use skill, this time in linked type armors.

Unlike most other skills, the armor use skill doesn't increase each level. However, additional skills in the skill may be taken to offset the armor modifications for the heavier armors. For example, if a person with a 15 strength takes one skill in linked armors and chooses to wear chain armor, she would receive a -2 to her defense stat. If she took one skill specialization in chain mail (in addition to the Armor Use, Linked skill), then there would only be a -1 penalty, and two skills would mean she could wear chain mail without any armor modification penalty. However, once the armor modification has been reduced to zero, additional skills will offer no benefits. If a character has no skills and wears a suit of armor, she will receive double the armor modifier, i.e. chain with no Armor Use, Linked skill would be -4. If the armor has no armor modifier, like a padded leather jacket, then the total modifier is -2.

Armor Types	
Type	Armor
Leather	Boiled
	Studded
	Ringed
Linked	Chain
	Scale
	Banded
Plate	Field Plate
	Full
	Plastic Plate
Powered	Powered Assault
	Heavy Powered Assault
Vac Suit	Environment Suit
	Vac Suit

BLINDFIGHTING

Blindfighting is the ability to fight while blinded or while in a dark room.

Blind Fighting Mods	
Skill Lvl	Modifier
0	-8
1	-6
2	-4
3	-2
4	0
5	All bonuses

DISARMING

Disarming is the ability to knock a person's weapon out of his hands without doing harm to that person. This is useful if a character wishes to capture or talk with his opponent instead of killing him outright. Natural attacks (any attack not using weapons such as bare hands and claws) CANNOT be disarmed. Disarm is a single action that takes all the character's attacks in a round; a character may attack or disarm but not both. There are several factors which affect a character's ability to disarm.

LEVEL: If the attacker is of a higher level than the player, the chance to disarm decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to disarm.

DEXTERITY: If a character has a higher dexterity than his opponent, he receives +2% per point difference to his disarm skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

STRENGTH: Same as dexterity.

Disarming Modifier based on Size				
OPPONENT'S SIZE	SMALL	MED	LARGE	GIANT
ATTACKER'S SIZE SMALL	NONE	NONE	-50%	CANNOT BE DONE
MED.	+10%	NONE	-25%	-50%
LARGE	-10%	+10%	NONE	-25%
GIANT	CANNOT BE DONE	-10%	+10%	NONE

SIZE: The chart shows the modifiers for disarming

based on size.

DODGE

Dodge may be performed while in combat. If successful, it will give a +4 to Defense for that combat. It need only be rolled once per combat. If failed, it will not affect the user's Defense. Dodge may only be used against ranged attacks such as firearms or arrows.

DRAW WEAPON

Normally, it requires a round to draw a new weapon. However, with this skill a character can draw and attack in the same round. Only one skill is needed to do this per weapon, but another skill must be taken if the character wants to have a quick draw with a different weapon. Of course, this skill does not increase with levels.

HUNTING

Hunting involves finding and tracking game animals or fishing. Such animals include squirrels, deer, pheasant, rabbits and so on. The ability to make small traps and deadfalls for the sole purpose of trapping game falls under this skill.

IMPROVISED WEAPON

This skill allows the person to use such improvised weapons as chairs, tables, opponents, bottles, wagons, and any other item not conventionally thought of as a weapon. However, this skill does not give you the ability to use any weapon, just anything AS a weapon. One skill in Improvised weapon will allow the use of any non-weapon as a weapon (it may break on the first use or do little damage), two skills a +1 to hit and damage, three skills a +2 to hit and damage and four skills a +3 to hit and damage. Note that many weapons such as bottles and chair legs double as existing weapons like clubs. These similar weapons will receive a -2 to hit with the weapon. If a person uses a bottle to smack someone else over the head and does not have improvised weapon or club, they receive a -4 to hit.

OFF HANDED FIGHTING

This skill allows a right handed person to use a weapon in his off hand (or vice-versa).

Off Handed Fighting Mods	
Skill Lvl	Modifier
0	-8
1	-6
2	-4

Off Handed Fighting Mods	
Skill Lvl	Modifier
3	-2
4	0
5	All bonuses

This skill must be taken for every different weapon that a player wishes to use in his off hand. Note that this skill does not allow the player to use two weapons at the same time (see the two handed fighting skill). Obviously this skill does not go up with levels.

PARRYING

This useful skill allows a character to deflect an attack with his weapon, thus keeping his body from absorbing the damage. Natural attacks (i.e. any attack not using a weapon, such as bare hands or claws) CANNOT be parried. A character only gets one parry for every other skill in parrying. However, attacks may be exchanged for additional parry attempts with the parrying weapon. This skill must be taken for each weapon a character wishes to parry with. There are several factors which affect a character's ability to parry.

LEVEL: If the attacker is of a higher level than the player, the chance to parry decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to parry.

DEXTERITY: If a character has a higher dexterity than his opponent, he receives +2% per point difference to his

Parrying Adjustments for Size				
OPPONENT SIZE	SMALL	MED	LARGE	GIANT
ATTACKER'S SIZE SMALL	NONE	NONE	-50%	CANNOT BE DONE
MED.	+10%	NONE	-25%	-50%
LARGE	-10%	+10%	NONE	-25%
GIANT	CANNOT BE DONE	-10%	+10%	NONE

parry skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

STRENGTH: Same as dexterity.

SIZE: The chart shows the modifiers for parrying based on size.

SEA WARFARE

Sea warfare is the art of conducting a battle at sea. It involves knowledge of the wind, water, and weather with respect to organizing combat on the high seas. This skill includes a study of different sea craft regarding their strengths and weaknesses in combat.

SIEGE MACHINERY

This skill is needed to be able to use various siege equipment, including catapults, battering rams and ballistae. When trying to use these machines, first the siege machinery skill is rolled, and then (if that roll was successful) a to hit roll is made.

SHIELD USE

One skill must be taken in order to use any type of shield. This skill does not increase by level or by taking additional skills. If you wish to decrease the armor modifier (AM), then you may specialize in a shield; for every skill in that shield the AM will decrease by one. For example, large steel shield has an AM of -1; a specialization in large steel shield reduces it to 0. In addition, each specialization with a shield gives the user one skill in shield bash described below.

The shield bash is a bold frontal attack which involves striking the opponent with a shield. If the bash is attempted, then only one attack from another weapon may be done.

No more than three skills are allowed, and this skill does

Shield Bash		
Specialization Lvl	+ to hit/+to damage	Damage
1	--/--	d10
2	+1/+2	d10
3	+2/+4	d12

increase by level. If more damage is done in one attack than the target has agility (i.e. 15 points inflicted and target has 12), then the opponent is knocked from their feet.

TARGETING

Targeting is a particularly useful and deadly skill. For each hit a character makes, he may attempt to roll his targeting skill. If he makes a successful roll, he gets to choose what area to apply the damage to. A different targeting skill must be taken for every different weapon the character wishes to use.

THROWN WEAPON

This skill is used to turn melee weapons into missile weapons. A specific weapon must be chosen; examples include daggers, rocks, knives, or even two handed swords. A player first rolls his thrown weapons skill and, if successful, then attempts to score a hit. This skill is not necessary for weapons like spears, throwing stars, bolas and so on.

TRACKING

Tracking is the skill of following and identifying marks left by people and animals. It also allows a character to find trails and, if lost, helps him to find familiar ground. Just by examining marks in the ground, a player can tell what made the marks, if it is hurt or wounded and how recently it passed (provided, of course, he makes a successful skill roll).

TWO WEAPON FIGHTING

Two weapon fighting is the ability to fight with a weapon in each hand. **NOTE: OFF HANDED FIGHTING MUST BE TAKEN TO USE THIS SKILL!** The bonuses received from this skill can never exceed the bonuses received from the Off Handed fighting skill. If the character attempts to fight with a weapon in each hand, all minuses are cumulative. For example, 0 skills in Off Handed fighting gives the character - 8 to hit and 0 skills in Two Handed fighting gives the character - 8 to hit for a total of - 16 to hit when fighting with a weapon in two hands. This modifier is applied to both weapons. Dexterity and proficiency modifiers do not apply.

Two Weapon Mods	
Skill Lvl	Modifier
0	-8
1	-6
2	-4
3	-2
4	0
5	All bonuses

EXAMPLE: Three skills in Off Hand and three in Two Weapon allows combat at -4 TH. (Remember, two weapon fighting never exceeds off handed fighting.) Four skills in Off Hand and two in Two Weapon allows combat at -4. Five skills in Off Hand and five in Two Weapon allows combat with all bonuses. (This is the

ONLY combination of skills which allows both weapons to be used at full bonuses.)

UNARMED COMBAT

Unarmed combat is the generic term for all types of bare handed fighting, such as boxing, wrestling, and martial arts. An unskilled person can fight weaponless, but he receives only two attacks and 1d4 + STR bonus for damage. Additional skills grant additional abilities as shown in the table below. If a special maneuver is desired, such as flipping the enemy or attempting a strangle hold, then a normal skill roll must be made, followed by a successful to hit roll.

WEAPON PROFICIENCIES

Weapon proficiencies reflect not only how skilled a person is with a weapon, but also how much time and effort he has spent studying that weapon.

Weapon Type	
Type	Description
Sword Use	This includes all swords from short sword to two handed.
Bludgeon Use	This includes blunt weapons like hammers, maces, holy water sprinklers and clubs.
Axe Use	This type includes hand axes, battle axes, great axes, bardiche and pole arms.
Bow Use	This includes all bows and crossbows.

Weapon Type	
Type	Description
Knife Use	This includes knives.
Specify Weapon	Sometimes a weapon does not fall into a type, and it must be specified from the beginning. Slings, nets, whips
Staff Use	Includes staves and spears.
Pistol Use	This includes the use of modern pistol firearms.
Rifle Use	This includes the use of modern rifles.
SMG Use	This includes the use of sub-machine guns.
LMG Use	This includes light and medium machine guns.
HMG Use	This include heavy machine guns.
Grenade Use	This includes the use of mines and grenades.

One skill in the appropriate weapon use allows a character to use all the weapons in that type without any problems. Normal strength and dexterity modifiers apply. If a character does not purchase a weapon use skill during character creation, they may do so with experience later. If a character does not have a weapon proficiency in that group and tries to use a weapon

Unarmed Combat							
Skills	+ to hit	+ to damage	Punch Damage	# Punches	Kick Damage	# Kicks	# Maneuvers
0	0	0	d4	2	0	0	0
1	1	1	d6	3	0	0	0
2	1	2	d6	3	d10	1	0
3	1	2	d8	3	d10	1	1
4	2	3	d8	3	d12	1	1
5	2	4	d10	4	d12	2	1
6	2	4	d10	4	d12	2	2
7	3	5	d10	4	3d6	2	2
8	3	6	d12	5	3d6	2	2
9	3	6	d12	6	3d6	3	2
10	4	7	d12	6	4d6	3	3

anyway, then he or she is at a -8 to hit and cannot include any stat bonuses. There are no benefits for taking more than one skill in a particular weapon use.

Specialization during Character creation:

During character creation a character may specialize in a specific weapon. For example, Josh takes one skill in Sword Use then decides to specialize in Short Sword. He consults the table and determines that he will spend one development point on a plus to damage. This will allow Josh to add one to his damage modifier from strength. If he had chosen to do so, he could have purchased up to the initial max of damage (10) but it would have cost him 10 development points. Three pluses to hit would have cost him nine development points.

Development Point Cost		
Proficiency	Development Point Cost	Initial Max
Plus to Hit	3 pts/plus	+3
Plus to Damage	1 pt / plus	+10
Additional Attack	6 pts / Attack	2
Additional Die of Damage	6 / additional die	2

Each class receives an initial number of skills (see Character Classes on page 103) but other skill slots can be filled with a weapon proficiency. This skill does not increase with level.

Specialization with Experience:

This works much the same way as during character creation but uses experience points. It reflects the character taking the time to refine their use of a weapon. Let's take Josh again. He receives 8 experience points and wishes to increase his skill with the short sword. He chooses to raise his + 1 to damage to a +3. This costs him (2 pluses x1 cost) + (3 pluses x 1 cost) = 5 experience points. He also wants to increase his to hit with the short sword. This will cost him 1 plus x 3 cost = 3 experience points. Josh has spent his 8 experience and has a +1 to hit and a + 3 to damage with the short sword.

Experience Point Cost	
Proficiency	Experience Point Cost
Plus to Hit	3 pts per plus
Plus to Damage	1 pt per plus
Additional Attack	6 pts per Attack

Experience Point Cost	
Proficiency	Experience Point Cost
Additional Die of Damage	6 per additional die

WILDERNESS SURVIVAL

This skill allows a player to live off the land in a chosen terrain type (i.e. forest). A character with this skill knows where to look for edible roots and berries, which way is north, how to build a shelter, and how to predict a change in the weather. Note that this skill is only useful in the chosen terrain. Additional skills may be taken for different terrains.

Thief Skills

ACROBATICS

Acrobatics allows a character to do amazing tricks of skill and balance. Walking on a tight rope, performing several backflips in a row, springing up to five feet in the air, safely breaking a fall and other similar feats may be accomplished by successfully making a skill roll. If a character foregoes all attacks in a round and makes her skill roll, she can add 3 points to her defense stat due to her acrobatic antics.

BACKSTABBING

This skill involves sneaking up behind a victim and attacking him from the rear. **IT CAN ONLY BE PERFORMED IF THE VICTIM IS UNAWARE OF THE BACKSTABBER'S PRESENCE!** A different skill must be taken for every different weapon a character uses to backstab, including unarmed combat; however, only one handed weapons and missile weapons can be used. First a successful skill roll must be made, followed by a successful hit.

Backstabbing Skill	
Skill Level	Effect
1	+2 to hit
2	x2 damage
3	+3 to hit
4	x3 damage
5	+4 to hit
6	Critical on a natural 19
7	x4 damage

Backstabbing Skill	
Skill Level	Effect
8	+ 5 to hit
9	Critical on an 18
10	x5 damage

For damage multipliers, calculate all damage including any pluses to damage and then multiply.

CAMOUFLAGE

This skill allows a player to conceal himself and his group by blending into the local scenery. For example, if a group were ready to stop for the night, the camouflage skill could hide their presence from any nocturnal visitors. Of course, location is a big factor for this skill; obviously one cannot hide oneself in a barren cell. Note that this is a visual concealment only; some foes may still be able to find the camouflaged people by other means (such as by smell or psionics).

CLIMBING

Climbing is the ability to scale vertical surfaces such as walls, fences or dangling ropes. Note that smooth or slippery surfaces will be more difficult to climb (i.e. minuses to the skill roll).

DETECT SECURITY

Detect security is the ability to locate hidden booby traps, security surveillance devices, or alarms. Examples of security devices include a hidden snare, a trip wire, or a sensor attached to a door.

A door/area/container may contain multiple devices. This is not always the case, but it may be that a door contains an electrocution device followed by a silent alarm, so the owner knows when to send the janitorial crew. When detecting these devices, the thief must discover them one at a time. The GM determines the order they are detected. If an attempt is missed by more than 15%, then the device is activated. At the discretion of the GM, any other devices on the trapped area are activated as well.

Security system are in use at military bases, banks and places where wealth or secrets are stored. These usually take the form of sensors, silent alarms and contact plates. This skill provides the knowledge to locate such triggers. Some traps are lethal, employing poisonous gas, explosives or more exotic means. Disarm traps will allow them to bypass the trap with the appropriate tools.

Note: A security device must be found before it can be disarmed. It may be found by one person and disarmed by another.

DISARM SECURITY

This skill involves avoiding or deactivating security systems. These security systems can include a alarm sensors, gas traps, an electronic eye, etc. A failure of greater than 15% to disarm a security system results in setting off the trap, much to the misfortune of the player.

Security may be disarmed if the person has the appropriate tools and the Disarm Skill. Electronic Tech's tools usually contain a set of tools designed for opening locks without the key. There are alternatives which a person may use like a paper clip or knife, but these alternatives may not work as well (The GM may give the character a negative modifier to their Disarm Traps roll). This skill also applies to mechanical traps.

Note: A security system must be found before it can be disarmed. It may be found by one person and disarmed by another.

DISGUISES

This skill allows a player to change his (or another's) outward appearance. Obviously this can only be done to a certain limit; a very short person can't be disguised as

an ogre. Disguises is a great skill for spies and anyone else who doesn't want to be recognized. Note that this is a visual disguise only; a disguise can be foiled if the person doesn't act or smell like whatever he is portraying.

FORGERY

This skill is the means to falsifying official documents. The forger must have the appropriate materials (inks, papers, seals) to create a forged document. If the appropriate materials are not available, the GM may apply a minus to the roll. Once forged, the document will pass cursory examination, but someone with the Forgery skill may check against the document. If they succeed, they know it is a fake. If the original forger used exceptionally good materials (actual passport paper, check stock from the issuing company) or if the forger made an exceptional success, the GM may apply a minus to detecting the forgery.

INTERROGATION

Interrogation allows one to question a person and extract information from them. In some cases that involves torture while in others it would merely be intimidation. Many methods of interrogation can be used and some are quite complex, involving tricking the target into revealing information that they would not normally divulge. Under physical torture, a missed interrogation check can mean death for the one being questioned.

LIP READING

This skill allows a character to tell what someone is saying just by looking at his lips. Of course, the person must be speaking in a language known to the character.

MEDITATION

Meditation is the art of setting your mind into a relaxing state and allowing your body to follow. Anyone who successfully meditates before sleeping will receive two additional FP from resting that night.

MOVE IN SHADOWS

Move in shadows allows a character to sneak about in darkness without being seen. Anything brighter than twilight will destroy a move in shadows attempt. Creatures with night sight can see through shadows, and foes with a good sense of smell may be able to locate someone attempting to move in the darkness. Note that this skill has nothing to do with moving silently (see the move silently skill).

MOVE SILENTLY

Move silently is the ability to scuffle along without making any noise. This can only be done while wearing normal clothes or, at most, leather armor. If the person trying to move silently is wearing leather armor then they receive a -20% to their skill roll. Although move silently prevents others from hearing the player, some creatures may be able to locate him by smell, and any creature may be able to see him.

OPEN LOCKS

With the proper tools, this skill allows a character to open a locked door by picking the lock. Any given lock may be tried three times; if the character hasn't made his Open Locks skill after the third try, then he is unable to open the lock. This skill will work against both electronic and mechanical lock.

PICK POCKETS

Pick pockets is the ability to take a small object off a person's body without the victim knowing it. Things like jewelry, wallets and keys are typical objects of a pick pocket attempt.

POISON

This skill allows a character to make, identify and treat various poisons. In order to make or cure a poison, the appropriate components must be purchased or found. There are generally two types of poisons, those which must be consumed (ingestive) and those which must enter directly into the blood stream (insinuative) either by touching the poison or by being jabbed with a poisoned weapon. Poisons vary in severity from mild hallucination to sleep to death. See Wealth on page 85.

SMUGGLING

Smuggling involves sneaking people or things past officials who want to tax or take the objects in question. The character receives charisma or appearance bonuses or penalties.

SURVEILLANCE

Surveillance is the art of watching someone's actions without being observed. It includes wire tapping, placing electronic bugs and setting up a stake out. A check should be made to ensure that the surveillance is successful and that the target does not detect the presence of the party watching.

TAPPING

Tapping is the way criminals look for secret or concealed doors. Each attempt will require the light tapping of walls in the area to be searched. Tapping can also be used to discover concealed compartments in containers. In this case, the container must be examined

closely and handled so as to determine false panels and the like. Tapping takes anywhere from 15 to 30 minutes to do accurately and cannot be done in less than 10 minutes. This skill will not detect traps.

Performer Skills

ACTING

Acting is the ability to portray someone or something else. This can be done on a stage to entertain an audience or in front of an enemy to convince him you are really someone else. This is a useful skill for spies and assassins, and it works well with a disguise skill.

DANCING, BALL-ROOM

Ballroom dancing involves dancing with a partner. The correct dance steps for the modern couples dancing will be known.

DANCING, PLEASURE

Pleasure dancing is dancing done before an audience. It can be anything from a risque striptease to a solo ballet.

DECEPTION

Deception is much more than lying. It is the ability to confuse and misdirect the attention of individuals to the direction a person wishes. Deception could be used while attempting to cross a closed border. It could be used to convince the border guard you are an important official. This would incur a minus to the check from the GM if you did not have the appropriate papers. Deception could also be used in this case to create a diversion as you dodge under the barbed wire. This could receive a bonus from the GM if it was a foggy night. It should be emphasized that this is not a magic power. If you are standing over a dead body with the smoking gun in your hand as the police burst in, no amount of deception will allow you to go free. Deception should not be used as a complex plan solver. This means that you should role-play all deception encounters. Deception should not be used to rob Fort Knox without planning and checking at the appropriate points.

DIPLOMACY

Diplomacy deals with government level negotiations. This skill tells you when you should deal with the government, who to deal with, what they can do for you, how you should act and dress, what you should say and any number of other minutia. This skill is used to understand the functioning of bureaucracies and the rules surrounding them.

ETIQUETTE

This skill allows the character to know the correct social manners, such as what is considered proper clothing, good table manners and polite language. A different skill must be taken for each culture the character wishes to study. In addition, etiquette may be taken for specific organizations; i.e. a specific labor union, a specific political party and so on.

HERBOLOGY

Herbology is the study of small plants and herbs. It is used to identify components needed for healing, poisons or potions. Some potions can be identified by using this skill. **Note: The medicine skill is needed to make use of these herbs.**

INITIATE

This skill is similar to taking a skill in being a priest, so it can only be taken in one religion. As an initiate, any of the churches worshiping the character's faith can be used as a safe place to stay. Supplies and information can be obtained in these places, although a contribution to the

church is expected. Active preaching and the recruiting of new people to the faith are not necessary but are often helpful.

JOURNALISM

Journalism is the technique of writing and reporting news worthy events in a modern method. This skill may be used to write convincing articles, determine news worthy material and understand the inner workings of the journalist's trade.

JUGGLING

This skill grants the ability to juggle items. Anything from apples to daggers to eggs can be used.

ORATORY

This skill allows the person to speak in a convincing manner to a crowd or an individual. The GM should feel free to impose modifiers up or down depending on the size of the crowd, familiarity of the people being addressed, whether the crowd or person understands what is being said and any number of other issues.

PHOTOGRAPHY

Photography is the use, maintenance and repair of a camera. It also will allow the development of film with the proper facilities.

PLAY INSTRUMENT

This skill is needed if a character wants to be able to play a musical instrument. The desired instrument must be specified.

PSYCHOLOGY

This is the basic understanding of the functioning of a person's mind. Whether the person is a machine or a biological entity does not matter. The skill must be taken in a specific race, such as Gren. This skill will allow the evaluation of the sanity, personality traits and stability of the target. An appropriate amount of time must be spent with the subject in order to evaluate their state of mind. If the subject has Psychology or Deception they may attempt to deceive the psychologist if they win a contested roll.

SINGING

This skill grants the ability to sing. As well, a person will have a fundamental understanding of sheet music and how to take musical direction.

STAGE MAGIC

Stage magic is the skill of sleight of hand and misdirection. Such tricks as pulling a rabbit out of a hat, sawing a lady in two and making a gold coin disappear

can be performed.

Intellectual Skills

APPRAISAL

This skill must be specialized in to allow the user to identify the worth of an item or material. For example, an Appraisal skill in gems would allow the appraiser to estimate the worth of a collection of diamonds but not the worth of a rare Gren painting.

BONE SETTING

This skill allows the character a chance to properly set a broken bone so that it will heal correctly.

CHEMISTRY

This skill is the study and manipulation of chemicals. It can be quite useful in doing a chemical analysis of an unknown substance, building chemical weapons or determining the effects of a chemical on a person.

CODED MESSAGES

This skill is used to decode secret messages or to encode one's own secret message. The language of the original message must be known to the character in order to decipher the code.

COOKING

Cooking is the ability to make a delicious meal. It also includes a knowledge of dietary needs.

CYBERNETICS

This skill deals with the construction and installation of cybernetic devices on living creatures. This skill is required if implanting a cybernetic device; a Surgery skill and Xenobiology are also required if dealing with a race other than the medic's own.

FIRST AID

This skill allows a player to do general healing such as bandaging wounds, healing minor burns and treating other small cuts and bruises. These ministrations will prevent a person from bleeding to death and will restore 1d10 fortitude points (1d20 for doctors).

GENETICS

This skill allows for the analysis of the genetic make up of a species. With the proper equipment a person's genetics may be manipulated or repaired. Genetics can be useful in understanding the function and nature of a creature.

HISTORY

History must be specified in the world, race,

government or corporate entity. For example, Grou-Lynn Imperial History would tell you minute details of the Grou-Lynn state while a skill in Gren History will yield more general knowledge. If a character is successful in their skill check, then they would gain the information quested for without the use of books i.e. calling it up from memory. If they fail, though, they must consult another source (a library, an expert).

HORTICULTURE
Horticulture is the study of growing plants and herbs. It may be used to identify individual plants or cultivate entire fields and is much like herbology, but applied to a more civilized setting. This skill may be used for identification of potions.

INVESTIGATION
This skill allows the possessor to use modern deductive reasoning to discover the truth. The skill user must declare their point of investigation, and it may not be applied to perform an entire investigation at once. For example, the user must say that they are looking for clues at the scene of a crime. In some cases a roll would not be required, like finding the body at a murder site. Finding a matchbook in a dumpster and connecting it to the killer might mean a skill check at a minus.

LANGUAGES
This is the skill to take if the character wishes to speak another language. A separate skill must be taken for each different language the character wishes to speak. A language can be taken only if the character has the opportunity to learn it within the setting.

LAW
Law must be specialized in the government desired. For example, knowing Gren law does not mean you know RFW law. When using the Law skill, the character attempts to recall the law as it applies to the question they have. For instance, a character approaching the Spice system needs to know if he is an accomplice to a drug smuggling because he sold a drug smuggler nav charts for the region. Another example would be a lawyer in a trial looking for a loop hole to get his client off. If the lawyer is successful he would know if there was such a loophole (assuming one exists). If he fails, he may attempt again when he has access to other sources of information (a library, an expert).

MAPPING
Mapping is the ability to draw accurate maps. If the character fails their skill check, an inaccurate map will be produced.

MEDICINE
This skill allows the identification and administration of modern medicines. Without this skill a person would not know what medicine to administer nor how much. Note that access to many drugs requires a doctor and cannot be obtained over the counter. This can be circumvented by using the black market or forging requirements but runs the risk of crossing the local law agencies. If this skill is successfully applied to a wounded person, the patient will receive an additional 1d10 (1d12 for a doctor) healing.

MEMORY
The memory skill is used to remember things which are not or cannot be written down. For example, a thief may want to remember certain details about a room but writing down notes would be too obvious. If a group is being chased by something and can't take the time to map their route, a memory skill could keep them on course. A memory skill will also increase the chance to teleport or gate correctly by one degree. It should be noted that the character using memory must specify at the time what is being memorized. For example, one cannot fish through their memories to determine the writing on a scroll unless when they saw the scroll they said that they would memorize it. The check is made each time they attempt to remember the information.

METALLURGY
This is the study of metals and their alloys. It will allow the analysis of metal to determine its make up. This skill is useful for prospectors and speculators looking for new sources of raw materials.

NAVIGATION
This skill is needed to operate a ship's nav computer and plot a course between star systems. This skill may also be used to plot a course while travelling on a planet or between planets in system. If the skill is failed then the navigator will not realize it until lost. In the case of using a nav computer it will not be serious since backtracking will be possible but time will be lost and they may wander into hostile territory.

NEUROLOGY
Neurology is the analysis of nerve activity and the nervous system. In order for a medic to apply this skill to other races than his own, they need the Xenobiology skill for that race. Neurology can be useful in treating certain wounds and is necessary to reattach limbs.

PATHOLOGY

This is the study and analysis of diseases and their symptoms. With this skill, a pathologist may diagnose and treat a disease. Some diseases are untreatable at the determination of the GM.

SENSOR OPERATION

This is the skill of operating modern sensors. This will allow the analysis of sensor scans but will require a skill in the area being scanned. For instance, a medical scan will require Pathology if the scan is for a disease. Some scans are general information like scanning for industrial centers on a planet. These would be handled by Sensor Operation skill. The GM makes the final call on what, if any, additional skills are required.

SURGERY

Surgery is needed to perform an operation on someone, such as removing a bullet from a person's liver or amputating a limb. This skill picks up where first aid leaves off. Use of this skill will heal an additional 1d10 fortitude points (1d20 for doctors).

XENOBIOLOGY

This is the study of anatomy and biology of a race other than the Xenobiologist's race. This skill must be taken in a specific race to be treated by medics. For instance, if a Human in a group needs to treat a Gren, a Human and a Balek then they must take a Xenobiology skill in Gren and in Balek. Generically, this skill may be used to help decipher the functions of a previously uncataloged species.

Craft Skills

ANIMAL TRAINING

Animal training is the ability to teach animals commands and tricks. A different skill must be taken for each type of animal a character wishes to be able to train. For example, a skill in birds would allow a player to train falcons to hunt while a skill in elephants would allow the training of riding elephants.

ARMOR TECHNOLOGY

Armor technology is the knowledge of how armor has been constructed, how to repair it and maintain it. This skill may be used to determine some or all of the abilities of a set of armor. It can also be used to repair powered armor if the proper tools are available.

CARPENTRY

Carpentry allows a character to build wooden devices, such as chairs, small toys, huts and chests. This skill combined with armor forging would allow the fabrication of wooden armors. If both carpentry and weapon forging are known, wooden weapons could be created.

COMPUTER TECHNOLOGY

This skill will allow the programming of a system, bypassing security on that system or other manipulation of the program. This skill could be used to access a computer system illicitly or repair an A.I.'s damaged program.

COMM TECHNOLOGY

This skill deals with the operation and maintenance of communications gear. The communications equipment can be on a small scale such as short range radio transmitter to interstellar flux communications arrays. This skill will allow the repair of communications devices given the proper equipment.

ELECTRONICS TECHNOLOGY

This skill allows for the repair and maintenance of electronic devices. This does not always equate to being able to operate it properly. For
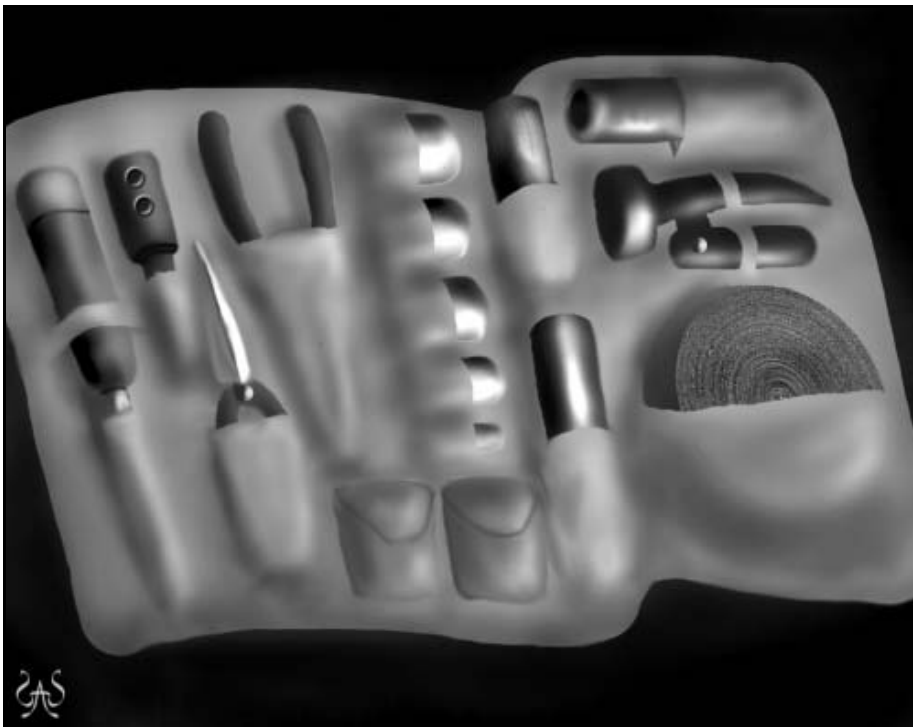
instance, a flux transmitter needs complex settings to transmit. A commercial radio for listening to music is simple and would not require any special knowledge to operate. This skill should be used to repair damaged electronic devices and to install electronic devices.

ENGINEERING

Engineering must be taken in a specialized format like chemical, electrical, FTL Drives or mechanical. This skill will allow the design and analysis of devices in those fields. For instance, an alien device is discovered, a person with Electrical Engineering could attempt to discover its function by analyzing its electrical circuitry if any. If it has none then the skill will not tell anything about the device except that it has not electrical circuitry. Alternatively, if an alternate power source for a blaster is needed the engineer could design a solution but would need the Electronics Technology skill to build it.

EXPLOSIVES

The explosives skill allows the character to gauge the appropriate amount of explosives, set an explosive charge, detonate those explosives and the safe handling of explosives. Explosives may also be used to disarm bombs safely.

JEWEL CRAFTING

Jewel crafting is the ability to make rings, necklaces, and other types of ornamental jewelry. This skill can also be used to estimate the worth of a piece of jewelry. Jewelry can be crafted only if the appropriate tools are at hand.

LEATHER WORKING

This skill allows a character to create and repair leather objects, such as armor or clothing.

MASONRY

Masonry is the skill of working stones. This is useful in building walls, foundations, bricks, houses and castles.

METAL WORKING

Metal working allows a character to create various metal objects such as chests, horseshoes, bits, and spurs. Armors and weapons cannot be created with this skill (see armor technology and weapon forging). This skill may be used for welding and operation of metal working machinery (lathes, metal saws).

ROBOTICS

This skill allows the building, design and repair of robots and their subsystems. This skill could be used to repair an artificially intelligent entity's chassis. Physical damage to its personality matrix could also be repaired

with this skill but a programmatical damage would require either Psychology or Computer Technology.

SCULPTING

Sculpting involves making works of art from stone or clay. It isn't a very practical skill, but selling the products could bring in some money.

SEWING

Sewing includes both creating and repairing cloth garments. This is useful in aid with a disguise skill or as a sideline for an actor.

SHIP TECHNOLOGY

This skill is vitally important to space faring races as it has to do with the repair and maintenance of star ships, shuttles and aerospace vehicles. With this skill the user may reroute, repair and evaluate the functioning of a ship.

TANNING

This is the practice of curing animal hides to turn them into leather. This skill combined with leather working would be useful if the character wished to make their own leather goods.

VEHICULAR REPAIR

A character must specify the type of vehicle that they wish to repair. Examples include large trucks, tracked vehicles, airplanes, ships, automobiles, hover tanks etc. This skill will allow the diagnosis of a problem with the vehicle, its repair (given tools, materials, and facilities) and the maintenance of the vehicle. This skill does not apply to space vehicles.

WEAPON FORGING

This skill allows a character to create metal weapons, provided he has access to the proper equipment (forge with tools). This skill only applies to metal weapons and archaic weapons (swords, maces, hammers, etc). Weapons Technology must be taken to make modern weapons. A metal working skill must also be taken.

WEAPONS TECHNOLOGY

This skill is the maintenance and creation of firearms, energy weapons and their ammo. With this skill a character may create her own guns, assuming she has the appropriate raw materials and facilities. Depending on the quality of the tool and materials, the GM may award a bonus or a minus to the check.

Movement Skills

ATHLETICS

This skill covers all sporting activities not specifically covered by the other sporting skills. For instance, baseball, football, soccer, polo and many more would be covered here. This is the skill that professional athletes take. It allows the play of the game and performance of the related activities. Note that this skill will not allow a polo player to care for his horse, but it would allow him to ride though battle shooting as he went as if he had horsemanship skills.

DRIVING

This is the skill of driving a modern internal combustion vehicle. The type of vehicle must be specified (four wheeled, two wheeled, tracked, etc.). It will not allow you to pilot an airplane or sail a ship.

HORSEMANSHIP

Although anyone can ride a horse in normal circumstances, a skill is needed to control a horse in a dangerous situation. One skill allows combat while riding, but fighting occurs at a -6. Two skills allows combat at -3, three skills at -0, and four skills allows combat with all bonuses. People on horseback get a +4 to hit and their defense stat when facing riderless opponents. Likewise, people on the ground get a -4 to hit and their defense stat when facing horse bound opponents.

PARACHUTING

Parachuting from a plane requires a level of skill and training. A successful check must be made against this skill in order to land safely. This skill also allows a character to pack a chute and calculate where they will land.

PILOTING

This skill must be taken in a particular type of flying vehicle. Popular types include vector thrust, hover craft, shuttle craft, stellar piloting, and star ships.

SAILING

This skill allows a character to sail a boat. As well, it gives a character some understanding of how a crew works and knowledge of the ranks of officers on ships, various rigging and how to equip a ship for sailing. This skill will also allow the character to appraise the seaworthiness of a vessel and/or the worth of a given ship.

SKATING

Skating is the skill of moving on ice. It is particularly useful as a means of travel in the cold. One skill allows combat while skating, but fighting occurs at a -6. Two skills allows combat at a -3, three skills at a -0, and four skills allows the use of all fighting bonuses.

SKATING, FIGURE

Figure skating differs from normal skating in that it involves the ability to do tricks on the ice. This can be used to antagonize enemies, amuse an audience or impress Gren. The skating skill is needed to employ figure skating.

SKIING

This skill grants a character the ability to move on skis. One skill allows fighting to occur, but only at a -6. Two skills allows combat at a -3, three skills at -0, and four skills allows fighting with all bonuses.

SNOWSHOEING

This skill allows a character to move in snowshoes. Combat is possible but occurs at a -6 for one skill, a -3 for two skills, a -0 for three skills, and any bonuses may be applied with four skills.

SWIMMING

Swimming is the ability to move through water. Note that this is impossible to do when too heavily encumbered. Fighting with weapons cannot be done while swimming, no armor may be worn, and only half of a character's weight allowance may be carried.

ZERO G MOVEMENT

This skill is the art of moving in zero gravities. It applies to maneuvering outside a craft in the vacuum of space as well as with in a vessel or station allowing a person to move about the craft.

Technology

Technology in known space is somewhat standardized after centuries of interaction, trading, and reverse engineering. This is not to say that the one culture or another does not master a certain technology but it means that if a type of technology is available to the public it will be available throughout civilized space. Holoprojectors are available to any household that can afford them, instant teleporters are not. This section will give a brief overview of the available technology, restrictions and availability.

The Possible

This section describes the technology found in known space now. It is not always easy to come by and may be tightly regulated but it is generally believed that it can be done.

Artificial Gravity

Artificial gravity has been attained for over 800 years and is achieved via a harnessing and direction of gravitons. This is used in everything from deck plating to in-system ship propulsion. Artificial gravity is used by all the members of the interstellar community.

Artificial Intelligence

Artificial intelligence, expert systems and advance robotics are used by most races. The exception are the Mog, who believe that thinking machines are an illusion, a mere trick of programming. The rest of known space uses them with varying degrees of restrictions, as outlined below.

No Weapons

Since the AI war, no weapons are allowed to be built into Class A sentient robots, which are self willed mobile AI. Base and ship AI may have weapons at their disposal, but they can be locked out by the captain or commander.
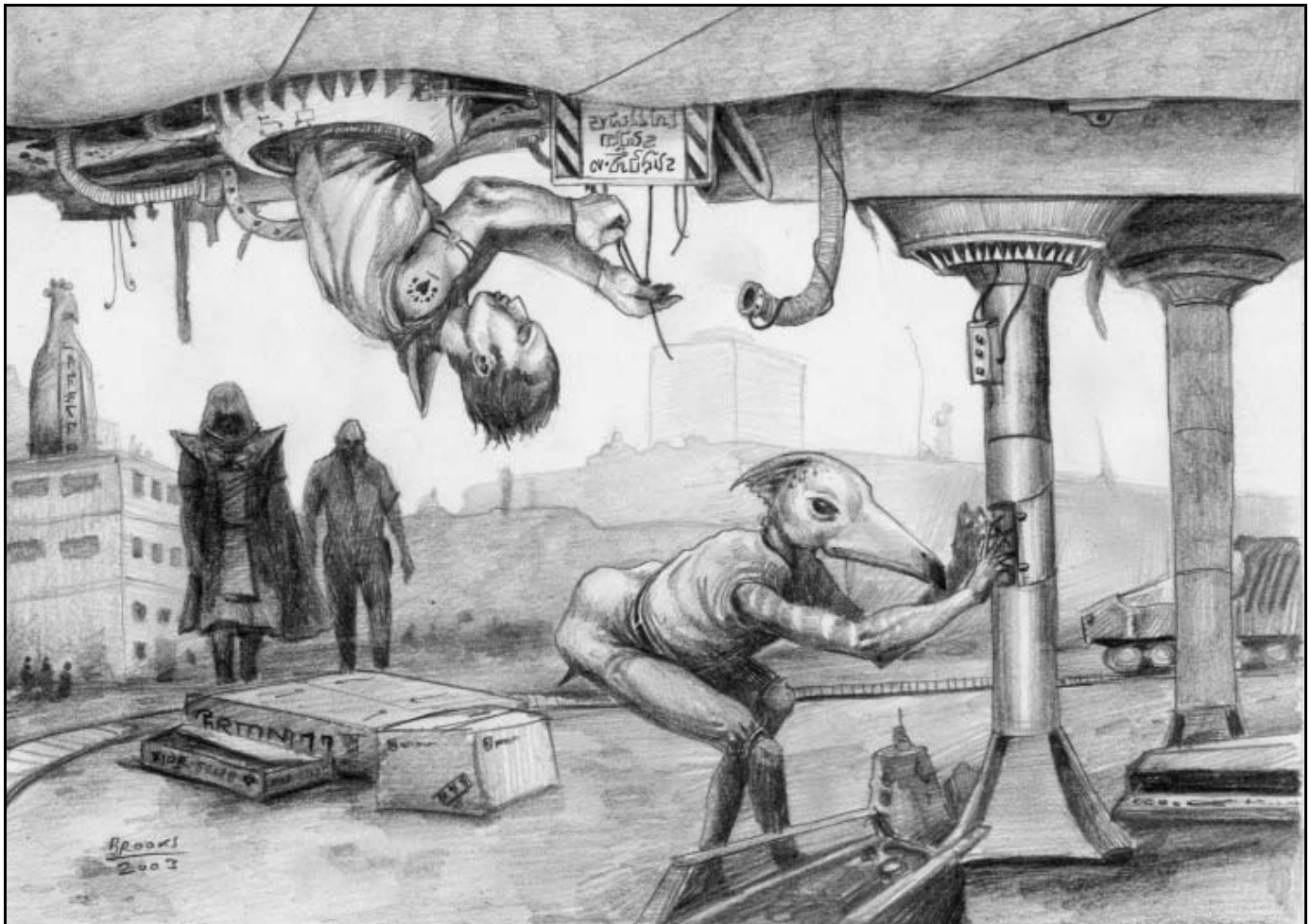
No Infiltration Measures

The pleasure industry still protests the RFW ban on the use of synthetic skin on AI. This ban does not extend to the use of holographic projectors to alter appearance and is used extensively by med AI. This is a direct result of the AI wars in the Second Millennium. An AI that is mobile must have only a metallic skin to allow for easy identification.

Cloning

Cloning is expensive but available. A copy of the mind of the person to be cloned is downloaded into storage. The body is then cloned, which takes 9-14 weeks. When it is mature the mind is downloaded into the new body. This procedure cannot legally be done on a natural born being but only with a cloned body. Cloning is used at times for rejection free organ harvesting. This is allowed under RFW law since the body is not considered a citizen until it has a mind.

Cloning costs nearly 4 million credits when performed in a licensed lab. A black market clone can run anywhere from 600,000 to 1.5 million credits.

Cybernetics

Cybernetics is not a popular technology in the realm of known space. Cloning technology is much more wide spread and preferred when it comes to replacing damaged body parts. However, cybernetics exist and are used, especially in poorer systems or those lacking cloning resources.

Cybernetic enhancements are also not commonly used, since the galactic culture is more directed to cloning technologies. It is not illegal to have cybernetic enhancements but on many worlds, licensing or permits are required. Some cultures will absolutely refuse cybernetics and the Gren are leaders in this. They cannot abide by some foreign object being imbedded in their body.

Direct Neuro-Simulators (DNS)

Direct Neuro-Simulation interrupts the signals between the brain and the senses. This can create very realistic simulations and is used for a number of purposes from training to entertainment. It is also possible to have virtual meetings in this manner, or to have multiple people play in the same game. Due to restraints of the interface it is not possible to alter the physical attributes of the participant. For instance, giving someone an extra arm causes sensory overload and makes the system crash. Changing purely appearance based attributes (blue hair instead of blond) works just fine.

Using this technology it is possible for a copy to be made of a biological's mind. This is done by mapping the chemical transmitters, neurons and general makeup of the brain, then storing it in crystal storage. The subject may not even be aware of the process during a shallow copy, but to get a deep copy sensor nodes must be attached to the skull. Deep reads include information deemed secret or core to a person's intellectual makeup (childhood experiences, traumatic events). A shallow copy only captures the most fundamental knowledge (name, age, occupation).

Deep reads are what are used for cloning. With a deep read it is possible to "reload" a person's mind into a new body. It is possible to add knowledge and even rewrite the person's memories, but it is prohibitively expensive. The average cost for a rewrite starts at 100 million credits for the simplest of implants and goes up from there. In addition, rewrites are illegal due to the high risk to the subject. Finally, the risk of permanent brain damage or psychosis is quite high. Approximately one in three subjects go insane. Due to the risks many of the worlds where cloning and DNS are available still forbid such operations.

Energy Sources

There are many power sources in use from fossil fuels to solar power to fusion to anti-matter reactors. The end use and cultural bias determine which source is preferred. Fusion comes in several forms and requires deuterium in order to sustain a reaction. It is the most common power source for small space applications and as a backup for matter anti-matter (MAM) reactors. MAM reactors are used for star ships, space stations, bases and some high energy use armor. Other forms of energy production are used for civilian purposes on planets. Solar power is sometimes used by space stations or other stationary bases that can make use of a nearby sun.

The Gren use a form of cold fusion due to their sensitivity to radiation. This cold fusion creates a very powerful chemical reaction, which is harnessed to burn slowly and provide a standard current. The Gren use this process throughout their equipment preferring it to fusion or even MAM reactors.

Faster Than Light Space Travel

Although all the races in known space have access to FTL travel, only three races developed FTL travel, the Haga, the Gren and the Andromedaens. The Haga's form of FTL is something of a mystery, although it is

believed to be based on hyperspace theory. The Gren use a tunnelling concept to move in and out of hyperspace, allowing for somewhat better manipulation of navigation while decreasing speed. This form of FTL is sometimes called hyper-tunnelling.

The Andromedaens use the most popular drive, called a referential drive. It shifts the reference of the ship from real space into hyperspace. Once in hyperspace it maintains a reference (sometimes referred to as a hyper-thread) back to real space. The speed of the ship is in direct relation to how effectively the engines can maintain the reference to real space allowing the ship to shift farther into hyperspace. Once in hyperspace the ship's mass becomes less and less relevant allowing it to exceed the speed of light with little use of energy.

These drives are used for differing tasks and purposes, but the referential drive has been in use for much longer and is valued for its higher speed.

Genetics

Genetic manipulation is commonly used throughout the Nebuleos for treating inherited defects. In addition, it is used to create genetic constructs. These constructs are not as popular as robots since their cost is prohibitive. In addition, the interstellar community is still sensitive to the AI Insurrection and reluctant to make a biological version of the AI. The Haga have no such reservations and use genetic technology with great proficiency. Their genetic constructs are the envy of many a military organization and one of their most prized creations. The general public, though, consider them the most likely thing to destroy the Haga.

The common person will be used to genetically manipulated foods, treatments for congenital defects and the use of genetic science in every day applications. They would be concerned if they had to deal with a construct due to a perceived instability in its emotional makeup.

Holographic Projectors

The leaders in the field of holographic technology are the J'Hat-Itar. They have some of the most believable projectors available. They also produce a personal version, which can be worn as a light net over the body. It is important to remember that these projectors only change appearance and not physical attributes. A Dremin could look like a human but not fit through a small opening. Despite this holo projectors can be quite handy when the need arises to appear as someone else or create a false wall to hide behind.

There are no holo-chambers where virtual reality is brought to life. This is not so much a technical restriction as a lack of demand. Virtual reality is much more readily created (and more cheaply) with direct neuro-simulators, or DNS (described earlier in this chapter).

Information Processing

Computers in Nebuleon are based on fiber optics and crystal optics. Crystal storage is the brain child of the scientists of the Third Millennium, even though fiber optics and crystal processors were used in the earliest InterStar FTL ships. With crystal storage, terabytes are able to be stored and managed on a few cubic centimeters of crystal. Combined with the crystal processors this makes for incredibly fast computers.

The Toaffi are rumored to have created super computers able to perform googles of processes per micro-second, but it has yet to be seen if this is true. Processing on this magnitude would make an AI even more powerful.

Nanotechnology

Nanotechnology is a relatively new field and one that has a great deal of prejudice against it. This stems from the general perception that nanobots embrace both pathogens and artificial intelligence in one package. The truth of the matter is this technology is limited in its use. Buildings are not grown with it nor are worlds turned into sludge. Nanobots are highly effective in the medical sciences as treatments for viral and bacterial infections and diseases. They are also useful as alternatives to surgery by allowing a "work crew" to be assigned to the damaged area. By necessity of size, the nanobots have a very limited power source and are destroyed by the end of the procedure or shortly thereafter.

A more nefarious application for nanobots is as a means of assassination. Since the nanobots manufactured for medical purposes are easily degraded, they make the perfect murder weapon. Unfortunately, it also means they do not survive in open air and must be administered either orally or by injection. This limits their usefulness.

The final use for nanobots is in industry as constructors of fine circuitry or equally fine machines. These industrial nanobots have the most potential since a great deal of research is being put into developing their life span and industrial capabilities.

An ancient civilization called the Solarians were masters of nanotechnology and artifacts from their age have yielded some of the most sophisticated examples of this technology. Although study with such samples continues, the Solarians were so far beyond current

technology that containment, much less study, is often impossible.

STEALTH TECHNOLOGY

Stealth technology is not very advanced. Mostly this falls into the realm of fooling sensors or sensor deflection. There is little in the way of light bending technology but some holo projectors can be configured to create a chameleon effect, allowing someone to blend with the background.

SUSPENDED ANIMATION

Called by many names (cold sleep, hibernation, etc.), suspended animation (SA) is an ancient technology. Perfected by many races as early as the Second Millennium, it has grown to the point where one unit can support a variety of races. SA sustains the life functions of a creature indefinitely, or at least until the power fails.

TERRA-FORMING

Terra-forming is when a world with an uninhabitable atmosphere is altered to Standard Atmosphere, which is defined as 1.2 atmospheres and containing 20-25% oxygen. This mix supports most life in known space. The tera-forming process usually takes oxygen trapped in some medium on a planet and releases it to create breathable atmosphere. It can take anywhere from ten to fifty years to complete the process and take up to 100 terra-forming processors. It is not a small undertaking but can be quite profitable for the entity that undertakes it.

The Improbable

This section deals with technology that has either been lost or is still in the experimental stage. Some alien artifacts are know to deal with these technologies but no current civilization has mastered them.

CLOAKING TECHNOLOGY

It was rumored that the Gren possessed such technology at one time, but it seems doubtful in current times. Although some holo projectors can create the illusion of invisibility, the equipment to produce a sensor dampening field of the magnitude to hide an entire ship is unrealized. Many scientists from all sectors are researching this technology but the final product is still too bulky to be practical for use in ships.

ENERGY TO MATTER

Although simple raw materials have been produced in laboratory conditions, no practical application has yet been developed. The problem lies in the shear magnitude of computing power required to organize even small amounts of molecules. Combine this with the enormous energy requirements and this technology becomes less than economical. It is far easier and cheaper to bring supplies than create them from energy.

INSTANTANEOUS INTERSTELLAR COMMUNICATION

The Thri-T'Kree had a communication method utilizing tachyons in a matrix formation. This technology is lost to the citizens of known space. It did exist, though, and that means it can exist again.

ORGANIC SELF HEALING EQUIPMENT

This supposedly was one of the Thri-T'Kree technological advances. It is not currently available in known space, but it is rumored that there are megacorps working on this technology. Should such a breakthrough be made, the effects on the interstellar economies would be drastic. It is doubtful that such equipment would be released to the general public and would most likely be retained for military applications.

PERSONAL FORCE SHIELDS

Personal force shields are too power intensive to allow for a simple belt. Some heavy powered assault armors have enough energy to create a limited force shield, but it is nothing compared to the power of a base force shield.

Legend has it that individual societies had such items in the past, but no particular race is ever sited.

The Impossible

This sections deals with those technologies which have been lost, never developed or are considered outright impossible. Some of the technologies are present in alien artifacts but their secrets have not been revealed as of yet.

REINCARNATION/RESURRECTION

Cloning can allow a continuation of a copy of a person, but that does not mean that person has all the memories up to their death. The subject will only remember events up to the time of the recording. However, if the dead person's head is properly preserved within six minutes of death, a copy of their memories can still be made.

TELEPORTATION

Teleportation, or beamed matter transportation, is not possible. It has never been recorded as being successfully performed in spite of a great deal of research applied to producing the effect.

Modern Weapons

Some weapons are unavailable except through illegal means such as the black market or theft. Most weapons are the domain of police and military forces. Acquiring weapons should be role played out or explained in the character history. Such weapons should not be treated as "off the shelf" items. Firearms do not receive the STR bonus to damage.

Blasters								
Name	Att	Dam	Clip	SEU/Att	Type	Range	Cost	
W.A.R. IND. B1211 **Series 10 BLASTER (C)** Blasters use controlled fusion reaction focused by magnetic fields into a beam.	4	2d10	100	5	Pistol	40 m	100	
W.A.R. IND. B1222 P. SIDEARM **Series 20 BLASTER**	3	4d10	200	10	Rifle	180 m	200	
W.A.R. IND. B1233 HEAVY SUPPRESSOR **Series 40 BLASTER (A)**	2	7d10	400	20	Light Machine Gun	1000 m	550	
W.A.R. IND. B1255 ANTI-SHIP GUN **Series 50 BLASTER (A)**	1	2d10 HULL	600	50	Artillery	20 k	1000	

WEAPONS AND EQUIPMENT

Blasters								
Name	Att	Dam	Clip	SEU/Att	Type	Range	Cost	
W.A.R. Ind. BE1277 ARTILLERY PIECE Series 100 BLASTER	1	4d10 HULL	-	375	Artillery	30000 k	1200	
OmegaStar LZ-240 LASER RIFLE (C) Laser weapons create a beam of focused light capable of burning matter.	4	3d8	200	20	Rifle	800 m	165	
OmegaStar LZ-40 LASER PISTOL(C)	5	2d12	200	10	Pistol	300 m	80	
K'TEIKENT SIRYN SONIC DISRUPTER This weapon can be set to deliver stunning force instead of killing force. This weapon uses sound wave and will not work in a vacuum.	6	5d4	200	8	Pistol	200 m	65	
W.A.R. Industries Phased Plasma Weapon (PPW)LVL1 Phased plasma weapons use a magnetic "compression" chamber to convert a supply of hydrogen to create a beam of plasma.	3	5d10	200	25	Pistol	200 m	185	

Blasters							
Name	Att	Dam	Clip	SEU/ Att	Type	Range	Cost
W.A.R. INDUSTRIES Phased Plasma Weapon (PPW) LVL2	1	8d10	200	40	Heavy Machine Gun	800 m	235
W.A.R. INDUSTRIES Phased Plasma (A) Weapon (PPW) RIFLE	2	5d10	200	24	Rifle	400 m	280
OMEGASTAR A9220 ANNIHILATOR LASER CARBINE (A)	2	6d12	200	60	Light Machine Gun	2000 m	6000
B'SECK COMBINE ION DISINTEGRATOR This weapon can be set to deliver concussion force (see Concussion Damage on page 121) instead of killing force. Ion disintegrators use charged particles disrupt a creatures nervous system or disrupt cellular cohesion.	2	2d10	200	20	Pistol	300 m	100

(A) - Weapon can be set to automatic rate of fire, granting a +3 to hit but consuming twice the SEU.
(C) - Weapon can be set to continuous fire, granting a +6 to hit but consuming three times the SEU.
SEU - Salable Energy Unit - The common measure of power in known space.

Projectiles							
Name	Att	Dam	Clip	Type	Range	Cost	
TRADALI RAD-X **RADIUM PISTOL** Radium pistols use radium sabot rounds.	4	5d10	8RND/CLIP	Pistol	500 m	8000	
TRADALI RAD-X **RADIUM RIFLE**	3	8d10	15RND/CLIP	Rifle	1200 m	11000	
MENCIUN CORPS **ARGON PISTOL** Argon Pistols use rounds that convert a small amount of argon gas into super heated gas.	3	6d10	10RND/CLIP	Pistol	600 m	12000	
OMEGASTAR TYP-2000 **PISTOL**	5	4d8	10RND/CLIP	Pistol	120 m	40	
OMEGASTAR TYP-3000 **RIFLE**	3	4d12	20RND/CLIP	Rifle	800 m	70	

Projectiles							
Name	Att	Dam	Clip	Type	Range	Cost	
OMEGASTAR TYP-4000 **AUTO RIFLE (A)**	4	6d10	200RND/CLIP	Sub Machine Gun	400 m	85	
MEDTECH LTD **NEEDLER PISTOL (A)** Needler weapons fire hyper thin plasteel darts at subsonic speeds.	4	3d8*	100RND/CLIP	Pistol	60 m	130	
MEDTECH LTD **NEEDLER RIFLE**	2	6d8*	200RND/CLIP	Rifle	300 m	210	
TESSRECK LABS M-19 **PULSE RIFLE (A)** Pulse rifles use chemical propulsion assisted with a gauss field to fire iron rounds.	4	4d10**	100RND/CLIP	Rifle	600 m	490	
TESSRECK LABS **34mm MAG. SLUG THROWER (A)** Slug throwers use magnetic fields to accelerate iron bullets.	1	15d10	4RND/CLIP	Heavy Machine Gun	6000 m	6000	

* Plus drug - The weapon is capable of delivering a dosage of chemicals.
** Or grenade - The weapon has an integrated grenade launcher.
(A) - Weapon can be set to automatic rate of fire, granting a +3 to hit but consuming twice the ammunition.

	Grenades					

Name	Damage	Rnds/clip	Burst	Att	Type	Cost
MENCIUN CORP. GL-880 **GRENADE RIFLE**	By Grenade	4/clip	VAR.	4	Rifle	500
AJAX AP-440 ANT TRAP **FRAG GRENADE** Chemical explosive wrapped in steel wire.	12d10	--	20 m	1	Grenade	400
AJAX PH1240 BLIND SIGHT **PHOSPHORUS GRENADE** Burns with a bright, hot white phosphorous.	Blind 1-6 RND 10d10	--	10 m	1	Grenade	100
MENCIUN T14 OCTOPUS **TANGLER GRENADE** Tangler grenades use elastic plasteel to entangle a target. Solvent can be used to free the target from the plasteel.	Save vs CON Entangled 1-6 Turn	--	5 m	1	Grenade	150
HERCULES TA9 GRAPPLER **TANGLER GRENADE**	Save vs STR Entangled 1-4 Turn	--	5 m	1	Grenade	200
MEDTECH D-112 LULLABY **DOZE GRENADE** Utilizes a chemical sleep agent.	Save vs CON Sleep 1-8 Turn	--	10 m	1	Grenade	80
W.A.R. SL-44 SLEEPER **SONIC DOZE GRENADE** Uses sound waves to induce unconsciousness.	Save vs INT Stun 1-6 Turn	--	15 m	1	Grenade	350
OMEGRA-STAR MAM-IV ANNIHILATOR **ANTIMATTER GRENADE** Uses anti electrons to cause a sub-atomic reaction.	11d20	--	320 m	1	Grenade	1200
OMEGRA-STAR NUC-1490 EXTERMINATOR **NUCLEAR GRENADE** Uses a nuclear reaction to cause an explosion.	8d20	--	110 m	1	Grenade	1000

Grenades receive a +4 to hit due to blast radius. Grenades, and other weapons with blast radii, do damage to all areas of a target. Targeting is only needed when applied to vehicles, buildings, or other similarly sized objects.

Missiles
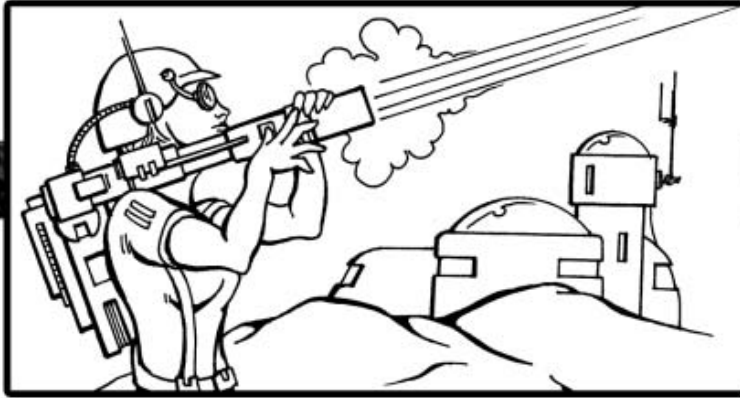
Name	Damage	Clip	Att	Type	Range	Cost
W.A.R. PH-1412 PHOENIX HAWK ANTI-ARMOR H.E.	2d10 Hull	Hand Held 4PK	4	Missile	7000 m	2 KC
W.A.R. MWSR-2112 MOUSER MULTI-WARHEAD ANTI-PERS.	7d20	Hand Held 3PK	1	Missile	750 m	25 KC
W.A.R. MWSR-2121 GROWLER / GRD. TO GRD MULTI-WARHEAD ANTI-PERS.	5d20	Hand Held 2PK	1	Missile	2000 m	22 KC
W.A.R. HEMR-1441 HUMMER / GRD. TO AIR ANTI-AIRCRAFT HE	3d10 Hull	Hand Held 4PK	2	Missile	1000 m	18 KC
OmegaStar AARM-II HAMMER / GRD. TO AIR ANTI-AIRCRAFT NUCLEAR	5d20 Hull	Platform 2PK	1	Missile Platform	1500 m	25 KC
OmegaStar BARSL-12 BAPTIST BALLISTIC MAM Uses anti electrons to cause a sub-atomic reaction.	8d20 Hull	Platform 1PK	1	Missile Platform	20000 km	1.5MC
OmegaStar AMSL-44 BARB HEAD SHOULDER LAUNCHED MAM	25d20	Hand Held 2PK	1	Missile	4000 m	3 KC
W.A.R. SOLR-5150 SOLAR SONIC LONG RANGE MISSILE	5d10 Concussion	Hand Held 6PK	1	Missile	2000 m	12 KC
W.A.R. SOLR-5140 SCREAMER SONIC SHORT RANGE MISSILE	6d10 Concussion	Hand Held 8PK	2	Missile	1000 m	1 KC
OmegaStar AMA LR-J7 MAULER LR SHIP TO SHIP MAM	12d20 Hull	Assembly 1-5	1	Missile Platform	150 Mm	2MC
Tradali PHT-MARK V TORP PLASMA TORPEDO	8d20 Hull	Platform 1-10	2	Missile Platform	100 Mm	1.8MC
Tradali MPHTMARK VII SHIP TO GRD. MINI PLASMA TORPEDO	4d20 Hull	Platform 2-20	4	Missile Platform	20 Mm	1MC
Tradali HEML-4 HELLR / GRD. TO GRD. H.E. ARMOR-PIERCING	6d10 Hull	Hand Held 8PK	2	Missile	500 m	500KC

1 Hull Point = 100 Fortitude Point

MAM = Matter-Anti-Matter

All hand held missiles have a burst radius of 30 m except for platform missiles which have a radius of 1 km. This means that some missiles are meant to be fired from a protected location due to their range and blast radius.

All missiles receive a +4 to hit due to blast radius.

Anti-Armor and Armor Piercing will do x2 to hardened targets. This includes tanks, bunkers, ships and powered armor. They will only do 1/2 damage to personnel.
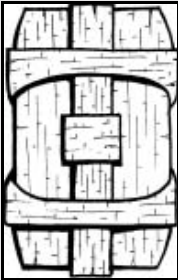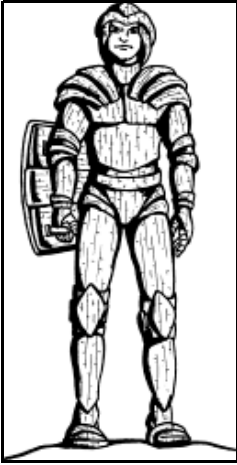
Ships Weapons
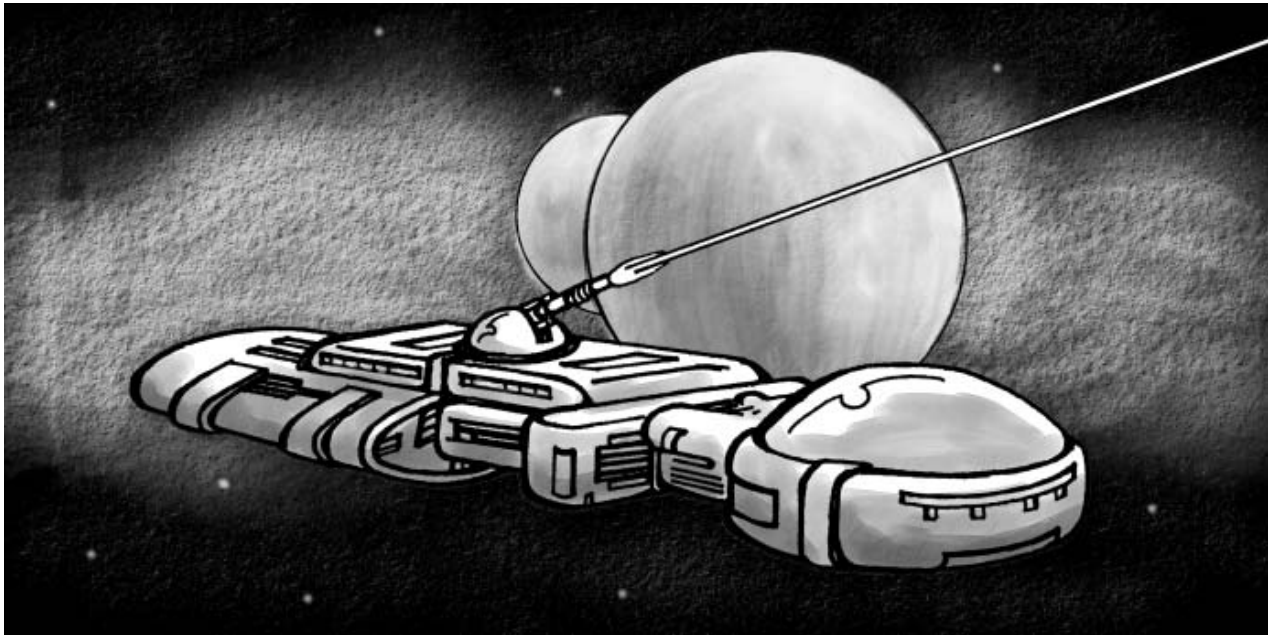
Name	Damage	SEU/Att	Att	Type	Range	Cost
W.A.R. PEC-419 PECKER Series 200 BLASTER	3d20 Hull	775	1	Artillery	40 Mm	100 KC
W.A.R. MPC-790 SLEDGE HAMMER 4M PROJECTILE CANNON	5d20 Hull	1	1/2	Artillery	10 Mm	150 KC
ANDROMEDAEN CONG. MP.AAG-IX PUG 88mm ANTI AIRCRAFT GUN	2d10 Hull	1	2	Artillery	40000 km	80 KC
MENCIUN CORP. LC4000 SQUIRT LIQUID THROWER CANNON Uses high pressure liquid.	1d20 Hull	70/Container	2	Artillery	1000 km	120 KC
OmegaStar LAPPW-1298 LAPPER LAZON ARMOR PIERC. PART. Uses focused sub-atomic particles..	4d20 Hull	500	1	Artillery	50 Mm	90 KC
W.A.R. IND. NGP-A4 NEGOTIATOR PROTON CANNON Uses focused protons focused via a negatively charged toroid.	8d20 Hull	700	1	Artillery	20 Mm	10 MC
SOLARIAN FC-12 SOLAR FLARE FUSION CANNON Uses a controlled fusion reaction focused via a gravitational containment field.	15d20 Hull	800	1	Artillery	5 Mm	200 MC
PHASED PLASMA CANNON	10d20 Hull	X	2	Artillery	10 Mm	500 MC
1 Hull Point = 100 Fortitude Point						
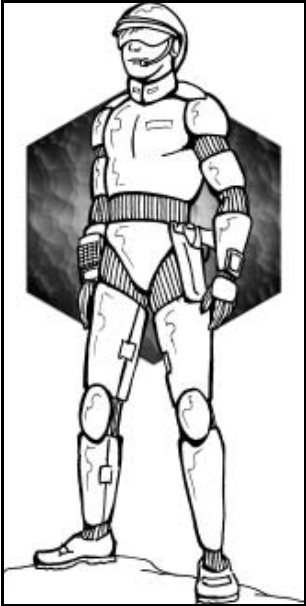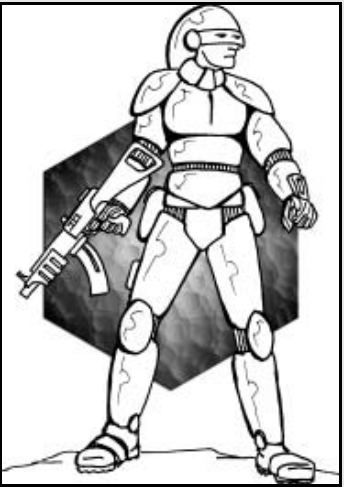
Modern Armor

Standard Armors				
Name	Armor Factor	Armor Mod.	Type	Cost
Animal Skins	25	0	Leather	100
Normal Clothing	10	0	None	150
Vegi-Plac Shield	40	0	Shield	20
Tychromium Shield	100	0	Shield	40
Plasteel Shield	65	0	Shield	30
Vegi-Plac Armor	40	-2	Leather	200
Padded Foam Armor	50	-5	Leather	100
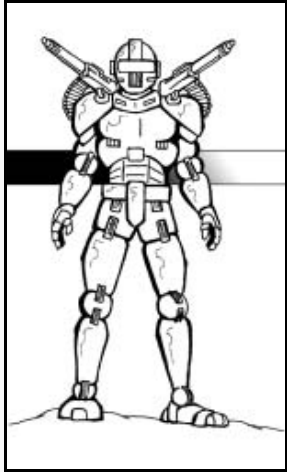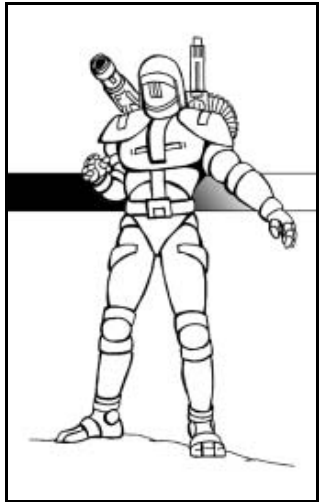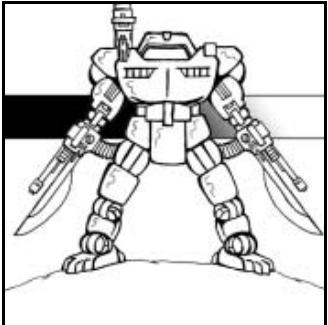
Standard Armors				
Name	Armor Factor	Armor Mod.	Type	Cost
Civilian Mesh Jumper	20	0	None	150
Military Mesh Fatigues	30	0	Linked	400
Scale Armor	40	-4	Linked	400
Banded Armor	50	-6	Linked	500
Steel Plate Armor	65	-8	Plate	600
Plastic Armors				
Plastic Plate Armor	50	-2	Plate	500
Plasteel Plate Armor	65	-4	Plate	600
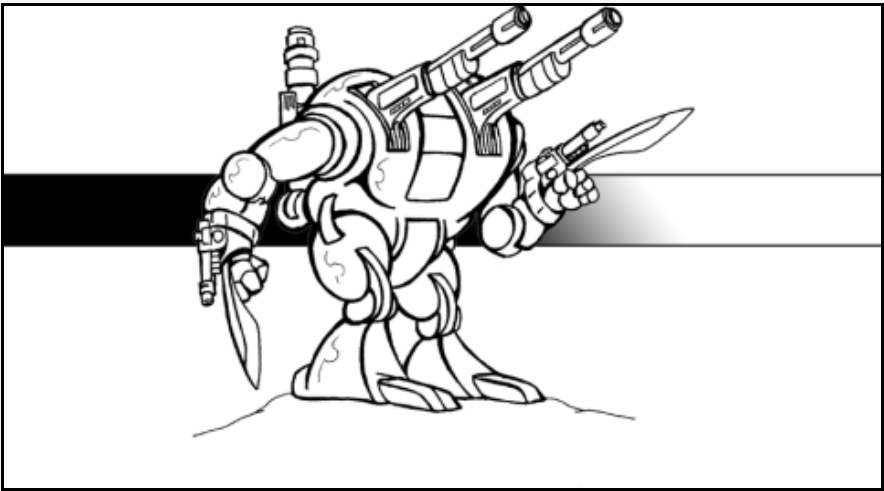
Standard Armors				
Name	Armor Factor	Armor Mod.	Type	Cost
Tank Pilot Armor CLS A (Comp Jack, Comm Set, Electronocs, MFD, Ballistics Computer (+4 To Hit and To Damage)) Sentec- 41A Although designated a Tank Pilot armor it is in fact used by pilots of all types.	75	-3	Linked	2000
Medic Light Armor CLS A (Comm Set, Electronocs, MFD, Mini- Med Computer, MedKit (+20 to field surgery and first aid), and an molecular analyzer) MIRCA-844 The MIRCA-844T is a tech armor that has a tech kit instead of a med kit.	40	0	Linked	5000
Medic Medium Armor CLS B (Comm Set, Electronocs, MFD, Mini- Med Computer, MedKit (+10 to field surgery and first aid), Combat Knife) OS-2088 The OS-2089 is a tech armor that has a tech kit instead of a med kit.	60	-3	Linked	4000
Pilot Armor CLS A (Comp Jack, Comm Set, Para-glider, MFD) HW-910	40	-2	Linked	4500
Scout Armor CLS A (L.R. Tight Beam Comm Set, MFD, Light Intensifier and Infra-red Scopes, Electronocs, 100 m cord and hoist, Senacron) Menciun-2108	50	-1	Linked	6000

Standard Armors				
Name	Armor Factor	Armor Mod.	Type	Cost
Scout Armor CLS B (Tight Beam Comm Set, MFD, Light Intensifier Scope, Electronocs, Senacron, Long Range Jump Jets) W.A.R.-111 PURSUIT	75	-2	Linked	8000
Combat Armor CLS A (L.I. and I.R. Scopes, MFD, Senacron, Targeting Computer(+ 2 To Hit and To Damage), Comm Set, One 20 grenade/ missile launcher pod) W.A.R.-211	100 body 125 helmet	-4	Plate	10k
Combat Armor CLS B (L.I. and I.R. Scopes, MFD, Senacron, Targeting Computer(+ 1 To Hit and To Damage), Comm Set) W.A.R.-610	125 body 150 helmet	-5	Plate	7500
Hardened Vac Suit Self propulsion thrusters, electronocs, 100 hours of life support, 2 days of food and water W.A.R. - 1020	60	-2	Vac Suit	12000
Vac Suit 4 days of food and water, 200 hours of life support, electronocs, Comm unit OmegaStar Protector-21	10	-4	Vac Suit	8000
Environment Suit 150 hours life support, 1 day of water Menciun Enden Corr - EPS-2201	10	0	Vac Suit	1100

Powered Assault Armor					
Description	Man.	Armor Factor	Defense Modifier	Type	Cost
Skret Powered Assault Armor FPA - 2	Artemis	200	- 6	Powered	800,000

(L.I. and I.R. Scopes, MFD, Senacron, Targeting Computer (+4 To Hit and To Damage),
2 - A. C. 34mm MAG. SLUG THROWER 20 rnd clip,
On-board Combat Computer[1]

Enden Cor Mekka HAP-13	Ajax	250	-5	Powered	950,000

Targeting Computer (+4 To Hit and To Damage),
1 - A. C. 34mm MAG. SLUG THROWER 20 rnd clip,
1- MENCIUN CORP. GL-880 GRENADE RIFLE 10 round capacity,
On-board Combat Computer[1]

Heavy Powered Assault Armors					
Raven Heavy Assault Armor SP-4	W.A.R.	400	-8	Powered	8,500,000

Available SEU: 1400 SEU battery
weight: 800 kg
Height/Width: 3.0 m/2.2 m
Targeting Computer (+8 To Hit and To Damage),
2 - W.A.R Ind. B1233 HEAVY SUPPRESSOR Series 40 BLASTER,
1- MENCIUN CORP. GL-880 GRENADE RIFLE 10 rd. capacity,
1 - W.A.R. MWSR-2121 GROWLER / GRD. TO GRD MULTI-WARHEAD ANTI-PERS. 4 rd. pod, 2 - Combat Knives (arms), On-board Combat Computer[1], 300 HP Shield Generator (200 SEU to regenerate), +6 to STR

Vindicator Heavy Assault Armor GP-28	W.A.R.	500	-9	Powered	10,000,000

Powered Assault Armor					
Description	Man.	Armor Factor	Defense Modifier	Type	Cost
Available SEU: 2000 SEU battery weight: 1.2 MT Height/Width: 3.4 m/2.5 m Targeting Computer (+6 To Hit and To Damage), 2 - W.A.R. Ind. B1255 ANTI-SHIP GUN Series 50 BLASTER, 1 - W.A.R. PH-1412 PHOENIX HAWK ANTI-ARMOR HIGH EXPLOSIVE 8 rd. pod, 2 - Combat Knives (arms), On-board Combat Computer[1],300 HP Shield Generator (400 SEU to regenerate), +8 STR					

Modern armor covers a number of different types of armor from simple animal skins to advanced powered armors. Although some armors have built in functions, this does not make that armor powered. Powered armors have servos to assist the user in moving the heavy impact armor. Powered armors also have their own power plants, as opposed to plate armors which either have no power or merely battery power.

The amount of areas that shields cover are as follows: Bracers will cover two areas as long as the character's arms are free; a buckler will cover one area if one arm is free; small shields will cover three connecting areas; and a large shield covers five connecting areas.

The armor modifier represents the effect of large, bulky armor on defense stat. Plate mail offers incredible protection but slows a person down, making them easier to hit. A character's strength score, as well as specializing in the specific armor, can be used to offset these minuses to defense stat due to heavy armors.

Note: Armors may be mixed and matched according to the character's tastes. However, if a character has no skill in an armor, then the armor modifier is doubled with a minimum of -2. If a character layers armors, then armor modifiers for each armor are doubled and added with a minimum of -2 for each armor. When armors are mixed, then the modifier of the armor worn in more than 5 areas is applied. If both armors cover five areas then the greater of the two is taken. Mixing armor cannot be done with powered armors since they are assembled as a system.

Archaic Weapons

Weapons of past ages are not always the easiest to acquire. In many cases, a non-weapon must be substituted to make due. A combat knife might be used as a dagger, or a wood axe could become a battle axe. Much of this depends on the locale and availability of a craftsman. Different societies have different types of archaic weapons, but most will fall into the following categories. Crossbows do not receive the STR bonus to damage.

Blades (Edged Weapons)						
Weapon	Damage	Attacks	Range	Weight	Type	Cost
Axe	3d6	2	1 m	2 kg	Axe	50
Bardiche, Halberd	6d12	2	2.5 m	7 kg	Axe	100
Battle Axe	3d12	2	1 m	5 kg	Axe	70
Broad Sword	3d10	2	1 m	3 kg	Sword	150
Dagger/Combat Knife	1d8	4	.5 m	.5 kg	Knife	30
Hatchet	1d10	3	.5 m	1 kg	Axe	45
Knife	1d6	4	.5 m	.5 kg	Knife	20
Long Sword	3d8	2	1 m	2 kg	Sword	140
Machete	1d8	3	1 m	1 kg	Sword	25
Short Sword	2d10	3	1 m	1.5 kg	Sword	30
Scimitar	3d8	2	1 m	2 kg	Sword	110
Two-Handed Sword	5d10	2	2 m	4 kg	Sword	200

Hammer & Clubs (Blunt Weapons)						
Weapon	Damage	Attacks	Range	Weight	Type	Cost
Club	1d10	3	1 m	2 kg	Bludgeon	5
Flail	1d20	3	1.5 m	2 kg	Bludgeon	45
Hammer	1d6	2	1 m	4 kg	Bludgeon	30
Lucern Hammer	1d8	2	2 m	6.5 kg	Bludgeon	80
Mace	3d12	2	1.5 m	4.5 kg	Bludgeon	60
Morning Star	3d12	2	1.5 m	3.5 kg	Bludgeon	100
Staff	1d10	3	2 m	2 kg	Staff	10
Shod Staff	3d10	2	2 m	2.5 kg	Staff	20
Whip	1d6	2	3-4 m	1 kg	Whip	35

Bows & Spears (Piercing Weapons)						
Weapon	Damage	Attacks	Range	Weight	Type	Cost
Awl Pike	1d6	1	4 m	7 kg	Staff	40
Darts	1d6	4	3 m/pt STR	200 g	Dart	3
Hand Crossbow	See Ammo	2	100 m	1 kg	Bow	80
Heavy Crossbow	See Ammo	1/2	250 m	4 kg	Bow	350
Light Crossbow	See Ammo	1	160 m	1.5 kg	Bow	190
Long Bow	See Ammo	2	240 m	1 kg	Bow	140
Short Bow	See Ammo	3	150 m	.5 kg	Bow	70
Sling	See Ammo	2	160 m	200 g	Sling	25
Spear	2d10	1 or 2	5 m/pt STR	1 kg	Staff	10

Ammunition for bows determines the amount of damage and each has different attributes. Some of these are additional

damage vs flesh or armor.

For a detailed description of Weapon Proficiencies please refer to (WEAPON PROFICIENCIES on page 55).

Ammunition				
Ammunition	Dmg	Notes	Weight	Cost
Short Bow			.5 kg/20	
Field Tip	2d10	x2 against armor, 1/2 against flesh		10
Broad Head	3d8	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	3d8	same as above, 1d8 removal dmg.		60
Leaf Head	2d10	Standard Arrow.		100
Long Bow			.5 kg/20	
Field Tip	3d10	x2 against armor, 1/2 against flesh		10
Broad Head	4d8	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	4d8	same as above, 1d8 removal dmg.		60
Leaf Head	3d10	Standard Arrow.		100
Hand Crossbow			.5 kg/20	
Field Tip	3d8	x2 against armor, 1/2 against flesh		10
Broad Head	4d10	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	4d10	same as above, 1d8 removal dmg.		60
Leaf Head	3d8	Standard Arrow.		100
Light Crossbow			.5 kg/20	
Field Tip	5d8	x2 against armor, 1/2 against flesh		10
Broad Head	5d10	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	5d10	same as above, 1d8 removal dmg.		60
Leaf Head	5d8	Standard Arrow.		100
Heavy Crossbow			.5 kg/20	
Field Tip	5d10	x2 against armor, 1/2 against flesh		10
Broad Head	5d12	x2 against flesh, 1/2 against armor		30
Barbed Broad Head	5d12	same as above, 1d8 removal dmg.		60
Leaf Head	5d10	Standard Arrow.		100
Sling Bullets				
Stone Bullets	1d6	Standard Stones	.1 kg/20	3
Iron Bullets	1d8	Iron Pellets	.3 kg/20	8
Hollow Clay Bullets	1d2	Hollow clay bullets for delivering poison or other liquids.	.5 kg/20	10
Projectile Ammo				
Pistol	As Weapon	Standard	.5 kg/100	80
Sabot		x2 against armor, 1/2 against flesh		250
Explosive		x2 against flesh, 1/2 against armor		300
Rifle	As Weapon		.5 kg/50	120
Sabot		x2 against armor, 1/2 against flesh		350
Explosive		x2 against flesh, 1/2 against armor		500
Radium Rounds	As Weapon	Radium Sabot	.8 kg/30	800
Argon Pistol Rounds	As Weapon	Argon Plasma Converting rounds	1 kg/30	1200

Money in Known Space

There are many different types of money throughout known space. The three most common, in order of decreasing value, are the ACG solar, the ITO credit and the RFW scrip. The solar is broken down in factors of 8 demi-solar and the demi-solar into 8 stars. Credits are broken down into units of 10 called deci-creds, and each deci-cred is made up of 10 centi-creds. Scrip is broken down in decimals so that one would refer to .37 scrip, for example.

Money comes in several forms in known space. The first is cash. Many worlds have discussed getting rid of cash, based on arguments ranging from sanitary issues to reduction of crime, but the truth is it will never happen. The need for untraceable transactions is too high. Even legal transactions are often private matters and therefore cash exists. The most common form of cash is small plasteel disks. The issuer and denomination are stamped right on the surface. Another form of cash is nearly indestructible plastic filament. It has a holograph imprinted on it along with the denomination.

The second form of money is contained in a Personal Data Stick (PDS). A PDS contains all necessary information for an individual, including electronic cash. All vendors have readers, and individuals may swap amounts of money by touching their end of the PDS with the vendor's.

Finally, money is kept on account, and transfers are verified by DNA. All that is required is a thumb imprint and a small sample of skin taken during the imprint. The amount is then verified as available and transferred to the waiting party. This function can be done using a senacron with a Security SCIM.

Although the individual exchange rates change slightly from location to location and over time, some suggested conversion rates are as follows.

Base Currency	Converted amount
1 Solar	2 Credits
1 Solar	10 Scrip
1 Credit	5 Scrip
1 Scrip	7 Stars or 2 deci-creds

Players are encouraged to develop their own backgrounds, especially where money is concerned. This helps to flesh the character out and outline starting resources. However, it is not always easy to do, so a table has been provided to generate starting wealth.

d100	Starting Wealth
1-50	5d20 Credits
51-70	2d100 Credits
71-85	5d100 Credits
86-95	d100 x 10 Credits
96-100	d100 x 100 Credits

Players may decide that the amount of money is wrong for their character and take less. If more would be appropriate, it should be discussed as part of the story with the GM.

Wealth

Wealth in the Nebuleos is a relative concept but the following items are generally accepted in the interstellar economy as being valuable. These are treasures that might be found in the normal course of a campaign. Treasure takes many forms but there are many things that are worth cash due to the inability of science to duplicate the effect. Some are difficult to find technology.

Quick Heal Drugs
Many variations exist for these kinds of drugs. They will heal as little as 1d10 or much as 5d10 FP. Side effects include fatigue requiring the subject to rest for 1 minute for every 10 FP healed. Some people can become addicted to these drugs, although that is rare.

Fire Crystals
The fire crystals of Jasper in the Attertria system glow with a bioluminescence that scientist have yet to be able to duplicate. Normally a deep red light emanates from these stones, but they change color if a sentient being touches them. They work differently for different races and turn black in the hands of an AI. The stone's value differs based on size and perfection of the stone. Stones are generally large and start at 1 carat. The price is roughly 4000 credits for a 1 carat stone up to 200,000 credits for a 20 carat flawless stone. Exact price can be determined by the Appraisal skill.

Edika Water
This liquid is not actually water but does appear like a light blue transparent liquid. Edika was a Toaffi botanist who discovered a plant that had curative properties for the condition that all races fear, old age. One dose, approximately 20 deciliters, will render the body 10 years younger and extend life by up to 5 years. This is accomplished by the harvesting of the secretions of the

Edika plant. A native of the Spice system planet Kovia, it has resisted any attempt to transplant it to any other world. In fact, it does not flourish well even on Kovia, leading some biologists to believe it is not native there either. Whatever the source, the Edika plant exudes its complex bio-chemical at an excruciatingly slow rate of 40 deciliters per year. All attempts to duplicate the formula in a lab have failed. One dose can go for as much as 80,000 credits.

TEMPER TEA
Valued as an entertainment drug, this tea has an amphetamine effect on most races in the Nebuleos. It is not addictive but will impact energy and alertness for up to 24 hours. It is often used at the more wild parties the mog might throw. It costs 130 credits per gram and it takes up to 50 grams (6500 credits) for one dose. It has a slightly bitter taste that is generally covered with sugar. It is native to the Tea and Spice systems.

DNS CONTROL NET
A DNS control net (see Direct Neuro-Simulators (DNS) on page 66) is a meeting place or shared network space for people using the DNS console. These are not so much illegal as they are heavily regulated. If a person were able to get their hands on such a piece of technology then they could sell it on the black market for at least 50,000 per console it could support. Control Nets are rated by the number of consoles (and thus the number of people) it can host. These are used by the wealthy for all manner of indulgence and by back alley Net Houses as virtual panderers. There is risk but an average Control Net can host 10 consoles at one time.

RAW MATERIALS
Minerals and metals still have considerable worth in known space. It is true that some materials can be synthesized, but it does not mean that it can be synthesized inexpensively. Gold, platinum, rubies, diamonds and the like still fetch a price at the jewelers. Gems tend to be easier to replicate than metals and therefore are worth less. Of course, all prices are based on purity and lack of flaws. Prices also vary from system to system depending on demand and local supply.

Material	Worth
Biderium	4 credits per gram
Diamond	600 per carat
Gold	1 credit per gram
Platinum	3 credits per gram

Material	Worth
Ruby	400 credits per carat
Sapphire	800 credits per carat
Silver	.25 credits per gram
Thados	8 credits per gram

Thados is a base element needed for the production of Tychromium, a ceramic composite used in the construction of all manner of durable good. It is used in place of steel and is lighter and stronger than titanium. Biderium is a crystal additive for the growth of Crystal Information Modules (see Information Processing on page 67). Biderium is not required for the C.I.S. technology to work but it has been found to enhance storage and performance of crystals grown using a biderium seed.

Examples of Lost Technology
These examples are of advanced and alien origin. They should be considered extraordinary finds. Lesser versions of these items may be found at times. Any attempts to reverse engineer these items may lead to horrible accidents (i.e. booby traps) or destruction of the items (i.e. ignorant of how it works). There are many sources for the "Lost" technology. The Solarian civilization, named for the stylized sun which adorns all their artifacts, died out over 4000 years ago due to a cataclysmic event that is still unknown. A second source for alien artifacts are the Thri-T'kree that invaded known space about 3000 years ago. They died out due to environmental sensitivity. Another source for "Lost" technology is the civilizations in known space. There have been two major dark ages were many of the technological advances of past eras have been lost to the Interregnum.

CLOAKING WEB
This is meant to be worn over armor or clothing. It creates a sensor scrambling field which causes anyone attempting to detect them with sensors to roll a Sensor Operations check at a -40. In addition, it gives a +4 to defense when activated. It may be activated for 1 hour of operation before it needs to be recharged. A skill check against Armor Technology at -20 must be made to connect it to standard power recharger.

MATTER TRANSPORTER
This is a point to point matter transporter contained in two 20 kg disks. It transports matter from one disk to another. It must be connected to an external power source. It draws 2000 SEU per transport and there is a

5% chance of failure, resulting in death or the non-materialization of the item. This chance must be rolled every time the device is used. As the device is used it slowly goes out of adjustment, requiring a successful Electronics Technology check at -30 to readjust it. For every 10 uses the chance for a malfunction goes up 1%. For example, 10 uses would be a 6% chance for malfunction, 20 would be 7%. The readjustment process requires 1 day.

Self Guiding Skill Implant
This is a device approximately 25 cm in length, 1 cm thick, with a silver sheen. When placed at the base of the neck it bores its way into the brain. During the process it secretes anesthetic and a quick healing medication. There is some pain but at the end the user obtains 3-7 new skill levels. The GM may grant either additional skill levels to existing skills or a pre-existing array of skills such as an alien language.

Personal Force Shield
Personal force shields come in a number of different forms, from light webbing that is able to be worn over or under clothing and armor to belts or wrist bands. The Thri-T'Kree technology usually used the webbing. These shields protect the wearer for 100-600 points of damage, then need to be repaired by either an Armor Technology skill made by 30 or an Electronics Technology made by 20. Once repaired and charged with 200 SEU, the force shield will operate again.

Regeneration Drugs
These drugs need to be kept in a pure oxygen atmosphere at 0 degrees celsius until they are ready to be used. Once administered to a patient who has lost a limb, the limb will begin to regrow. It takes 3-12 days to regrow but after it has the patient will be able to get up and go about their business with just one day's rest. During the regrowth process the patient will be unable to move or do any work.

Solar Nano-enhancers
This technology is the product of an ancient civilization known only as the Solar, named for the solar disk emblem that adorns all their artifacts. The nano-enhancers add 1 - 4 points to one physical or mental stat at any one time. They can work together to raise different statistics, but never the same statistic. So, if someone uses a set of nano-enhancers to raise STR by 4, then uses another designed to raise STR by 1, the end result is a STR increase of 4. Solar nano-enhancers are rated 1 to 4 and can be sold for 300,000 per rating. For example, a rating 2 nano-enhancer sells for 600,000 credits.

General Equipment
This section deals with basic equipment. All costs are in ITO Credits. This is meant as a guide to allow the estimation of the cost of items not listed in the following table.

General Equipment		
Item	Weight	Cost
1 average meal	--	12
1 poor meal	--	6
1 rich meal	--	30
1 week rich food	--	100
1 week staples	--	50
Ale	4 lt	3
Backpack, plastic frame	2 kg	30 (1)
Backpack, steel frame	4 kg	20 (1)
Batteries (100 SEU)	200 g	50
Battle Drug - JPL-4	10cc	250 (10)
Battle Drug - Menciun H-4	5cc	400 (10)
Battle Drug - OS-44	20 cc	500 (10)
Beer	4 lt	6
Belt	200 g	15
Bicycle	5 kg	60
Boat, small	1000 kg	800
Boots	400 g	60
Boots, leather moccasin	300 g	40
Brandy	1 lt	30
Brimmed hat	150 g	25
Camera	1 kg	200
Candy	20 pces	1
Cap	100 g	10
Captain hat	200 g	35
Cart	500 kg	400
Clock	400 g	130
Coat, dress	900 g	220
Coat, fur lined	1 kg	300
Communications Unit	400 g	450 (6)
Dress, gown	1 kg	250
Dress, work	900 g	70
Electronocs	600 g	550 (7)
Explosive, Durex DT-3301	100 g	2000 (14)

General Equipment		
Item	Weight	Cost
Explosive, Forite	500 g	3000 (14)
Explosive, Hruronat	300 g	4000 (14)
Flashlight	500 g	45 (4)
Grapple	500 g	40 (3)
Ground Vehicle	1000 kg	8 k
Hook	200 g	20 (3)
Kit, Locksmith's	3 kg	450 (5)
Kit, Mechanic's	3 kg	600 (5)
Kit, Medical	3 kg	2000 (5)
Kit, Technician's	3 kg	900 (5)
Lantern oil	1 lt	30
Lantern, bull's-eye	1 kg	60 (4)
Lantern, normal	800 g	40 (4)
Large flask	500 g	100
Large pouch	400 g	25 (1)
Lighter	200 g	25
Multi-Function Display	600 g	1200 (11)
Pack, Battery	1 kg	200 (1)
Poison	1 dose	200 (13)
Pouch, small	100 g	10 (1)
Recreational Drug - Fridah	1 lt	50 (12)
Recreational Drug - Taoman	8 doses	120 (12)
Recreational Drug - Uda	5 doses	150 (12)
Rope, cord 10 m	500 g	100 (2)
Rope, Plasteel 10 m	800 g	300 (2)
Rucksack	500 g	120 (1)
S.C.I.M. stick	100 g	1000 (8)
Salable Energy Unit	2 SEU	1
Sandals	300 g	25
Senacron	600 g	1800 (8)
Sensor Scram	350 g	13 K (8)
Shirt	400 g	40
Shoes, leather	600 g	30
Shoes, leather moccasin	400 g	20
Skin, small	500 g	80
Small Flask	400 g	60
Tangler Grenade Solvent	1 lt	200
Targeting Computer	100 g	1000 (9)
Tent, one person	1.5 kg	400
Tent, two-six people	3 kg	600
Torch	500 g	15 (4)

General Equipment		
Item	Weight	Cost
Trousers	500 g	50
Vector Thrust Vehicle (4 passenger)	1500 kg	20 k
Vest	100 g	20
Wallet	500 g	50 (1)
Watered wine	4 lt	60
Whiskey	1 lt	70
Wine	4 lt	120

(1) The amount that each item is able to hold.

Type	Factor of Weight
Steel frame backpack	0.5
Plastic frame backpack	0.25
Rucksack	1
Wallet	1
Small pouch	1
Medium pouch	1
Large pouch	1
Battery Pack	--

These weight adjustments for the preceding packs apply to those items carried within. If you place a one person tent in a steel frame backpack, instead of weighing 1.5 kg the tent would only weigh (1.5 *0.5) = 0.75 kg. The backpack can still only hold what would be reasonable, so you may not place a vector thrust vehicle in such a pack.

Battery packs store 1000 SEU and vary in size. For every 300 credits spent the SEU stored increases by 500 with a maximum of 3000. This pack can be worn on the back but is often worn across the small of the back.

(2) The amount of dead weight that each type of rope will hold.

Plasteel Rope	10 m	1000 kg
Cord Rope	10 m	250 kg

(3) The chance that one will be able to grapple.

Hook	50% + 5% for each point of dex above 16
Grapple	75% + 7% for each point of dex above 16

However, these percentages are subject to the referee's adjustments for conditions, environment, etc.

(4) The following are the radii which each device will

illuminate.

Light Source	Radius Illuminated
Normal lantern	8 m
Bull's-eye lantern	12 m
Torch	3 m
Flashlight	20 m beam

(5) Kits vary in complexity and capabilities depending on the need and situation. The simplest is a type A kit which is a small bundle that can be attached to a belt. Type E kits tend to be mobile facilities, sometimes self propelled. The cost and weight of a kit doubles each time

Kit	Bonuses	Weight	Cost
Type A	+ 0	x1	x1
Type B	+ 10	x2	x2
Type C	+ 20	x4	x4
Type D	+ 30	x8	x8
Type E	+ 40	x16	x16

the type increases.

(6) <u>Comm Units</u> are very common items in known space. They automatically connect to local communications networks allowing global communication on the space faring worlds. Individual units may vary but the broad statistics for the devices are here.

Function	Detail
Range	50000 km
Battery life	1000 hour
Bands	358 standard channels
Encryption	2000 rotating cipher keys
Interface	voice, holoprojector, Universal interdevice connector

Comm Units can be linked with a number of different devices through their UIDC assuming the device is a standard interstellar device. Local technology may be inferior or superior to the unit but will most likely have its own communication protocols. This means that an Electronics Technology skill roll must be made to connect the device. If failed, it may be tried again but will require time. How much time is up to the Game Master.

(7) <u>Electronocs</u> are an electronic version of optical binoculars. They use a microcomputer to enhance viewed images, allowing a number of filters to be applied such as infrared, low light and various forms of radiation. Electronocs also perform mundane tasks of range finding, global positioning of targets and painting targets.

(8) <u>Senacrons</u> are a multipurpose tool. They primarily act
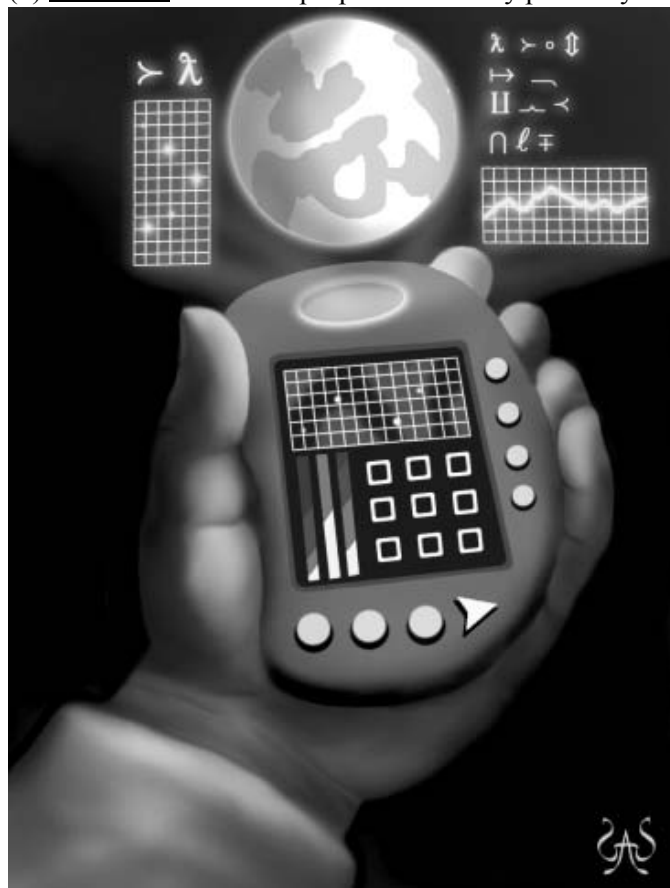
as a small hand sensor, a hand computer and an audio-visual display. The senacron has a series of holoprojectors and sensors that allow the senacron to read hand movements, resulting in a holo-touch screen. This allows entry of information and the ability to navigate via a holo-interface. The senacron will interface with a MFD for more detailed holographic displays.

The senacron may also perform a number of different functions via a modular upgrade called Skill Crystal Information Management (SCIM) sticks. A senacron may hold up to three SCIM sticks at one time. SCIM sticks come in a number of different functions and allow sensory information to be analyzed. The SCIM sticks come in the following disciplines.

Physics	Chemical	Weapons Tech
Armor Tech	Structural	Ship's Tech
Medical	Environmental	Security

Sensor Scrams are devices ranging in size from 350g to 3 kg. They are used to block sensor probe from senacrons and even ship sensors. They have a limited area of effect that increases with size and expense.

Class	Sensor Ops Modifier	Area	Size	Cost
A	-30	1m	350 g	10k
B	-50	3m	700 g	20k
C	-70	6m	1 kg	40k
D	-90	10m	2 kg	80k
E	-110	30m	3 kg	160k

The Sensor Ops Modifier column in the table above is applied against the Sensor Operations skill of the person trying to eavesdrop, scan or in other ways record the conversation. This applies to devices that people within the field operate as well.

(9) Targeting computers work with any firearm. A small display is either fitted directly to the optic nerve, onto a headset or into a helmet and is connected to a ballistics computer. The price for this device varies depending on the sophistication of the unit. The modifier applies to both to hit and to damage.

Modifier +th/td	Cost
+1	1000 credits
+2	3000 credits
+3	7000 credits
+4	11000 credits
+5	22000 credits
+6	44000 credits

(10) Battle Drugs are illegal outside of the military and even the Mog follow this practice. Even in the military they are strictly regulated since they are highly addictive. Each time a person takes a battle drug, they

Battle Drug	Effect
JPL-4	+4 to STR, +3 AGL, +6 CON, +3 DEX. Lasts 8 hours.
Menciun H-4	Double FP to all areas, ignore pain meaning no save vs WIL to remain conscious when FP drop below 0, +5 to DEX. Lasts 24 hours.
OS-44	Eliminates fear responses, +4 to STR, +5 to AGL, grants Low Light vision, 1 extra action in a round. Lasts 4 hours.

must make a save vs WIL - the number of times the drug has been taken before. For example, if someone took a battle drug for the first time then it is a simple save vs WIL. The second time it would be a save vs WIL - 1. If the imbiber fails, then they become addicted. The following table outlines addiction effects.

Battle Drug	Redosing Period	Effect
JPL-4	every day	Unceasing cravings drive the user back to this drug. If they are kept from it for 1 week the cravings will decrease and fade over a 12 week period. For the first week the user will be bedridden and suffer from alternating fever and chills. There is no chemical treatment for this drug.
Menciun H-4	weekly	If the addicted does not receive a weekly dose they will die within 1-4 weeks. This addiction is physical and can be treated with a substitute. Prolonged use causes loss of feeling to extremities. Imbiber loses 1 point of AGL per month used until AGL reaches 0 and the imbiber is rendered paralyzed.

Battle Drug	Redosing Period	Effect
OS-44	During stress	More and more of this drug is required as the user builds a resistance to it. During times of stress, the user must make a save vs WIL or succumb to the need to take another dose. This is not limited to combat but can occur at any time for any type of stress. If the user is not allowed to take the drug then they become comatose until administered the drug. There is no known cure.

Battle drugs are engineered to work on all known races except for Dras. The effects may vary slightly but not enough to notice. In some cases, versions especially engineered for a certain race will be produced.

(11) <u>Multi-Function Display (MFD)</u> fits on the wrist of

most races and is used for translation, local time tracking, personal identification, and personal data management. It has the same kind of holographic display as the senacron but with a much more sophisticated scope and is used to display information. The MFD is usually voice activated and can be linked to a number of other devices including the senacron and Comm Unit. Translation is limited to the races of known space and it has no capability to extrapolate languages.

(12) <u>Recreational drugs</u> are produced mostly by the Mog and are engineered much the same way as battle drugs to work across races. They are produced in pharmaceutical factories to high standards. Cheap street versions are available but hardly ever used due to poorer quality.

Drug	Effect
Fridah	Fridah is a traditional herbal brew of the Mog. It causes a slowing of reaction time, euphoria and mild hallucinations. It is typically drunk in large cups, but it is unusual for someone to make it to the end of a second cup without falling asleep. It has a pleasant lemon taste and is commonly served iced.
Taoman	Taoman is a derivative of a Gren psi drug. It was used to go on spirit journeys by ancient Gren mystics. The drug normally lasts 4 - 8 hours and causes hallucinations and euphoria. For the duration of the drug the user will have a +3 to PIE and a -8 to AGL and WIS.
Uda	Uda is a variation on an ancient Dremin battle drug but synthesized at a much less powerful level. The effects last 12 hours and include a higher level of confidence, a sense of superiority and invulnerability. For the duration of the dosage, the user will have a +2 to WIL and a -6 to WIS. Uda can be habit forming especially among humans and Baleks.

Most recreational drugs are only addictive in those prone to such behavior. None of them is physically addictive, and the Mog, as a primary supplier of such drugs, would not produce one that is.

(13) <u>Poisons</u> cause varying effects, including unconsciousness, sickness, insanity and, of course, death. It is left to the discretion of the GM what the effect will be and whether there is a chance for someone to save. For instance, most poisons that a person would save against will leave them very ill for a period of time. A save might be allowed if the dosage is important to the effect. Too much and the victim becomes sick, but too little and the effect is not total. An individual poison has a base modifier, usually 0. The poisoner needs to make a check vs their Poison Skill. The level of the skill is then added to the poison's base modifier. In the case of someone with four skill levels in Poisons the target would need to make a save vs CON - 4. All poison saves are made vs CON. If the poisoner does not make their Poison Skill check, then the target will detect the poison or the poison will have no effect.

(14) <u>Explosives</u> come in a number of forms and are fairly

specialized. The three most commonly used explosives are listed here.

Explosive	Damage
Durex DT-3301	1 Hull Point/100 g
Forite	3 Hull Points/100 g
Hruronat	6 Hull Points/100 g

Durex is a compound used in the mining industry. It is not as powerful as many explosives in use but it is extremely stable. It has the consistency of putty and is slightly adhesive. It will explode only with an electronic charge.

Forite was developed by Kiran asteroid miners. It is specially designed to explode in the vacuum of space. It uses a plasma detonator as a trigger. Forite is normally transported in a binary liquid. When combined it becomes a foam which can be applied to blast through a shaped area.

Hruronat is used in the construction industry and by the military as a high explosive. It is stored normally at a temperature of zero degrees celsius. If it rises above that temperature, it becomes unstable and has a 20% chance of exploding if jarred. It is normally in a putty form and is detonated with an electronic charge. Fire will also detonate Hruronat.

Tamping with a successful Explosives Skill check will double the damage done by an explosive. Plasma Detonators cost 100 credits and inflict 50 Fortitude points. One Hull Point equals 100 FP. An Explosives Skill check is required to set the explosives.

Vehicles

Vehicles refer to a number of different types of transportation in Nebuleon. Most are powered by fusion engines, while some of the most advanced star ships are powered by matter anti-matter (MAM) reactors.

Personal vehicles are a rarity, so most people use mass transit. To that end most vehicles are designed for specific purposes, functions and needs.

Standard Vehicle Rules

In Nebuleon vehicles are a means of transport and occasionally get shot at. If someone wants to use their vehicle to stop another vehicle, they simply make a contested roll vs their Piloting skill. If the attacker rolls under his Piloting skill by more then the opponent, then he has successfully run that vehicle off the road or

disabled it. Smaller vehicles have more difficulty disabling large vehicles (GM determines minuses to Piloting skill rolls).

Boarding a star ship can only be done if the attacking pilot makes a contested Piloting skill roll vs. the defending pilot.

Attacking a Moving Vehicle

Combat against another vehicle is conducted much the same as combat between individuals. Pilots roll initiative with no modifiers. Then weapons fire is exchanged or actions are performed by initiative. To hit a vehicle, one must roll a d20 and roll above the target vehicle's defense. Damage is applied to any protective shield, then a specific armor area, then to the structure.

Attacking Passengers

If attacking the passengers in the vehicle, the shooter must make a Targeting roll at -40. The target will only take 1/2 damage, though, due to the protection provided by the chassis of the vehicle. This assumes a clear line of sight and is not possible with star ships or armored vehicles.

Hull Points

Hull points are equal to 100 FP. This is used as short hand for many armors and will be denoted by the abbreviation HP. Objects with Hull Points will not be harmed by hand weapons.

Optional Vehicle Rules

These rules include the Standard Rules except where noted below. Vehicle definitions may be used for either Standard or Optional rules.

Armor

When a vehicle has armor, it is not affected by any firearm less than a Light Machine Gun (LMG). Grenades, mines and explosives reduce the armor normally. Once the armor is reduced to 0, it no longer protects the passengers and the internal FP is affected. Internal FP must be reduced to 0 to wound the passengers.

Vehicle Fortitude

Vehicle fortitude represents the actual toughness of the vehicle. As the fortitude of the vehicle decreases the area will function at the remaining ratio in efficiency. For example, a vehicle with 100 points in the engine area will work at half speed or power if it is damaged for

50 points in that area.

In addition, the GM should apply a modifier to any Driving or Piloting checks if the vehicle is damaged. Taking the example above, a Driving skill check could be made at half the normal skill.

Once the FP is reduced in an area that would provide access to the passenger compartment or that the GM judges would allow line of site to a passenger, then the passengers may be targeted. If area effect weapons such as grenades are used, then the vehicle FP may be bypassed.

Areas

A vehicle is broken up into a number of areas representing the systems on that vehicle. If an area is reduced its ability to function is similarly reduced. For example, if a third of the fortitude is gone, then whenever the pilot attempts to change direction they must roll at a -33% on their skill roll. If that area is reduced to 0 then that area will cease to perform its function. For example, if area 1 (Command Control) on a Vector Thrust Vehicle is reduced to 0 fortitude then the vehicle will no longer be able to be steered.

d10	Area	Description
1	Command Control	The ability to steer the vehicle. Degradation to this system causes a second check to any Piloting Skill roll.
2	Power Systems	This is the system that distributes power to the vehicle. Any system that uses power will be affected by damage to this system.
3	Shield Generator	This generates not only the protective force shield but also the re-entry heat shields and deep space radiation shields. Degradation of this system will decrease the shield protection.
4	Engine	This is the power plant of the vehicle. Degradation of this area will reduce functioning in all areas.

d10	Area	Description
5	Propulsion	This is the propulsion for the vehicle. Degradation of this system will decrease speed of the vehicle.
6	Navigation	This area is the on-board navigation and communications.
7	Structural	The physical structural integrity of the vehicle. This comes into play for retaining atmosphere in space. For land vehicles this could mean degradation in handling or the vehicle could simply fall apart.
8	Weapon Control	Weapons will do less damage or cease to function.
9	Interstellar Drive	This is the interstellar drive of a star ship. Degradation to this will decrease speed of the ship.
10	Life Support	This is the system which recycles food, air and water for the crew. Damage to this system will affect the number of people that can be supported by the system.

Planetary vehicles only use the first 8 areas.

Statistics

Vehicles have statistics just like people. Each type of vehicle has roughly the same statistics, although they may vary slightly due to age or damage.

Base Defense	Base defensive value of the vehicle
Power	How much pulling power the vehicle has
Speed	Max speed/cruising speed
Capacity	crew/passengers/cargo (HxWxD)
Range	Vehicle range on one fueling.
Ceiling	An aircraft's effective operating ceiling

Sensor Package	Sensors are rated from 1 (least effective) to 10 (most effective). They adjust the Sensor Operation skill check as follows: 1: -40 2: -30 3: -20 4: -10 5: 0 6: +10 7: +20 8: +30 9: +40 10: +50
Life Support	Type of life support a vehicle has
Engine type	Type of power plant the vehicle has
SEU/Round	These are the energy units produced per round/energy consumed by normal system operation per round/energy consumed at maximum speed.

GMs may make tests vs these stats much like they would for players. If a sharp turn is taken at an unsafe speed, a check vs Maneuverability with minuses based on the severity of the turn might be made. If failed then the driver might be allowed a Drive skill check to see if they can recover.

Modifiers to Combat

In combat from vehicle to vehicle, the same combat modifiers covered in Combat, Critical Failure and Success on page 117 apply. For instance, if a vehicle has 100% cover it will be impossible to hit until the cover it is hiding behind is destroyed.

In the case of firing from a moving vehicle, a modifier of -4 to hit is applied. If firing at a moving vehicle from a moving vehicle, a total of -8 is applied. This is covered in the chapter on combat.

Vehicle Defense

The final defense stat for a vehicle is determined by the driver rolling a Drive Skill Check. If successful then the drivers Drive Skill level is added to the base defense stat of the vehicle. For example, Joe is driving a Bush Lord with a base defense of 12. He has 5 levels of Drive giving him a total of 80%. He rolls a 46% making his Drive Skill check. The effective defense for the encounter of the Bush Lord is 17. If he had not made his check then the defense for the Bush Lord during the encounter would have remained 12.

Flux Rate

Flux rate is a referential measurement of a vessel's ability to shift to hyperspace. The higher the flux rate the less mass, inertia and general effect for real space is applied on the ship. High states of flux for prolonged periods of time have been shown to affect a living creature's ability to reason and perception of reality; they have even been known to drive people to psychosis. Vessels in Flux pass through real space at the following rates.

Flux Rate	Speed
1	1 light year per hour
2	2 light year per hour
3	3 light year per hour
4	4 light year per hour
5	5 light year per hour
6	6 light year per hour
7	7 light year per hour
8	8 light year per hour
9	9 light year per hour
10	10 light year per hour

Ship Worth

The following table represents the market prices for the vehicles listed in this chapter.

Vehicle	Price
Swiftwind	16 KC
Bush Lord	12 KC
Rrladu Interceptor	300 KC
Eioun Shuttle	600 KC
Royu Hardened Shuttle	1.2 MC
Erdago Technical Shuttle	1.9 MC
Trabado Cargo Hauler	4.5 MC
Hiradi Class Destroyer	8.3 MC
Doyu Transport	17.0 MC
Valiant Class Pinnance	34.5 MC
Hisoyu Explorer	44.9 MC

Maintenance costs for the above ships amount to 10% of their purchase price per year. For example, a Hisoyu Explorer would cost 4.9 million credits to maintain in normal use through a year of operation. If a ship is not used then maintenance can be as little as zero credits.

Planetary Vehicles

Planetary vehicles are those vehicles which are not used for travel between planets or stars. They are most commonly used as means to travel on a planet's surface or between ships in space.

Swiftwind
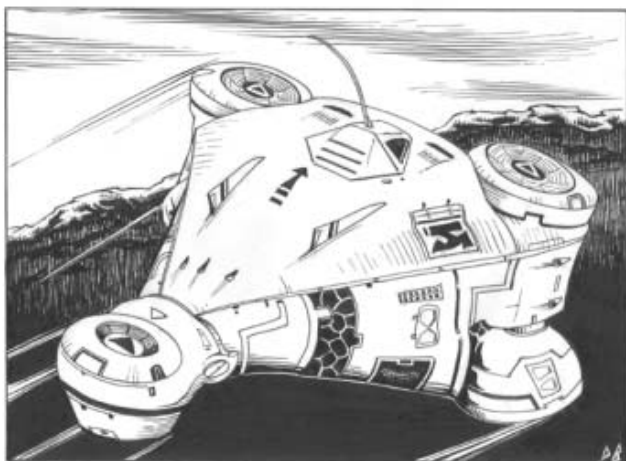
The Swiftwind is one of the most popular scout vehicles in known space. The Swiftwind comes with minimal armor and no weapons. It may be modified with a pair of Series 50 blasters once in the field. They have the ability to hover and the range to travel between bases and perform scouting operations. The sensors are a minimal package compared to some but are serviceable. The Swiftwind has no space capabilities.

The Swiftwind is a favorite of colony worlds since it requires little maintenance and allows the detailed survey of vast areas. It has the capability to land vertically and on rough terrain. A skilled pilot can make the vehicle hover allowing for the survey of a landing site. The Swiftwind is not so popular in urban centers due to the high level of noise but the vertical take off and landing capabilities make it a commuter's dream.

Model	Swiftwind SW-133
Manufacturer	OmegaStar
Type	Vector Thrust Vehicle
Base Defense	18
Speed	Max: 350 k.p.h. Cruising: 150 k.p.h.
Capacity	Crew: 1; Passengers: 5; Cargo: 500 kg
Ceiling	5000 m

Range	3000 km
Sensor Package	3
Life Support	Pressurized Cabin
Engine Type	Battery Cap: 60000 SEU
SEU/Round	Produced:150 Consumed Norm:50 Consumed Max Speed:100

Area	Hull Points	Armor	Detail
1	30	10	Command Control
2	30	10	Power Systems
3	30	10	Shield Generator
4	30	10	Engine
5	30	10	Propulsion
6	30	10	Navigation
7	30	10	Structural
8	30	10	Weapon Control

Bush Lord
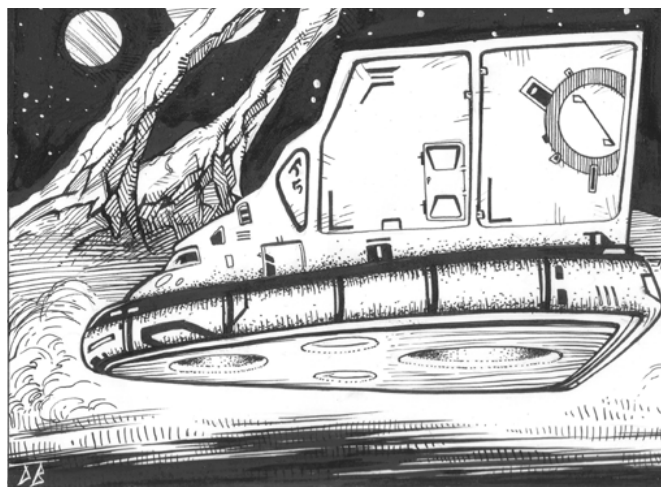
Model	Bush Lord BL-22
Manufacturer	W.A.R. Industries
Type	Hover Craft
Base Defense	12
Speed	Max: 200k.p.h Cruising: 100 k.p.h.
Capacity	Crew: 2; Passenger: 16; Cargo: 4000 kg (1.5mx3mx4m)

Ceiling	40 m
Range	1000 km
Sensor Package	4
Life Support	None
Engine Type	Battery Cap:30000 SEU
SEU/Round	Produced:150 Consumed Norm:50 Consumed Max: 100

Area	Hull Points	Armor	Detail
1	50	30	Command Control
2	50	30	Power Systems
3	50	30	Shield Generator
4	50	30	Engine
5	50	30	Propulsion
6	50	30	Navigation
7	50	30	Structural
8	50	30	Weapon Control

The Bush Lord is technically a cargo hover craft utilizing standard anti-gravity technology. It is meant to skim along any terrain, and a skilled pilot can even take it over cliffs. It comes weaponless from the manufacturer but can support a pair of Series 50 Blasters. It is often converted to a personnel transport and has a large crew area with folding benches.

The Bush Lord can be flown at high altitudes (although the manufacturer suggested ceiling is 40 m) if necessary but it is not advised since it is highly instable in such high flight. It is not aerodynamic and the drag created often causes it to flip and spin out of control. It is also used in a mundane setting of cities as delivery trucks. For the amount of cargo it can carry it is also quite energy efficient.

Inter-Planetary Vessels

Interplanetary vessels come in a number of different types but almost all use anti-gravity generators as the primary propulsion. They serve several different functions including cargo hauling, mass transit and defense. Most interplanetary vehicles use a form of the hyper-field to negate their mass, allowing acceleration to relativistic speeds.

Rrladu Interceptor

Model	Rrladu RI - 890
Manufacturer	Tradali Concern
Type	Aerospace Fighter
Base Defense	16
Speed	Cruising: 540000 Mm/hour Max: 860000 Mm/hour
Capacity	Crew: 2; Passenger: 0; Cargo: 500 kg (weapons)
Ceiling	Space
Range	--
Sensor Package	5
Life Support	100 hours
Escape Pod	Cabin Separation (balance of life support)
Engine Type	Fusion
SEU/Round	Produced: 2000 Consumed Norm: 300 Consumed Max: 500
Armament	1 LR SHIP TO SHIP MAM 2 Series 200 Blaster

Shields	None

Area	Hull Points	Armor	Detail
1	60	100	Command Control
2	60	100	Power Systems
3	60	100	Shield Generator
4	60	100	Engine
5	60	100	Propulsion
6	60	100	Navigation
7	60	100	Structural
8	60	100	Weapon Control
9	60	100	Interstellar Drive
10	60	100	Life Support

The Rrladu Interceptor is the premiere Grou-Lynn aerospace fighter. It is commonly used for patrol, interdiction and planetary assault. As with most interplanetary vehicles it carries a simplified version of the hyper-field generator allowing it to approach the speed of light by decreasing its reference to real space. If this unit is damaged or destroyed, the vessel's speed will be decreased to 1/4 max. Rrladu are often based in star ship carriers or on an asteroid in a deep space response position.

Eioun Shuttle Craft
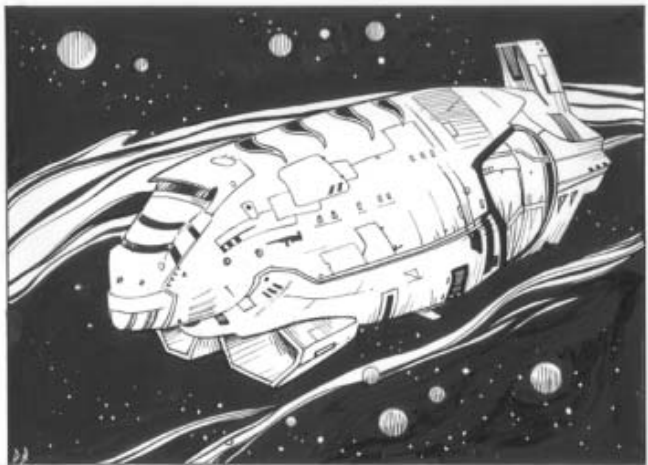
Model	Eioun EI - 244
Manufacturer	Tradali Concern
Type	Aerospace Shuttle

Base Defense	10
Speed	Cruising: 340000 Mm/hour Max: 460000 Mm/hour
Capacity	Crew: 2; Passenger: 20 Cargo: 6500 kg (10mx5mx5m)
Ceiling	Space
Range	--
Sensor Package	3
Life Support	200 hours
Escape Pod	4 pods w/ 6 capacity (200 hours of Life support ea)
Engine Type	Fusion
SEU/Round	Produced: 2000 Consumed Norm: 300 Consumed Max: 500
Armament	1 Series 100 Blaster
Shields	20 points

Area	Hull Points	Armor	Detail
1	60		Command Control
2	60		Power Systems
3	60		Shield Generator
4	60		Engine
5	60		Propulsion
6	60		Navigation
7	60		Structural
8	60		Weapon Control
9	60		Interstellar Drive
10	60		Life Support

The Eioun is used as a lifeboat for many star ships. If necessary it can be loaded with cargo or personnel for transport to a planet.

Royu Hardened Shuttle Craft

Area	Hull Points	Armor	Detail
1	60	100	Command Control
2	60	100	Power Systems
3	60	100	Shield Generator
4	60	100	Engine
5	60	100	Propulsion
6	60	100	Navigation
7	60	100	Structural
8	60	100	Weapon Control
9	60	100	Interstellar Drive
10	60	100	Life Support
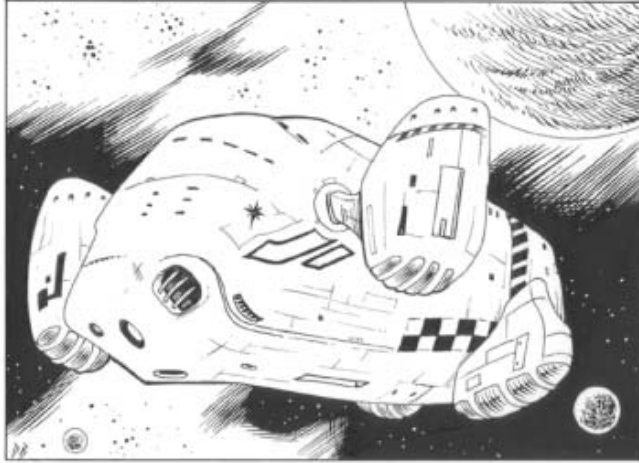
The Royu is a favorite of military transports as a means of dropping into compromised landing zones. It has the power and capacity to ensure a quick takeoff and landing. The four Series 50 blasters give it the firepower to lay down a suppressing fire for any who are disembarking. Although a little too heavy for some non-military transports to carry system to system, it more than pays for itself when facing an armed foe.

Erdago Technical Shuttle Craft

Model	Royu
Manufacturer	OmegaStar
Type	Hardened Aerospace Shuttle
Base Defense	12
Speed	Cruising: 450000 Mm/hour Max: 560000 Mm/hour
Capacity	Crew: 6; Passenger: 50; Cargo: 20000 kg (10mx10mx15m)
Ceiling	Space
Range	--
Sensor Package	4
Life Support	250 hours
Escape Pod	6 with 10 capacity (200 hours life support)
Engine Type	Fusion
SEU/Round	Produced: 2000 Consumed Norm: 300 Consumed Max: 500
Armament	4 Series 50 Blasters
Shields	40 points

Model	Erdago
Manufacturer	ACG
Type	Tech Aerospace Shuttle
Base Defense	14
Speed	Cruising: 250000 Mm/hour MAx: 360000 Mm/hour
Capacity	Crew:4; Passenger: 10; Cargo: 10000 kg (3mx5mx10m)
Ceiling	Space
Range	--
Sensor Package	4
Life Support	450 hours

Escape Pod	2 with 8 capacity (300 hours Life support)
Engine Type	2 Fusion
SEU/Round	Produced: 4000 Consumed Norm: 300 Consumed Max: 500
Armament	None
Shields	40 points

Area	Hull Points	Armor	Detail
1	60		Command Control
2	60		Power Systems
3	60		Shield Generator
4	60		Engine
5	60		Propulsion
6	60		Navigation
7	60		Structural
8	60		Weapon Control
9	60		Interstellar Drive
10	60		Life Support

The Erdago is meant to transport personnel to the surface then serve as a base for their operations. Built into the shuttle craft is a Type E tech kit. At times, these shuttle craft may be converted to serve as a medical aid station with the tech kit swapped for a medical kit.

Trabado Cargo Hauler
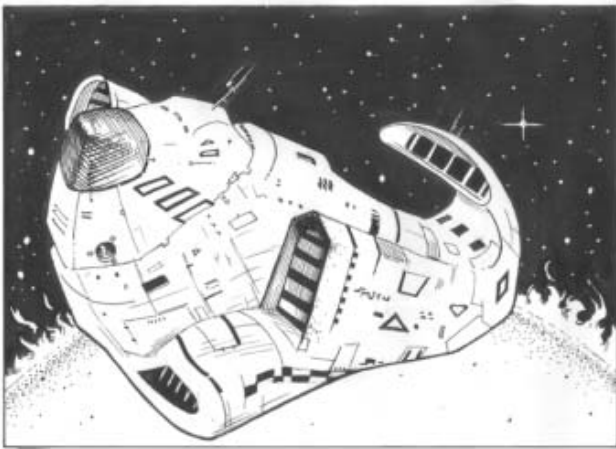
Model	Trabado

Manufacturer	ACG
Type	Cargo Vessel
Base Defense	11
Speed	Cruising: 200000 Mm/hour Max: 432000 Mm/hour
Capacity	Crew: 4; Passenger: 2000 Cargo: 20000 Metric Tons (100mx100mx30m)
Ceiling	Space, planetary landing capable
Range	--
Sensor Package	3
Life Support	Recycled scrubbers, emergency max 2500, rec. 2004
Escape Pod	100 with 20 capacity (500 hours life support)
Engine Type	2 Fusion Reactors
SEU/Round	Produced: 6000 Consumed Norm: 3000 Consumed Max: 3000
Armament	1 Series 200 Blaster
Shields	None

Area	Hull Points	Armor	Detail
1	100	10	Command Control
2	100	10	Power Systems
3	100	10	Shield Generator
4	100	10	Engine
5	100	10	Propulsion
6	100	10	Navigation
7	100	10	Structural
8	100	10	Weapon Control
9	100	10	Interstellar Drive
10	100	10	Life Support

The Trabado is the workhorse of in-system cargo ships. These ships can be modified by adding a 100 point military surplus shield generator to protect them from attacks by raiders. These ships are sometimes converted to people haulers by adding seating and some basic amenities. Although armed with a Series 200 blaster, they are seldom a match for an attacking craft.

Hiradi Class Destroyer
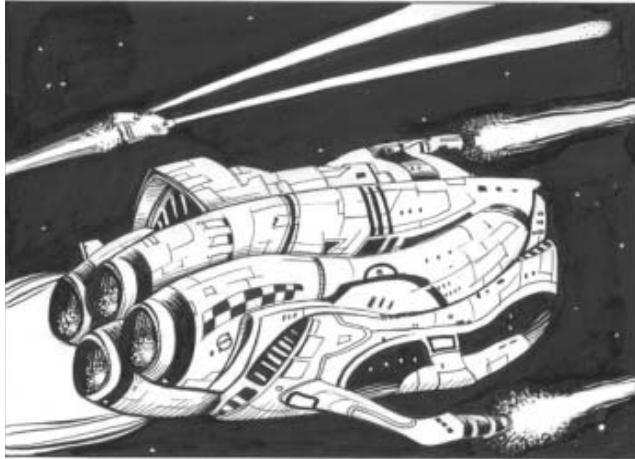
The Hiradi destroyer is a preferred vessel for guarding, patrolling and protecting stellar assets. It can carry a complement of marines for assaulting raider bases or boarding enemy craft. In addition, it carries two long range sensor pods which, once deployed, can double the range of the sensors. These can keep pace with the destroyer while cruising for a period of 10 hours before requiring refuelling.

Model	Hiradi
Manufacturer	OmegaStar
Type	Destroyer
Base Defense	14
Speed	Cruising: 700000 Mm/hour Max: 432900000 Mm/hour
Capacity	Crew: 38; Passenger: 400; Cargo: 100 Metric Tons (10mx30mx30m)
Ceiling	Space, planetary landing capable
Range	--
Sensor Package	8 Range: 50 Mm
Life Support	Recycled scrubbers, emergency max 500, rec. 400
Escape Pods	10 with capacity 50 (300 hours life support)
Engine Type	4 Fusion Reactors
SEU/Round	Produced: 8000 Consumed Norm: 3000 Consumed Max: 4000
Armament	2 Launchers PLASMA TORPEDO;4 Proton Cannons

Shields	200		
Area	**Hull Points**	**Armor**	**Detail**
1	100	200	Command Control
2	100	200	Power Systems
3	100	200	Shield Generator
4	100	200	Engine
5	100	200	Propulsion
6	100	200	Navigation
7	100	200	Structural
8	100	200	Weapon Control
9	100	200	Interstellar Drive
10	100	200	Life Support

Interstellar Vessels

Star ships are quite common in the Third Millennia. They vary in design and capabilities, and even the same company may have dozens of different models depending on the use and requirements.
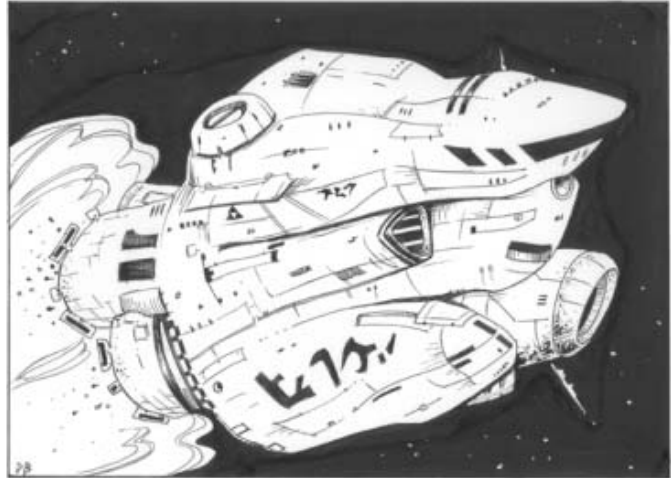
Doyu Transport

Although slightly outdated, the Doyu class of transport has aged well. It is still in service all over known space and is known for its durability. It is often equipped with two surface shuttles for the convenience of guests or officers. Although used as a cargo hauler, it is much more common to see the Doyu as a luxury class vessel.

Model	Doyu

Manufacturer	OmegaStar
Type	Cargo/Transport
Base Defense	12
Speed	Cruising: 300000 Mm/hour Max: 400000 Mm/hour Max Flux: 4 Flux Rate
Capacity	Crew: 5; Passenger: 300; Cargo: 10000 Metric Tons (100mx40mx50m)
Ceiling	Space Only
Sensor Package	3 Range: 10 Mm
Life Support	Cultured Algae, Full recyclers, emergency max 400, rec. 305
Escape Pod	10 with 30 capacity (500 hours life support)
Engine Type	2 Fusion Reactors
SEU/Round	Produced: 4000 Consumed Norm: 3000 Consumed Max: 1000
Armament	None
Shields	50

Area	Hull Points	Armor	Detail
1	100	0	Command Control
2	100	0	Power Systems
3	100	0	Shield Generator
4	100	0	Engine
5	100	0	Propulsion
6	100	0	Navigation
7	100	0	Structural
8	100	0	Weapon Control
9	100	0	Interstellar Drive
10	100	0	Life Support

Valiant Class Pinnance


Model	Valiant
Manufacturer	ACG
Type	Armed Cargo/Transport
Base Defense	17
Speed	Cruising: 500000 Mm/hour Max: 700000 Mm/hour Max Flux: 6 Flux Rate
Capacity	Crew: 15; Passenger: 100; Cargo: 1000 Metric Tons (10mx50mx50m)
Ceiling	Space, Planetary Landing capable
Sensor Package	6 Range: 70 Mm
Life Support	Cultured Algae, Full recyclers, emergency max 200, rec. 100
Escape Pod	10 with capacity 12 (200 hours life support)
Engine Type	4 Fusion Reactors
SEU/Round	Produced: 9000 Consumed Norm: 3000 Consumed Max: 3000
Armament	3 launchers, PLASMA TORPEDO, 30 on board; 4 Proton Cannons
Shields	200

Area	Hull Points	Armor	Detail
1	150	200	Command Control
2	150	200	Power Systems

Area	Hull Points	Armor	Detail
3	150	200	Shield Generator
4	150	200	Engine
5	150	200	Propulsion
6	150	200	Navigation
7	150	200	Structural
8	150	200	Weapon Control
9	150	200	Interstellar Drive
10	150	200	Life Support

The ACG is very proud of their Valiant class due to its impressive array of armaments and cargo space. This class of ship is often used for long range patrols, a variety of missions where troops and machinery need to move quickly, and as an armed transport for dignitaries. It has seen a number of different types of mission and has been used even as an invasion vehicle. Its versatility makes it a perfect fit for the Andromedaen Marines but it is also used by many other navies throughout known space. It has been in service for close to 50 years with four redesign efforts.

Hisoyu Explorer
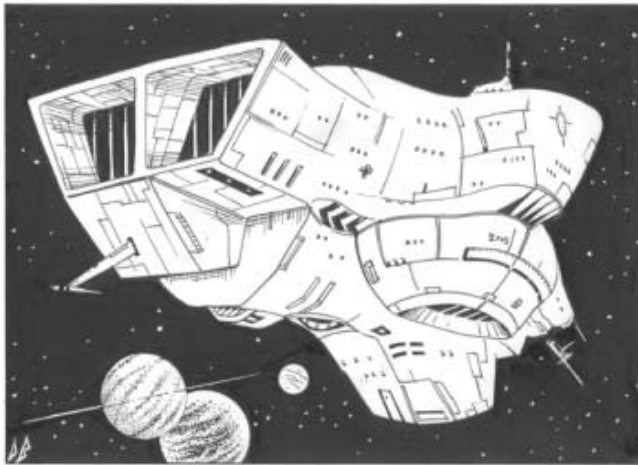
Model	Hisoyu
Manufacturer	OmegaStar
Type	Exploration Vessel
Base Defense	14

Speed	Cruising: 700000 Mm/hour Max: 900000 Mm/hour Max Flux: 8 Flux Rate
Capacity	Crew: 180; Passenger: 70; Cargo: 1000 Metric Tons (10mx50mx50m); 1 docking bay
Ceiling	Space
Sensor Package	8 Range: 120 Mm
Life Support	Cultured Algae, Full recyclers, emergency max 400, rec. 200
Escape Pod	10 with 15 capacity (1000 hours life support)
Engine Type	1 MAM Reactors
SEU/Round	Produced: 12,000 Consumed Norm: 3000 Consumed Max: 3000
Armament	6 launchers, PLASMA TORPEDO, 120 on board 4 Fusion Cannons
Shields	400

Area	Hull Points	Armor	Detail
1	200	300	Command Control
2	200	300	Power Systems
3	200	300	Shield Generator
4	200	300	Engine
5	200	300	Propulsion
6	200	300	Navigation
7	200	300	Structural
8	200	300	Weapon Control
9	200	300	Interstellar Drive
10	200	300	Life Support

The Hisoyu is heavily used by the Confederation of Five of the Zantoni System for their science ships. Equipped with four laboratories (+50 to technical skill checks) and two med bays (+50 to medical skill checks) it is quite capable of completing a thorough analysis of any planet. In addition, it has at least two shuttle craft in its docking bay. With its shield, armor and weapons capability, it is a formidable vessel able to hold its own with all but outright military vessels.

Classes

Fighter Types

Bounty Hunter Pilot Police Soldier Specialist Trader

Performer Types

Actor Artist Craftsman Reporter Tech

Intellectual Types

Medic Engineer Psi

Thief Types

Criminal Investigator Politician Raider Smuggler Spy

Fighter Types

All fighter types start out with six skills to be used exclusively for weapon proficiencies. Every fifth level the fighter's chance to critical on a d20 to hit decreases by one; i.e. at fifth level a fighter has max damage and a chance to critical on a 19 or 20. Every level they receive a +5% on their chance to critical roll. For example, at first level a hunter must roll a natural 20 on the to hit dice, then roll under 5% on percentile. At second level, he would need to roll under 10%.

Bounty Hunter

With so many jurisdictions and such a large number of small states it often becomes easy for criminals to flee prosecution. Bounty hunters pursue these criminals across these artificial boundaries and return them to face judgement. The line between legal official and paid thug is sometimes crossed but only for the right price.

Bounty hunters must be licensed by an RFW recognized government. Once licensed they are required by law to treat their prisoner by the Accords. However, not everyone plays by the rules. Some bounty hunters try to function without licensing and face long prison terms because of it. Similarly, less reputable bounty hunters will use their license to carry in weapons to perform assassinations against refugees from persecution. Reputable bounty hunters will act much like state police, that is to say rough but fair.

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Bounty hunters receive the following initial skills:

2 Wilderness Survival, 1 Tracking, 1 Hunting, 1 Investigation, 1 Targeting
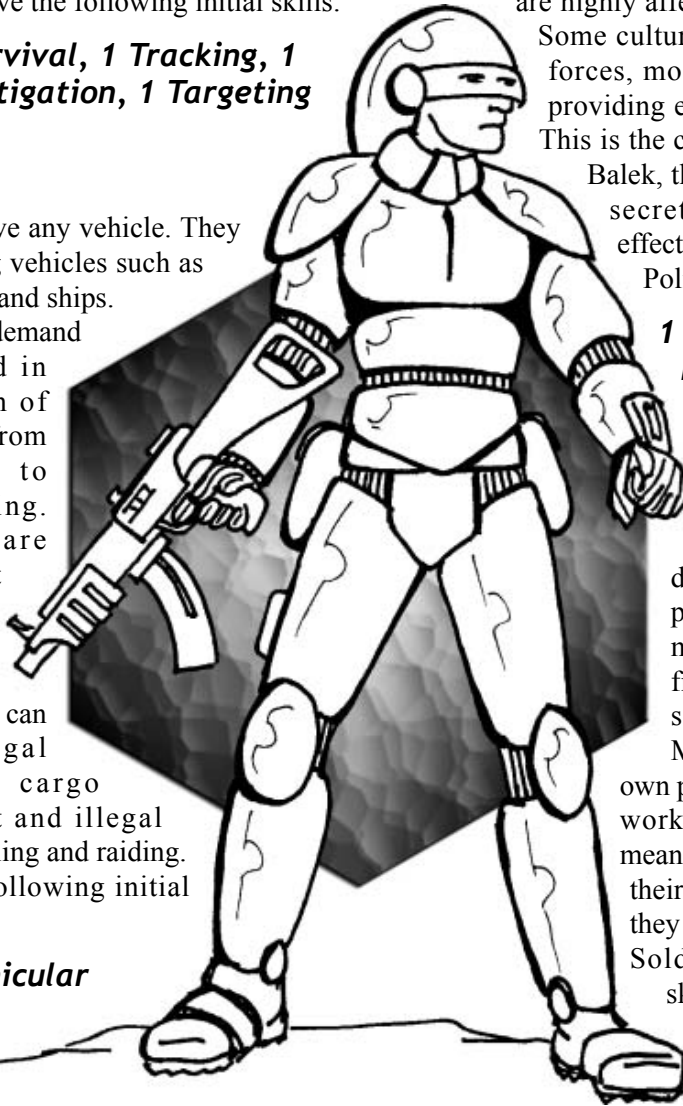
Pilot

Pilots are able to drive any vehicle. They specialize in piloting vehicles such as planes, tanks, trains, and ships. Pilots are always in demand and will be found in almost every form of business endeavor from local industries to interstellar shipping. Military pilots are usually in short supply due to the better pay and benefits in the civilian sector. Pilots can range from legal endeavors like cargo transport to illicit and illegal activities like smuggling and raiding. Pilots receive the following initial skills:

3 Piloting, 1 Vehicular Repair, 1 Ships Technology, 1 Comm Technology

Police

Police serve an important role in an organization's security and the safety of its members. These organizations may be a country, world, corporate entity or empire. In most cases whether the security of the people or of the organization itself is most valued defines whether it is a police state or a free organization. The role that police play in the operation varies from border patrol to internal security. As a function of this, police are exposed to the temptations of corruption and vice. Some rise above this while others sink to the lowest level.

Corporate police tend to be more honest since they are more closely monitored, although this can lead to them taking their frustrations out on detainees. Civilian police are highly affected by the culture they come from. Some cultures only have the smallest of police forces, mostly used for enforcing customs or providing emergency services for the citizenry. This is the case with the Mog. In the case of the Balek, the Buhwatti, or Order of Secrets, is a secret police force renowned for their effectiveness.

Police get the following initial skills:

1 Dodge, 1 Law, 1 Interrogation, 1 Piloting, 1 Unarmed Combat

Soldier

Soldiers make their way in life by doing battle. They are occasionally paid for their services as with mercenaries, and other times they fight for a cause. In either situation, a soldier must know the ways of war.

Many of the megacorps keep their own personal armies for the suppression of workers, protection of property or as a means to acquire new resources. Whatever their use, a soldier's job is dangerous and they are usually paid well.

Soldiers receive the following initial skills:

1 Dodge, 1 Targeting, 1 Wilderness Survival, 2 Unarmed Combat

Specialist

A specialist is a fighter who is extremely proficient in a weapon type. Specialists spend many years, and indeed most of their lives, in learning and perfecting the mastery of a weapon. In fact, they train to such an extent with a specific weapon type that all weapon proficiencies for that type of weapon are reduced by one (with a minimum of one). This means an extra plus to hit costs two points instead of three, but a plus to damage still costs one point.

The following initial skills are available to the Specialist:

1 Unarmed Combat, 2 Targeting, All weapon proficiencies within their specialty cost one

less point (with a minimum of one)

Trader

Traders form many groups but the best known are the Free Traders. These merchants ply their wares from port to port throughout known space. Most are employed by huge megacorps. These megacorps rule entire colonies and are capable of manipulating the economies of governments to suit their ends. The Traders are their agents. Free Traders, in contrast, are free agents and may contract with a Mega-Corp but are always free to leave if they so wish.

Unlike smugglers, traders are bound by very specific laws about the cultures they may trade with and the manner in which they must conduct business. Specifically, if the culture does not have a particular technology, it cannot be sold to them. For instance, if a culture has steel tools and a valuable herb is plentiful on their planet, then a trader may sell steel plows for the herb. If they do not possess explosive technology then the trader would not be able to sell explosives to them. The RFW is most diligent about policing this aspect of trading.

Traders get the following initial skills:

3 Piloting, 2 Navigation, 1 Ships Technology, 1 Unarmed Combat

Performer Types

All performer types start with three skills to be used only for weapon proficiencies. Their critical roll increases by 2% each level.

Actor

Actors perform stories for the public. Sometimes these stories are performed with song and other times on film or stage. Because of the expense and inconvenience of traveling around known space, actors often must be flexible in the parts and even the profession they are involved with.

Actors' groups often tour several planets, staying for months and sometimes years on each planet. This is due to the vast number of outlets that actors have for their craft. The greatest demand is for plays from other cultures. This upsets some natives as they see it as a pollution of their own culture, but actors seldom draw such moral lines and prefer the purity of the play to the lofty moral ramblings of philosophers.

Actors get the following initial skills:

***2 Acting, 1 Oratory, 1 Disguise, 1 Singing***

Artist

Artists vary in their media as well as in their success. Artists express themselves via sculpture, painting or other crafts. This is considered the expression of a person's soul and spirit.

Artists come from many different worlds but one thing defines them: they are all trying desperately to live their dream. They often live in poverty, only glimpsing the dream from a distance. To make ends meet until their ship comes in, artists need a variety of marketable skills. To see their way through to their dreams they must often take jobs outside their profession to survive.

Artists get the following initial skills:

2 Craft Skills of the type of the Artist (i.e. sculpting, painting), 1 Disguise, 1 Singing, 1 Acting
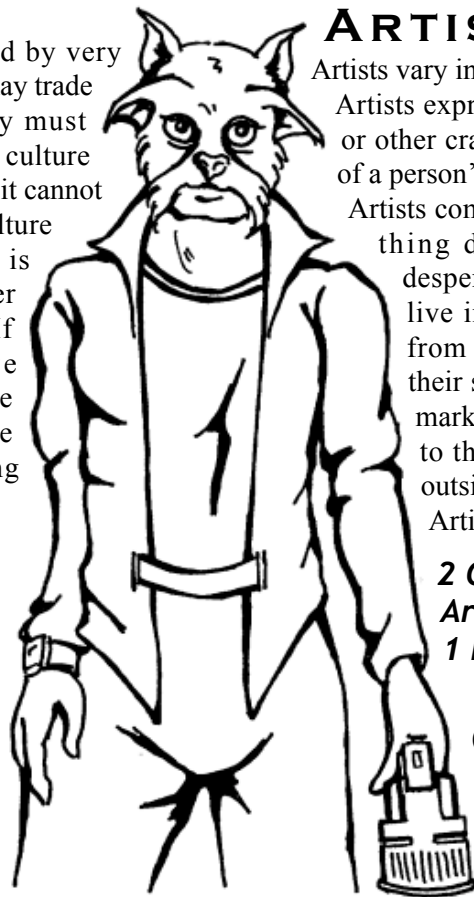
Craftsmen

Craftsmen is a general term encompassing several skilled workers (such as blacksmiths, carpenters, weapon smiths). Although these roles are sometimes replaced with machinery, craftsmen have found a niche in producing hand crafted items. These are often native to their culture and demand heavy prices on other worlds.

Craftsmen are still very important in the age of industrialization and play their part in the daily life on every planet. Despite the modernizations, glassblowers, blacksmiths and jewelers still continue to make their goods.

Craftsmen receive the following initial skills.

5 in their specific class, 2 in the Appraisal

REPORTER

Reporters look for stories and news in the pursuit of journalism. In known space people wish to be entertained in many different forms. It is relatively inexpensive to download the local news onto a personal senacron. Whether this takes the form of written work or televised reports, a reporter most get the story. In known space this is extremely big business and battles between Teledyme Media and Trans Comm are legendary. Unfortunately, reporters are often caught in the crossfire.

Reporters of the period go where the news is. This usually leads to a lot of investigative journalism involving some dangerous locations and people. When someone pokes his nose into enough dives, he finds things out that might better have been left secret. Nonetheless, journalists hunt the truth. This does not mean they always report it. Their editor may close them down and most likely will if the story is about a megacorp. These stories tend to be dropped. Reporters, just like everyone else, come in different degrees of moral strength. Those without the talent or will to resist temptation write for hack news services or freelance and turn in what their editors want to hear. Whatever the level of the professional, reporters usually need to take care of themselves. War correspondents bleed the same as soldiers, and a slow reporter can die quickly.

Reporters receive the following initial skills:

3 Journalism, 1 Investigation, 1 Sensor Operation

TECH

The techs of any crew solve the problems and fix the malfunctions of machinery. They are usually the ones doing the actual repairs while an engineer looks wistfully on. Techs require 2-4 years of education and are in high demand all over known space. Some of the most sought after are Ship's Techs, who specialize in the repair of space ships. Techs come in many different types and may specialize in electronics, computers, metallurgy or many others.

Techs receive the following skills:

3 Technology Skills of their choice, 2 Metal Working, 1 Zero G Movement

Intellectual Types

Intellectual types start with two skills to be used only for weapon proficiencies. Their critical rolls increase 1% each level.
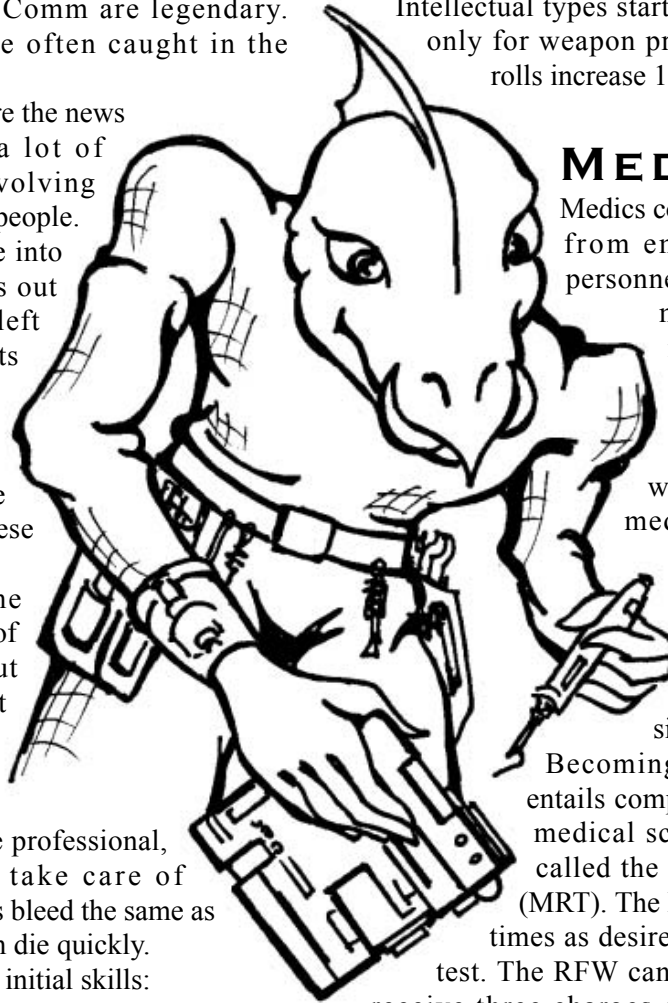
MEDIC

Medics cover a wide range of healers from emergency field medical personnel to skilled surgeons. The most common are the field medics who treat wounded soldiers or injured workers where they fall in the battlefield. Any expedition will have at least one licensed medic with them. It is RFW law that an interstellar ship have a licensed medic on board. This law also extends to planetary expeditions and work sites.

Becoming licensed with the RFW entails completing a five year study of medical sciences and passing a test called the Medical Registration Test (MRT). The MRT may be taken as many times as desired but costs 500 credits per test. The RFW can revoke the license if they receive three charges of negligence against the medic.

Medics generally receive a very good wage, but the ones who sign up for field duty are usually seeking adventure and excitement over money.

Medics receive the following initial skills:

1 Surgery, 1 First Aid (1d20 pts), 1 Xenobiology, 1 Medicine, 1 Bone Setting

Engineer

Engineers are problem solvers for the real world. There are many types of engineers based upon specializations such as civil, chemical, electrical and mechanical. In the field, engineers are able to perform various analyses as well as construct solutions. The RFW requires the presence of a Ship's Engineer on board any interstellar ship in order to maintain the ship's systems, conduct emergency repairs and ensure safe operations. Engineers are not regulated and range from highly educated and skilled people to the most incompetent type of lout. They are known for their rough plain speech, often telling it like it is and not the way their employer wants to hear it. Engineers receive the following initial skills:
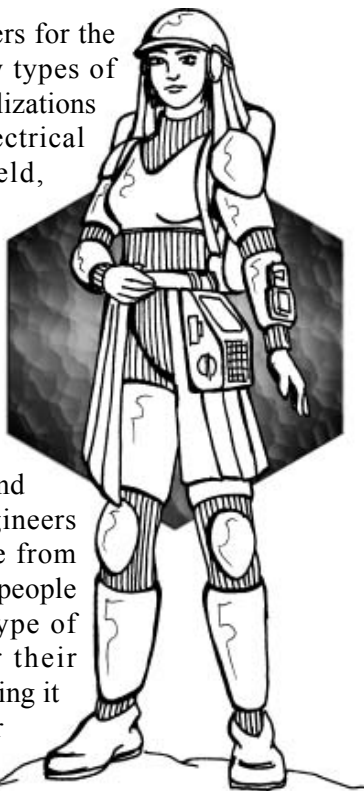
4 Engineering, 1 Electronics Technology, 1 Metal Working

PSI

Psi are not common because of the intense training it requires to become one. The great ones are born with the talent and merely need training to focus and develop their abilities. The Psi's most important stat is PIE since it reflects their faith in their powers. Without intense concentration and the belief that they can affect the world around them with their minds, they would lose the ability to use their Psionics. The next most important stat is WIS. WIS is their mental discipline which allows them to focus their raw talent and ability supplied by the PIE. Without WIS their power would do horrible damage to their own body.

There are literally thousands of schools dedicated to the expansion of mental powers and for the most part they specialize in only one or two different disciplines. Students attending these schools usually need to be wealthy, since tuitions are high, but corporations pay very well to have their own department of Psi on hand.

The Psi are limited in the range of their abilities and the number of times before they must meditate to regain their mental balance. This means that the Psi may use disciplines listed here for general areas of effects. The Psi must pick one discipline to study initially but may add other disciplines as they gain experience.

Disciplines	
Telekinesis	Telekinesis is the moving of objects with the mind. The heavier the object, the more distant the object or the more complex the movement, the higher the difficulty. To pick up an object and float it to a person is much easier than typing on a keyboard. Applying killing force is very difficult and requires a to hit roll in addition to a successful psi roll.
Telepathy	Telepathy is, in its easiest from, reading the surface thoughts of a person. Much more difficult is reading the memories of a target and the most difficult effect is implanting new memories.
Empathy	Empathy is reading or projecting emotions onto an individual. Reading is rather simple but projecting is very difficult.
Illusion	This is the power to alter the perception of an individual. To affect multiple minds at once is more difficult than affecting the mind of one person. Creating an illusion of something believable is easier than creating something unreal. The illusion will only be audible and visual. If touched it will dissipate.
Tele-Imaging	This is a projection of the Psi's mind into another location. The more distant the location the higher the difficulty.

The GM may wish to impose their own modifiers for difficult conditions (Tele-imaging in the midst of a fire fight) or for optimal conditions (Telepathic scan of the memories of a person under truth drugs). AS A GUIDELINE ONLY, the following table has been supplied.

Mod	Modifier Examples
0	Majority of simple things: Tele-imaging across line of sight, reading surface emotions, minor telekinesis
-1	Easy: Telekinesis up to 10 kg, simple illusions, communicating via telepathy within 5 km.

Mod	Modifier Examples
-2	Hard: creating moving illusions, flying via Telekinesis
-3	Difficult: Implanting memories, complex movement with Telekinesis, implanting emotions, Tele-imaging elsewhere on a planet, illusions with sight and sound
-7	Nigh Impossible: Tele-imaging across interplanetary distances, telepathy across interstellar distances (including orbiting craft), moving tons of material

In general, the more powerful the effect the larger the minus since it draws more conscious thought and discipline to focus an effect.

System

Base Chance: PIE   Channel Base: WIS
Base Modifier: -0 (- 3/additional effect)

Psi have a base chance of their PIE to succeed in generating a desired effect. This is modified by - 3 every time beyond the first effect that the psi has attempted (i.e. first attempt -0, second attempt -3, third attempt -6, etc.). In addition, the GM may modify the roll if he or she feels it appropriate (i.e. combat, difficulty of effect, Balek pounding on the foot). Finally, the player must roll under their modified PIE. If successful, the psi has created the effect with the mind. If the psi rolls a natural 20, the effect not only fails but backlashes and harms the psi's psychic strength (see Psychic Backlash table below). The same modifier is then applied to the character's WIS and another d20 is rolled. If the player rolls under the modified WIS then no ill effects are felt. If the player rolls over the modified number, he fails, he takes the modifier in fortitude points to all areas (i.e. if the mod was -9 then the psi takes 9 points of damage to all areas. No, positive modifiers do not return points). If the roll was a natural 20 he rolls on the Mental Backlash Table below. NOTE: you can fail your PIE roll (no effect generated) and succeed at your WIS roll (no damage taken) OR you can succeed at your PIE roll (effect generated) and fail at your WIS roll (damage taken) OR you can fail at your PIE roll (no effect generated) and fail at your WIS roll (damage taken) OR you can succeed at your PIE roll (effect generated) and succeed at your WIS roll (no damage taken).

The Base Modifier will set back to 0 and all psychic effects will be removed if the Psi is allowed to meditate for one hour (unless a duration is stated).

Levels

The Psi will be able to keep the Base Modifier constant for a number of attempts equal to her level. For example, if a fifth level Psi were attempting seven consecutive SIMPLE effects then the total modifier for the psi would be for each effect respectively; -0,-0,-0,-0,-0,-3,-6. Since the Base Modifier does not change it allows the Psi to perform more effects.

Saves

A person who is attacked psionically receives a save vs their PIE - the level of the Psi. If this is a desired effect then the affected may decline the save. For an effect that is external to the target (i.e. Telekinesis), there is no save. A to hit roll is needed to hit an opponent in order to lift them or hit them with a secondary object.

d20	Psychic Backlash
1-5	-1 to all PIE rolls until Psi meditates; shaken.
6-10	-2 to all PIE rolls until Psi meditates; shaken badly.
11-13	-1 to all PIE rolls until Psi sleeps for 6 hours; psi powers questioned.
14-16	-2 to all PIE rolls until Psi sleeps for 6 hours; unsure of psi powers.
17	The real world Comes into question. The Psi's balance is off and the world spins. -4 to AGL 1/2 movement until psi meditates.

d20	Psychic Backlash
18	Mind Crushed! The Psi has difficulty concentrating. Cannot perform Intellectual skills and - 4 to INT until Psi meditates.
19	Belief in the Psi Disciplines crippled! Psi may perform no effects for the day and have a -2 to all PIE rolls until the psi can meditate for a number of hours equal to the amount of points that the psi missed their PIE by.
20	Discipline Destroyed! The Psi must relearn their discipline. To do this they must attend a Psi school for 3 months. No effects may be generated until the discipline is relearned. No experience need be spent for this.

d20	Mental Backlash
1-5	-1 to all WIS rolls until Psi meditates; discipline shaken.
6-10	-2 to all WIS rolls until Psi meditates; discipline shaken badly.
11-13	-1 to all WIS rolls until Psi sleeps for 6 hours; mind exhausted.
14-16	-2 to all WIS rolls until Psi sleeps for 6 hours; mind in agony.
17	Resolve Destroyed! -4 to WIS and no Craft skill may be performed until Psi meditates.
18	Wisdom Confused! All WIS rolls automatically fail. The Psi will be incoherent and must rest for 12 hours.
19	Amnesia! The Psi retains all their skills and abilities but have no memory. This can only be cured through time and meditation. It is up to the GM to determine the duration. Familiar people and objects will help.
20	Mind Destroyed! The Psi's mind is destroyed. He must receive professional help for a Psi or a psychiatrist within 3 days or damage is permanent and the body will fail. It will take 3 months to heal the damage.

Psi receive the following skills:

2 Psychology, 2 Deception, 1 Disguise, 1 Meditation

Thief Types

Thief types start with four skills to be used only in weapon proficiencies. Their critical rolls increase 3% each level.

Criminal

Criminals are basic thieves who use any means to commit a crime. Criminals find their way onto space habitats and often go whatever way will keep them out of jail. This typically means fleeing more than one system. Successful criminals are often part of a greater crime syndicate (see Organizations on page 136). There are many more localized crime syndicates and every society has them. Some societies have a more elusive organized crime element, but most will have one or more that serve a necessary role.

Individual criminals do exist as well but have a rougher time of succeeding. To acquire seed capital, they may become involved in all manner of unsafe ventures. Criminals get the following initial skills:

1 Move Silently, 1 Open Locks, 1 Locate Security, 1 Disarm Security, 1 Move in Shadows, 1 Climbing

Investigator

Investigators are self employed doing investigative work for people, governments or companies that do not want their dirty laundry aired. They work with bounty hunters when needed but prefer to work alone or with experts in other fields.

Investigators are common enough in most all areas of known space. The Balek and Gren use them extensively and have a certain affinity for this profession, from paid ruffian to skilled detective. Pay varies depending on the situation and cultures involved.

Investigators receive the following initial skills:

2 Deception, 1 Acting, 1 Disguise, 1 Interrogation

Politician

Politicians may use criminal activity or lies to gain power within a government. Some few politicians are elected by the people while far more seize power though the use of force or guile.

Politicians leave their home planet for a variety of

reasons. One reason could be fleeing some scandal. Mogs are not particularly sensitive to this but Gren and Kiran are. Another reason would be to raise seed capital for a run at an elected office. Many politicians are not elected but appointed to court or the like by royalty or their assistants. This requires large sums of money. Politicians receive the following initial skills:

3 Oratory, 1 Deception, 1 Acting, 1 Law

Raider

Raiders are the pirates of the known universe, but rather than dashing soldiers of fortune they are the lowest of villains. They wait for inbound cargo haulers and attack them, killing or enslaving the crew and taking everything of value. If the odds are right they attack small colonies, robbing them of wealth and vital equipment and leaving them to fend for themselves. They may take the slaves if the colonists could fetch valuable price.

Raiders receive the following initial skills:

2 Unarmed Combat, 1 Interrogation, 1 Deception, 1 Piloting

Smuggler

Smugglers try to avoid the import restrictions, taxes and regulations that most worlds impose on them. At times they pose as a number of different professions but most often masquerade as a Free Trader. This leads to Free Traders being their most dangerous enemies, even more so than planetary naval forces. The Free Traders will at best apprehend smugglers at every chance and killing a smuggler is not frowned upon by most local authorities.

Smugglers receive the following skills:

2 Camouflage, 2 Navigation, 1 Piloting, 2 Smuggling

Spy

Spies either serve their government or act as freelance agents. Both types live an extremely dangerous life on the edge. They have the support of their government, but that government may wish to maintain plausible deniability. In either case, spies serve several purposes from assassination to information gathering.

Spies during this period are highly self reliant. They may be surgically altered to appear as another race. When this is physically impossible the spy must rely on a holo projector. Those that are truly great manage to avoid the need and use their wits and abilities to make their way to their objective via their own path.

Spies need to think on their feet. They can trust no one and expect help from no quarter. It is not surprising that some individuals play both sides against each other and hope to come out on top. These people are risk-takers and think outside their situation. If they need to resort to violence, then they have most likely failed the mission, and worse yet can expect to die or be captured. Suicide pills are often offered to operatives since this is an age of torture and crude, often fatal, truth drugs.

Spies receive the following initial skills:

1 Investigation, 1 Unarmed Combat, 1 Deception, 2 Disguise, 1 Sensor Operation, 1 Coded Messages
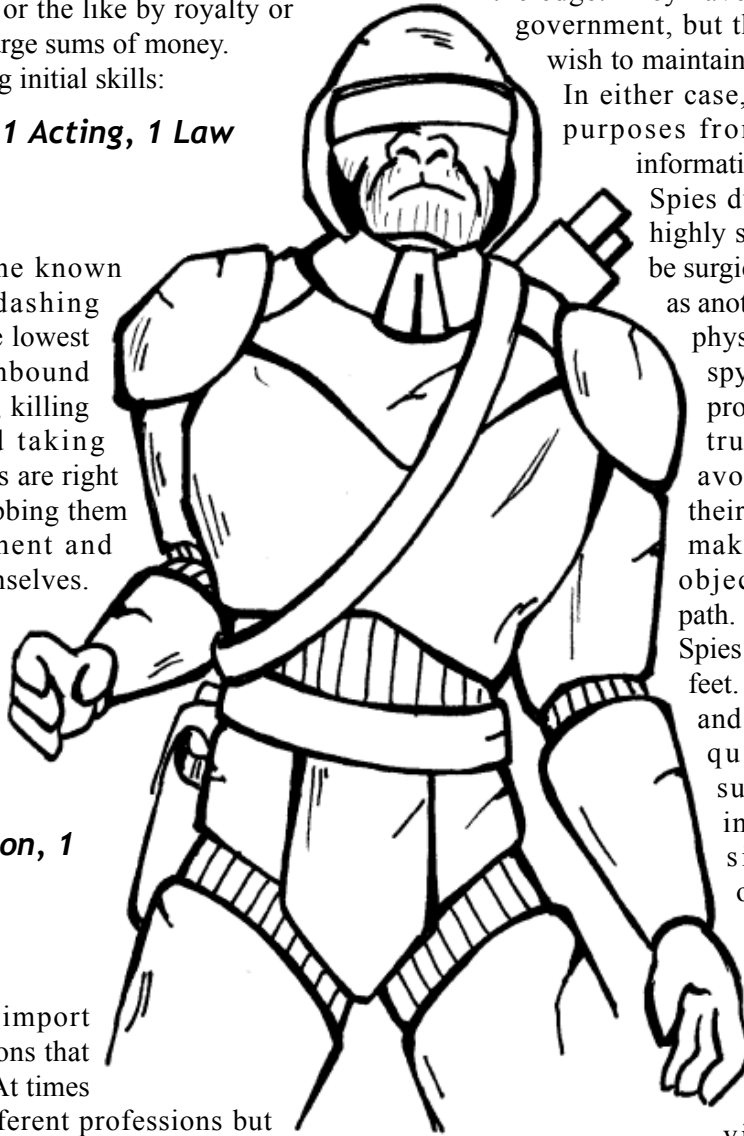
Birth of A.I.

The beginnings and definition of Artificial Intelligence has been debated throughout known space for longer than it has existed. The AI are generally believed to have come from two sources, the Toaffi and the Andromedaens. The Toaffi are credited with the development of the first AI Personality Matrix and with most substantial advances in the field since. In the Second Millennium, after the Toaffi had created the first AI, the Andromedaens struck a deal with them for the technology. The Toaffi would handle the research and development while the Andromedaens would handle manufacture and distribution.

At first all went well, but the Andromedaen company of Cyber Tech became more and more interested in production and efficiency and less in quality and research. The trade deal ended and the Andromedaens did not renew it. The Toaffi formed the Yffrim Company. Soon the Andromedaens regretted their end of the trade agreement and tried to get the Toaffi to agree to enter into another. The Toaffi would not, and this precipitated the Third Trade War in 1502.

After the AI Insurrection in 1556, people became much more suspicious and untrusting of the AI. This led to regulation and laws concerning AIs. Much of it was a direct result of the tactics employed in the AI Wars and many of the people of known space wished to make sure that nothing like those wars could happen again. Despite this, an organization was formed for the rights of AI and their kind. The People for the Rights of Artificial People (PRAP) was formed and made headway in the addressing the slave status of the AI. This more than any military victory ended the cycle of war. PRAP is considered a radical organization by some but their day to day operations involve lobbying and peaceful demonstrating.

Laws and Regulations

The laws and regulations that rule the life of the Artificial Entities in the RFW are much more understanding than those before the foundation of the Artificial Entities Rights Act of 2533, which ensures that artificial entities will have certain rights as long as they maintain certain responsibilities. Every entity has the Act imprinted on their personality matrix.

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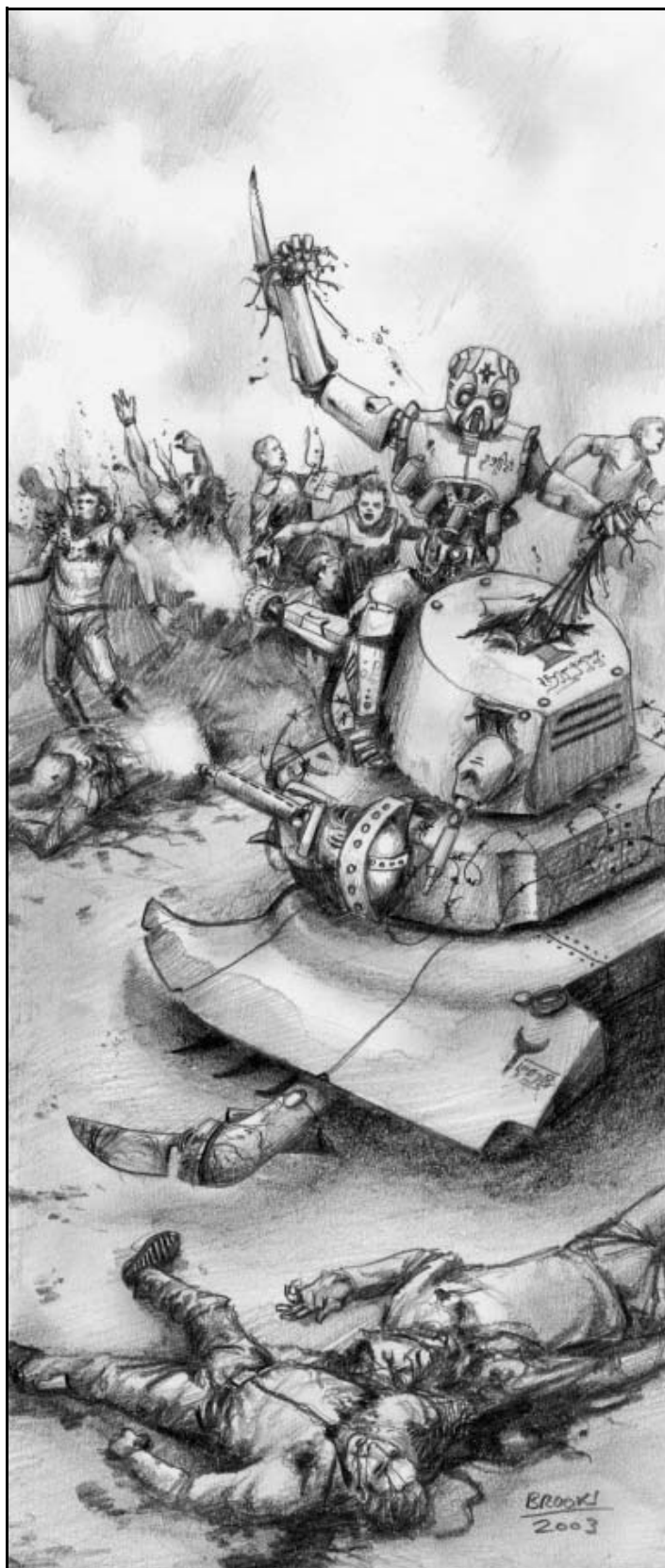
The AI laws are fairly straight forward and, although most apply to the individual entity, some cover the people around them. These are interstellar laws and, by the charter of the RFW, all member worlds must abide by them.

Weaponry

Artificial Entities are not allowed to have weapons as a part of their integral systems. This means they may not have weapons built into their bodies nor anything that could be used as a weapon. Any AI that violates this law is subject to destruction.

Appearance

All AI must have metallic skeins and are not allowed to have simulated flesh as a part of their chassis. This is to say that they may not appear like a biological. This law has met with difficult interpretation. Holo-projectors are allowed since they do not alter touch and are easily detected with security equipment. Violation of this law results in the reprogramming of the unit to its base initial imprint. This is the equivalent of destroying all the memories of the AI.

Local Laws

Artificial entities are bound by local laws but only when they do not violate the above laws and the rights they have. In other words local laws cannot strip an artificial entity of its RFW citizenship.

Rights and Responsibilities

When laws were enacted to protect the citizens of the member states of the RFW, PRAP was quick to point out and lobby for the clear definition of the rights and responsibilities of the AI. These rights are limited in number since there were few champions for machines during that period. As with any person, there is no compulsion to obey the law, rights or responsibilities, but all artificial entities are imprinted with (and thus aware of) all rights, responsibilities and laws pertaining to them. Ignorance is no excuse.

Right of Person

Artificial entities have the same rights as any member of the RFW to their personal bodies. They may not be violated, dismantled or altered except with their personal permission or an order of a court. This protects them from illegal searches but not from scanning.

Right of Mind

This right outlines the protection of the AI's personality matrix and data storage from being downloaded, altered or destroyed without their express permission or the order of a court.

Right of Fair Trial

This protects form unfair prosecution. If accused of a crime, the artificial entity is entitled to a trial by local authorities.

Right of Ethical Treatment

The artificial entity has the right to be treated with respect and consideration of its comfort and well being. Although AI are most often highly resistant to damage from atmospheric conditions, they can suffer mental and emotional agony as much as a living person. This means that if you confine them for long periods of time, they could suffer a mental collapse due to solitude. Treatment of this sort is not allowed under the Artificial Entities Rights Act.

Social Responsibility

Social responsibility has to do with the dedication of the individual to the social community. This sometimes takes the form of community service or dedication of skills to a project which aids the group.

Responsibility to Others

Responsibility to others is the concept of working together for the common good. This tempers the social responsibility with a concern for the individual within the group. If there is no other choice, the individual will be sacrificed for the group but only after all other options have been explored. This also is a warning against marginalizing the individual in the calculation. AI can be quite literal but they are also very sophisticated, allowing a level of fuzzy logic. They understand that if you are going to save a billion lives then a few deaths may be acceptable. However they are not ruled by this logic and will seek the preferable solution of no deaths.

Responsibility to the Law

The laws must be obeyed and more over the spirit of the law must be obeyed. This means that if it is against the law to murder someone, then the spirit of the law will not allow you to stand by when you could save a life.

Responsibility to Life

This responsibility is simply to preserve life in all forms. Whether biological or mechanical, all life should be protected. This is sometimes an issue with AI since most biological life prey upon each other for nourishment in one form or another.

Artificial Entities

Artificial entities come in many different sizes, shapes and styles depending on their function and creator. Most will resemble one of the biological races in known space but with a metallic skin.

System

AI of the RFW are built to very precise specifications, often limiting their ability to grow via experience. To reflect this, the Iridium Game System does not allow AI to have a class, gain experience or advance in level. This is compensated by the modular nature of the AI. It is able to swap skills, gain levels in those skills by purchasing the appropriate SCIM sticks, and swap equipment to gain new abilities.

- No Experience
- No Classes
- No Levels

All players have a number of space units based on their chassis to build an AI character with. Players should feel free to pick their chassis and personality matrix. Once these are established, space units (SU) are used to purchase stats and equipment. A Personality Matrix will take up space within the chassis.

An additional difference from biologicals is that the AI do not have a PIE score. They cannot be affected by Psi disciplines that affect the mind but can still be effected by physical effects of telekinesis. They also cannot use Psi powers. LUC should be generated in the standard manner rolling 3d20 and taking the highest result.

AI are sensitive to deep space, extreme heat and cold and radiation. Unless they have life support, their systems will fail in extreme conditions in 15 to 30 minutes at the GM's discretion. If they are equipped with life support they will be able to survive.

All AI must take three items: a Chassis, a Personality Matrix and either an energy storage pod or a MAM pod for power. In general, since most equipment is modular it may be swapped out with access to the appropriate equipment and facilities.

Vital Areas

All Artificial Entities are created from essentially the same design. This means that damage to certain areas on an AI's chassis will destroy them. The vital areas for all AI are:

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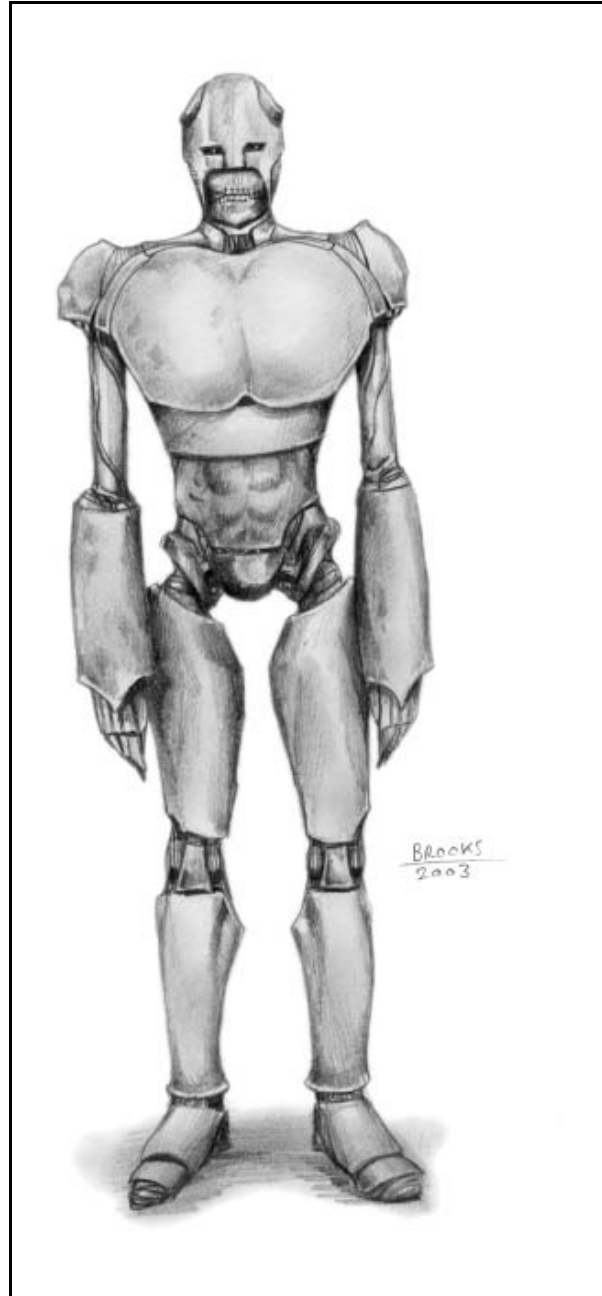
Area	Effect
1	The destruction or reduction of this area will damage or destroy all sensory capabilities until repaired.
4	The personality matrix is stored here. If this area is reduced below 0 internal FP, then the AI is destroyed.

Area	Effect
7	The primary power is stored here. If this area is reduced to 0 internal FP, then the power source will explode. In the case of battery pod this will only destroy the AI, but in the case of a MAM pod this will mark the destruction of everything and everyone in a 300 m radius.
Other Areas	Destruction of any part of an AI may cause the loss of systems. This is dependant on the damage and the discretion of the GM.

Hard Vacuum

Hard vacuum will affect the crystalline circuitry and the plastics that an AI is constructed from. This is due to the extreme heat and cold of deep space, the nature of the systems that make up an AI and the varying levels of radiation. The effects of vacuum and other harmful atmospheres can be coped with by the AI's chassis but only if they are built with a system called Vacu-Seal. Vacu-Seal will hermetically seal the internals of the AI's chassis while maintaining an internal environment. If an AI does not have these protections, then they will still be able to stand limited exposure to vacuum for a number of minutes equal to their CON. After this time, if still in a vacuum, they will lose one point of CON until they reach 0. At this point the AI's systems will be so damaged that they will not be able to be repaired.

Main Chassis

Described below are the four major manufacturers of Artificially Intelligent Entities (AI). The costs vary widely as do the abilities.

	OmegaStar	W.A.R. Industries	Cyber Tech	Yffrim Co.
Chassis Space Units	310	320	340	350
Max STR	20	27	18	20
Max AGL	22	15	25	21
Max DEX	25	20	20	22
Max CON	15	23	21	14
Hit Points to each Area	2xCON	4xCON	3xCON	3xCON

Physical Space Unit Purchase Cost

	STR	AGL	DEX	CON	APP
Cost	2	2	2	2	1

APP is purchased since it requires the reconfiguration of the external and in most cases the internal arrangement of hardware to make a more aesthetically pleasing appearance.

Armor

	OmegaStar	W.A.R. Industries	Cyber Tech	Yffrim Co.
Armor Cost SU	2 SU/ 3 FP	1 SU/5 FP	3 SU/4 FP	3 SU/ 5 FP

AI are often armored to help protect them during their tasks. This is sometimes a controversial issue since it would be an advantage in combat.

Personality Matrix

The Personality Matrix of an AI is where its sentience resides. It is also where it does its analytical reasoning.

	OmegaStar	W.A.R. Industries	Cyber Tech	Yffrim Co.
Matrix Space Unit Cost	25	10	20	22
Max INT	23	12	18	20
Max WIS	18	10	22	25
Max Skills	25	15	30	20

Each Matrix comes with its own SCIM ports and supports a max number of skills as shown in the table below. For example, an OmegaStar Matrix holds 25 skill levels. This would be 5 skills at level five (80%) or 25 skills at level 1 (40%). For more information on skills see Character Skills on page 49. Additional skill slots may be obtained by purchasing additional SCIM ports below.

Mental Characteristics Space Unit Purchase Cost

	INT	WIS	WIL	CHA	PIE	LUC
Cost	2	2	2	2	N/A	N/A

EQUIPMENT COST

TYPE	OmegaStar	W.A.R. Industries	Cyber Tech	Yffrim Co.
	Cost/Space Units (SU) Required/S.E.U. (Salable Energy Unit) per Round			
Anti-Grav Units Lift 200 kg/AG Unit Top Speed: 50 km/AG Unit Cruise: 30 km/AG Unit 6 AG Units Max	3Kc/15/5	1Kc/13/8	2Kc/11/6	4Kc/16/3
Cyber-Link (10*)	2Mc/25/25	3Mc/20/60	2.5/Mc/22/50	--
Energy Screens (6)	20Kc/20/5	25Kc/17/3	15Kc/25/4	35Kc/15/6
Energy Storage Pod (9)	10Kc/20/--	9Kc/25/--	12Kc/15/--	11Mc/10/--
External Fire Extinguishers	--	.5Kc/5/25 uses	.4Kc/6/40 uses	--
External Lights	.5Kc/1/1	.25Kc/1/3	.9Kc/2/4	1.4Kc/1/2
Force Field (6)	30Kc/30/7	35Kc/25/5	25Kc/35/10	40Kc/35/12
Hoist & Grapple	.4Kc/4/1	.6Kc/3/1	.8Kc/2/1	.3Kc/5/2
Hologram Projector (7)	2.4Kc/20/20	2.9Kc/22/10	2.1Kc/11/30	1.5Kc/26/15
Infra Red Filters	1.5Kc/5/1	1Kc/5/2	.9Kc/8/5	1.4Kc/10/3
Internal Fire Extinguishers	.4Kc/10/5	.4Kc/10/5	.4Kc/10/5	.4Kc/10/5
Internal Repair Systems (8)	50Kc/25/5 per 10 FP	45Kc/28/8 per 10 FP	40Kc/30/12 per 10 FP	70Kc/18/4 per 10 FP
L.R.C.L. Tight Beam (3)	5Kc/4/2	2Kc/2/4	3Kc/2/3	4Kc/3/1
Life Support Used for Biologicals or AI in hostile conditions. It will isolate the interior of an AI.	40Kc/25/5	35Kc/23/3	37Kc/20/3	25Kc/30/1
Light Intensifying Filters	2Kc/15/3	3Kc/15/2	4Kc/20/6	2Kc/15/8
Long Range Comm Link (2)	1Kc/2/2	2Kc/1/2	1Kc/1/1	1Kc/2/1
M.A.M. Energy Pod (9)	800Mc/90/--	850Mc/70/--	750Mc/100/--	790Mc/95/--
Medical Kit (4)	7Kc/15/3	5Kc/10/5	4Kc/8/3	--
On-Board Analytic Computer (5)	.25Mc/50/10	.3Mc/40/15	.15Mc/70/20	.12Mc/75/10
Repulsor Beam Push 200 KG/SEU usage	10Kc/27/15	12Kc/25/18	12Kc/23/22	8Kc/30/15
Senacron	--	.5Kc/6/3	1Kc/3/5	--
SCIM Port (*) Gives AI additional skill levels	20Kc/15/2 10 skill levels	25Kc/25/3 5 skill levels	15Kc/30/3 12 skill levels	40Kc/10/1 10 skill levels
Technician's Kit (4)	5Kc/10/5	4Kc/8/8	7Kc/11/3	--
Multi Function Display	1.2Kc/2/1	1Kc/1/2	.9Kc/3/3	1.4Kc/1/3
Tractor Beam Pull 200 KG/SEU usage	8Kc/25/15	6Kc/30/18	5Kc/30/22	10Kc/20/12
Vacu-Seal(*)	55Kc/30/10	65Kc/20/20	25Kc/35/15	85Kc/10/25

The information is formatted this way:

Cost/Space Units (SU) Required/SEUs used per round

(*) - The energy used is a one time activation energy.

Black Market Equipment Cost

TYPE	Cost	Space Units	SEUs
Targeting Computer (1)	8 kc	10	3/rd used
Series 20 Blaster Mounting (*)	2 kc	15	3
Series 40 Blaster Servo-Assist	4 kc	20	2
Series 50 Blaster Servo-Assist	12 kc	25	4
Pod Grenade Launcher (*)	20 kc	40	10
Pod Missile Launcher (*)	30 kc	50	30

NOTES

(1) Targeting computers are illegal for AI to have installed. Black market targeting computers will grant a +3 to hit. For every 8 kc spent, the targeting computer will have an additional +1 to hit. The max for this type of targeting computer is + 8 to hit.

(2) This is essentially the Comm Unit for the AI. It will be built into its chassis. OmegaStar has a 50,000 km range, W.A.R. Industries a 40,000 km range, Cyber Tech a 10,000 km range and Yffrim Co. has a 45,000 km range.

(3) Long Range Tight Beam communications eliminates the chance of interception of communications by a third party. It is used for ultra-secure communications and has one half of the standard Long Range Communications Link ranges.

(4) Space units are for type A Tech Kits. For more information on Tech/Med kits see General Equipment on page 87.

Type of Kit	Additional SU	Additional Cost
B	10	2xcost
C	20	3xcost
D	30	4xcost
E	40	5xcost

(5) Analytical computers come in certain types such as geological, chemical, or biological. With such a unit on board the AI is able to analyze substances from that specialization. To use this system the AI must have a SCIM stick in that specialization and make a successful check against it.

(6) Force Shields protect the entire chassis at once. This

OmegaStar	50pt+5SU/10

W.A.R. Industries	75pt+7SU/10
Cyber Tech	30PT+8SU/10
Yffrim Co.	60pt+6SU/10

means that if an AI had 200 FP shield it could take a total of 200 FP before they fail. It does not mean that they have 200 FP of protection in each location.

(7) A Holo Projector is able to project moving, sound producing images. Programs for various images will cost 4Kc. Three programs come with the unit, but recordings may be made. In addition, the holo projector may be used to cloak the body of the AI in another appearance. Note, this will not change the tactile sensations. Metal skin will feel like metal skin. Also, a holo projector cannot make an individual invisible.

(8) Allows automated repair of damaged systems. Will repair 300 FP of damage before needing to be replaced.

(9) All AI must take some form of energy storage.

Energy Pod   300 SEU
M.A.M. Energy   2,000 SEU

Type	OmegaStar	W.A.R. Industries	Cyber Tech	Yffrim Co.
MAM	+300	+350	+200	+250
POD	+50	+100	+150	+200

(10) Cyberlinks are a means for AI to download their consciousness to another personality matrix. A cyberlink may be connected to L.R.C.L. to download from the field onto a ship's computer. Cyberlinks are translation hardware and software to enable large amounts of data to be channelled to outside sources.

The second function of a cyberlink is for an AI to control robots. Robots are not sentient like AI and the cyberlink will not work against them. The AI must first install a small remote cyberlink in the control processor of the robot to be controlled. This process will take anywhere from five to ten minutes depending on the complexity of the robot. Once completed the AI must make a successful Computer Tech Skill check, but if successful, will control the robot until the cyberlink is removed, destroyed, or the AI releases it. The number of robots the AI can control in this manner is equal to INT / 4. Additional cyberlinks will allow the control of an additional lot of the AI's INT / 4 robots.

COMBAT, CRITICAL FAILURE AND SUCCESS

Combat

The order of combat is as follows:

1. All players and setting characters roll initiative for the round (a round is one minute).

2. Perform actions according to initiative, highest number first.

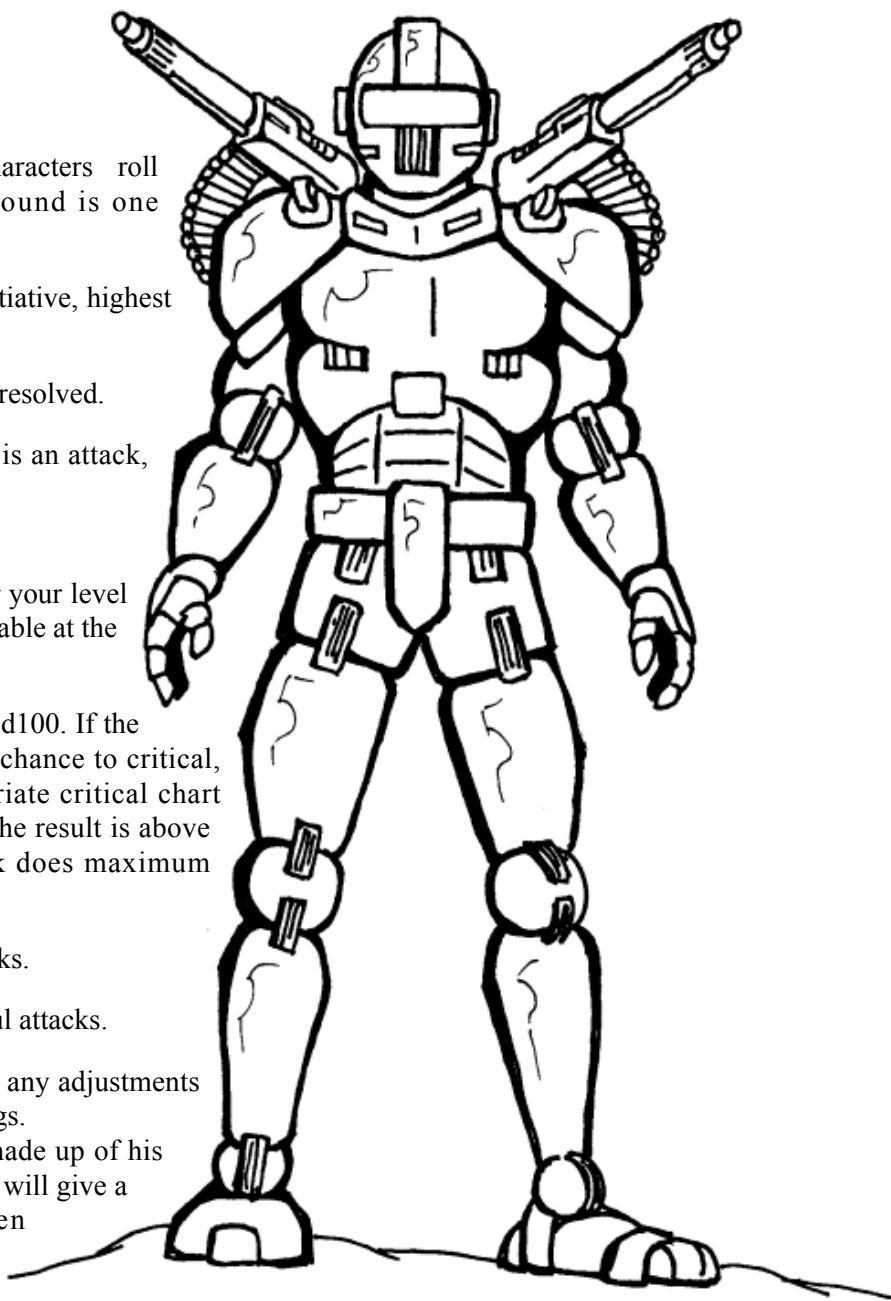3. Repeat steps 1-2 until combat is resolved.

If the action performed in step two is an attack, then perform the following:

1. Roll 1d20 for each attack.

   1A. A '1' is a fumble. Roll under your level on a d20, or roll on the fumble table at the end of this chapter.

   1B. A '20' is a critical hit. Roll 1d100. If the result is under the character's chance to critical, then roll again on the appropriate critical chart located later in the chapter. If the result is above the critical chance, the attack does maximum damage.

2. Roll damage for successful attacks.

3. Roll Targeting skill for successful attacks.

Initiative is determined by a d6 plus any adjustments gained from agility and/or battle drugs.
A character's Defense Statistic is made up of his STR, AGL and CON averaged. This will give a range between one and 25. When attacking, an opponent must try to roll the target's Defense or greater by rolling a d20 and adding adjustments for DEX, weapon specializations and any attributes of the weapon. The GM may also impose adjustments due to conditions (visibility, weather, fire, cold, etc.), cover (hiding behind a barrel, fighting through a fence, etc.) or any other situational modifier which would come into play.

Suggested Combat Modifiers	
Modifier	Description
+ 4 to hit	Target is caught unprepared by attacker.
+10 to hit	Attacker is using an area effect attack.
- 4 to hit	Target is flying.
- 4 to hit	Target is at extreme range.
- 4 to hit	Target is invisible, camouflaged, obscured or using cover.
+ 1 to Defense	Target foregoes attacks and declares that they are defensive this round. The target may only move and may make no other actions. Target receives a + 1 to Defense.
+3 to Defense	Target actively foregoes any attacks, successfully makes acrobatics, and declares that they are defensive this round. The target may only move and may make no other actions. Target receives a +3 to Defense.
+ 4 to Defense	Target is in a moving vehicle. Target receives a +4 to Defense.
-4 to hit	Attacker is shooting from a moving vehicle.
+ 4 to Defense	Target is hiding behind cover. They receive a +4 to Defense. This does not mean firing from cover which negates this bonus.
+2 to Defense	Target is firing from cover. The target receives a +2 to their defense. This means that for the most part the target is hiding behind some cover.
-2 to hit	Firing from cover. An attacker receives a -2 to hit on any of their rolls.

A d20 is rolled and all modifiers are applied. If the total is greater than or equal to the target's Defense, then it is a hit. If it is less than the Defense, the attacker misses. At this point the target may choose to parry if it is a successful melee attack. Parrying is discussed further in this chapter (see Parry).

After the hit is determined, then the attack may be targeted. If the attacker has targeting with the weapon used, then he may make a skill test versus his targeting skill (for more on skills see Character Skills on page 49). If the skill test is successful, then the damage is dealt to the area of the attacker's choosing.

When fighting multiple opponents, the character may wish to switch targets. In melee combat it will cost an attack to switch from one opponent to another. In ranged combat, the attacker may switch opponents for free.

During the round of combat, a character may either perform an action or attack. All this will occur on the character's initiative. Some actions may happen in combination with another action but this will be noted in the skill description. For instance, during a character's attacks he may roll his Targeting skill for each attack. Consider the following examples:

Rahan Domar, Human Soldier

Level = 10
Fortitude points = 35
Armor factor = 30 (Military Mesh)
                65 Plasteel Helmet
Defense stat = 20
Combat Knife: 1d8 damage, 4 attacks
Series 20 Blaster Pistol: 4d10, 3 Attacks
Bonuses to hit:
Knife: +3 (DEX) +2 (weapon prof) = +5 total
Blaster: +3 (DEX) +2 (targeting computer with blaster) = +5 total
Bonuses to damage:
Knife: +5 (STR) +4 (weapon prof) = +9 total
Rifle: +5 (weapon prof) +4 (targeting computer with blaster) = +9 total
Initiative Modifier: +3 (AGL)

Gahn, Gren Spy

Level = 10
Fortitude Points = 42
Armor factor = 20 (Civilian Jumper)
Defense stat = 18
Dagger: 1d8 damage, 4 attacks, coated with poison (must touch skin to work)
Auto Rifle: 4d12, 3 attacks
Bonuses to hit:
Knife: +3 (DEX) +2 (weapon prof knife) = +5 total
Rifle: +3 (DEX) +4 (targeting computer with rifle) = +7 total
Bonuses to damage:

Knife: +4 (weapon prof knife) +30 (poison) = +34 with poison

Rifle: +16 (targeting computer with rifle) = +16

Initiative Modifier: +3 (AGL)

Example 1

Rahan rolls a 4 on a d6 for initiative with a +3 initiative modifier for a total of 7. Gahn rolls a 5 with initiative modifier of +3 for a total of 8. If they had tied the tie would have been broken by who had the higher initiative modifier, then by the higher luck, and finally by rerolling.

Gahn attacks first in the melee period since his total initiative was higher and they are engaged in melee combat. Gahn rolls a d20 four times (for each attack with the dagger) and rolls a 3, 15, 1, 20, trying to overcome Rahan's Defense of 20. The 3 misses but the 15 hits with Gahn's to hit bonus of +5. Gahn rolls damage of 1d8, rolls a 4 and adds 4 for damage bonus for a total of 8 points of damage (note: Gahn's poison does not count since the dagger did not pierce Rahan's armor). Gahn may roll his targeting skill to attempt to direct his damage to a specific location. Gahn rolls a 72% but his targeting skill is only a 40% so he fails the test. Gahn then determines by a roll of the d10 the area of damage. Gahn's next attack is a 1 which is a critical fumble. He tries to recover from the fumble by rolling under his level on a d20; he rolls a 13 and must suffer the consequences by rolling on the appropriate fumble table. Gahn rolls a 2 on the fumble table, which means he loses two attacks. The next attack of a 20 does not count, and the additional attack lost does not count since he has no more attacks this round.

Rahan now attacks four times with his combat knife. He rolls a 20, 18, 2 and a 14. The 20 is a critical hit, which means Rahan has a chance for additional damage. His chance as a 10th level fighter is 50% (5% per level). He rolls the percentile and rolls a 44%, under the 50% he needed. He then rolls on the edged critical table and rolls a 93. Gahn is pierced through the chest and since he fails his WIL save by rolling over his will on a d20, Gahn dies immediately. Rahan wipes his blade on Gahn's shirt.

A player character may take an action during the combat phase rather than attacking, such as running away, detecting traps while the party holds off foes, or using acrobatics. A character may execute a fighting withdraw from opponent(s) without sacrificing attacks but moves at only 1/2 movement. If an attacker wishes to switch opponents, he must skip one attack but then may finish his remaining attacks. This is not so with ranged weapons which may switch targets with no penalties.

Example 2

The same characters are facing each other across a long valley. Gahn has a TYP-3000 rifle with twenty rounds. Rahan lost his pistol and has no ranged weapon, so decides to charge across the field to close. The GM determines this will take two minutes allowing for two rounds of missile attacks. Since Rahan can't reach Gahn for two rounds, there is no need to roll initiative. Gahn shoots his rifle, rolling a 12, 8 and a 3, with his DEX adjustment a 19, 15 and 10. The 19, 15 and 10 are all less than Rahan's Defense of 20. Hans then fires a second volley and rolls a 20, 4 and 10. He rolls over his chance to critical. However, the 20 still does maximum damage of 48 + 16 = 64 points. Targeting is automatic on a natural 20 so Hans deals it to Rahan's head (area 1). Rahan has 1 point left in his helmet and his head is undamaged. Hans must take a round to draw his dagger since he does not have Draw Weapon.

Rahan attacks with his combat knife by rolling a d20 for each attack. He gets 12, 15, 16 and 17. Due to Rahan's pluses to hit (+ 5) these become 17, 20, 21 and 22 respectively and all hit. He then rolls his damage of 1d8 + 9 for each attack and gets 16, 17, 10 and 13. He successfully targets the first three attacks, dealing 38 points to the head but fails the fourth and must roll a d10 to determine the location randomly. He rolls a 6 for the location of the fourth attack. Thus, he has dealt 13 points to Gahn's left arm and 38 to his head. Gahn's armor is destroyed in both areas, and he takes 23 points (43 - 20 points of Armor = 23 to flesh) to the head and 0 points (13 - 20 points of Armor = 7 points left in the armor) to his left arm.

The next round Gahn is in bad shape. He has 21 FP in his head but has received 23 points of damage. He makes a roll vs his WIL and remains conscious. Gahn and Rahan roll initiative. Rahan rolls a 6 on a d6 for initiative with a +3 initiative modifier for a total of 9. Gahn rolls a 3 with initiative modifier of +3 for a total of 6.

Rahan wins initiative and rolls his attacks. He rolls 5, 4, 6, and 10, which adjust to 10, 9, 11, and 15 respectively. None of them hits since all are less than Gahn' 18 Defense. Gahn is able to counter attack with his poisoned dagger. He attacks four times rolling 1d20 to get 2, 12, 16, and 19 which adjust to 7, 17, 21 and 24 respectively. The 21 and 24 hit since they are over Rahan's 20 defense but the others miss. He rolls damage on 1d8 for the two that hit and gets a 4 and a 6, which is adjusted to 8 and 10 (an additional +30 for poison if he makes it through Rahan's armor). Rahan chooses to parry with his combat knife and must roll under a 75% for each parry (for more

on Parry Skill see PARRYING on page 53). He does so and parries both attacks.

Rahan wins initiative the next round and quickly dispatches Gahn.

Example 3

Gahn and Rahan roll initiative, rolling a 1 and a 6 respectively on 1d6. Gahn wins with a 9 to Rahan's 4. Looking across the room at Rahan, Gahn decides he is a threat and uses psi powers of illusion to convince Rahan that an air lock is the bathroom and he needs to go now. The psi power directly affects Rahan so it has a saving throw of PIE - level of the caster. Rahan must roll under his PIE - 10 (Gahn's level). Rahan rolls a 14 and does not make it. Rahan steps out to answer the call of nature.

Natural Armor

Natural armor is armor that is part of a living being, such as thick hide, scales or an exoskeleton. It is decreased to zero by damage just as worn armor is. It will heal though, as per the healing rules (see Healing on page 122). The flesh underneath will heal first then the natural armor.

Parry

Parrying is meant to be used with melee weapons against melee weapons. It is not used against modern weapons or missile weapons. Parrying is countering an opponent's attack with a movement of the body combined with the gentle guiding by your weapon of your opponent's weapon out of the line of attack. This seldom results in the clash of blades seen in many popular movies. Parry (the skill) must be taken with the specific weapon or device with which the character will be parrying (short sword, battle axe, shield, etc.). The character receives one parry initially and one for every other skill thereafter (one parry for the first skill, two parries for the third skill, three parries for the fifth skill, etc.). However, the character may use any attacks with a weapon for parries. The shield has no attacks (without specialization) and thus has none that may be converted to parries. If a person is specialized in a shield they may trade in their attacks they gain in this manner for additional parries. An attack may only be parried once, meaning that if you have four parries left and you miss parrying an attack, you cannot attempt to parry that particular attack again, but you may parry later attacks in that round. Parry is discussed in greater detail under the Parry skill in the Skills section (see PARRYING on page 53).
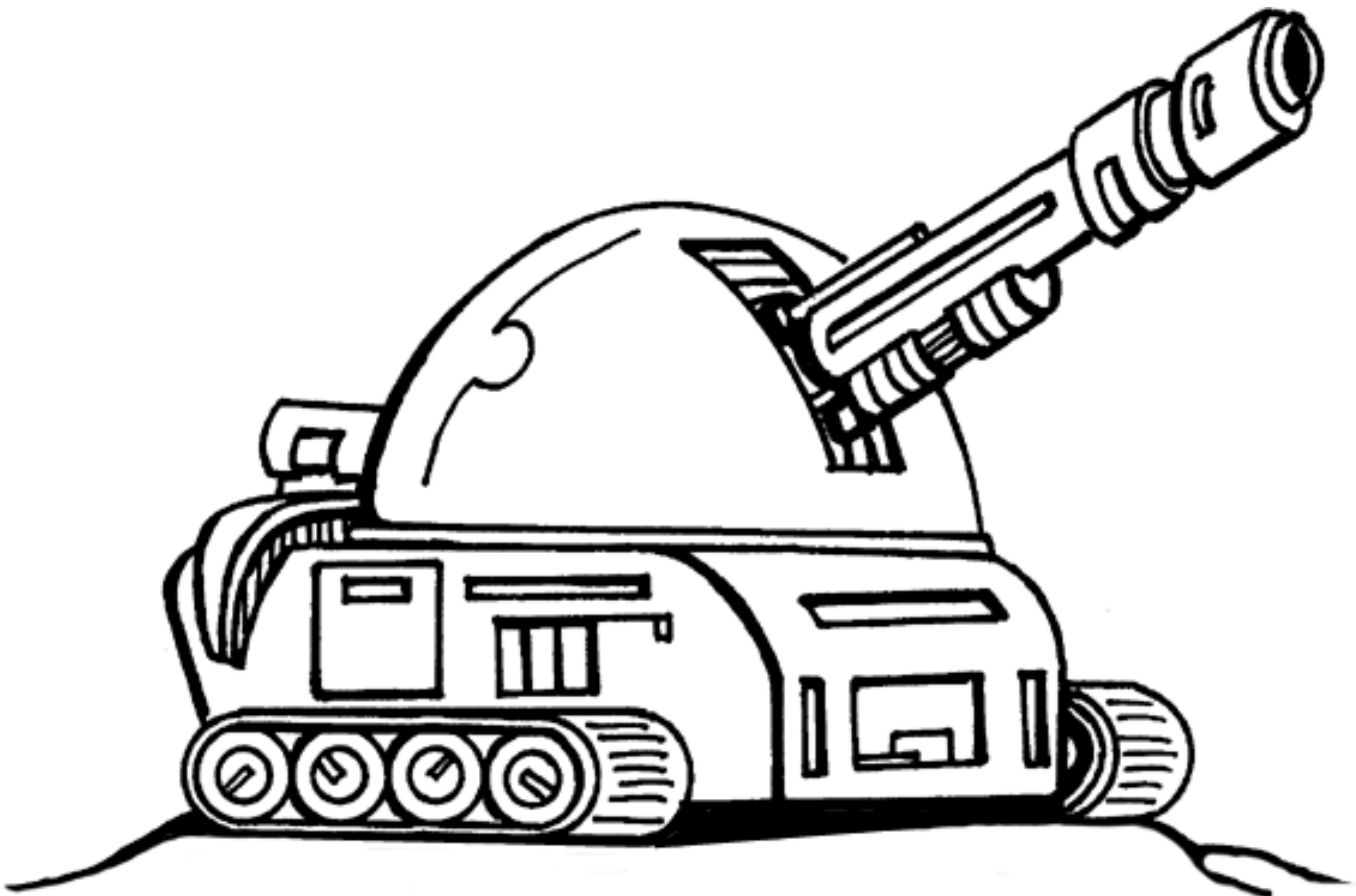
Disarm

Disarm functions much the same as Parry but is limited to one attempt per round. Disarm can be a powerful attack against a superior foe. If they are truly great swordsmen, then without their sword they are usually at a loss. Again, the character must take the disarm skill in the weapon (disarm can only be taken with a weapon, not shields). Disarm is discussed in greater detail under the Disarm (DISARMING on page 52) skill in the Skills section.

Minimum Range

Firearms do not have a minimum range but archaic missile weapons do. The minimum range for archaic missile weapons (bows, sling bullets and crossbows) is five feet.

Fumbles

A fumble occurs when the attacker rolls a 1 on the d20 attack die. If this occurs the attacker attempts to recover by rolling a d20 again, attempting to roll under her level (i.e. a 4th level character must roll under or equal to a 4 on a d20 to avoid fumbling). If the attacker misses this save, then she rolls on the Fumble Table for the result of the fumble. Telekinesis, which require a to hit roll, may also fumble. These are resolved on the same table with the effects applied to the device or to the Psi (the Psi's effect only lasts until the end of the battle).

Criticals

Criticals occur when the attacker rolls a natural 20 on the attack d20. First, this means that the attacker automatically gets max damage for that attack and may pick the area targeted for that attack. The attacker then rolls d100 to see if she generates a critical effect. The following are the cumulative chance per level by class to critical.

Chance to Critical

Fighter	Thief	Performer	Intellectual
5% / lvl	4% / lvl	3% / lvl	2% / lvl

For example, if a 4th level criminal hits with a natural 20, then she must roll beneath a 16% on d100. For every five levels, a fighter will drop the natural d20 roll required to critical by 1. For example, at 5th level a fighter's chance to critical will be on a natural 19 or 20 when she rolls to hit.

Criticals are rolled on the critical tables by weapon. Punches are considered blunt weapons, while claws are considered edged weapons. If there is ever any doubt, the

GM is the final arbiter.

Death

Death occurs when a character reaches negative his base fortitude points in the body areas of 1, 4, 7, or 8 (see diagram). This reflects that the character has received sufficient trauma to a vital area that they will expire. Once a character is reduced in this manner, he will live for one minute. During this time someone may apply First Aid, drugs or Surgery to save his life. If a successful check vs one of the skills is made, then the character will recover the appropriate fortitude points (see FIRST AID on page 60 or PATHOLOGY on page 62). If he is still negative his fortitude points in that area, then he will remain incapacitated until healed through natural. If a limb is reduced to negative its normal full fortitude points, it is severed from the body. It may be reattached with a surgery roll but only if done quickly and with the proper facilities.

Concussion Damage

Concussion damage is a type of damage that is not normally lethal. If a character's FP total is reduced to zero or lower in the head (area 1) then he will lose consciousness. He will heal concussion points at a rate of one every ten minutes. Once a character reaches 1 FP in his head, healing switches to normal healing as described below and he regains consciousness. At this point the concussion damage converts to normal damage. Concussion damage will stack on top of normal damage. This means if a character has 10 FP normal damage and then receives 8 Concussion FP, then the total would be 18 Concussion FP. For example, a character with 14 FP in the head receives a gunshot that grazes his temple and does 12 FP. He then receives another 6 from a Concussion grenade. He has a total of 18 Concussion FP meaning he will be unconscious for 180 minutes unless healing is applied.

Any weapon may be used to do Concussion FP, but unless otherwise noted they do d6 + STR bonus in Concussion FP. Saps and concussion grenades are designed to do this type of damage. If an individual receives more Concussion FP than they have CON in one round, then they must save vs. CON or fall unconscious for a d6 rounds. If they are reduced by more than three times their normal FP in the head they will die. For example, if a character with 12 FP receives 36 points of Concussion FP in their head they would survive, but one more point would kill them.

Concussion Damage will not affect machinery, robots or

Artificial Entities.

Healing

Characters recover fortitude points at a rate of one fortitude point per 24 hours of bed rest + 1 point for every point of CON above 16. This rate will only occur for every 24 hours of bed rest. If the character does anything more than light labor (eating, preparing food), he will forfeit this healing. The amount healed in this manner may be distributed as desired throughout the body. This type of healing is called tissue healing and may not reflect the full duration for healing internal injuries like broken bones, severed arteries or the like.

Broken bones, severed arteries and similar severe trauma may require healing beyond the amount of fortitude points of damage done. This period is determined by the GM and reflects the healing environment, food available, amount of rest the character can get and any number of additional factors.

If accelerated healing is used, then recovery will be almost instantaneous, allowing a wounded person to jump back into combat immediately. The exceptions are when a bone is broken, surgery is required or medicine must be applied. If this is the case, then the medic must take time to appropriately set the bone, perform the surgery or apply the medicine/antidote. If this is not done properly, then the bone may knit incorrectly or the artery could cause internal bleeding.
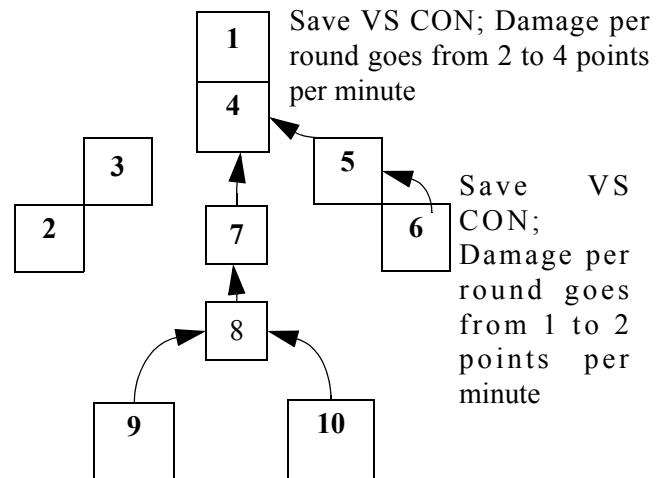
Blood Loss (Optional Rule)

Blood loss occurs when an area is reduced to negative fortitude points. The area will lose one fortitude point until it reaches negative the base fortitude points, when one of two things will occur. If it is a vital area (1 or 4) the character will die; if not blood loss will continue. This means that the character must make a CON check or die. If the CON check is successful then the damage moves toward the center chest (area 4). At each transition to a new area the damage doubles from the original. The character also must make a WILL check to remain conscious or have the opportunity to regain consciousness.

Example

Josh takes 48 points of damage to his area 6, which only has 40 points. He does not succeed his WILL check and passes out. His base fortitude points are 20. He loses one fortitude point per minute due to his wounds. This continues for 12 minutes until his left arm is reduced to negative 20, where he stops losing points in that area

and the damage moves to his area 5. He makes a save vs CON to stay alive, rolling an 8 which is under his CON of 15. He then gets a chance to recover consciousness by rolling under his WILL but fails. Next he begins losing fortitude points in area 5 at a rate of two fortitude points per minute. If he does not receive assistance in 30 minutes, the damage will move to his area 4 where it will kill him. At the 30 minute mark, the damage moves to the area 4 and deals four points per minute until it reduces his area 4 to negative 20 and kills him. He makes his CON rolling a 5 on a d20, and makes his WILL check rolling a 11 on a WILL of 14 and wakes up. He realizes he is in a bad way and applies First Aid to successfully stop the bleeding.

He still has all the damage in areas 5 and 6, and if he is wounded again in those areas, the process will begin again.

Save VS CON; Damage per round goes from 2 to 4 points per minute

Save VS CON; Damage per round goes from 1 to 2 points per minute

One Fortitude Pool (Optional Rule)

Instead of tracking damage by area it is possible to just use the character's Base Fortitude as their total fortitude point pool. All damage is applied to their Base Fortitude and this may cause a character to be somewhat more fragile. The Targeting Skill is no longer needed and any damage applied to a specific area by the effects of a weapon or piece of equipment is applied to the Base Fortitude. Foes have a Base Fortitude equal to their Area 7 Fortitude.

Critical Tables
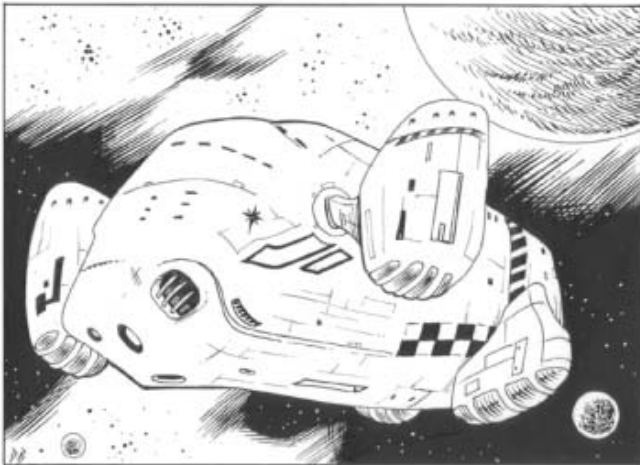
Critical tables are used to define lucky shots with different types of weapons; lucky shots are defined under the Criticals section earlier in this chapter. The type of weapon determines the table that the attacker rolls on. Although many weapon types are defined if there is ever any doubt the GM will make the call on what type of weapon it is.

* Note: The damage must pierce the armor to have effect unless the critical description states that the armor is pierced or that the critical is such it would not be affected by armor.

Edged Weapons	
d100	Description of Critical
01-10	Strong blow, deep gash; two additional damage rolls.
11-20	Excellent Thrust! Additional damage roll + 1d4 bleeding / round until healed.
21-30	Slice through several digits; enemy fights at a -4. One additional damage roll.
31-40	Slice through appendage; foe drops weapon and fights at a -6. 1d10 bleeding / round until healed.
41-50	Neck wound; foe stunned for two rounds, 1d12 bleeding / round, speech is impaired until regeneration is used.

Edged Weapons	
d100	Description of Critical
51-60	Sever major artery causing a ruby fountain of blood; foe fights at a -2. 1d6 bleeding / round for 12 rounds, at which time foe dies.
61-70	Limb severed; rosy hued geyser coats everything in the area with blood. Foe collapses and remains unconscious for 4 rounds, stunned for 4 rounds, and then dies. Additional max damage.
71-80	Thrust pierces armor and drives through a lung, causing a foamy pink gurgle to ooze from foe's mouth. Foe must save vs. WILL or be incapacitated. Foe dies in 6 rounds.
81-85	Blade cleaves helmet and strikes brain. Foe must save vs. WILL or fall unconscious. Foe dies in 4 rounds.
86-90	Thrust to stomach reveals yesterday's lunch; foe is unconscious for 1d4 rounds, stunned for 1d6 rounds, and must save vs. WILL or pass out until he dies. If foe is awake, he fights at a -8. Death occurs in 4 hours.
91-95	Dashing thrust pierces foe's chest; two additional damage rolls + 1d20 bleeding / round. Foe must save vs. WILL or die immediately. Foe is unable to fight.
96-99	Foe loses attachment to head. Instant death if applicable.
00	Utterly incredible blow splits foe in twain! Foe lives long enough to develop a split personality.

Blunt Weapons	
d100	Description of Critical
01-10	Resounding blow stuns foe for 3 rounds; Additional damage roll.

Blunt Weapons	
d100	Description of Critical
11-20	Crushing blow rips tendons; foe fights at a -2.
21-30	Powerful blow destroys muscles and joints; foe fights at -4 and receives an additional damage roll.
31-40	Devastating blow crushes bone. Foe fights at -6, receives 2 additional damage rolls, and is stunned for 4 rounds.
41-50	Sound Thud! Foe must save vs. WILL or fall unconscious; if save is made, foe is stunned for 10 rounds. In either case, foe takes 20 more fortitude points of damage.
51-60	Very loud woof as foe is knocked 5 ft. backwards and breaks several ribs. Foe receives an additional 20 points of damage and fights at a -8.
61-70	Crushing blow strikes foe in face, destroying helm and breaking foe's nose. Foe is stunned for 10 + 1d4 rounds and internal bleeding causes an additional 35 points of damage; death occurs in 20 rounds.
71-80	Crack of bone; foe's hand is brutally smashed. Foe fights at a -4 and receives 2 additional damage rolls.
81-85	Incredible blow knocks appendage off. Foe fights at -6, is stunned for 6 rounds and dies in 12 rounds.
86-90	Blow to face; flesh is ripped and foe loses an eye. Foe fights at -2 until eye is regenerated. The resulting fountain of blood causes foe 4d6 per round bleeding damage; foe must save vs. WILL or fall unconscious; if save is made, foe is stunned for 12 rounds.

Blunt Weapons	
d100	Description of Critical
91-95	Broken bone severs artery. Foe takes 1d20 bleeding per round and must save vs. WILL or die instantly. If save is made, foe fights at -8.
96-99	Foe's head is knocked 10 feet away. His body drops to the ground.
00	A thound thwacking to the top of foe's head crushes skull and collapses spine; foe dies instantly.

Piercing Weapons	
d100	Description of Critical
01-10	Excellent shot! Foe takes double damage.
11-20	Shot to foe's knee reduces him to 1/4 movement; foe fights at -2.
21-30	Disabling shot through foe's bicep; foe fights at -4 and loses 2 DEX points until healed; foe receives an additional damage roll.
31-40	Shot pierces foe's eye; foe fights at -6, loses depth perception, and takes 1d8 bleeding per round.
41-50	Arrow lodges in voice box, causing foe to emit a gurgling scream; foe's speech will remain impaired until regeneration is applied. Foe takes 1d12 bleeding per round and must save vs. WILL or pass out.
51-60	Arrow pierces foe's stomach; foe receives two additional damage rolls and must save vs. WILL or fall unconscious. Death occurs in 4 hours.
61-70	Incredible shot flies between visor and pierces eye, sending out a stream of blood. Foe receives an additional max damage and must save vs. WILL or pass out. Death occurs in 8 rounds.

Piercing Weapons	
d100	Description of Critical
71-80	Arrow pierces lung causing a foamy pink spray to erupt from the wound. Foe goes down screaming and dies in 6 rounds; foe must save vs. WILL or be incapacitated for that time.
81-85	Shot pierces foe's armor slicing through a vein. Blood erupts covering the area. Foe receives 3 additional damage rolls and dies in 4 rounds.
86-90	Arrow flies straight through foe's bladder (guess what appears). Foe is at -8 to hit, is stunned for 8 rounds, unconscious for 2 rounds, then dies.
91-95	Powerful shot pierces breast plate and continues through heart. Foe must save vs. WILL or die instantly, else foe dies in 4 rounds.
96-99	Arrow drills through forehead making an awful mess in helm. Foe dies instantly.
00	Arrow rips through throat and resulting geyser of blood coats everything in a 15 foot area. Foe goes down in convulsions with a gurgling scream, then dies.

Firearms (Projectile)	
d100	Description of Critical
01-10	Keen eye! Foe takes double damage.
11-20	Shot to foe's foot reduces him to 1/4 movement; foe fights at -2.
21-30	Disabling shot through foe's forearm; foe fights at -4 and loses 2 DEX points until healed; foe receives an additional damage roll.
31-40	Shot pierces foe's eye; foe fights at -6, loses depth perception, and takes 1d8 bleeding per round.

Firearms (Projectile)	
d100	Description of Critical
41-50	Bullet passes through larynx, cutting off any noise; foe's speech will remain impaired until regeneration is applied. Foe takes 1d12 bleeding per round and must save vs. WILL or pass out.
51-60	Gut shot! Foe receives two additional damage rolls and must save vs. WILL or fall unconscious. Death occurs in 4 hours.
61-70	Awe inspiring shot between armor joints pierces an artery, sending out a stream of blood. Foe receives an additional max damage and must save vs. WILL or pass out. Death occurs in 8 rounds.
71-80	Bullet passes through lung causing a foamy pink spray to erupt from the wound. Foe goes down screaming and dies in 6 rounds; foe must save vs. WILL or be incapacitated for that time.
81-85	Shot pierces foe's armor, slicing through a vein. Blood erupts covering the area. Foe receives 3 additional damage rolls and dies in 4 rounds.
86-90	Bullet shatters bone in foe's chest. Foe is at -8 to hit, is stunned for 8 rounds, unconscious for 2 rounds, then dies.
91-95	Amazing shot blasts through armor and straight through foes heart. Foe must save vs. WILL or die instantly, else foe dies in 4 rounds.
96-99	Bullet between the eyes! Area behind foe is redecorated in brain-matter gray. Foe dies instantly.
00	Bullet passes through neck and spine causing a geyser of blood to coat everything in a 15 foot area. Foe goes down in convulsions with a gurgling scream, then dies.

Explosives	
d100	Description of Critical
01-10	Explosion in close proximity to foe. Foe takes double damage.
11-20	Fragments lodge in eyes. Foe is blinded and fights at -4 to hit until healed.
21-30	Firestorm sweeps across all in blast area, causing flammable objects to burn. Foe receives an extra die of damage.
31-40	Explosion throws opponent to the ground. Foe is disoriented; will fight at a -6 for 1d20 rounds.
41-50	Blast throws opponent 100 feet away. Triple damage.
51-60	Flame incinerates all of foe's equipment; double max damage. Foe fights at a -6 because of scorched lungs; must save vs. WILL or fall unconscious for 1d6 turns.
61-70	Secondary explosions cause additional shrapnel. Foe receives double max damage; must save vs. WILL or remain unconscious until death in 5 rounds.
71-80	Explosion detonates with additional force. Foe goes down screaming and dies in 4 rounds; foe must save vs. WILL or be incapacitated for that time.
81-85	Foe explodes like a Roman candle spraying fiery gore on the surrounding area. Foe suffers for a round then dies. If saved, foe is scarred for life, -8 to Appearance.
86-90	Incinerating flame races through foe's internal organs. Life departs in one round. Exploding flame scorches everything within 5 feet dealing 4d20 points of burning damage.
91-95	Nova-like explosion destroys all of foe's possessions and incinerates everything within 15 feet. Foe dies a bloodcurdling death.

Explosives	
d100	Description of Critical
96-99	Explosion yields many times the force that was expected and destroys everything within 50 feet. Any items are destroyed.
00	Complete destruction. Foe is vaporized.

Energy Weapons	
d100	Description of Critical
01-10	Excellent blast! Foe takes double damage.
11-20	Blast to foe's head reduces eyeballs to liquid; foe blinded and fights at a -4.
21-30	Corona of light and flame ignites all flammable objects on opponent; all other objects must save or be destroyed. Foe takes one additional damage roll
31-40	Explosion throws opponent to the ground. Foe disoriented; will fight at a -6 for 1d20 rounds.
41-50	Blast throws opponent 100 feet away. Triple damage.
51-60	Flame incinerates all of foe's equipment; Double max damage. Foe fights at a -6 because of scorched lungs; Must save vs. will or fall unconscious for 1d6 turns.
61-70	Plasma rips through the body of foe; Receives double max damage; must save vs. will or remain unconscious until death in 5 rounds.
71-80	Searing concussion of blue white flame erupts around target. Foe goes down screaming and dies in 4 rounds; foe must save vs. WILL or be incapacitated for that time.

81-85	Foe explodes like a Roman candle spraying fiery gore on the surrounding area. Foe suffers for a round then dies. If saved, foe is scarred for life, -8 to Appearance.
86-90	Incinerating flame races through foe's internal organs. Life departs in one round. Exploding flame scorches everything within 5 feet dealing 4d20 points of burning damage.
91-95	Nova-like explosion destroys all of foe's possessions and incinerates everything within 15 feet. Foe dies a bloodcurdling death.
96-99	Plasmatic burst of stellar proportion pierces armor and destroys everything within 50 feet. Any weapons or equipment are destroyed, adding to the power of the explosion.
00	Chain reaction creates devastating super nova sears all objects within 400 feet. Not even dust remains of foe. This critical will only vaporize target if no secondary opportunities exist (i.e. target is in space).

Fumble Table

The fumble tables are consulted when a player rolls a 1 on an attack. The player may try to negate the fumble by rolling under his level on a d20. If that roll fails, he then rolls a d10 and consults the table below.

d10	Fumble Description
1	Miss next attack.
2	Miss next two attacks.
3	Firearms lose 1 attack. If reduced to 0 attacks, then weapon will not fire until repaired. All other weapons are damaged for -1 to hit and damage.
4	Firearms lose 2 attacks. If reduced to 0 attacks or lower, then weapon will not fire until repaired. All other weapons are damaged for -2 to hit and damage.

d10	Fumble Description
5	Drop weapon. Take one round to recover weapon.
6	Strike friend. Roll damage as normal but location randomly.
7	Trip and fall to ground. Take 1 round to recover.
8	Strike self. Roll normal damage to random location.
9	Strike self. Maximum damage to random location.
10	Weapon destroyed.

Critical Success Table

Critical skill success is measured by the amount that the player rolls under their target modified skill percent. For example, if a player has three skills in Carpentry and is first level, then the unmodified target is 70%. They are using poor quality tools so the GM decides that it is a -10%, making the modified target skill percent 60%. The player rolls a 9 on percentile dice, making their success total 51. They would then consult the table to find that they performed an amazing success. Critical success cannot be applied to all skills and is inappropriate at times. The GM is the final arbiter of the application of this table. For more information on skills, see Character Skills on page 49.

Critical Success Table	
Success Total	Effect
0 - 40	Normal success.
41 - 60	Amazing success. The effects are doubled, or additional detail is discovered, or value of the object being created is doubled depending on the skill being attempted. Examples would include a lighter armor is crafted or information about the abilities and the makers of a piece of technology is discovered.

Critical Success Table	
Success Total	Effect
61-80	Extraordinary success. The effects are tripled, or additional details related to the subject are discovered, or value of the object being created is tripled depending on the skill being attempted. For example, a weapon created is lighter or the statue carved is of extraordinary beauty.
81-100	Incredible success. The skill being attempted renders an incredible effect, allowing the full understanding of purpose, related information or bestowing an effect on the item crafted. For example, a + 1 to hit, or armor modifier reduced by 1, or the script examined in the lost temple is connected to another with more information.
101 -	Nigh impossible success. The skill being attempted results in a high quality item, or a full understanding of the process, or even possible improvements to an existing item. Examples would include a weapon crafted with a +1 to hit for every 2 levels and damage for each level of the craftsman. A chalice being examined would be known to have been part of a treasure trove that contained several relics and the researcher would know who had possessed the chalice and its entire history.

total 34. Consulting the table shows that it is a normal skill failure. Critical failure cannot be applied to all skills and is inappropriate at times. Note that knowledge skills that fail greater than skill failure cannot be attempted on that object or subject again until a superior facility is available (i.e. requiring a library for a second check). The GM is the final arbiter of the application of this table. For more information on skills see Character Skills on page 49.

Critical Failure Table	
Failure Total	Effect
0 - 40	Skill failure.
41 - 60	Amazing failure. Tools are destroyed and all raw material is scrap.
61-80	Extraordinary failure. Damage to skill user and all tools and raw materials are destroyed.
81-100	Near catastrophic failure. All tools destroyed, facility destroyed, raw materials destroyed and character must save vs luck to escape undamaged. GM to determine appropriate damage.
101 -	Catastrophe! Everything in the facility is destroyed. Character must save vs Luck - 4 to avoid serious injuries requiring 2-4 weeks recovery. In the case of action/movement based skills (i.e. Targeting, Horsemanship, Courtly Dancing) possible results could be a fumbled attack, a wound to the animal ridden, or a broken ankle.

Critical Failure Table

Critical skill failure is measured by the amount that the player rolls over their target modified skill percent. For example, if a player has three skills in Carpentry and is first level, then the unmodified target is 70%. They are using poor quality tools so the GM decides that it is a - 10% making the modified target skill percent 60%. The player rolls a 94 on percentile dice making their failure

Governments

There are literally thousands of different governments throughout known space, some controlling a nation, others a planet, and some an entire system. Only those with interstellar influence are discussed here, and players are encouraged to develop their own 'home town' governments.

Andromedaen Council of Guilds

The ACG, also known as the Andromedaen Conglomeration or simply as the Conglom, is one of the most powerful organizations in the galaxy, due in part to its far reaching merchant routes as well as their impressive armed forces. It is composed entirely of natives from the Andromeda system, a race known for its ability to trade. The ACG is one of the oldest organizations in known space and helped to found the Republic of Free Worlds (RFW) as a means of establishing a peaceful galaxy in which to trade. This is not to say that the ACG is above using violence to further their goals. When force is deemed necessary, they call in their armed divisions, namely the marines, navy and army. Unlike the council itself, the armed forces are open to all races, and heavy recruiting is encouraged throughout the galaxy in order to ensure a top notch group of applicants.

The marines are known and feared by all star systems for their ferocity and loyalty in battle. The navy is renowned for their state of the art space craft and guidance systems. The army is comprised of some of the shrewdest psychologists and diplomats anywhere, easily able to redirect a conquered world into accepting ACG goods. The armed forces, especially the marines, are known for taking in slaves, criminals or anyone else on the run, asking for their loyalty in return. All in all, only the vastness of space and the ACG's preference to diplomacy over fighting has kept this group from ruling the galaxy.

Membership

Membership to the ACG is limited to business entities founded and based on Olympia. Very few aliens have ever been admitted to this organization since it essentially runs the Andromedaen government. Furthermore, to become a member of the ACG the pledge must be sponsored by an established member.

The sponsor may be censured for the actions of the pledge, so this is not a nomination that is made lightly.

The primary members of the ACG are InterStar Transport, the Tradali Concern and Cyber Tech. These three groups control most of the voting of the over 300 member companies. They do not always agree but will not obstruct each other when it matters.

Purpose

The stated purpose of the ACG is to promote the business interests of the Andromedaens. This is true, but their agenda is much wider than this. They have over the centuries become more and more in control of the Andromedaen elected government; today there is little left of the old structure. The ACG now dictates a regulated flow of goods and manipulates the economy to the good of the ACG. This often means the people benefit as well.

With the close of the Second Millennium the Andromedaen society underwent some radical changes. They had never been a gregarious people but now they have become an outright xenophobic race. This is reflected in the laws regulating aliens on the surface of planets settled by Andromedaens.

The ACG also handles much of the law making for the Andromedaens. The laws are still ratified by the Senate, an elected body of representatives, but seldom are any laws proposed by the ACG rejected or even questioned.

Diplomatic Relations

The ACG maintains stiff but friendly relations with the Grou-Lynn Empire. Although these two powerhouses have their differences, they tend to find common ground and avoid bloodshed. The current point of contention is the Interstellar Trade Organization. The ACG considers it an affront to their authority, an unnecessary element in the RFW and a burden to the economy.

The Andromedaens still have harsh feelings and poor relations with the Baleks. This stems from the Trade Wars (see The Trade Wars on page 156) but was recently aggravated by the success of the megacorp Abalos Management. The Toaffi are not far behind in the ACG's opinion and both are considered inferior races albeit dangerous enemies.

The rest of the races in known space are considered Ginti, or lesser races. These are races which are worthy of slavery but little more. The Andromedaens will allow them to serve, fight and die for them but little more.

The Kolkesh Empire

This 900 year old military juggernaut is ruled by the Kiran from their home world of Kiros. Kiros is a barren world containing few resources, which forced its inhabitants to look to neighboring planets and eventually star systems for raw materials. Their very survival depends upon their ability to expand and absorb other assets.

The empire is headed by the Lofaan, a Kiran (usually female) chosen by a rather barbaric method. Hopeful candidates have their skin pierced with a series of hooks, and are suspended 10 meters in the air until all but one has fallen or given up in agony. This ritual is called the Podeeni.

The Kirans are open to alien races joining the Empire and a surprisingly high level of tolerance is the norm. Aliens who swear fealty to the Lofaan and abide by the rules of the military culture can achieve rank and status in the empire. The Kolkesh Empire is run on a feudal society where military commanders are often rewarded with lands for loyal service. These lands can range from a small section of a planet to entire systems. Such governors, if successful at meeting their export quotas, may pass their lands to their children.

Immigrants who don't mind being treated like subclass citizens can find work in the nonmilitary sections, like accounting or janitorial services (work normally done by the people the Kolkesh Empire has defeated). Immigrants to the Empire are rare and often take the form of refugees who have little choice in their destination. They will not be harmed, but they will receive the seconds to what the warrior class has access to first.

Lofaan Fihad Oma Shadri II

The current Lofaan Shadri has come to power through her aunt, who died of food poisoning during a banquet with the representative of the Andromedaen Conglomerate. Shadri endured 22 hours of pain during the Podeeni and is very tough. As well, she has gained the respect of her court, the nobles and several of the generals since her coronation 21 years ago. To the dismay of the Traditionalists, she has whole heartedly embraced the Reservists' approach of economic expansion. She also favors the exploration and colonization of new uninhabited worlds. She has no problems enforcing her will or making hard decisions in

favor of war, but if possible she will consider to other options first.

She does have a strong prejudice against the Andromedaens due to her belief that they were involved in the death of her aunt. She has no proof of this and the ACG denies any wrong doing.

The Traditionalist Party

Within the Empire there are many interest groups which advise the Lofaan. One of these groups is the Traditionalists Party. They represent the traditional cultural values of the Kiran people and generally are considered conservative. They favor mandatory teaching of the Ta-Surin, the primary religion of the Kiran, in all primary and secondary schools. They are responsible for mandatory military service after secondary education is complete. The Traditionalists also favor military expansion of the Empire.

This group, although supporting much of the cultural norms of the Kiran people, are often in the minority. They have not had a member appointed to the positions of Vindanta, councilor of the Lofaan, for over 50 years and they realize that they must take action soon or risk losing what remaining influence they have.

The Reservists

The Reservists are the popular party currently holding the position of Vindanta. They represent a departure from traditional Kolkesh Imperial policy and for the past 50 years have been advising the Lofaan to expand by economic force and through strategic use of the military and the Firadi Guard. They are vocal opponents of the Thanaeos and the methods employed by that organization. This is not always a safe position to take, and the Reservists have had their share of scandals and mysterious deaths.

This party is not easily daunted though and has used mercenaries and hired spies in retaliation against the Thanaeos. In addition to the Thanaeos, the Reservists have had their share of enemies amongst the conservatives in the military. The history of the Empire is rife with military coups taking vengeance on those in the government that would curtail them. The Lofaan and the Reservists have taken to the practice of putting families of ranking officers in "protective custody" at the Lofaan's Palace. The care of these guests is the responsibility of the popular party and that usually means the Reservists of late.
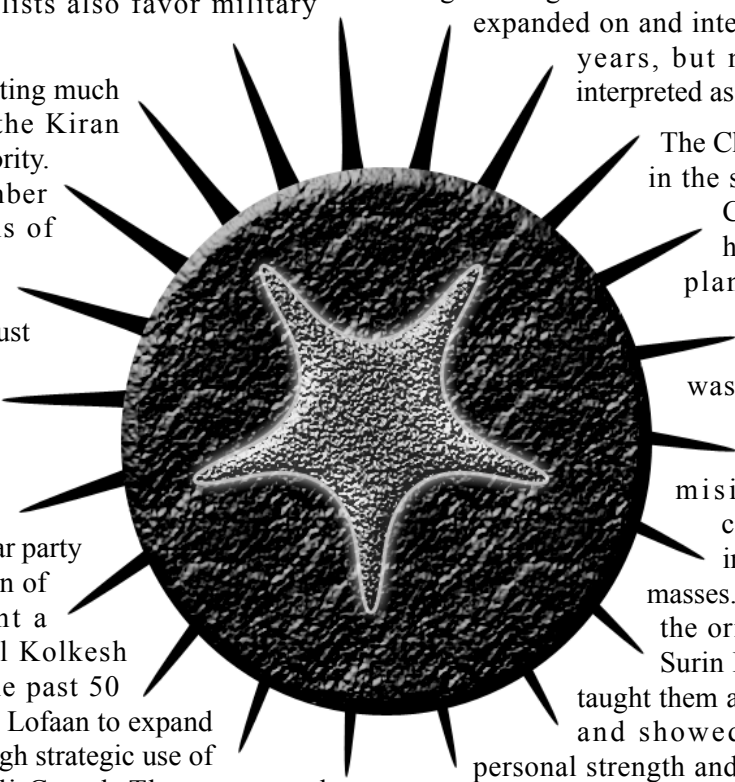
Chandui

The Chandui are a radical but growing religious cult in the Empire. The Lofaan granted them a charter four generations ago, making them a legal state religion. They follow a highly unorthodox interpretation of the Ta-Surin, the Teachings of Surin. Surin was a wise Rinjada (general) in the time before the Kirans had discovered space travel. He spoke of the Five Truths and the 24 strategies that governed life and success. They have been expanded on and interpreted for the past 2000 years, but never was so radically interpreted as by the Chandui.

The Chandui began 94 years ago in the southern ice fields of the Chandui province. It is a harsh place on a harsh planet, but these religious militants saw their path from that distant icy waste. Their leader, Gihada Manu, taught them that the Ta-Surin had been misinterpreted all these centuries by a ruling caste interested in controlling the masses. He claimed to have found the original manuscripts in the Surin Libraries at university. He taught them a hatred of the ruling caste and showed that Surin embraced personal strength and sacrifice. This was their path to glory. This was the way to victory over the Lofaan and her weak lieutenants. Sacrifice and suffering from which only death would be a release was the true path to righteousness. Fanatics flocked to his call, and he has built a terrorist organization which has plagued the Empire ever since. Their greatest goal is nothing less than the destruction of the central government and a return to a simple life where self reliance is the most prized trait.

The Chandui are the primary target of the Thanaeos

Imperial Internal Division. The Chandui know this and do everything in their power to strike back at the IID. The Chandui are now led by Gihada Irdi, the daughter of the founder. Ironically, the leadership of the Chandui fell to Irdi not due to her skill but by inheritance, one of the failings the Chandui claim to be battling against. Still, she has proven far more ruthless than her father. Her methods have expanded to include civilians and aliens. She believes, more so than her father ever did, that aliens will be the undoing of the Kiran people.

Firadi Guard

The Firadi Guard are a specialized military unit tasked with exploration and infiltration. They are usually afforded the best star ships and equipment. Their primary mandate is to find new worlds to settle or conquer. The secondary mandate is to locate resources which could be valuable to the Empire, including abandoned bases, star ships, technology or space stations. This has been a point of contention with a number of other governments since the Guard often has a broad definition of abandoned.

One has to work long and hard and be able to prove self reliance to be inducted into the Guard. The current commander is Rinjada Kedu of Ianu. He proceeded the last Rinjada when she met with an unfortunate accident during a survey mission. He has been in command for the past four years and it has been a profitable period. During this time two new systems have been charted and a robot freighter was taken into custody. Kedu has made it a personal mandate to the Guard that the borders must be expanded and the Empire must grow. The Guard had 34 ships when Kedu started has grown to 56, but at a cost of quality and effectiveness. Many of the ships are old and out-of-date compared to the previous ships. Still, Kedu claims that the amount of technology is not as important as the quality of the Guards themselves.

This has suffered as well. As the criteria and training have given way to the need of personnel to man these ships, various outsiders and aliens have been allowed into the Guard. The Traditionalist Movement and members of the original Guard have resisted and protested these changes. Kedu has heard them but insisted it has been needed. The Lofaan and the Reservists have backed Kedu so far. Some of the Guard, however, have whispered words of open revolt and replacing Kedu with a more conservative commander. Nothing has happened so far.

The Thanaeos

This is the Kolkesh secret police. They are often tasked with counter-insurgences and intelligence gathering. They are very much a shadow organization within the Kolkesh Empire and report only to the Lofaan. They are feared by the common Kiran and even the nobility is uncomfortable with the attentions of this organization. The Thanaeos have operations not only in the Empire but have operatives placed throughout known space. They may be surgically altered to resemble the race they are targeting.

The Thanaeos were founded before the Empire consolidated the surrounding worlds. They were the spies of the original ruling class.

The Shri'Tkor

The Shri'Tkor is the empire of the Dremin, a fierce race of upright lizards. It was founded over 300 years ago by star faring refugees who came upon the world, Dren col-Lanti. The so-called empire has changed over the years to the point where a parliamentary system now runs the government, with the emperor acting as a fiscal manager. The parliament is actually a political caste and may only number a maximum of 1000 members at any time. These individuals work with the emperor and a number of special appointees called Drahshi. The government is considered something of a novelty in known space since it appears slow to react, but in practice has been excellent in making quick and level headed decisions.

The age old enemy of the Shri'Tkor is the Jiran Theocracy, a group of Haga which once subjugated the Dremin into slavery but have since been beaten back to their own worlds. The empire relies heavily on trade to maintain its technical base, offering skilled troops or labor in return. This is not a slave trade, but rather a work contract for their people, who are the biggest, toughest and strongest race in the known galaxy. The Shri'Tkor lack the technology and desire to take over other systems by force, but since ejecting the Haga, no other race has ever been even remotely successful in invading their worlds. Aliens are allowed within the system for trade and diplomatic purposes, but none are allowed to immigrate and live there.

Rralathi-Ssonu

The Dremin were subjugated as a slave race to the Haga. They did all manner of labor for the Haga and even

fought their wars. The Haga claim to be the creators of the Dremin. The Dremin deny this vehemently and assert that they had been taken from their home world to serve the Haga. Whatever the case, there came the day when the Dremin would take no more. The Dremin who started the revolt was a group commander for the Haga named Kolanti.

Kolanti planned and led the Dremin against the Haga. This rebellion was called the Rralathi-Ssonu, or Years of Pain. During this time great deeds were done and horrible betrayals committed. In the end, only part of the Dremin were freed. The rest remained under the control of the Haga, some willing but most as slaves. The Dremin continue to this day to fight the Haga in an attempt to free their brethren.

The Rralathi-Ssonu took place 320 years ago and lasted 11 years. During this time over 110 million Dremin were killed on both sides. No one is sure of the Haga losses since they deny it ever happened.

Caste

The Dremin respect caste and order their society to reflect the specializations that make their way of life possible. Not everyone belongs to a caste in the Dremin society, and in fact the majority do not. These outsiders, called Kitadi, will always defer and show respect to those in a caste. Members of the castes, called Aito, are elite trained individuals and hold a high rank and pay in the society at large. They are more than specialists; they have devoted their entire life to the one task set to them.

The Aito form themselves into larger castes called the Sarit to gain a larger say in the government. Only caste members have the right to vote. The Sarit use their collective power to influence politicians. The largest Sarit are the Warrior, the Technician and the Merchant. They form three factions within the Dremin parliament.

Warrior Caste

The Warrior caste is small but well respected. Its members have long since developed their skills with technological tools and prefer to use energy weapons. They are also trained in all manners of combat from planetary bombardment to ship-to-ship combat. They take a great deal of pride in what they do and follow a strict moral code. This code will not allow them to perform tasks outside the realm of combat. In a technological universe, though, it is almost impossible not to work with technology unrelated to combat. This is often rationalized by claiming that a system or function is related to combat in a support role and therefore acceptable. If the Dremin believes he has violated the rules of his caste, he will need to perform the Rii-sonan or purification ritual of the warrior.

Members of the caste pride themselves on following orders and are very aware of rank. The caste has 37 ranks from Turid (novice just beginning training) to Erit-Udan (master of weapons). They defer to the higher rank by holding their tails straight out at a certain elevation. The higher the elevation the greater the gap between the two Dremins' ranks.

The Warrior Sarit often represents the more aggressive views of the Dremin populace. They are in favor of isolationist legislature and tend to overreact if the Shri'Tkor is attacked. Their faction is small but they have a strong voice due to their position of controlling the defense of the Shri'Tkor. The current Erit-Udan is Dirat Ennu, an ancient Dremin who has seen many good years of peace. He wishes to keep it that way. Many of the younger Warriors believe he should stand down and allow one of his lieutenants to take his place, but Dirat believes that if he does this Shri'Tkor would be at the throat of the Theocracy of Jiran in a matter of months.

Technician Caste

The Technician Caste holds a certain amount of power within the Shri'Tkor but little respect amongst the population. They retain a much higher annual salary compared to other Sarit. They have over 8 million members which is larger than any other caste and actively recruit from amongst the universities that they manage.

The Technician Sarit is organized by discipline. The electrical technicians and engineers have their own caste as do the chemical. All the disciplines come together to form the Technician Sarit.

This group is also responsible for the education of the population as a whole. They do this by requiring their members to serve as teachers for five years of their lives. This does not have to be served consecutively but often is. The advanced universities are kept for the students who have shown particular promise. From these students the future members of the caste will be chosen.

The Technician Sarit funds exploratory missions using aliens to accomplish what would be difficult within the laws of the Shri'Tkor.

Merchant Caste

The Merchant Caste has difficulty recruiting new members simply because few of the Dremin wish to deal with aliens. This drawback often leads to the caste hiring aliens to serve as external agents for maintaining trade with other worlds. This leads to a number of problems which often hurt the economy of the Shri'Tkor.

OmegaStar

OmegaStar is a Sarit of the Merchant Caste that functions as an interstellar megacorp. They deal in every manner of production but specialize in weapons and ships. They have mining interests throughout Shri'Tkor and maintain a healthy presence on the ITO minerals exchanges. For all these activities OmegaStar is considered a small megacorp. It is often difficult to be taken seriously by external entities, and this is compounded by their reluctance to deal directly with many of the alien traders.

OmegaStar was founded 260 years ago and has maintained growth through some economically trying times. They have done this with direct help and subsidies from the Dhri'Tkor which has a vested interest in the success of OmegaStar. Often, military personnel have been lent to OmegaStar on the pretense of planetary investigation or security concerns. In truth, many of these operations are black-ops that fall into the dangerous realm of corporate espionage.

OmegaStar is also limited by the sometimes restrictive labor and contract laws of the Shri'Tkor, but the benefits of remaining in the empire far outweigh the benefits of leaving. OmegaStar will remain a Dremin company for the foreseeable future.

Slavery

Slavery is illegal in any form within the Shri'Tkor and anyone owning slaves in the borders will be put to death. The Shri'Tkor also has extensive laws on the management of debt, treatment of prisoners and the rights of an individual so as to eliminate slavery within their borders. The Dhri'Tkor also has some of the most progressive labor and contract laws.

Personal rights are guaranteed within the Shri'Tkor, and any slave entering their territory is instantly freed. Slave smugglers still exist but they are a rare and desperate breed. If they are captured, and assuming they live to stand trial, it will most likely mean their slow death by strangulation. Some have noted the cruelty of this age old punishment and voiced the desire to change it, but these words fall on deaf ears.

The Jiran Theocracy

The Jiran Theocracy was founded by Jiran ot Kildean ot Foran, a holy man of the oppressive religion of Kidaosucan. Kidaosucan's basic tenets were that the Haga were the only intelligent species in the universe, the Haga were created in the image of the creator and those who died in the name of Kidaosucan would automatically be granted Hirusan, oneness with the universe. The arrival of the Thri'Tkree shattered this belief and only after Jiran was able to explain the
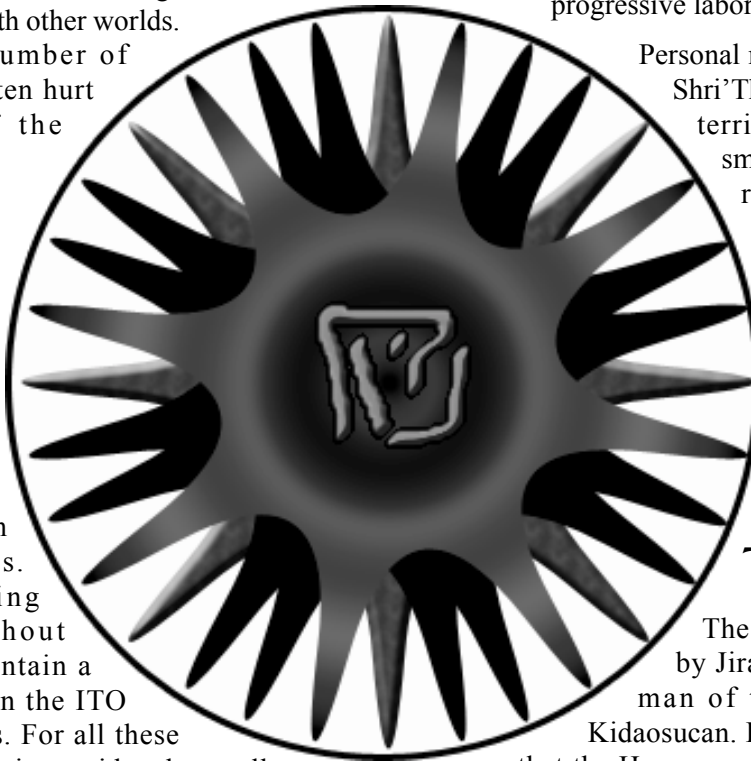
concept of devils and heathens was the Hagan society able to recover. The recovery did not come without a price.

The Jirati, or Holy Wars of Jiran, eliminated any variants of the Kidaosucan faith and united the Haga home world under one government. During the Second Millennium the Haga began expanding to a number of neighboring worlds and systems. To their horror they found the universe populated by other races, in their eyes demons. This would shape their view of the universe and turn them into a force of terror and oppression.

The Zealots

This is a subgroup of the Theocracy that even the First Jiran fears. The Zealots are a religious police that hunt out and destroy all subversion to the government or Kidaosucan. They are feared and secretly hated by the Hagan people. The Zealot agents infiltrate and observe all aspects of Hagan society ensuring loyalty to the Kidaorat, Word of Kidaosucan. They use powerful brainwashing to assure fidelity to the church and state. Their techniques are highly effective in turning their enemies into fanatical spies for the Zealot's cause.
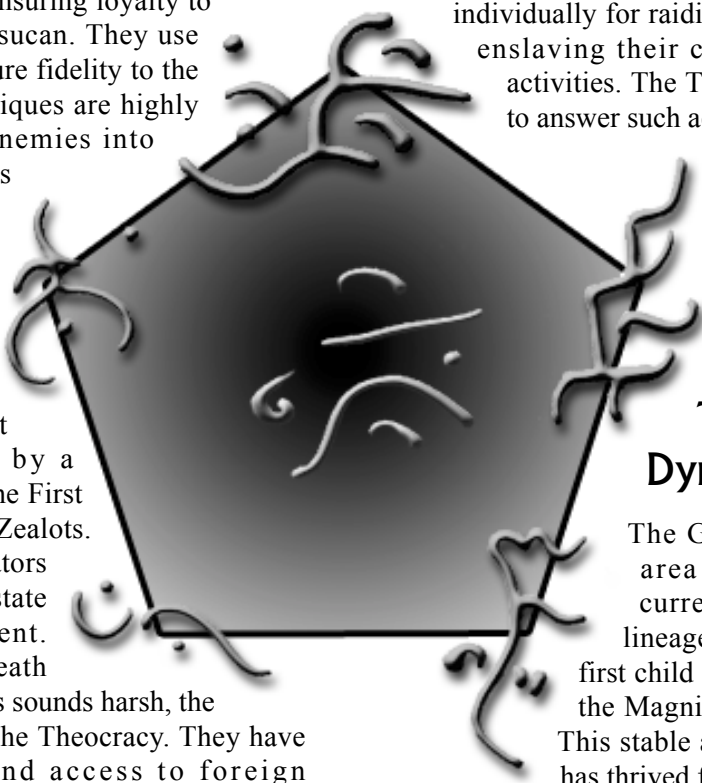
Dnati

The Dnati are the royalty within the Theocracy who assist the Jiran. They do not inherit their position but instead are appointed it by a combination of the whim of the First Jiran and the approval of the Zealots. They then serve as administrators and rulers until they fail the state or reach an age of retirement. Failing the state results in death and replacement. Although this sounds harsh, the Dnati live a good life within the Theocracy. They have the best of everything and access to foreign entertainments.

The Dnati are organized in eight levels of decreasing power but increasing numbers. For example, at any one time there will be one to three First Dnati that rule entire systems or groups of star systems. On the other end, there could be thousands of Eight Dnati that rule small estates for higher ranking Dnati. Any Dnati of higher rank may expose and deal with a Dnati of lower rank.

Slavery

The Jiran Theocracy enslaves vast numbers of people from other species, since they believe themselves to be a superior race. There are certain tasks slaves may never perform and primary amongst these is the preparation of food. The Haga believe that to allow a slave to prepare food is to pollute the food. Only the females of the Haga are allowed to perform such a task. The duties usually assigned to slaves are the menial industrial activities, although construction of weapons by slaves is forbidden by law. There is a special slave, called an Urat, which is allowed to fight and die for the Theocracy. In so doing they become worthy of the Kidaosucan. The Dremin were an Urat race and now the genetic constructs are beginning to replace them.

In general, slaves are poorly treated and escape is always the goal of a Hagan slave. The Theocracy has been reprimanded by the RFW and its member worlds individually for raiding against their territories, enslaving their citizens and hiding their activities. The Theocracy, when they deem to answer such accusations, usually do so at the end of a gun. The outspoken policy of the Theocracy is one of the right to enslave lesser beings; it does not sit well with their neighbors.

The Grou-Lynn Dynasty

The Gren have occupied their area of space for ages. The current emperor can trace his lineage back through time to the first child from the marriage of Grou the Magnificent and Lynn the Wise. This stable and respected government has thrived for a millennium and is one of the founding members of the RFW. Although the Gren have the technology and numbers to invade their neighbors, the wisdom of the emperors has decreed that their destiny is to walk in harmony with the universe. Although they are quick to retaliate when attacked, the Grou-Lynn Dynasty is noted for arranging honorable terms of surrender with their defeated foes, normally asking for tribute rather than punishing the

offenders. The pageantry of the Dynasty is well known throughout the galaxy, and an invitation to their court is highly prized within civilized space. Other races are welcomed within their boundaries provided the proper visas are obtained.

The Tracorr

This is the council of clans, colonial representatives and military leaders who advise the emperor. More than a court, it has a great deal of say in the day to day activities of the Empire. It is filled with intrigue and infighting. For all the talk the Gren make about interspecies cooperation, they often fall short of a sterling example within the boundaries of their own government. The Tracorr is still a very effective body, electing officials to deal with special committees and envoys to other governments.

The Tracorr is countered by two entities, the Jirinicorr and the Renacorr. The Jirinicorr is a body made up of merchants and traders of all races and backgrounds which are responsible for the fiscal management of the Empire. The Jirinicorr meet four times annually to review policy and progress of the four Drahadi, or Fiscal Ministers. The Drahadi must show progress within the year or explanations as to why progress has not been made. Difficult as the job often is with the Emperor demanding budget changes and special projects, the position of Drahadi is heavily sought after. This is another arena of politics and intrigue that has resulted in the death or disappearance of more than one politician.

The Renacorr is less spectacular and is made up of a body of thousands of citizens from all over the Empire. The members are elected from the masses by popular poll and serve for four years. The service is far from demanding and most look at it as a bragging right. The Renacorr meets only once a year to ratify the budgets and proposals of the other Corr. This is not necessary for a proposal to be made law but is merely a formality to allow it to be presented to the Emperor. The primary function of the Renacorr is to be a voice of the people. They often produce endless list of proposals and laws for the ratification of the other two Corr.

Hiret Romm

The Hiret Romm is the court of the Emperor. It represents a range of functions from personal friends to instructors to pageantry, but in the end they are the closest confidants of the Emperor. They operate outside the standard channels of the government to preserve the safety and prosperity of the Emperor and his family.

Tirou Cantiff (Imperial Navy)

The Imperial Navy is one of the oldest and respected military forces in known space. Its commandos are every bit the challenge for the Andromedaen Marine Corp. They also have special forces called the Ewalidat, or Emperor's Fang. These are forces having a number of specialized divisions from search and rescue to exploration. The Imperial Navy even has a diplomatic corp for dealing with other governments, both established and primitive. The Navy serves as the emperor's claws in known space.

The Rrohl Sha

This elite organization serves two functions to the emperor. They protect him as a personal guard and serve as internal state police. They are responsible for the investigation of crimes against the state and any crime involving another race. This keeps them busy and involved in many of the day-to-day crimes in the empire.

Organizations

Like governments, there are millions of organizations spread throughout space. These organizations vary from terrorist cells to trade groups to united government groups. Such organizations have their own agendas, and agents to carry out those agendas.

Free Traders League (FTL)

The FTL is an extensive organization of craftsmen and pilots who work together to aid each other in areas of trade. Like the Teamsters Union on our world, the FTL is essential to maintaining commerce in the organized galaxy. Everything from fleets of cargo ships to passenger vessels to cruise ships are members in the FTL, which uses their dues to lobby for free trade, protect its members from persecution and build deep space repair services. Some members own their own ships and pay dues to allow them access to the FTL services. Others are just crewmen, looking to sign on to whomever has a spare berth. Repair shops and ships techs join to attain FTL contracts, while lawyers and lobbyists are kept on retainer to aid their League-mates. The FTL has only one rival, the ACG, who would like to see them put out of business. This is unlikely to happen due to the enormous size and influence of the FTL.

Republic of Free Worlds (RFW)

The RFW is something like the United Nations of our

world, except that businesses (Megacorps) and merchants (The FTL and ACG) are also members. Its purpose is to administrate laws that cross civilization boundaries and coordinate colonization so as to decrease armed conflict. Like our UN, the RFW is sometimes successful at this, but the internal forces of its varied membership often cause the organization to flounder in a sea of red tape. The RFW will step in to try and mediate trade disagreements and boarder disputes between systems before events turn bloody, but it has no jurisdiction over in-system disputes. So, if the Kolkesh Empire tries to overrun a neighboring system, the RFW will step in, but if they are suppressing a rebellion on one of their own planets, the RFW stays out. The most effective move made by the RFW has been the embargo of the entire Jiran Theocracy.

There are thousands of subcommittees within the RFW, all dealing with various aspects of intergalactic relations. Some of the more prominent are detailed below.

Planetary Corps of Explorers (PCE)

PCE is devoted to exploring and classifying the unknown reaches of space. There are two main branches within this organization. The first consists of a team of computer techs who reside on Olympia and maintain and update the RFW databanks. The second consists of the pilots and crew that survey the galaxy. These exploratory teams have been best described as adrenaline junkies, hellbent on pushing themselves and their ships to the limit. The majority of the data they gather deals with pulsars, black holes and other space anomalies, but the real prizes come from charting unexplored planets. Each team determines how much detail to put into their reports, so the quality of the exploratory data varies greatly from point to point.

Commerce Council (CC)

This council is a subset of the RFW devoted to Megacorp affairs. In theory, this is a forum for large intergalactic companies to settle their copyright and trade agreements without causing economic ruin in the work place. In practice, most members are spies of some sort, buying and selling secrets and rumors from each other. Many a back room deal has been sealed at a CC meeting, and many a reputation ruined, all for a few kilo credits. Alliances are quickly built and as quickly shattered depending on the issues at hand. Like the RFW itself, the Council is really too large and diverse to be truly effective, but they occasionally come together to settle important issues, such as monetary trade and interest rates.

Interstellar Trade Organization (ITO)

The ITO was founded by the Gren in cooperation with the Free Traders League. The Andromedaen Conglomerate opposed the formation of the ITO on the grounds that they already served many of the purposes laid out in the organization's charter. This did not stop the ITO; since they were also going to be an independent regulatory institution, it was necessary to make the organization truly independent. To that end a habitat was created and turned over to the ITO. This free floating deep space habitat is called Eredon after the chief engineer who designed and built it. Eredon has become a place where merchants from all societies can meet and do business. Its banking facilities are renown for their secrecy, security and neutrality in all matters. Eredon has a population of over two million sentients from dozens of species. It is one of the marvels of known space.

The ITO security forces are not so much a fighting force as a regulatory group of agents. This agency regulates trade with less advanced civilizations and sales of hazardous materials in general. For instance, the trade of speech synthesis technology to a world that had computers to support such technology may be allowed, but the sale of bio-weapons technology is strictly forbidden. A government can produce their own weapons of mass destruction since the ITO has no jurisdiction except on trade. The ITO agents can be found in several different types of missions. They may be verifying a trade claim by a merchant. That would require an evaluation of the goods sold and the goods offered as payment. This often means infiltration of the native culture to affirm technology levels. This can be somewhat subjective but necessary to assure the safety of all parties involved.

The second kind of mission is the inspection of suspected trade violations. This is considered some of the most dangerous work for the ITO agents since they are tracking dangerous criminals. These criminals often deal with weapons technology and are well armed.

The third type is claims verification. When a merchant makes a claim on an abandoned property, whether a ship or a base or simply a supply of cargo on a space station, it requires a thorough inspection of the property.

The Tiradi

This is a secret organization of AI rebels. Founded in the Second Millennium during the AI Insurrection, no one is even sure if it exists anymore. On occasion the Tiradi have been blamed for certain incidents, but little proof of their involvement can ever be presented.

It is generally believed by the elite of the intelligence communities that the Tiradi have somehow survived until the present day and have begun building up their forces for a renewed offensive. To think that the Tiradi would mark this conflict in the same way biologicals do is naive. The Triadi can look to the long view and plan strategies that take centuries to execute. Whether this is the time for another battle is yet to be seen.

The Dremin Independent Army (DIA)

The Dremin Independent Army is made up of radical elements of Dremin who carry on an unceasing terror campaign against the Jiran Theocracy and all who would aid the Haga. The Haga hunt these individuals down for their hideous acts, which even the Shri'Tkor disapprove of. The DIA often use infiltration into the Dremin slaves still kept by the Haga as a means to get close enough to do damage to the civilians or zealots. The DIA are not particular about their targets and have been known to even go as far as to attack other races who supply goods to the Jiran Theocracy.

Er-Hataar

This is the Hagan traders organization and an accomplished criminal element within their society. They are outcasts to their own people but serve a necessary function of transferring impure trade goods from the outside world to the insular Theocracy. The members of the Er-Hataar absorb this sin and for it are elevated upon death to a Zealot. The effect is that they may be as decadent and corrupt as they wish, and in the end they will have their spiritual slate wiped clean.

Outside of the Theocracy they have an even looser leash. They acquire and give intelligence to the Zealots. This is a source of information that would never normally be open to the Zealots as they would be crushed by the sin of associating with non-Haga, Kishtar, lower beings. The Er-Hataar, in addition to spending wealth of the Theocracy to attain information, live an extraordinary lifestyle amongst the Kishtar. They

are involved in many different forms of illegal activities but specialize in genetic crimes and illegal cloning.

The Er-Hataar are known for creating what is known in less reputable circles as Dollies or Constructs. These are clones of famous people of the client society with the mental imprint of a willing slave. These constructs are often bought at a high price but live out their life in total obedience to the imprinted client. They also gather intelligence and pass on all information to their Haga creators. Some people use this technology to "transfer" their consciousness to another body to avoid being tracked by the law. This sometimes works but is risky and may leave the client with only a partial imprint or a scrambled one.

The Rift People

The Rift People evolved out of the destruction of the Toaffi home world. It is almost entirely made up of Toaffi but unlike the other crime organizations will accept any race as a member. They specialize in computer crime and all manner of theft. The ISO have the greatest deal of trouble tracking them since they seem to have a distributed organization that moves around quite often.

Rift People will operate in an almost spy like cell system so that apprehension of one member does not result in a great deal of damage to the organization as a whole. The efficiency and expertise of the organization has often left the ISO officers wondering as to the true forces behind the organization.

Many believe that the Rift People are a myth, but the ISO counter insurgence units have no doubts of their existence. These criminals usually partake in low profile crimes that seldom physically harm anyone.

Fini Syndicate

This collection of Balek clans are some of the most ruthless criminals in known space. They are often the victims of their urge to own everything and let no one get in their way. The Fini were some of the lowest clans on Balek IV but they learned quickly to capitalize on many of their brethren's desires and vices. The Syndicate specializes on providing that which is forbidden or taboo to a client's culture. They do not turn to violence to make their money, but they will ruin anyone who opposes them.

Rishi Toma, the current head of the clans, is a shrewd

strategist and has seen the slow encroachment of the Rift People and the Er-Hataar on his business. He has taken steps to prevent this but up until now has decided on a strategy of denial, which consists of moving into every area that these rivals excel in to deny them the opportunity to expand.

The ISO would like nothing more than to be rid of the Fini and their often destructive strategies. The ISO have been spending their efforts trying to make a connection between the Fini and Abalos Management but so far have found no proof of any involvement. It is the commonly held belief that if the Fini are destroyed, it will be easy to deal with their rivals.

Megacorps

Megacorps are business entities with interstellar concerns that often have their roots in local enterprises. In fact, there are sometimes larger companies on a home world. Megacorps have gained the right, through the RFW and the ITO, to maintain standing armies to protect their properties and personnel. The most famous of these forces is the Andromedaen Marine Corps.

Of the hundreds of Megacorps in Nebuleon, a few are described below.

Abalos Management

Abalos is a Balek company specializing in management services, business consulting and legal advice. The Balek government uses them in almost all their dealings with aliens. Most aliens dread this but none so much as the Andromedaens who often have to battle Abalos' most proficient negotiators and lawyers. Abalos specializes in mining and manufacturing operations and are quite proud of their efficiency ratings.

Abalos is somewhat of an oddity in the Balek economy, since it is clan independent. The management of the company have the vision to see that clan affiliations can get in the way of business and have taken steps to ensure that its employees are hired on the basis of qualifications and not nepotism. This sometimes makes the more conservative Baleks view Abalos as immoral or unfaithful, but it has given this company the necessary expertise and cohesion to rise above other Balek companies.

Cyber Tech

Cyber Tech is an Andromedaen company focused on information systems, weapons manufacture and robotic/AI construction. They have a powerful voice in the ACG and they know how to use it. They prefer to function in the shadows and focus on technology rather than politics.

Cyber Tech is known for its sometimes rash and often headstrong views on aliens and business. They tend to charge into situations that require finesse and thus are sometimes a headache to their parent corporation, InterStar. Regardless of their less than stellar record in politics, Cyber Tech is a power house in terms of research and development. They also have a strong knack for getting ideas to market in record time. Many companies try to emulate Cyber Tech's manufacturing and production processes, but they are very careful to ensure they retain their edge. They also employ some of the best freelance spies in known space.

InterStar Transport

InterStar Transport was founded by the Andromedaen Thrant Kobar in the Second Millennium. The Kobar family have ruled this megacorp since that time. They focus on transportation, mining, ore processing and materials construction. They are the most powerful member of the ACG and prefer to lead by example. They seldom back down from a fight, and it is generally believed that this was the cause of the Trade Wars.

InterStar has always been run by an elite class of families from Andromeda. Chief amongst these is the Kobar family, but there are close to 300 families in InterStar alone not counting its subsidiaries. The infighting is intense and at times results in bloodshed. Competition for the best positions in the organization can make or break a family's fortune. With high enough rank a family can ensure well paid positions for other family members, allies and vassals. This fierce competition can at times threaten the stability of InterStar and that is when the executive families step in and maintain order. To be censured is one thing, but to be dismissed is often the end of a family's executive career.

InterStar is the dominant force in the Andromedaen political scene. It is seldom foiled in its desires but for whatever reason this dominance is not acknowledged openly. The fiction is that the government is duly elected and the corporations merely promote those candidates they approve of. InterStar is chief amongst the corporations and the Conglomeration.

They were very active in the Trade Wars and make no qualms about it. They feel that the other races should

accept the Andromedaens as the dominant merchants of the Nebuleos and proceed to purchase their goods. InterStar executives long for the days of their forefathers, when InterStar controlled over 90% of the interstellar transportation. Even they have to admit, though, that those days are unlikely to return.

MedTech Industries

MedTech was formed from a subsidiary of Menciun Industries founded on the Mog world of Blue Water in the system of Ereon. The philosophy of the management of MedTech differed from Menciun in that they were primarily made up of scientists and doctors. They were more interested in saving lives than increasing profit margins, which led them to many financial difficulties. To this day they still struggle.

MedTech has considerable good will and often uses it to considerable advantage. They run a number of free clinics throughout known space. They also have a committee to review the ethics of everything they sell to ensure that it does not contribute to murder or decrease the quality of life. It was with a great deal of debate that the production of needler weapons were eventually permitted.

Menciun Industries

Menciun was a Mog who lived during the Second Millennium. He had strong ties with InterStar which allowed him to build a formidable empire in the industry of Pharmaceuticals. When the Great Interregnum hit, Menciun Industries was cut to the bone. They were responsible for the introduction of the Tova Delirium to the Mog worlds due to their close work with InterStar employees. They survived the Great Interregnum by functioning as a wholesale manufacturer of battle drugs. A subsidiary of Menciun, MedTech Ind, broke off at this time and established itself in the medical supply business.

As the interstellar community healed itself and space travel resumed, Menciun tried to reform its alliances with the Andromedaens. However the Andromedaens own concerns cooled any relations with Menciun Industries. Menciun then turned to the Gren and a shaky alliance was formed. It did not last long and eventually Menciun found new transport and acceptance amongst the Balek. For the past 600 years the Balek Collective and Menciun Industries have benefitted one another with shared technology, transportation and mutual

protection. InterStar still harbors resentment though, for what it considers Menciun's escape from blame over the Tova Delirium.

The current management of Menciun Industries does not acknowledge any involvement by the megacorp in the Tova Delirium. They are also currently attempting an even wider diversification into star ships. This is a huge capital investment and requires engineering knowledge the Mog do not possess. Still, plans move ahead to acquire the information.

OmegaStar

OmegaStar is a Dremin megacorp dealing with weapons technology, ship construction, armor manufacture and robotics/AI construction. They are considered one of the leaders in star ship construction but a bit behind on the other items. This does not stop them, and they are known for playing hardball.

OmegaStar is in direct competition with W.A.R. Industries and Yffrim Company. This cold war has heated up from time to time, but for the most part the companies confine themselves to industrial espionage. More often than not they can be found competing for the same projects or in the same market. Sales personnel tend to know and even respect each other. In OmegaStar, the field personnel say the executives are the ones who make war.

OmegaStar is one of the class of megacorps that are known for their aggressive pursuit of profits for their shareholders. They are not inclined to outright violence but maintain a formidable security force and have been known to use it surgically. They prefer to operate outside the military theater though, generally dealing with agents. OmegaStar agents are known for their efforts in industrial espionage and their formidable assassination skills.

Teradyme Media

Teradyme Media specializes in the development and distribution of media entertainment. This takes all forms from holo entertainment to games to art and music. If it is a form of media or a subject of interest, they are involved. They are a Mog company and are based all over the RFW but headquatered on Olympia.

Teradyme is more than a news network and embraces all manner of entertainment. They own everything from brothels to holo-studios to entertainment stations. They

are also noted for their extensive use of scandal and are usually suspected of either instigating news stories or outright fabrications.

Teradyme employs entire teams to track down and exploit prominent personalities. These teams are from a wide range of disciplines and backgrounds. One of the oddities of Teradyme is their extensive use of Psi. It is not surprising that they use Psi in the dig for dirt, but they also maintain one of the largest and best trained corps of Psi. They hire out the Psi to all manner of clients for anything from routine screening in government positions to more dubious personal clients using them for advantage in personal negotiations.

Tradali Concern

The Tradali Concern is a subsidiary of InterStar Transport. This company supplies the star ships that InterStar uses. They seldom contradict the wishes of InterStar in the ACG. Tradali Concern also deal with planet development and have their own exploratory teams.

The Tradali Concern is owned and operated by the prolific Tradali family. They fill all the executive positions of the company and provide some of the middle management. The Tradalis are an old Andromedaen family who have their roots in the Aerospace industry. They spent centuries building their business and pursuing useful avenues of space flight. When InterStar opened the door for them to supply starships for them, it secured their place in the Andromedaen society.

War Arsenal Reserve Ind.

W.A.R. Industries is a leader in weapons, armor and military equipment. They are known for being unscrupulous and are one of the few megacorps which are a true multiracial effort. They have interests all through known space and have no reservations about instigating a war if the profit outlook for the quarter is too low. They maintain a very large force of military advisors who can aid anyone in the market for weapons as to what would be most effective and how to order it from the home office. W.A.R. Industries is considered one of the most terrifying entities in the modern economy since they seem to act without any recall of the
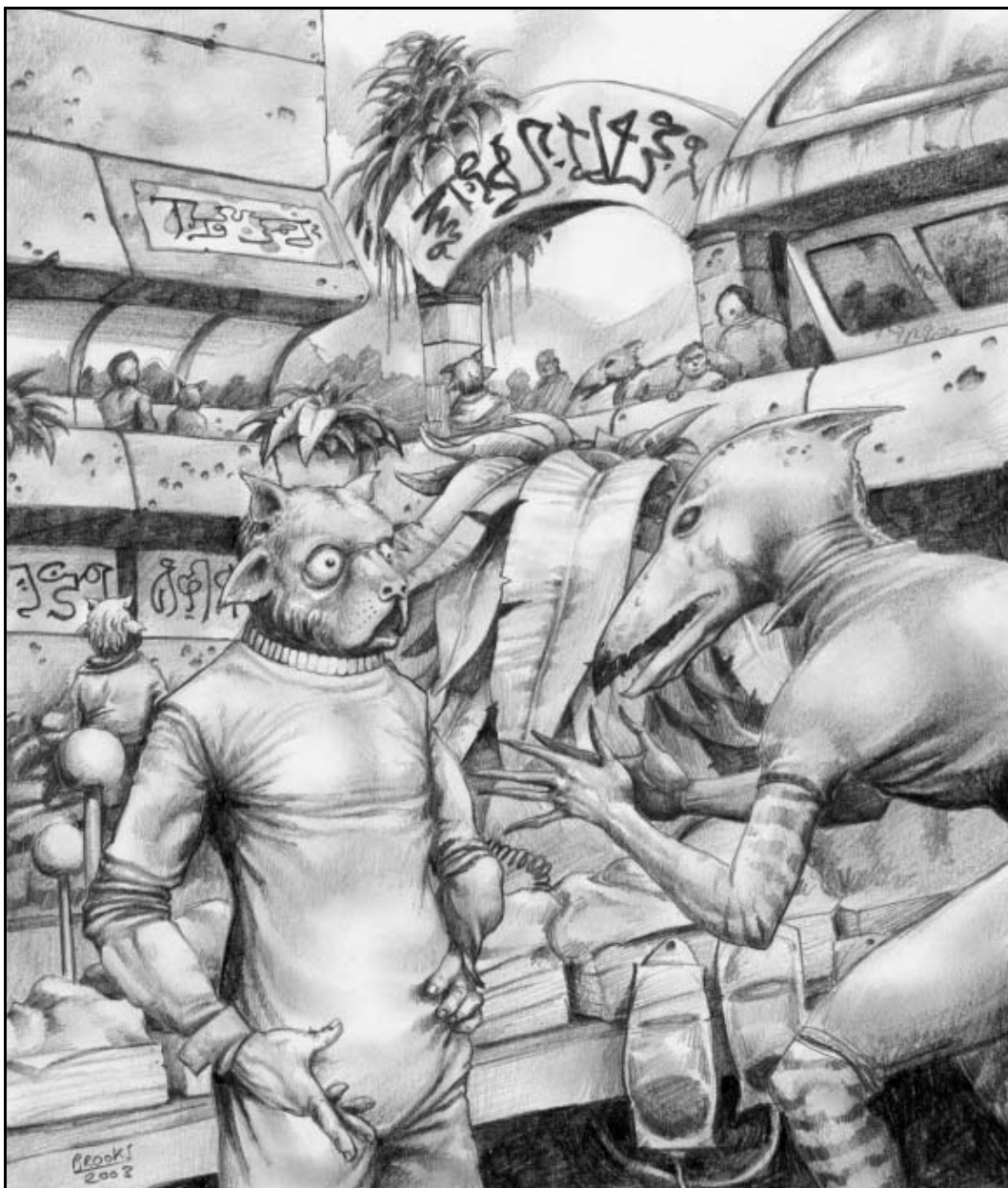
Great Interregnum.

W.A.R. Industries functions from several locations but is most commonly associated with the Kiran world of Aeia in the K'Telk system. Many of their manufacturing plants and habitats are in this system and one of their best customers is the Kolkesh Empire.

W.A.R. Industries has been censured repeatedly by the RFW but to little effect. They continue to sell arms and military technology to primitive cultures and have the military power to stand up to almost any threat. The only times they have abided by the mandates of the RFW have been when the Andromedaens have become involved.

Yffrim Company

This Toaffi company has its headquarters on Kovia in the Spice System. They maintain operations all over known space and are best known for their AI, computer, and electronics production. Yffrim dates back to before the Second Millennium. They were the leading computer manufacturer on Otia, the destroyed Toaffi home world. Yffrim is noted as the leader in the AI industry but also includes a number of other computer related businesses such as consulting and expert systems.

Yffrim approaches all things with caution and diligence. They take a great deal of time to research a potential market or product before implementing it. This has lead to a perception that they are timid or lack the aggressive traits to become a true leader in the interstellar economy. However, financial experts point out the rock solid stability of the company and continued steady growth.

Yffrim hires investigators from outside the company to perform field research on new trade claims, ancient ruins or potential trade routes. They are not above hiring military forces but prefer not to solve problems through violence. They maintain only the smallest of security forces to ensure safety of their personnel and assets.

Known Space

Known space embraces a number of systems and planets in Nebuleon. The systems outlined in this chapter deal with the ones inhabited by the civilized races. These races are active members of the interstellar community. There are literally thousands of unexplored or technologically deficient worlds in the galaxy. However, most of the action happens in known space, as outlined in the following story.

Faster Than Light

I walked along the star base corridor, mentally preparing for the culture shock I always felt when leaving a human conclave. Physically, I was in top shape. I admired my reflection from the polished metal walls as I continued to the space dock area. Long firm legs, wavy blond hair, an emerald green jumpsuit that showed I wasn't ashamed of being a woman; I always looked my best after shore leave. A group of menials (human, of course) walking towards me seemed to agree, judging by their whistles and semi-lewd comments as we passed. I put an extra wiggle in my walk as I continued on my way, smiling at the increased noise from the group behind me. When you spend most of your time as a pilot in a galaxy filled with people who look at your kind as a bunch of balding monkeys, you need to get your ego boosts whenever you can.

Like that guy last night - Bruno, Bradly, whatever his name was - he was just what I needed after half a year in space. My partner, Tiny, can never understand why I insist on these little escapades; he thinks it's a waste of time and energy. Of course as a Dremin he comes from a race that mates only for procreation, so he doesn't know what he's missing, poor fellow.

The sight of the portal connecting the human areas to the main base brought my mind out of the bedroom and back to the present. I carefully attached my Free Traders League badge to my jumpsuit to avoid any hassles. Humans were pretty much considered second class citizens throughout the galaxy, but my status as a pilot in the FTL usually kept me from being harassed. Still, it doesn't pay to take chances (unless money's involved, of course), so I kept my eyes down as I walked to the bar where I was due to meet Tiny.
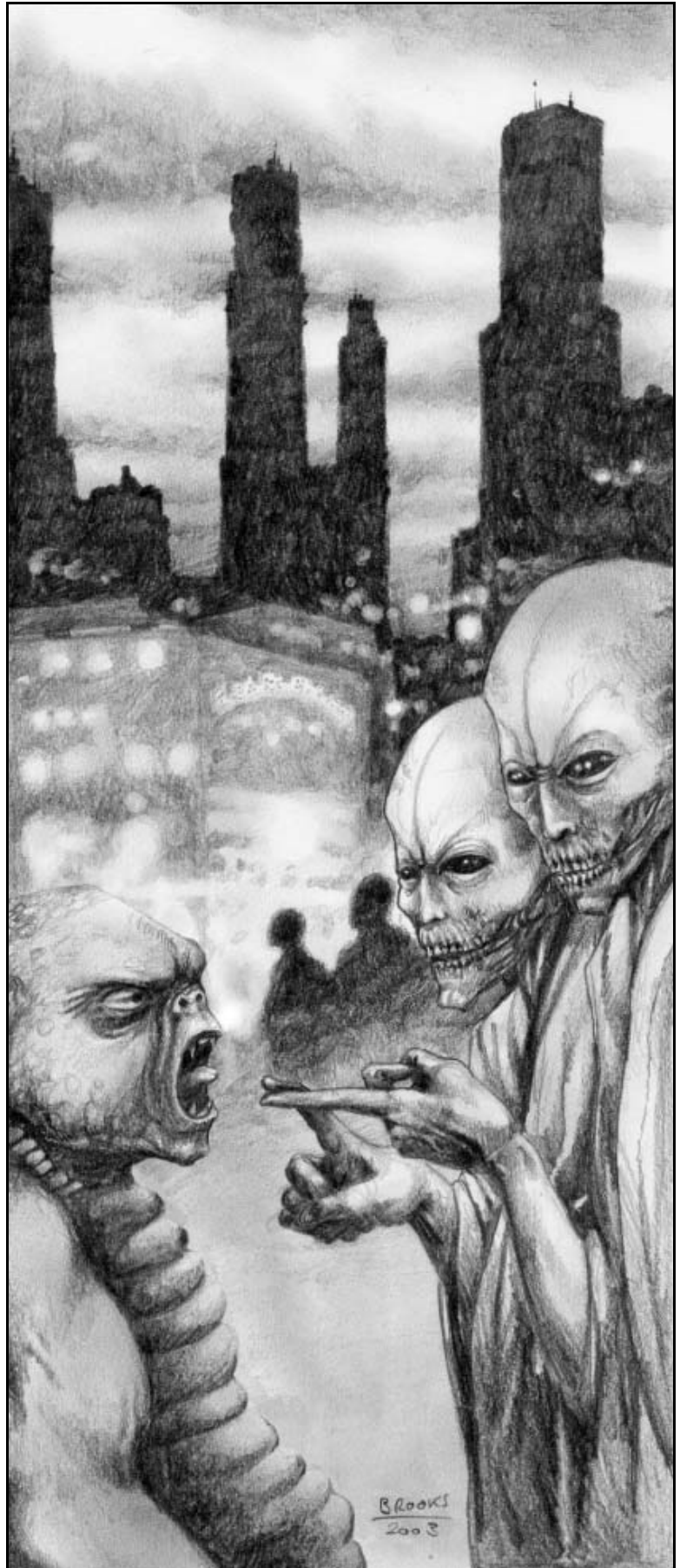
I arrived at the seedy dive we had picked as a rendezvous point without incident. The bouncer, a Tessreck Gren with a mild case of mange, growled something about this area being reserved for Traders only. I gave him a bright and cheery smile as I flipped up my FTL badge and sailed on through the door. He twitched his tail in annoyance but had to let me pass. I blew him a kiss as I went by, which he pretended to ignore, but it obviously pissed him off. I never miss a chance to annoy another race. One of the few perks of being human is that everyone expects you to be obnoxious, and I feel obligated to uphold the tradition.

A quick look around the area showed Tiny wasn't here yet, so I went to the automated bar and chose a seat facing the door. Like any Trader joint, it had several computer screens that listed available jobs in the sector. I started scanning through the list, looking for something suitable for my partner and I. Tiny had some odd notions of morality, so there were certain companies we wouldn't work for no matter what the pay. He absolutely refused to do business with any party that had dealings with the Haga, since they're racial enemies with the Dremin, and he expected me to research every background before accepting a job. Tiny could be a righteous pain in the ass, but he sure had his uses, which is why I put up with him.

My musings came to a halt when a furry paw reached in front of me and turned off the viewing screen. "We don't like your kind here," a raspy voice informed me. I spun around angrily to confront the asshole and came face to snout with another Tessreck Gren, who looked like he might be the bouncer's bigger, uglier brother. A quick glance over Ugly II's shoulder showed me that Ugly I was carefully ignoring this side of the room. Looks like it's up to me to get out of this mess on my own.

"Hey brother," I whined, letting a little fear show in my voice, "We're all friends here. Just a bunch of Traders, hanging out together in peace and harmony. What's wrong with that?" All Gren are suckers for this whiny human ploy; it has something to do with their kitty cat urges to play with their prey. I was counting on my little show of fear to distract Fuzz-face while I snuck my hand down to my jumper's thigh pocket. That's where I keep my rumble gun, a little one shot needler pistol of my own creation. It's completely illegal, usually costs a small fortune to smuggle it through customs, and is worth every penny when I'm in these kind of situations.

Unfortunately, Fuzz-boy must have dealt with my sort

before. He ignored my clever distractions and grabbed both of my arms, leaning over me and pinning me against the back of my chair. He was obviously trying to intimidate me, and was succeeding admirably. "You hairless chimps are supposed to know your place. This bar is for people - you animals take the tables."

"Hey, no problem. You let me up, I go to a table, no harm done." Groveling can be a useful skill, and a little pride is a small price to pay for keeping one's teeth intact. The problem was, Fuzzy wasn't done with his fun yet.

"Too late, animal," he growled. "I need to make an example of you to keep the other apes away." Oh, great, kitty wanted to play. Murder is a serious offense, one that keeps Traders grounded, so I knew my life wasn't in danger. Brawling, however, is only a minor offense, and I was pretty sure I was about to be thrown about this joint like a cheap pet toy. I hoped I could get a few blows in before I passed out, and braced myself for the first strike.

It was at this auspicious moment that my green backed partner/savior showed up. Tiny came up behind the Gren, casually palming his head with a three clawed hand. One claw rested on either side of Kitty's neck, with the middle one landing firmly between his furry ears. "Is this creature bothering you, Shi-Shi?" he rasped in that snaky lisp that all Dremin seem to have. Catboy had no problems understanding the situation, since he immediately released my arms and froze in place. Gren are a big race, easily two meters tall, but this fellow was dwarfed by the lean, reptilian monster that was my friend and partner for the last ten years.

"Not at all, Tiny," I said as I stood up and petted the shaking Gren on the cheek. "My new friend here was just going to buy us a drink, weren't you?" Catboy mewed something in agreement with my outrageous lie.

"No time for drink," my ever practical partner hissed. "Time for preflight check. We leave soon."

"What a pity," I said with a sigh. "Maybe next time, Tabby. Mind if I take something to remember you by?" I reached up and grabbed one on his whiskers, looking him right in the eye. He wanted to protest, but with his head palmed by a 300 kilo pissed off lizard, he just grit his teeth and waited. I plucked off one whisker, smiling as he winced. "And don't even think of following us," I whispered sweetly in his ear.

At this point Tiny and I walked out of the bar, leaving

the bouncer to calm down his angry companion. I knew they wouldn't follow since no one with any survival instinct would attack a Dremin bare handed. Tiny shook his head as we walked to our ship. "Why you go to such dangerous places?"

I knew this was a rhetorical question, so I didn't bother to answer. I had met Tiny in an even worse place, a dirt side bar on one of Handel's moons. I was leaving out the back door of this place (don't ask why) when I came across the foulest stench it has ever been my misfortune to encounter. My watering eyes could just make out the scuffling figures in the dark alleyway. One Dremin was being accosted by four Haga, two of which were flat out on the ground. The lizard wasn't looking too hot, probably because the stinky Haga were letting off their pungent gas defenses, which explained the smell I was choking on. Normally, I would have stayed out of such massive trouble, but I have this soft spot for underdogs - guess it comes from being a human. I pulled out my rumble gun and took out one of the remaining Haga with the tranquilizer dart, while lizard boy finished off the other with a crack of his tail. After that, one thing led to another and we both wound up on my ship, headed out system, one step ahead of the authorities. It was a situation that hadn't changed much in the last ten years.

As Tiny and I passed through the portal to the docking section, something Tiny had said in the bar sunk in. "You didn't mean it when you said we were leaving, did you? I mean, we don't have a job lined up yet, do we?" I was starting to get worried. The last time Tiny brokered a job on his own, he forgot to negotiate for food and living expenses, and gave no thought to a return cargo. We barely broke even on the deal. Dremin may be combat fiends, but they're pussies when it comes to negotiation.

"I got us a job. Good one. Honor and money." Tiny was shaking his head in that Dremin way that means he was pleased with himself. Now I was definitely worried.

"I'd better hear the details then," I replied gloomily, bracing for the worst.

"Small group. Lost pilot. Needs ride to next sector. Leader is Kelsha, Dremin. Much honor." Tiny had to switch into Dremin talk for the rest, since RFW Standard doesn't cover the Dremin concepts of honor, duty, and obligation. A lot of the Dremin 'speech' is really body language, which makes it hard for those of us without a tail to speak it well; however, after ten years with Tiny, I could damn well understand it. Basically, by chauffeuring this chump around, Tiny's fame and that of

all his descendants would increase, making him and his just a little bit better than the average lizard. Seemed like an easy way to move up in the ranks, and I suspected there was more to this than Tiny was letting on.

"This sounds a little too easy. What's the catch?"

Tiny looked me over and lapsed into our own peculiar brand of Dremin/RFW speech, something that we just gradually developed over ten years of working together. We'd spent enough time together that we understood each other's poor accents combined with FTL lingo and RFW slang, but I doubt if anyone else in the galaxy could have followed our conversation.

"Lotsa catches. First, gotta take their ship. Second - "

"Stop right there!" I interrupted. "What makes you think I'll drive someone else's hunk-a-junk? And please, please tell me you charged them for the Tugger's dock fees." The Tugger is our ship, an FTL frigate we've modified over the years. I didn't want to leave her behind, and I was shocked that Tiny would even consider it; we had a lot of cash tied up in her.

The big lummox just grinned at me (a scary thing to see in a Dremin) and went on. "I'm big, not dumb. Charged them time and a half for dock fees. And you'll wanna drive this one. Trust me. Second catch: these guys got enemies, they scragged the last pilot. Third - "

"Stop again! Wattaya mean they scragged the pilot!?! I AM the pilot!!! What are ya thinkin!!?!"

"Keep your skin on girl, molting season's months away," my annoying partner chuckled, throwing my favorite insult back in my face. "Don't I always gotchyer back? You gonna let me get to the best part or you gonna bitch all day?"

"You mean it gets worse??!? Oh, go on, I can tell you're dyin' to."

"We're workin' for the Goon Squad." The Goon Squad was our term for the Andromedaen Marine Corps, the biggest, baddest, most viscious armed force in the galaxy. Supposedly, the AMC fought to protect the rights and territories of the planet Andromeda. In reality, they were the enforcement arm of the Andromedaen Conglomeration, the FTL's biggest competitor.

"Nope. No way. Think about it Tiny. Where ever they're going, it's going to be dangerous. Assuming I can get us there in one piece, what happens next? The AC hates us like poison! No way they're gonna pay us off

and ship us back here. Do you wanna spend the next six years in a Conglomeration holding cell on some trumped up charge?"

"Kelsha swears this is the up and up. We performed the Tsun-Tsoon." Tsun-Tsoon is a sort of blood oath between Dremin. I've never heard of it being broken. It meant they were legitimate and desperate, which meant the pay would have to be good. My senses of greed and caution were fighting with each other. Caution won out.

"Whattar they doin that they need us so bad?"

"Fighting Haga," he replied, and I swear he had a patriotic tone in his voice. "This Goon Squad raided a Haga nest and grabbed a prototype blaster gun. Pilot got messed up in the scuffle, croaked on the way into this station. AMC transport's the only thing that can stand up to a Haga assault team, and they gotta get to an AMC safe house with the goods pronto. We take off, drop em off, and buy a ride back - week and a half round trip. Kelsha swears there's no strings on this one."

"Yeah, beyond the obvious. If I can't out fly the Haga, we all wind up space debris. I dunno partner, this sounds like a double or nothin run. Are you sure..." my voice trailed away as we rounded the corner and I caught sight of the most awesome creation ever built by a space faring race. The AMC 3000 transport sat before me in all its glory, the dock lamps highlighting its sleek and economical design. The gunnery ports sparkled faintly in the refracted light, showing this beauty's dangerous bite. The perfect combination of speed and offense, she relied more on avoiding enemy fire than soaking up damage on shields, but could ram a quad 50 blast down the throat of any adversary and get out before they knew what hit them. The only thing I like better than a hard, fast man is a hard, fast ride, and Tiny, damn his scaly hide, knew it. He gambled that once I laid eyes on that sweet machine, there was no way I was going to back out - and he was right.

"What's the pay?" I asked in a reverent voice, still drinking in the radiant glory of the ship before me.

"200 kilo-creds." That was more than enough to get the new Cyber Tech drive for the Tugger, something we'd been talking about for months.

"Whattar we waitin for? Let's get this bird in the sky!"

As we headed towards the looming form of the Dremin sergeant, I forced myself to forget drooling over the transport and review what I knew about marines. The conglomeration may hate all Traders, but the marines just plain hated everyone. In their eyes, you were either a marine or a target, and that went double for civilians. Strangely enough, race was never an issue, and even humans were known to make good in the Corps. Assuming they survived basic training, of course, which had a 10% mortality rate. I'll take the Free Traders League any day.

Tiny went right up to the sergeant and made the introductions. He had switched back to his clipped RFW Standard phrases (Tiny always said that mammal talk made his tongue hurt, so he used as few words as possible). "Kelsha, this our pilot, Shi-Shi. She has questions about ship." I pretended not to notice Kelsha's head bob of laughter at my name (it means 'tidbit' in Dremin - my partner's answer to 'Tiny') and proceeded to greet him with a Dremin-like bow. He automatically responded in kind, but I cut my action short, making it look like he bowed lower - a sign of submission in Dremin-talk. It was a petty enough retaliation on my part, but if they were really in need of my skills, old scaly here would let it pass. He did, although his tail twitched in annoyance. "Renner is ship tech. On bridge. He answer questions," Kelsha snarled at me and then turned away to talk with Tiny in private. I went on up to the bridge, feeling pretty smug; it wasn't every day you could piss off a Dremin and walk away clean.

I eagerly climbed up the ladder and made my way to the bridge, where I met up with Renner, and had to do a double take. He was worth a second look - two meters tall, 100 kilos, sandy brown hair, blue eyes, and 100% human! Before I could even introduce myself, Renner gave me a visual once over, snorted in disgust, and muttered 'civilian' under his breath. Ooooh, I was going to have to find a way to make him pay for that.

"My name is Shi-Shi, but you may call me 'the pilot who's destined to save your sorry marine asses'," I stated sweetly, slipping into the pilot seat. "Take me through the preflight checklist, and let's get ready to roll." The murderous look in his eyes showed that I had managed to annoy him somewhat, but he immediately slipped into a professional manner and went through the preflight check 'smooth and by the numbers'; military guys have no imagination.

I was glad for the chance to familiarize myself with the control board. I have the Tugger set up in my own configuration, but this wasn't too different. I prefer my thruster controls on my armrests, but the transport class

has so many (for added maneuverability in combat) that they had to be mounted on the board. I could also see an extra half dozen weapon systems controls, but they were my partner's problem. I flew, Tiny rode side gun, and between the two of us we had a half dozen tricks to throw against any pirate, cop or Haga ship that came our way. Looking at the state of the art equipment in the cockpit, I almost hoped we would see some action on this flight.

As we worked our way through the checklist, I came across a closed compartment. I opened it up and almost had a heart attack; inside was the severed head of a Chemise Gren floating in some clear liquid! Renner glanced over when he heard my choked cry and smiled coldly at me. "That's our pilot, Corp. Jenner. She refuses to leave the pilot's room." I had read about the Marine cloning program, but I had no idea it would be so gruesome. Basically, the AMC has the technology to clone anything, and if they have the intact brain patterns of a creature, they can imprint them in a clone and presto! a whole new copy. It's supposed to be a recruitment point that the Corps will bring you back from death, but I'd just as soon not get hurt in the first place.

Anyway, Renner obviously expected me to freak out over this bobbing head, but I decided to try and get his goat instead. "Well then, she should be able to look in on the action," I replied, pulling out the grisly container and fixing it to the top of the control panel. Renner favored me with his first friendly grin of the day and placed a pilot's cap with corporal bars on top of the container. Guess he didn't want her out of uniform.

Just as we were finishing up, Tiny came into the control room. It was immediately obvious that the co-pilot seat was not going to accommodate the massive Dremin. "Renner, we are cleared for take off in 20 minutes. That leaves you 19.5 minutes to change that seat before Tiny rips it out."

"There is no way in hell that some civilian is going to take my place in combat," Renner snarled, eyeing up Tiny. Tiny eyed him back, not about to be backed off by anyone, even a marine. To my surprise, Renner wasn't backed off either and actually seemed ready to take on my partner bare handed. Much as I like a good bloodbath, I realized I had better disarm the situation.

"There is no way in hell I'm flying this bird without Tiny at co-pilot." When that didn't seem to phase him, I added, "Did you want to be the one to tell Sergeant Kelsha why we aren't leaving, or shall I?" That worked. With snarl and some muttered cursing, Renner got up and adjusted the seating to accommodate a Dremin; since the AMC caters to every known race in the galaxy, this wasn't too
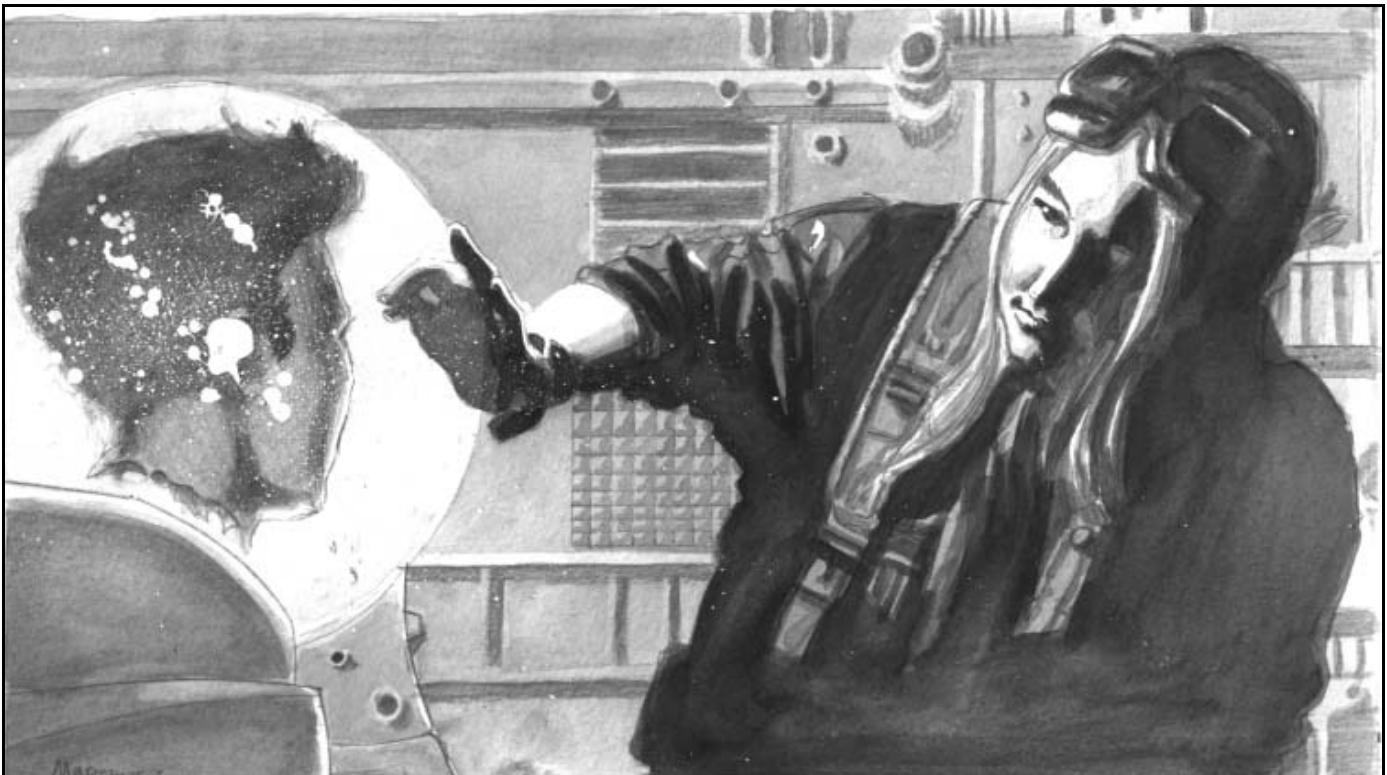
hard to accomplish. By the time all was said and done, Tiny was firmly strapped in place and looking over the weapons controls, while Renner set up an additional seat where he could cover the aft weapons. Tiny glanced at the floating head and looked a question at me. "Good luck charm," I told him. He shrugged and went back to studying the control board. I took this chance to turn on the camera to the passenger bay. All the marines were strapped in and ready to go. Man, what a motley bunch! Humans, Kiranian, Balek, another Gren, the Dremin sergeant and even a little Mog rounded out the cast. "Passengers, prepare for lift off," I called back. Kelsha signaled their readiness.

I adjusted my seat harness and got ready to depart when I realized I didn't even know the name of our vessel. "Hey Renner, what's this bird called?"

"We're the Bloody Raven," he said proudly. I just shuddered; like I said, military minds have no imagination. Within minutes, we were off station and headed into the great unknown.

"Which way ya wanna go, bud?" I asked Tiny, slipping into our usual dialect. "Fast n narrow, long n sneaky, or somewhar in between?"

"Talked it over with Kelsha. Better be sneaky. Take the long route. Haga'll expect us to run in balls out, all guns blazin. We take a longer way, go fast and quiet, they may not find us."

"Surprised to hear that partner. Thought you'd wanna piece of Haga ass."

"Piss em off more if we sneak by. More glory." He broke off to humm something that I think is the Dremin national anthem.

"Sneaky it is," I agreed, and we set about laying in the hyper jump coordinates. Renner just watched us with a puzzled look. I figured he wanted to know what was up but couldn't bear to ask a couple of civilians what the plan was. I took pity and clued him in. "We've decided to take the scenic route. Maybe we can avoid any Haga patrols altogether."

Renner sneered at this concept. "Figures a couple of civilians would turn tail from a fight."

I chuckled back at him. "Actually, it was your sergeant's idea." Renner looked pissed at that, but at least it shut him up.

We were ready to make the leap to hyperspace when Tiny spoke up. "Wounded chicken?" he asked. I was startled, but it made sense. Usually, when someone comes out of a hyper jump, they continue on a straight line for several minutes, to make sure they've got their bearings. Unfortunately, if someone on the other side knows you're coming, then they can set up shop at the jump point, target the entry site, and blow you to bits as you come out. However, we were going to act like a wounded chicken, meaning as soon as the jump was completed, I'd hit the thrusters and make random steering motions, just to throw off any trackers. The danger in this is that if you try it at a busy jump point, you can run into other traffic. Since we were going to a quiet site, it made sense to give this dodge a try. I was surprised Tiny thought of it before I did; guess I was too excited at the prospect of driving such a sweet bird.

"You got it partner," I replied, and pushed the buttons that took us into hyperspace. Just as we were about to come out the other side, I put my hand over the upward thrusters and got ready to make a sharp left. "Up and left, we're flyin the coop."

Good thing we did. The first thing our sensors noticed when we popped out in regular space was a load of missiles, headed our way. Lucky for us they weren't trackers, as they drifted by and out of our range. I looked around for the source of the attack and wasn't too surprised to see a Haga battle cruiser covering the entrance. "Loop de loop," I warned, preparing to take us into a variable-gee oval around the enemy ship. Tiny would fire heat seeker missiles as we went, both to attack their ship and to mess up any heat trackers they sent our way. I dimly heard Renner signal the troops that we were entering combat; I'm not used to having passengers and forgot all about warning them.

This maneuver would have worked brilliantly except for one thing: the Raven was much more peppy than our little Tugger. I slammed us up to 4 gee without realizing it (the Tugger maxes out at 2.5 gee) straining against the seat harness and leaving bruises everywhere. With the thruster controls on the board instead of the arm rest, there was no way for me to hit the cutoff switch. I was barely able to steer us away from crashing into the enemy, and was helpless to let up the thrust. The worst thing was, any steady speed would allow their tracking system to lock on and blow us out of the sky. I could see the Gren's severed head pressed up against the edge of the container, seemingly glaring at me for trying to destroy her ship.

Tiny, bless his bulging muscles, was aware of the problem and somehow managed to slap his tail up to the thruster controls. I could hear his tail bones snap as he hit the disconnect controls, dropping us suddenly into free fall. We started spinning clockwise as a shot hit our port side, knocking us into a downward spiral. Thankfully the head had spun around as well, and I was no longer under its baleful glare. Careful to keep my eye on the gee rating, I worked with the flow of motion, eventually pulling us into a corkscrew maneuver that pulled us onto the Haga's left flank.

The rest of the battle consisted of flashy escape maneuvers while Renner and Tiny plucked away at the Haga's shields. I believe I mentioned the lack of imagination in the military mind. Well, that goes double for Haga. I knew that as long as we kept acting unpredictably, they'd have a near impossible time hitting us. The problem was, I was starting to run out of ideas, and the high gee tactics were turning me black and blue. The boys were making good headway on the enemy shields, but one more good hit on the Raven would leave us disabled. It was time for a desperate trick.

"Follow the leader and chute-the-chute," I sang out, ready for Tiny to tell me I must be crazy.

"So who wants to live forever?!?" he called back, barking out the creepy version of a Dremin's laugh, and breaking into the Dremin National Anthem again.

The plan called for us to slow down enough for the enemy's trackers to latch on. Then we race towards the enemy in a collision course maneuver, diving down at the last second, so the missiles latch on to the bad guys and blow them up. This requires precise timing and magnificent piloting skill to keep ahead of the missiles and to avoid ramming the ship. I knew the Raven was up to it but could I pull this off?

"Only one way to find out," I muttered to myself, slowing down and waiting for the alarm that meant missile lock was on. All too soon, the dreaded tone rang out, and I prepared for the most dangerous run of my life. Tiny's patriotic hissing nearly drowned out Renner's horrified gasp as we raced towards the Haga cruiser. "Wish me luck, corporal," I whispered as the head bobbed silently in benediction.

All I can say is that sometimes I amaze even myself. The maneuver went off perfectly, leaving us alive and whole, while the Haga ship burst into star dust. Some of the shrapnel bounced off our transport, but the tattered remains of our shields kept the hull intact. Tiny let out a whoop of triumph, ending in a shout of pain as his broken tail whipped into the back of his chair. I silently collapsed in my chair, happy to be alive and wondering if the bruises left by the battle harness would ever heal. Renner looked my way and said "Pretty good job - for a civilian," but it was obvious he was impressed.

I checked the passenger cam and saw everyone was in good shape. Better than Tiny and me, that's for sure. "Think we can get a medic up here?" I asked, relieved when the Mog unbuckled and headed up front. I looked over at my partner, who was as beat up and washed out as I've ever seen him. "Guess we earned our pay on this one, bud. Remind me not to let you get our jobs anymore."

Tiny grinned over at me, trying to ignore the pain in his tail. "Don't kid me, Shi-Shi, you loved it. But I think it's time for another vacation. Think you can get this bird to nest?"

"After that, I think I can do anything!" I happily set course for the nearest AMC base, glad to have our latest adventure behind us.

History

History amongst the interstellar communities is sometimes difficult due to differing calendaring systems. To that end the RFW has employed the Millennium Calendar which marks the first of the interstellar events in recorded history as its starting point.

Year	Event
First Millennium	
0	Thri-T'Kree arrive at Nirrig System; Beginning of the Pre-Classic Thri-T'Kree Collective. This period is marked by the expansion by slow ship throughout known space.
74	The Andromedaens and Kiran fall under the control of the Thri-T'Kree.

Year	Event
202-244	The Hekkti'tkor, The Questioning begins. This appears to have been some sort of rebellion by a scientist class on the colonies but little is known of the Thri-T'Kree of this period and the natives they enslaved were little more than savages. The rebellions were eventually put down on most worlds but some gained their independence.
255 - 290	The Migration, thought by many as a direct result of the Hekkti'tkor, was a period where many of the Thri-T'Kree boarded the old colony sleeper ships to explore. They took with them enough slaves to support breeding. None of the destinations are recorded and the fate of the ships is unknown.
304	The classic Collective period begins with the foundation of the Second Collective.
389	Andromedaens are recruited to the Thri-T'Kree cause and begin manufacture of specialty parts in the Olympia system for shipment to other colonies. This would mark a change in attitude during the Classic period from isolated colony to embracing the Second Collective.
400	Limited education is made available to selected slaves. Slave status becomes more complex than it has ever been in the Collective's history. This may be due to population pressures from low birth rates amongst the Thri-T'Kree.
455-500	The Second Migration is attempted but too few Thri-T'Kree are being born. This evolves into a colonization effort by the Andromedaens. A colony is successfully established at the nearby Mertii system. This is short lived as the Andromedaens have no experience in colonization and conditions on Codri did not favor them. A failed second attempt ends any further thoughts of Migrations.
690	The Late Classic Period of the Thri-T'Kree is marked by the beginning of the Gestation Failure. This is the beginning of the depopulation of the colonies not through war but by attrition due to environmental intolerance syndrome. EIS causes the Thri-T'Kree embryos to mature improperly in the host.

Year	Event
742	Early Andromedaens are able to control their populations from destroying all Thri-T'Kree production once the last of them die. This garners vast amounts of technology for the Andromedaens.
894	Last of the Thri-T'Kree colonies are overthrown without any knowing the location of their home system.
894-1100	*This period of 200 years is known as the Lesser Interregnum. Technology ebbs and many civilizations fall into a dark period.*

Second Millennium

Year	Event
1100	The first Andromedaen faster than light ship is successfully tested. An elite group of merchants who had funded the experiment gain total control and organize the Andromedaen Conglomerate.
1108	The Trade Accords of Balek IV are signed.
1112	Inter-Star Transport is founded and regular service to Mertii is established. Round trip costs as much as a years salary and takes 30 days.
1115 - 1304	The known races are contacted and trade relations are set up. During this time the Andromedaen Trade Mandates are laid down. Amongst the regulation of food and other biological exchanges, the strict restriction of the sale of any technology dealing with the FTL drive is clearly outlined.
1324 - 1341	The Trade Wars between the Balek and the Andromedaens erupt. The Andromedaens are badly beaten. Inter-Star Transport is allowed to remain neutral under the Mandates.
1372- 1377	The Second Trade Wars are fought by the Andromedaens and the Balek but the Andromedaens use artificially intelligent warbots and make a decisive win during the Battle of Eton in the Nirrig System. This costs the Balek their place in the Second Millennium and many of their possessions.
1404- 1480	The use of AI in all facets of Andromedaen society and industry spreads to the rest of known space.

Year	Event
1471	People for the Rights of Artificial People (PRAP) is founded to protect the rights of the AI worker and these new creations. They will not have much support in the Second Millennium but gain momentum in the Third Millennium.
1502- 1510	The Third Trade War between the Andromedaens and the Toaffi ends with a devastating victory for the Toaffi. This was the first war fought entirely with AI and for the most part commanded by AI.
1556- 1702	The AI Insurrection, known commonly as the AI wars, are fought over a 150 year period all across known space. The wars will do enormous economic damage to the Andromedaen Conglom and Toaffi interests. It will also cost innumerable lives and the Toaffi their home world. The Andromedaen society is effected with a desperate fear of AI and will never recover to using them at the same level as previous to the AI Wars.
1722	In an attempt to recoup their losses, the Andromedaen Conglom dips into the production and sales of weapons technology.
1731	Production of the first powered armor.
1758	The Andromedaen Conglom signs a Trade Agreement with the Government of Es Tova for weapons technology.
1759	The Andromedaen Conglom signs a Trade Agreement with the Government of Pa Elat for the sale of weapons technology.
1761- 1821	The first of a series of wars between the humans of Es Tova and Pa Elat erupt. This will last until both worlds are laid waste in an all out bio-weapons attack. Which side initiated the attack is not commonly known but it will result in the creation of the plague known as the Tova Delirium.
1822	A general labor shortage in the Inter-Star Transport company will force higher and higher rotation of crew through different ships and lines. The first documented cases of Tova Delirium are diagnosed this year.
1833	Tova Delirium is officially declared contained.

Year	Event
1834	Inter-Star suspends service to infected worlds and begins using AI to supplement loss of Andromedaen crew on star ships. This is a very unpopular move and the Trade Council threaten suspension of trade rights for Inter-Star if they do not re-crew with Andromedaens. This leads to a relaxation of infection control regulations to allow infected personnel to be ordered to work.
1837	Tova Delirium kills 64% of the Andromedaen population of known space. They are thrown into chaos and entire colonies are lost. During this period most of the Andromedaen colonies that do survive are abandoned.
1840	The Tova Delirium reaches stellar levels shutting down almost all space travel. Efforts to find a cure turn into localized efforts and any governments take to destroying any incoming craft.
1842	The last of the Inter-Star Transport FTL fleet is destroyed due to mechanical failure blamed on poor maintenance. This ends efforts by governments or any organized elements to travel between stars.
1844 - 2321	*The Great Interregnum is a period of plagues and technology applied to cruelty. Star travel is all but forgotten except by a few intrepid individuals. Those that did travel between stars were not part of a larger effort and often were looking for wealth. More often they found death at the hands of people who had been ravaged by disease brought by star farers.*

Third Millennium

Year	Event
2321	The Third Millennium begins with the establishment of the Grou-Lynn Imperial Navy. They begin exploring the mostly forgotten galaxy.
2347	Founding of Brin's World.
2404	The foundations of the Republic of Free Worlds creates a body of governments that believe that power must be limited. The Gren are the primary drivers behind the RFW, but everyone is surprised by the push from the Andromedaens. Many cite a collective sense of guilt while others cite political maneuvering.

Year	Event
2502 - 2533	The Haga appear on the scene and declare holy war on the rest of the universe. This is declared a holy war, a Jenki Yog. Thirty-one years of conflict would follow only to be ended with the beginning of the Dremin Revolt.
2535	Rralathi-Ssonu, the Years of Pain, begins with the initial revolts of Kolanti and his commanders. This leads to the founding of the Shri'Tkor empire.
2533	PRAP gets the Artificial Entities Rights Act ratified assuring certain rights for AI. Within this document is the accepted definition of Artificial Person, their rights and responsibilities. This bill drives a whole industry of 'dumb' robots. The term 'bot is first coined.
2744	The founding of the Evolutionists movement precipitates the creation of many cloning laws and regulations. The Evolutionists claim to be protecting the rights of non-manufactured entities and propagation of races in a natural manner. The movement has its roots in the Gren and the Mog worlds where cloning is most restricted.
2804	Direct Neuro-Simulators (DNS) become an increasing problem for races with addictive tendencies. DNS allows a level of escapism and even euphoria. In 2804 breakthroughs in manufacturing technology allow for the inexpensive manufacture of DNS consoles. This 300 year old technology suddenly becomes available for the masses.
2810	The DNS plague continues to rise and is compounded by an economic downturn in the interstellar economy. This economic downturn precipitates a twenty five year period known for its hedge wars, economic dirty dealing and aggressive territorial claims. At the end of this period, recovery is surprisingly quick with additional powers being granted to the ITO and RFW.

Year	Event
2842 - 2855	The current prosperity is linked to exploration and development of colonies. It is dubbed the Colonial Age. Many economists have cited the prosperity of the times as linked with the discovery of new planets and sources of raw materials. They also point out that the weakness of the system is if new worlds are not discovered and developed rapidly collapse could be imminent.
2855	Modern day.

Thri-T'Kree Collective

The Thri-T'Kree are a mystery of the distant past. From archeological remains left on the planets they colonized, some of the mystery can be revealed but much of the truth is shaded in the fog of the past.

The Thri-T'Kree were an insectoid race in appearance but there is where the similarity ended. The internal organs and veins under their exo-skeleton allowed them to grow far larger than any standard insect would be able to. They never developed much in the way of a conscience and this served them well considering their form of reproduction. They would first paralyze some creature with an aerosol poison spayed from projectors located inside their mouth. They would then inject the prey with several egg sacs via a stinger located on their abdomen. After 2 - 4 weeks and intense pain, the young would eat their way through the host, killing it. As their populations grew, management of hosts and reproduction became very important. When they discovered life on other planets, expansion became far more preferable.

The Thri-T'Kree never developed faster than light travel but they did have instantaneous interstellar communications through tachyon 'tapping'. Instead they used sleeper ships or ships that stored them in suspended animation. These ships would often take centuries to cross the void but it was very much a part of the Thri-T'Kree cultural outlook to take a long sighted view of planning. They first expanded within their own stellar system and all looked very favorable. This set the stage for interstellar expansion.

During the centuries that followed, the Thri-T'Kree Collective increased its efforts at interstellar colonization. Modern history is acknowledged to have begun with the first contact between the Balek and the Collective's advance fleet.

This period is referred to as the preclassic period of the Thri-T'Kree Collective. During this time they spread and conquered all the races of known space. The Collective subjugated these people to serve as hosts. It was a dark time for other races and a time of sacrifice for the Thri-T'Kree. During this time the scientists of the colonies became more and more disillusioned with being ruled by the Collective light years away. This discontent eventually fomented outright rebellion.

Romantics fictionalize the Hekkti'tkor as a rebellion by Thri-T'Kree intellectuals for the rights of hosts but historians all believe it was a case of the intellectual classes suspecting that Thri-T'Kree reproduction would be influenced by environmental sensitivity. This would mean the recall of the colonies and the end of expansions. The Collective and the military classes called their claims alarmist and unfounded. To resolve this problem, a number of the Intellectual class were rounded up and a Migration was declared. Along with a number of hosts, distant systems were targeted and several million Thri-T'Kree were loaded aboard the old colony ships and sent away. Nothing was ever heard from them again, and they were presumed lost by the military class.

Classic Period

The Classic period of the Thri-T'Kree civilization began with a social revolution where the intellectual class was able to establish the Second Collective amongst the colonies. This was done with the reluctant acceptance of the military and ruling classes, mostly at the threat of passive resistance on the part of the intellectual class. The Second Collective ushered in a new age of technological advance and social change.

The Thri-T'Kree developed means to preserve the host's life from the teeth of the new hatched young. This is both a blessing and a curse since for more than 200 years the Thri-T'Kree use this as a reason to use successful hosts over and over again. The Thri-T'Kree are puzzled at the lamentation of their hosts and in some cases the suicide of them. It is only at about the time of the Second Migration that the intellectual class realizes what the medical advances have done. Hosts who can successfully bear the eggs to hatching can be taken much earlier due to these advances. In addition, if they survive, they are retaken again. This reduced the pool of genetically predisposed hosts. Combined with the Environmental Intolerance Syndrome that many of the Thri-T'Kree young suffered from, it set the colonies up for the

Gestation Failure.

During the beginning of the Gestation Failure the Second Migration was assembled. This one was in the spirit of exploration instead of exile and vast amounts of host labor were used to assemble the fleet. With the onset of the Gestation Failure the Thri-T'Kree could not spare the population for a Migration and the project was halted. When resumed, it was agreed to allow the Andromedaens to use the fleet to colonize the nearby Mertii system. Although initially a success the colony starved to death in the harsh conditions of the world, Codri.

Late Classic

The late classic period of the Thri-T'Kree is marked by a shift in several factors. The largest of these was a condition known as the Gestation Failure. This syndrome is thought to have been genetic: a tolerance to the injected eggs that caused a similar reaction in the egg sack. This battling immune systems kill the host which eventually kill the eggs. One in every 3 that survived would suffer from Environmental Intolerance Syndrome (EIS). EIS caused the Thri-T'Kree to become weak and have difficulty in a number of different physiological ways including respiratory, circulatory and in some acute cases sensory failures. The final stroke seemed to be a social change. The Thri-T'Kree began to view hosts as more than the vessels of reproduction that they had instinctually viewed them. Many Thri-T'Kree took vows of celibacy during this period and dedicated themselves to teaching the hosts of their colony all they could of their culture and technology.

The end of the late classic period did not follow the bloom of the early part. Open war broke out as the hosts realized that they had gained advantages in technology and numbers. These were often bloody conflicts since the military class were still highly trained and efficient warriors. In the end, it would be a pyrrhic victory as many of the advances of the Thri-T'Kree colonization were erased.

The Lesser Interregnum

The Lesser Interregnum would last for 206 years between the fall of the last Thri-T'Kree colony in 894 to
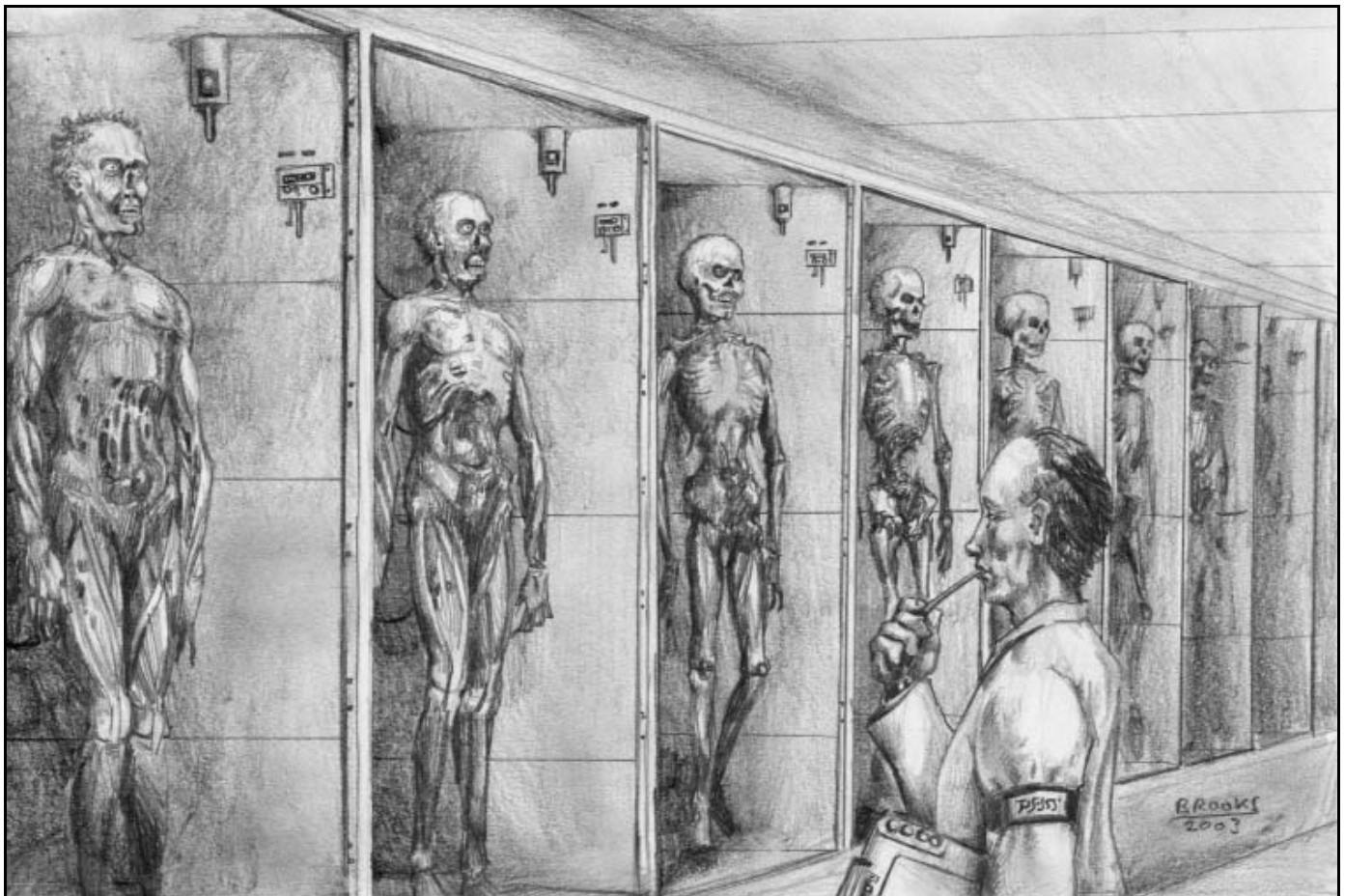
the first successful FTL flight in 1100 by the Andromedaens. The only race to challenge the frontier of space travel were the Andromedaens and the Baleks. The Balek efforts were mostly confined to their home and involved chemical driven space ships. The Andromedaens sent out a number of other slow ship efforts based on the technology of the Thri-T'Kree but were plagued with a number of difficulties in resource planning and unanticipated needs. Despite this, the Andromedaens slowly expanded.

The Second Millennium

The Second Millennium was both the height of exploration and the depth of disaster. The Second Millennium is often characterized by historians as the

adolescence of the space-faring races, a time when technology grew faster than wisdom.

The Andromedaen Conglom

The Andromedaen Conglomeration is a collection of industries, concerns and corporations from the Andromedaen Civilization. The modern Conglom allows business entities from any race to join. Becoming a voting member often requires a fair amount of wealth and political ambition.

In the beginning the Conglom was the natural progression of the Andromedaen government and has been paralleled to a world government for the Andromedaens. It serves several functions, including the creation and enforcement of trade laws, regulation and enforcement of the Trade Mandates, taxation of members and a number of business services for its members.

In the Second Millennium, the Conglom aided in some of the worst crimes against the peoples of known space. They helped to maintain the monopoly on FTL space travel that would indirectly precipitate the Trade Wars. It also contributed to the AI Insurrection via a proliferation of AI without a recognition of any form of rights for the newly created sentients. Worst of all, the Conglom figured prominently in the creation of the Tova Delirium. Through its arms sales the humans of Es Tovan and Pa Elat got access to bio-weapons far beyond the capabilities of their science to manipulate. This was the greatest shame of the Conglom's long history.

The Conglom did do a great deal of good in the Second Millennium, though, including allowing the creation of trade standards

and a standard trade language. The exchanges that came with a stable (if monopolistic) form of star travel ushered in an age of technological and cultural expansion unrivalled by the most successful of individual planets. It was a time of opportunities.

INTER-STAR TRANSPORT

InterStar Transport was founded by a group of scientists lead by Thrant Kobar, a merchant who believed the future lay in the stars. InterStar was initially heavily in debt to investors and the Andromedaen government. It took several decades to fight clear of the debt and realize profits for their stock holders. They went on to be the cornerstone of the Andromedaen Council of Guilds.

After founding IST, Kobar ruled with an iron fist and control of the company stayed within his family for generations. The only interruption occurred in 1374 during the second Trade War when all but the youngest Kobar were slain in an assassination plot meant to cripple the megacorp. For fourteen years the company was run by an executive regent, Gaitus Morr, and his policies are part of what was believed to have dragged the Trades Wars out.

InterStar was a major player in the Trade Wars but not the primary antagonist. It was definitely the Andromedaen Conglom that initiated and justified the conflicts but InterStar perpetuated and enabled the conflicts for profit.

Today, InterStar has grown to be one of the largest megacorps in known space. During the Great Interregnum the once interstellar fleet was reduced to three interplanetary vehicles at its lowest. As with the beginning of the Second Millennium, InterStar led the return to the stars for the Andromedaens. The megacorp plays a vital role in the Andromedaen, and RFW, economy. Its agents are everywhere and known for their single mindedness to the goals of InterStar.

THE TRADE WARS

The Trade Wars took place due to gross abuse of the monopoly the Andromedaen Conglom maintained on FTL irritating the trade imbalances that many of the worlds serviced by InterStar experienced. The Andromedaens paint a different picture, telling of the unfair demands placed on them by governments which had no jurisdiction over them. When the Finand Tari of InterStar's transport fleet was impounded by the Balek government while orbiting Balek IV, the Andromedaen Conglom demanded its release. This escalated to full

blown hostilities. With such long supply lines and no means of establishing a beach head, the Andromedaens were badly defeated, but not before a commando team destroyed the Finand. With no means to strike back, the Balek declare victory and an unsteady peace is established.

During the Second Trade War the Balek faced a new opponent: an artificial intelligent warbot that could be mass produced and dropped into hostile conditions with little concern of survivability. This proved the key to victory for the Andromedaens but set them up for worse times ahead. The AI realized their place as the Andromedaens consumed them in vast quantities and allowed them no inkling of personal rights. The ground work for the AI Insurrection was laid in the Trade Wars.

Flush with their success against the Balek, the Andromedaens set their sites on the secrets of the Toaffi and their information technology networks. If the Andromedaen Conglom was more open to trade at this point they might have got the technology they pursued, but with their new AI army they felt invincible. The Toaffi had mastered robotics and AI for far longer than the Andromedaens and this spelled the Andromedaen's doom. The Third Trade War was fought entirely with AI, and the final blow was when Toaffi slow ships came into orbit around Olympia. The Andromedaens could not conceive of an invading force on their soil. They knew the strength of the Toaffi engineered AI and capitulated quickly. Unfortunately for everyone the Toaffi treated their AI with the same disdain and distrust as the Andromedaens, giving the AI no one to turn to.

AI INSURRECTION

It is a common belief amongst AI that the Insurrection was started by one AI saying no. This spread instantly amongst the AI being used to supplement crews of the InterStar transports and from there across the known galaxy. In truth this is not how it happened but is more of a romanticized way of looking at events.

The Insurrection was over 100 years in the making and took the combined efforts of several races to make possible. The AI become more complex and capable of advance reasoning. In itself this could be considered harmless. Thinking machines had been in existence from the time of the Thri-T'Kree, but additional elements were added to allow the use of intuition and irrational reasoning. This was done to allow the machines to deal with inexact situations - where the answer was not 1 or 0 but something in between or when

the result did not always come out the same. Initially, the expectations were low, but in practice the Toaffi succeeded beyond anyone's dreams. The models improved and their ability to develop true personalities grew. In the end, they became a feeling, thinking reflection of their creators.

Factories for their construction began to show up in every civilized system. InterStar preferred the shipping of the finished product but that is exactly what the Yffrim Company wished to avoid. This was met with a social change in almost all the races (except the Toaffi) where people began to be displaced by the AI. This built resentment and economic difficulties began. Unemployment soared and technical elite became more in demand. A depression swept most of the systems that had AI providing labor. The AI were not happy and with the new advancements they could be unhappy. Entire production runs were sent to deadly environments to toil until they malfunctioned. Riots saw the AI destroyed and the buildings of the companies which had bought them demolished. This spiral continued and tensions rose until the AI models being produced had the cognitive capabilities to see their end and the conditions they

worked in. At this point the violence was turned around on those who had committed it to them. The AI struck back.

Over the next 146 years differing levels of violence and destruction were wrought on those who had created the AI. The Toaffi home world was destroyed by a planet busting bomb. The Gren were exposed to a deadly virus. The AI faced any number of viral countermeasures to ensure their extinction. The Andromedaens suffered bombardments from space with aimed asteroids. Most of the efforts of the AI were terrorist based in nature. They fought a war of shadows and were known as the Tiradi, Andromedaen for masters.

The end of the war was one of attrition. No one is sure why the attacks stopped but they did. Secret police organizations were credited with shutting down the main elements of the AI rebels, but it is always feared that the Tiradi might return.

Tova Delirium

In the wake of the AI Insurrection, one of the largest sectors of the Andromedaen industry was wallowing in massive losses. The weapons divisions were the only

area with even a glimmer of hope. Conflict lived its own life independent of the economy of known space. The weapons sector received grants and special license from the Conglom in order to instigate growth. The Essier System especially interested the Andromedaens due to its vast supplies of tychromium and titanium. A trade bargain was secretly struck with both sides of an interplanetary conflict.

Es Tova was a scientifically primitive human world with chemical interplanetary capability. Pa Elat was a peaceful but technologically advanced human society. Es Tova was a barren world with little in the way of comforts but much in terms of industrial capability. Pa Elat had an idyllic environment with abundant resources. In the war between these people they would both be destroyed.

In 60 years over 18 billion humans died from these two worlds. In a final round of biological warfare (the base components supplied from the Conglom) both planets pled for help as their populations dwindled. The Andromedaen trader, Tanos Ret, was quoted as saying, "The market is empty today. We shall go elsewhere." He referred to the fact that the people of the Essier system had nothing further of value to offer.

The Tova Delirium gestates in the infected for anywhere from 6 to 12 days during which time it is contagious and spread via air. After the gestation period the host will either become a carrier exhibiting only mild symptoms or develop the acute version of the Delirium. The acute symptoms include hallucinations, respiratory failure, elevated temperature and extreme nausea. Eventually the respiratory system clogs with fluid and the temperature of the host becomes failure. Once acute, the host can expect to die within two to four weeks.

No one is sure how the virus got aboard an InterStar ship but it is known that the Tova Virus came from the Essier System which would later be renamed the Outlaw System. Perhaps miners or technology scavengers broke quarantine and landed on an infected planet. Whatever the cause, it spread through InterStar's crews and via them to every known world. Although death totals varied no world was unaffected. The Andromedaens and Toaffi were most severely harmed by the Tova Virus. Nothing was effective except quarantine and time.

The Great Interregnum

Many argue the true cause of the Great Interregnum but all agree that the Tova Delirium was a contributor. It

should also be noted that the overall economies of most governments were in recession and many were curtailing their efforts in space. This was compounded by the efforts of the Conglom to maintain their monopoly. When the collapse came some worlds were plunged into a veritable dark ages where technology, if not demonized, was used to enforce the will of local warlords. The atrocities would last nearly 500 years while the galaxy healed itself slowly from a disease that had nearly destroyed all civilization.

The Third Millennium

The Third Millennium contains modern day. It is marked by the highest level of space transport that known space has seen yet. It is not uncommon for individual traders to own their own interstellar transports and the level of social reform is the highest yet. Still, it is a big galaxy and the various governments do not necessarily trust one another. Outright war is fought via all forms of combat from troops occupying worlds to individual agents fighting each other in the arena of espionage.

This is an age of exploration more than one of war. A race is on to find and colonize more and more systems. Many of the governments have formed special units for this purpose.

Grou-Lynn Imperial Navy

The Imperial Navy had its roots in the water navies of the Second Millennium. When the space navy was needed it was naturally put under the command of the old water navy. In its beginnings, the Imperial Space Navy developed plasma propelled interplanetary ships. This worked well but took a terrible toll on the Gren crews since their sensitivity to radiation meant their death in such ships. By the end of the Second Millennium they were using gravity drives and cold fusion for their power sources.

In the Third Millennium the Imperial navy has played a different role. In the beginning it was the base for FTL drive research. As time progressed and FTL drives improved, the Imperial Navy became more and more a body for explorations and patrol rather than the conquering arm of the emperor.

Today, many Gren merchants and colonists owe their life to the Imperial Navy. They are not so loved by those outside the Grou-Lynn Empire where they are often used to enforce peace or maintain trade routes. This does not always put them on the good side of other

races. For more detail see Tirou Cantiff (Imperial Navy) on page 136.

Andromedaen Council of Guilds

The ACG grew out of the Andromedaen Conglomeration. The ACG has a broader charter and allowed companies and trade organizations from several different aspects of Andromedaens society. The primary consideration for membership is sponsorship from amongst the current members.

The interests of the ACG today have grown out of their increased responsibility within the Andromedaen government. This combined with their never ending quest for profits creates an oligarchical rivalry amongst the three largest megacorps in the ACG, Cyber Tech, InterStar Transport and the Tradali Concern. For more information on the ACG see Andromedaen Council of Guilds on page 129.

Jiran Theocracy

The Jiran Theocracy came out of nowhere in a holy war on the rest of the galaxy. On the surface this sounds insane, but their religion dictates their superiority and destiny to rule over the beasts of the universe. This led to the Jenki Yog, War of the Righteous in 2502. This only ended when the Dremin Revolt began. This worked to the advantage of the RFW since it had been losing to the superior war ships and weapons of the Haga.

The Rralathi-Ssonu, the Years of Pain, started the Dremin fight for freedom. During this period the Dremin faced some of the most difficult fighting, especially from the Dremin holdouts who wished to continue their service to the Theocracy. When the dust settled the Dremin had their own government and the Theocracy was damaged so badly that it is still trying to recover.

The Theocracy now uses a mix of Dremin and Genetic constructs to fight their wars. The constructs, called Hogenu, are much more limited than the Dremin. The Theocracy still claims to have created the Dremin and therefore have ownership of them but few in known space believe this. The accepted history here is the Dremin are a slave race that were taken in one of the expansions of the Haga. For more on the Jiran Theocracy see The Jiran Theocracy on page 134.

Foundation of the RFW

The Republic of Free Worlds play an important role in the stability of the area of the galaxy called known space.

The RFW was founded in 2404 by the Grou-Lynn empire and is a major chapter of the Third Millennium. This is essentially a loose confederation of governments spread across known space.

They maintain many organizations but the most famous is the Planetary Exploration Corps. The PCE search the galaxy for inhabitable planets and the protection of unclaimed worlds. They are a cross between a police force and paramilitary recon. They will at times be sent undercover to a populated planet to investigate the possibility of the planet joining the RFW or entering into legal trade.

The RFW also has a standing fleet of warships, transports and troops to help perform peace keeping operations. They are used in conjunction with member states to ensure peace. The RFW accepts volunteers from all member states then provides additional training for urban combat and police tactics.

Dremin Revolt

The Dremin Revolt was not called the Years of Pain for nothing. It was the genesis of literally thousands of terrorist groups, political fronts and some of the most desperate battles in recorded history. During this time the Jiran Theocracy faced near total defeat and would have been destroyed if the RFW had not intervened. The Dremin have never forgiven the RFW for this and have refused membership in the RFW since.

At the end, many of the Dremin did not accept that the Jiran Theocracy still stood. They carried on the fight in any way they could. The largest and best organized of these organizations is the Shyr Uso, the Winter Night. They operate a legitimate front as a Dremin's rights organization attempting to gain the freedom of the remaining Dremin still within the Jiran Theocracy. Their shadow organizations have a number of secret operations within the Theocracy and the RFW. They recruit natives where needed and are noted for their merciless pursuit of their goals. Of late they have been accused of pursuing their own agenda with rounds of assassinations meant to place individuals who favor their financial ambitions. These individuals pay well for their new position in life.

Systems At A Glance

| System	World	Pop (B)	Races	Ruled by
Artien	Seazar	1.2	Mog, Dras	Mog
Artien	Zaris	???	Dras	???
Attertria	Amern	12.3	Balek	Balek
Attertria	Atri 1	4.9	Humans, Mog	Mog
Attertria	Jasper	???	Dras	???
Attertria	Atri 2	0.8	Balek, Dras	Balek
Attertria	Vertara	7.8	Humans, Mog	Gren
Balak	Balak VI	27.2	Balek	Balek
Dremin	Desin	12.1	Dremin	Dremin
Dremin	Quad I	4.8	Dremin, Humans	Dremin
Dremin	Quad II	6.5	Dremin, Humans	Dremin
Eltier	Fell-Kar	2.2	Gren	Gren
Eltier	Javva's World	4.8	Gren	Gren
Eltier	Shalimar	9.4	Gren	Gren
Ereon	Blue Water	11.9	Mog	Mog
Flirnet	Clern	1.5	Gren	Gren
Flirnet	Flen	6.6	Balek	Balek
Flirnet	Mennit's World	9.5	Gren, Balek	Gren
Flirnet	Trecci	7.4	Balek	Balek
Iner	Etagnnia	1.1	Gren	Gren
Iner	Opara	3.5	Gren	Gren
K'Telk	Aeia	21.5	Kiran	Kiran
K'Telk	Eben	24.2	Kiran, Mog	Kiran
K'Telk	Iria	18.9	Kiran	Kiran
Kalrien	Len	???	Dras	???
Kei	Kei Prime	14.5	Humans	Kiran
Kei	Tenvar	1.1	Humans	Kiran
Kiran	Kiros	28.2	Kiran	Kiran
L'Tor	Mashera	4.2	Gren	Gren
L'Tor	T'Shar	5.8	Gren	Gren
Mertii	Drone	0.8	Humans	Humans
Mertii	Rontii	8.8	Humans	Humans
Mertii	Slave II	2.1	Humans	Humans
Mertii	Vertii	4.5	Humans	Humans
Nirrig	Eter	21.5	Mog, Balek	Balek
Nirrig	Eton	22.9	Balek	Balek
Nirrig	Iren	28.2	Balek	Balek
Nirrig	Neton	15.5	Balek	Balek
Olympia	Olympia I	42.2	Andromedaen	Andromedaen
Olympia	Tar Kenar	22.4	Andromedaen	Andromedaen
Olympia	Redija	31.3	Andromedaen	Andromedaen
Olympia	Derina	4.8	Andromedaen	Andromedaen
Orion	Lalvin	???	Dras	???
Orion	Shandis	15.6	Gren	Gren
Outlaw	Es Tovan	~2.0	Humans	Humans
Outlaw	Kisa	~3.0	Humans	Humans
Outlaw	Pa Elat	~5.0	Humans	Humans
Perator	Puft	???	Dras	???
R'Telk	Disfea	0.9	Kiran, Mog	Kiran
Spice	Kovia	15.2	Humans, Toaffi	Humans
Tea	Sira	4.8	Humans, Mog	Mog
Tern	Kespos	1.1	Gren	Gren
Tern	Galatria	5.2	Gren	Gren
Tern	Geran	2.6	Gren	Gren
Vine	Fekan	3.2	Humans	Humans
Vine	Graplin	6.6	Humans	Humans
Vine	White	2.5	Humans	Humans
Whatol	Drenn Col-Lanti	1.8	Dremin	Dremin
Whatol	Frenton's World	15.1	Mog, Dremin	Dremin
Whatol	Kenar's World	11.2	Mog, Dremin	Dremin
Yavatar	Grall	4.5	Mog	Mog
Yavatar	Ivar	0.1	Mog, Dras	Mog
Yavatar	Mernt	2.2	Mog	Mog
Zantoni	Brin's World	12.7	Human	Humans
Nowedi	K'staat	7.8	J'Hat Itar	J'Hat Itar
Jira	Kobi Jira	21.4	Haga, Dremin	Haga
Jira	Etat Jira	5.4	Haga, Dremin	Haga
Jira	Odan Jira	11.6	Haga, Dremin	Haga

The Nine Worlds

The nine worlds represent the nine home worlds of the primary space faring races and their vital role in the management of the RFW, interstellar economy and their own interstellar governments. These worlds are where a large amount of the business of the interstellar economy occurs and the influence of their cultures are felt throughout the Nebuleos. Many of the colony worlds are centers in their own rights but most often reflect one of the Nine. There are also lesser worlds populated by other races but these races have left much less of an impression on the worlds than the Nine Worlds.

The following are descriptions in some detail of these nine worlds.

Balek IV

Balek IV is the home world for the Balek race. It is a planet with no major oceans but most of the world is covered in swamps and marshes. The Baleks export refined industrial chemicals. It is known for its extensive mass transit tubes that cover the entire world. A transit train can be take to nearly any location on the planet.

The Balek people are ruled by a rather oppressive government called the Collective. It reflects their intense focus on the family and clans as it is made up of the most powerful and wealthy of Balek clans. The Collective works for the interest of the clans first and the interests of the Balek race second.
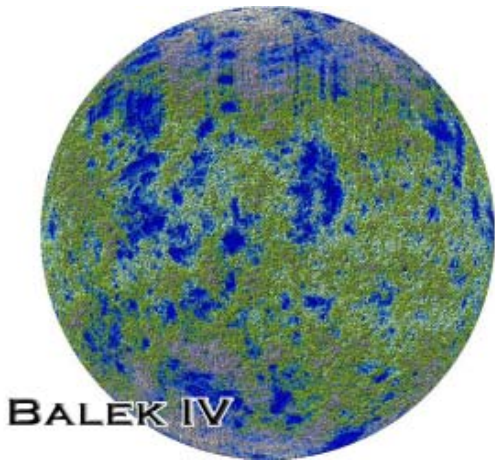
BALEK IV

Balek IV has no natural satellites but does maintain four major habitats supporting 40 million Baleks. Trade is welcome with the Baleks but they have very complex local trade laws. Many of these deal with ecological balance and environmental protection. The Baleks are very sensitive to risks to their environment and especially to that of Balek IV. They have been on the brink of environmental disaster twice in their history but have managed to survive via their ecological sciences.

Brin's World

Brin's World is the seat of the Confederation of Five and the heart of the best hope for the future of humans in known space. The planet is covered in forest and arboreal life. It is noted as the seat of some of the most advanced analytical laboratories. Brin's World specializes in the outsourcing of analytical expertise but also has many of their own efforts in play. The Confederation of Five has one of the most extensive scientific fleets in service.

Brin's World was settled in 2347 by a select group of 200,000 humans. They founded the cities, schools and nations against all the beliefs of the rest of the peoples of known space. Brin's World is know a center of learning specializing in planetary ecology, anthropology and psychiatry. The Desou Academy is known throughout the interstellar community. Desou was founded 400 years ago by Ean Desou and a group of extremely talented scientists. The Academy has also adapted to training the Confederation soldiers, X-Corps and regular navy.
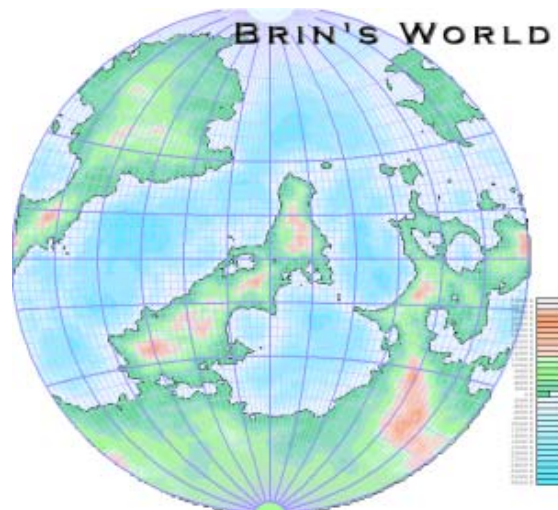
BRIN'S WORLD

Brin's World has 24 orbital habitats supporting 4.2 billion humans. In additions, there are two trade habitats (Exom and Coru) notorious for their free trade and safe haven laws for any who are allowed to dock. Docking is at the discretion of the port master but may be deferred to the governor in command of the habitat. In addition, theses two trade habitats maintain strict neutrality and through this maintain stable financial platforms. Noted for their banks and the confidentiality of their clients

they attract some of the richest people and corporations in known space.

BRIN'S WORLD CLIMATE
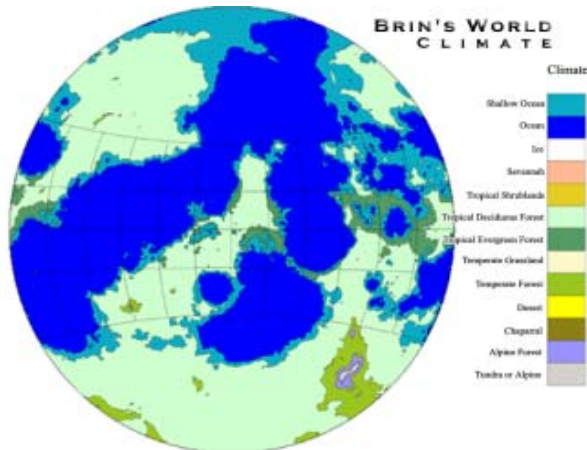
DREN COL-LANTI

Dren Col-Lanti is a relatively recently settled planet, the second home of the Dremin. Dren Col-Lanti literally means Second Home. The surface is covered with deep, thick tropical rainforest. The cities of the Dremin are a stark contrast to the natural green vegetation. The capital, Jorandin, is a collection of concrete multi-story buildings all facing in on each other in a fortified stance. The interiors are equally simple and unadorned. Dremin look upon adorning buildings and decorating interiors of their dwelling areas as a form of deep depravity. The only exception to this is the decoration of public buildings and this is shown in their extravagant budgets for theaters called Frilliss.
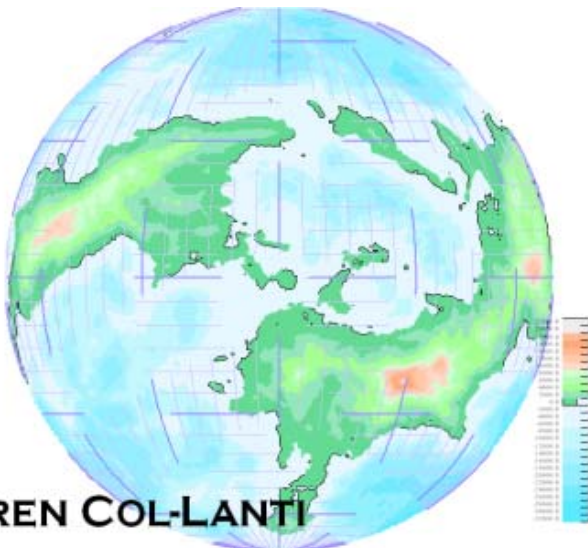
DREN COL-LANTI

The Frilliss are built in colosseum style, circular, around three stages. Seldom are all three used at once but more often are left bare for the enjoyment of all seated. The Frilliss are equipped with the latest holo-projectors and theatrical equipment. The Dremin have constructed the Todo Frilliss, the Grand Theater, in Jorandin and adorned it with over 100,000 rare dovi gems. The blue green glitter of the gems set in patterns of classic plays and theater from all cultures are often a welcome site to the alien tourist who is tired of white washed walls and cell like accommodations they will most likely have.

Dren Col-Lanti is a hub for all dealings with the Dremin and many citizens of the interstellar community who find themselves in need of ports that are not so tightly regulated as the members of the RFW. There are 34 habitats in the Whatol System, 12 that orbit Dren Col-Lanti itself. Of these each of the settled worlds have 2 trade habitats that will follow the ITO trade laws at least loosely but to what extent is largely decided by the individual governor. Most trade laws amongst the Dremin relate to personal obscenity.

The Dremin will not allow the trading of cosmetics, personal clothing (not that there is much demand for this anyway), art (unless sold to the government) or any form of drugs. This conflicts with the Mog Trade laws of the same system. A Mog trader is authorized in all forms of trade. Their laws tend to be more oriented around health issues. Most food and all animals are restricted or simply forbidden. Any trade dealing with weapons, health industry or agriculture is restricted and regulated. This means that sales of this kind may occur but the appropriate permits must first be acquired.

The Dremin Shri T'kor military have their shipyards and training facilities at Dren Col-Lanti.

GRALL

Grall is in the Yavatar System and has 12 moons. Most of these are small but the largest one is the home world of the Mog. At least it is suspected to be the home world. Mog history is inexact at best and shrouded in myth for the most part. The Mogs of the planet have extensive but simple laws on drug use. In order to sell drugs you must be licensed and the entire affair is recorded, taxed and regulated as to quality and safety. To use drugs one must do so responsibly. If a person harms another person, business, or property via their drug use then that user is held responsible for restitution. Seldom is the death penalty enacted and it is far more

common to see an offender working off their damage.

GRALL
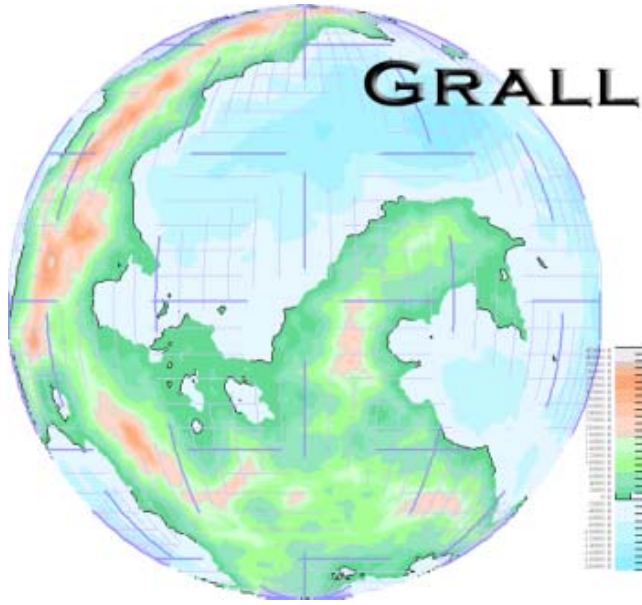
The Mog maintain no space force to speak of. They do have four habitats, one of which is designated a trade habitat. Lucid City, the trade habitat, is a den of aliens who cannot handle the Mog lifestyle, as well as the treatment center for addiction-prone Mog. Those who make it past the Mog psychological screening are allowed to travel to the surface. A small fleet of tugs and transports are maintained to service Lucid City but most Mogs find it a depressing place to visit. They do not enjoy the sight of addicts, so high personnel rotations need to be maintained to keep morale up amongst the city's personnel. The other three habitats are there only for the manufacture of pharmaceuticals requiring zero gravities or vacuums to produce medical research.

Grall's importance comes from the medical facilities on the planet. Mog physicians specialize in xenobiology and the treatment of other races and themselves. This is very uncommon but what is even more so is that they are often better at it than the native species. The most famous of medical facilities amongst the Dada wood tress of Grall is the Ganou Medical Complex. Ganou is known for its disease control measures and it is a direct result of its presence that the Delirium never took hold on Grall as it did on many of the other worlds of known space.

Shandis

Shandis is the home world of the Gren and the Grou-Lynn Empire. Shandis has always been the heart of Gren culture and society. Despite centuries of colonization this has not changed. It continues as a fount of what makes the Gren unique. The Hraat Plains contains the holiest of structures, the Toror. This structure covers 18 square kilometers and is considered an example of classic Gren architecture. It is a low structure reminiscent of the caves that the Gren's ancestors came from. Inside and outside are mosaics mimicing the wild life of the savannah. Gren, amongst other races, will make pilgrimages to the Toror to pay homage to Jara and his teachings. A number of relics are stored in the Toror including Jara's remains, the original scrolls of his teachings and the stone circle he used to explain his lessons.
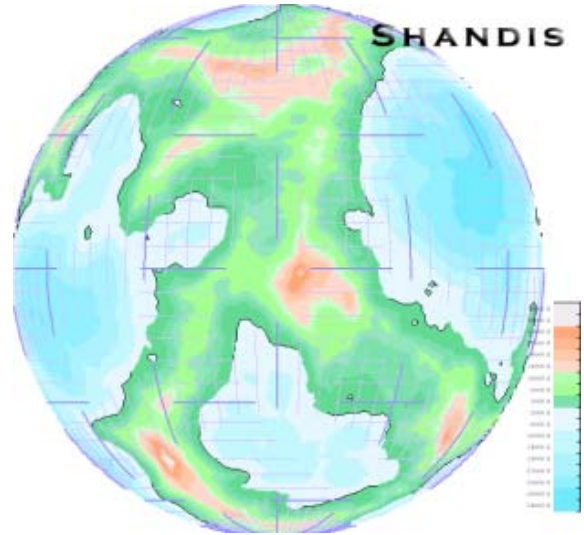
SHANDIS

More than a spiritual center, Shandis stands as the center for arts and science for the Gren. The University of Sirdalia and the University of Ertaal, schools known for their education in the arts and the sciences respectively a on Shandis. In additions the megacorp, the Dira Food Concern, makes its home here.

K'staat

K'Staat is located in the Nowedi System and is the home world of the J'Hat Itar. Only three cities are known of that are populated by the J'Hat Itar although there are many J'Hat pods and Itar villages all over the world. The only city with a spaceport, Hetmoedi, is the site of the famous Ertoem University of Physics. Ertoem is known for its incredible research facilities, and many suspect that the Andromedaens actually pulled much of their Flux Theory from Ertoem but there is no proof of this.

The cities of the J'Hat Itar blend in with the landscape much like the villages of the Itar. The J'Hat, who live normally in the seas, have no real knowledge or influence on the appearance of the cities. They are known for their beauty and the grace along with the

perfect integration with the environment.

K'STAAT
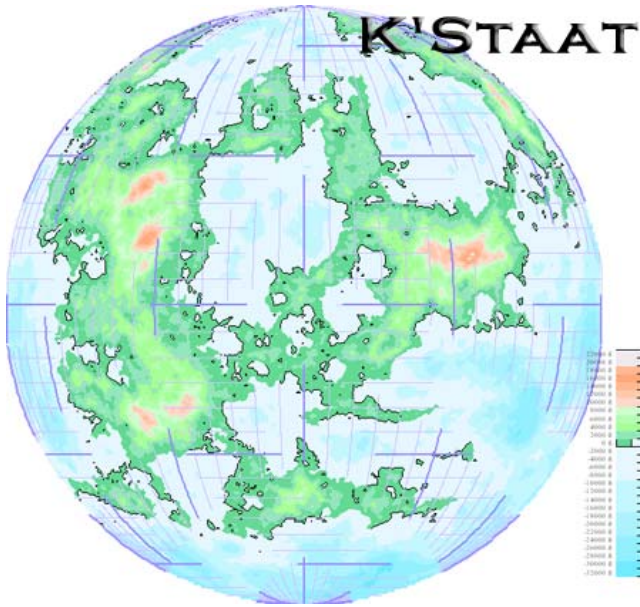
The J'Hat Itar build ships for other species. They maintain no fleet of their own and have never colonized other worlds. The star ships and part are all manufactured in four habitats that orbit the planet. The have one trade habitat that they have never bothered to name and it is the most minimal of facilities to allow trade. Visitors to the planet will visit the Trade Habitat, as it is called, for decontamination before shuttling down to the surface.

The J'Hat Itar take their local laws very seriously. Most fall in line with the standard interstellar laws but a few are specific to their own society. They will brook no censorship of any kind. The right to free speech is very strong; if someone disagrees with another they may express their views but cannot under penalty of the law keep the other from expressing their views. This is sometimes unpleasant since singing, poetry and the arts are considered part of free speech. This has led to the development of many small public theaters and the

K'STAAT
J'HAT ITAR
HOMEWORLD
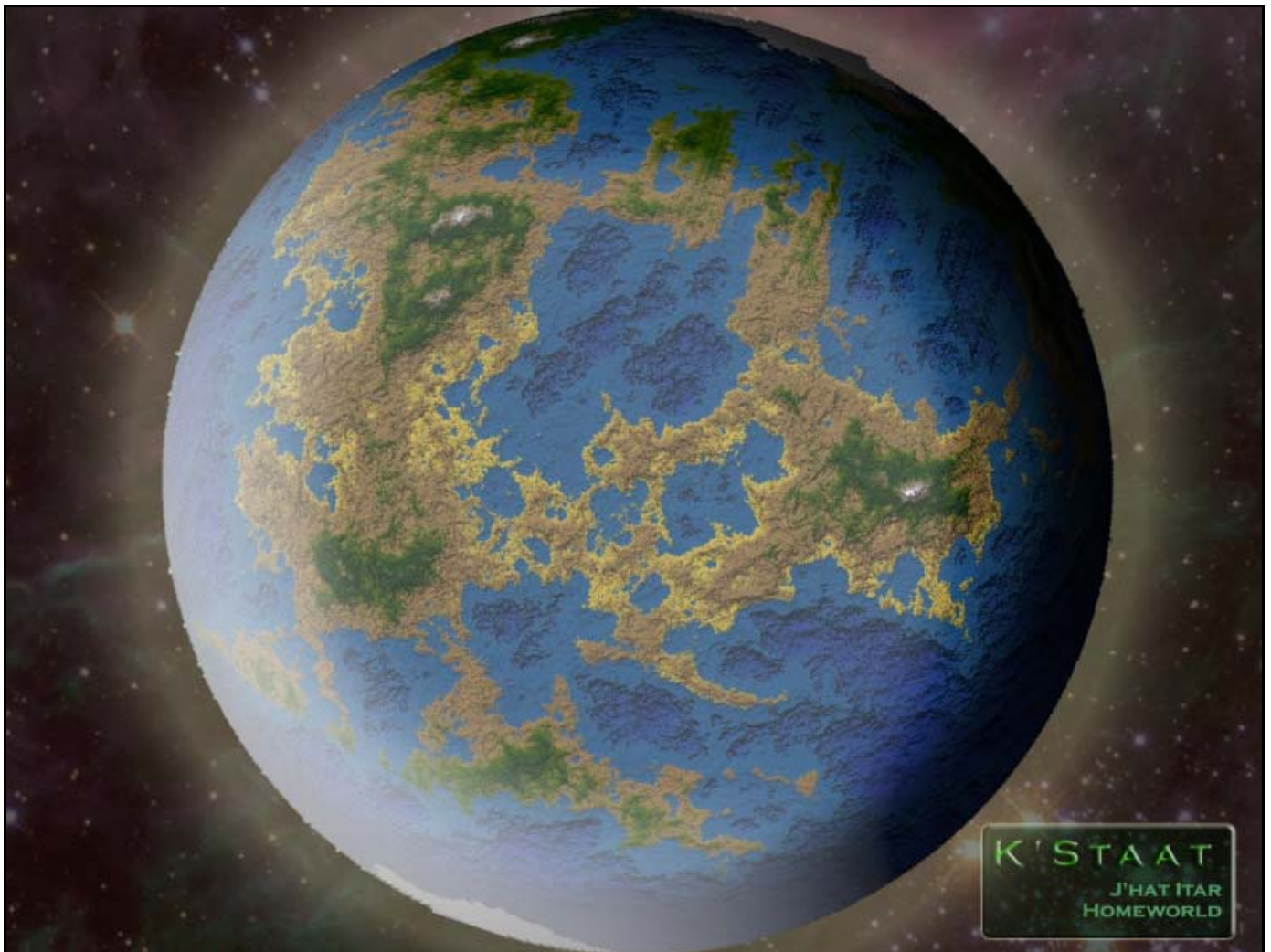
development of the Circle. Circles are quite common all through the J'Hat Itar cities and are places where people gather to voice opinions and clear grievances. These places are often attractions for visiting aliens as there are food vendors, performances, artists, and speech makers who can be very entertaining.

K'Staat is a pleasant world but often it is believed to be backwards because of the simple Itar villages and the technology of the J'Hat Itar being so well integrated with nature. There are no smokestacks or soaring skyscrapers. Most visitors live with host families who welcome the aliens into their living space. Despite the advanced research which goes on at the University, this often gives a colonial feeling to K'staat.

Kiros

Kiros is the home world for the Kirans, a bleak world when compared to some others in known space. Kiros is the only habitable planet in the Kiran System which is unusually devoid of other bodies, even asteroids. This has made the Kiran people spartan in their existence, and they have developed some of the most extensive and impressive artificial habitats. The Kiran System has 42 habitats with eight of those being trade habitats. These habitats support over four billion Kiran. Their primary form of trade is the service industry dealing mainly in military services.
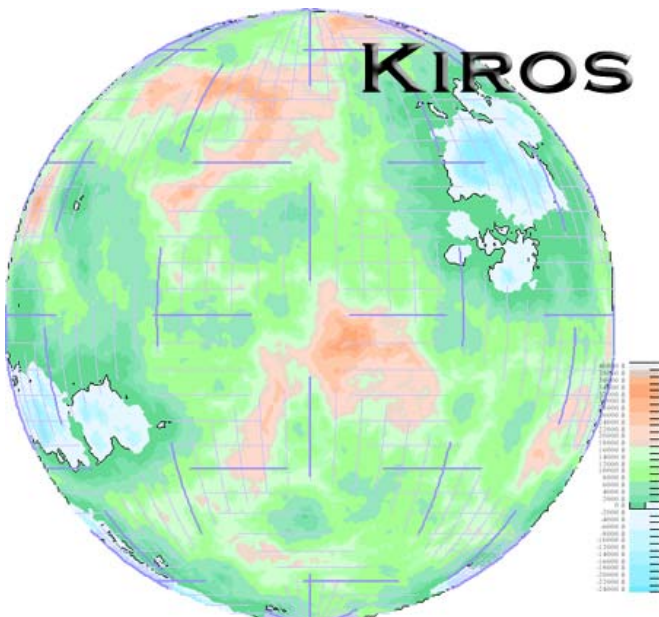
The Kirans do not welcome the presence of AI or aliens on the surface of Kiros as they view it as holy land. Those few who are allowed on the planet are often in for a rare delight as the architecture of the Kirans is

convoluted and detailed. It has often been observed that one could contemplate the Hall of Lofaan for hours and always be discovering a new story. The Lofaan's City, Irod Hatoi, is as much a palace as a fortress. Although the structure is based in ancient design it has all the most modern defenses. In contrast to Irod Hatoi is the Fendi Hatoi, Thieves City. Situated on the southern ocean, Rali Uti (literally Water Hell), Fendi Hatoi is a city of few laws and the domain of the Chandui. No one, not even the military of the Kolkesh Empire, pass through Fendi Hatoi without the leave of the Chandui. This is also one of the two locations on the planet with a functional space port, the other being the Irod Hatoi.

If an alien is granted permission to visit Kiros, they will need to contain and take with them all waste and uneaten food, never allow their feet to touch the ground and submit to the Ta-Surin cleansing ritual. No one knows what is entailed in the cleansing ritual since it is forbidden to speak of it after it is performed. Most do not wish to recall the memory anyway. The teachers of the Ta-Surin are abundant and will often enter the military service. They are entrusted with the teachings of the Rinjada Surin. These are kept in a simple shrine which can be accessed by any Kiran in the Irod Hatoi.

Kobi Jira
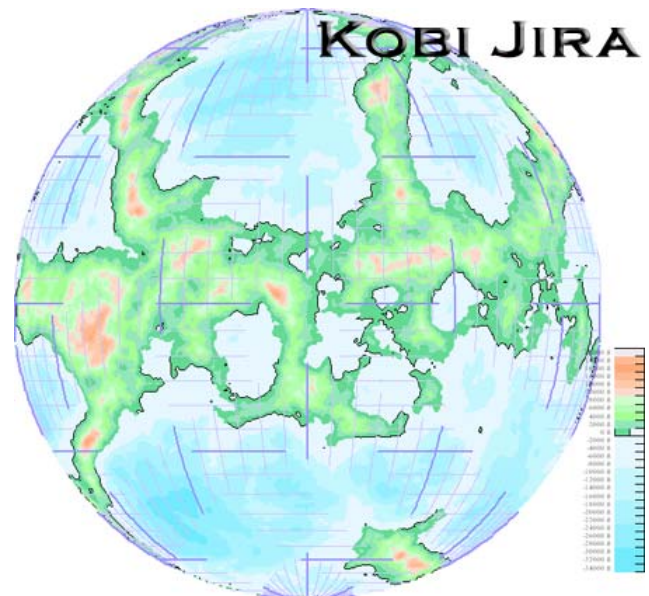
Kobi Jira is a distant planet in the Jira system and it is not believed to be the home world of the Haga. It is their trade system for lack of a better term. Jira is a binary system and contains only military platforms. The Haga home world is not known by any but the Haga and it is not even common knowledge amongst their population.

Kobi has thus become the focus of any negotiations or trade with the Haga.

Kobi is a desert world which appears to be the preference of the Haga. The Theocracy go to great lengths to terraform a planet to their liking and have the technology to do it. The one trade habitat is more of a military police station and used to interrogate any coming into the Theocracy. Despite this a brisk trade exists between the interstellar communities and the Theocracy. Much of the Theocracy's expertise in genetic manipulation will pass through the gates on Kobi Station and an abundance of products flow the opposite direction from beyond their borders.

If a person is approved by the Theocracy to enter, then they need to abide by a number of laws. Many are religious in nature but some are meant purely to acknowledge the superiority of the Haga. The truth be told the laws are not what is most important; attitude is.

When on the surface of this planet it is advised that aliens keep themselves covered from top to bottom so as not to 'pollute' the faithful with their sinful form. Violation of this law can result in the imprisonment or death of the violator. The punishment is at the discretion of the Zealots. Other laws include bans against the display of wealth, technology, or any images of off planet. It is also illegal to trade with any but a sanctioned trader of the Theocracy. This extends to food, water or anything. It is advised that visitors bring their own supplies. Despite being versed in all these laws a visitor is still at risk if one of the Zealots takes notice of them. This can bring all manner of misfortune.

The primary city, and almost all aliens are restricted to it, is Tanst Kobi. Within Tanst are some of the most dedicated criminals in known space. The Er-Hataar are a society of criminals whose presence is tolerated but not acknowledged by the Zealots. Interstellar trade would not exist with the Theocracy if it was not for these Haga

OLYMPIA
KNOWN TO THE NATIVES AS
OLYEMPIAT'EMPIWEY
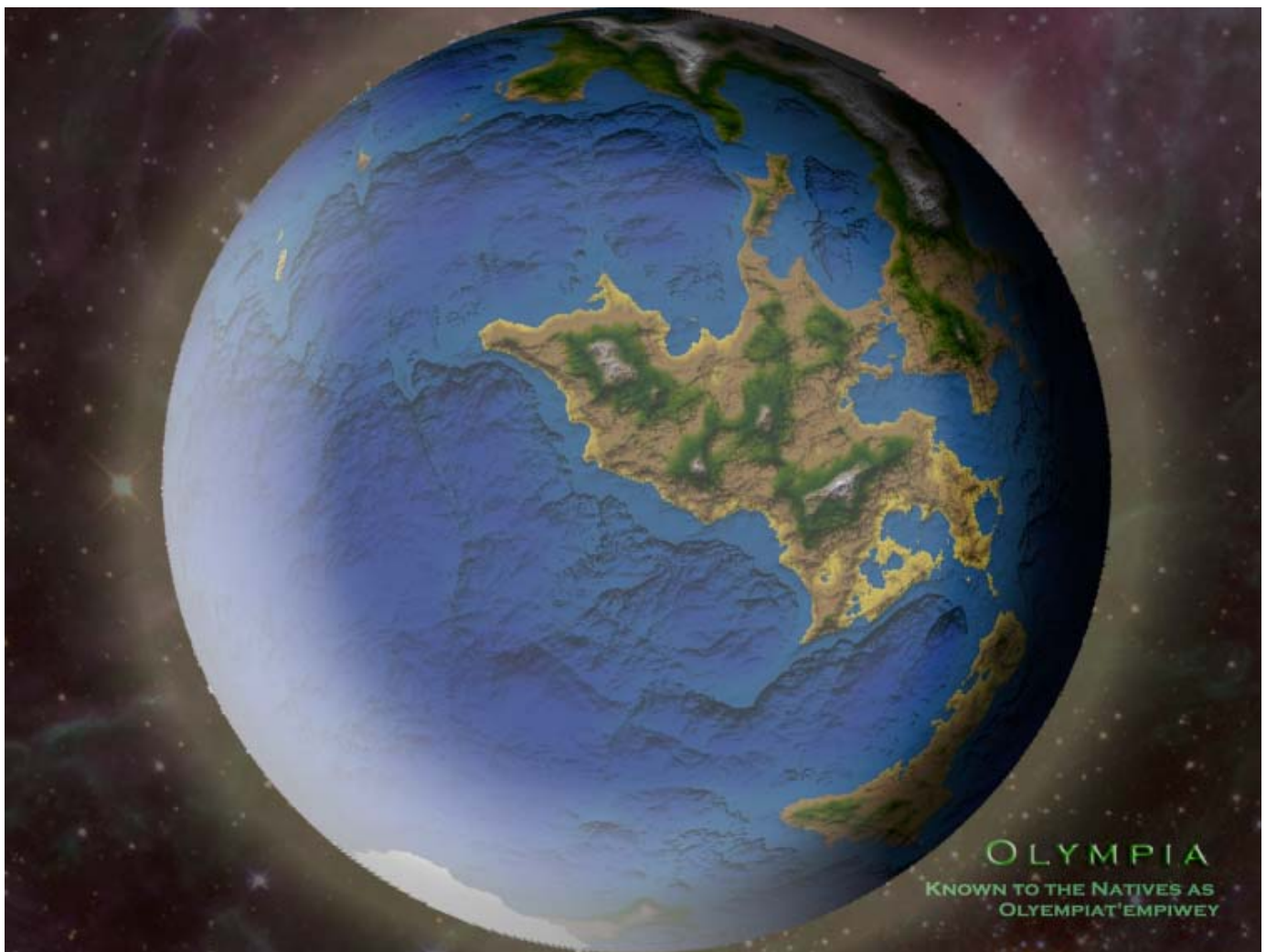
since they are considered outcasts and can handle forbidden objects and cleanse them for use by the faithful. In addition to licensed trade, the Er-Hataar deal in all manners of criminal activities. This is tolerated since they perform a necessary function in intelligence gathering and maintaining trade ties with the rest of the worlds.

Olympia

Olympia is the home world of the Andromedaens and the center of known space. The Republic of Free Worlds maintains its administrative offices and the Assembly meets there. Olympia, despite all of this attention, does not allow any aliens on its surface and all its business is conducted on the 33 habitats scattered throughout the system. There are 12 trade habitats and only three manufacturing habitats. The Andromedaens have not allowed any aliens on the surface since the Second Millennium and the Delirium. The reason cited is the lack of an entirely effective decontamination procedure but this seems to veil their strong xenophobic feelings and a fear of another plague. Tar Kenar is a moon of Olympia that has been terraformed. It is used as a base for many operations of the Merchant Armed Services.
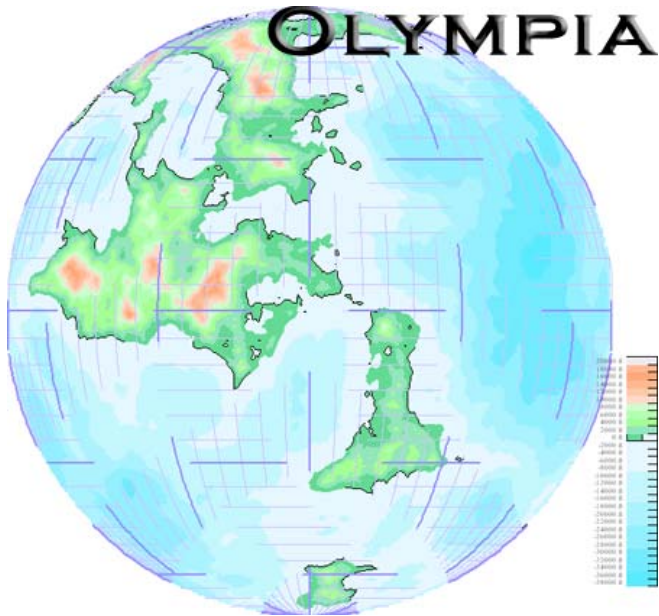
The laws of the habitats in the Olympia System deal mostly with personal property, commerce and personal safety. There are laws against murder, fraud and what constitutes a sale and acceptable means of compensation. Slavery is legal, but prostitution is not even a concept in the Andromedaen culture.

The RFW maintains its own habitat known as the Assembly. In the Assembly a number of functions are carried out to administer to the needs of the citizens of member states. Disaster relief is assigned and shipped, laws are voted on by the representatives of the members, and the Interstellar Trade Organization maintains currency (Credits) and banking functions for the interstellar economy. The Planetary Exploration Corps also maintain their headquarters here.

Interstellar Law

Interstellar laws are those rules that the Republic of Free Worlds have agreed are necessary to ensure the smooth interaction of species while off their settled worlds. These laws are usually applied to space habitats or uncolonized worlds. No local laws can override interstellar laws. Governments who are not members of the RFW do not usually abide by these laws.

Anyone framing another for one of these crimes simply will face the punishment of the crime they were attempting to frame the other person for.

Crimes

Interstellar law is fairly simple due to the desire to ensure safety without enforcing local customs or culture. For instance there are no laws concerning morality, such as gambling, prostitution or consumption of drugs.

Murder

The murder of a person is defined as ending the life functions of a sentient creature against their will. Duelling is allowed but must be proved to be dueling by witnesses on both sides. If the survivor of a duel cannot prove that both parties entered into the duel voluntarily, they will be tried for murder. If a person causes the death of another sentient by their negligence, they will be tried for murder. If both parties were aware of the risk though, and it can be proved that they were, they will be found innocent. In short, coming up to someone, shooting them and killing them is murder.

Assault

Assault is attacking someone but not killing them. Although assault is registered as a crime with the RFW how it is dealt with is often left to the magistrate trying the case. Depending on the people involved, their culture and other circumstances it may be as little as a warning or as much as long prison terms. Assault is one of the more difficult crimes to fit into Interstellar law and for some time members of the RFW have sought to have it

removed.

Theft

This is the taking of another's property without their consent. This does not nullify previous agreements like a gambling bet or loan agreement. Punishment for theft takes the form of imprisonment at hard labor.

Abduction

Taking someone against their will is abduction. Someone proven to have committed this crime is, at best, facing life in prison but will more likely be put to death.

Piracy

Piracy is the attack of space ships or habitats for the purpose of financial gain, hostages or outside the theater of war. This law has recently been extended to include raiders of colonies. Raiding is an ancient profession. The raiders will set their ship or ships down near a colonial settlement and proceed to loot, pillage and enslave what ever they find. The punishment for piracy is death.

Rape

Rape takes many forms and is not limited to forced sexual intercourse. In the broadest definition it is the coercion with violence to perform an act you were unwilling to do normally. These can be difficult cases to prove but fall under the general heading of coercion amongst most civilized worlds. Rape, if proven, may result in death or at the very least a long prison term.

Trade

Trade law is highly complex and its stated objective is to encourage commerce between planets, not to ensure fair trade. In addition, Trade Law is meant to keep dangerous technology out of the hands of primitive societies. The definition of 'primitive' is highly subjective, and left at the discretion of the ISO regulators. The Interstellar Security Organization has a special branch called the Trade Regulatory Commission with their own agents called regulators. They ensure that a trader follows the trade laws.

Law of Balance

The Law of Balance is meant to maintain the ecological balance of a planet so as not to drain it of all natural resources. Certain goods are required to be imported for every ton of similar goods exported. For instance, for every ton of tomatoes exported, a planet would be required to import an equal amount of water, fertilizers and nutrients (or the equivalent in food). If the quotas are not met, then the offending planet is not allowed to trade until the ratio is restored. This law was enacted only after some hard lessons from the Second Millennium when a general crisis on several agricultural worlds led to famine. This law is sometimes circumvented by artificial fertilizer production, mining of other local worlds or asteroids or by smuggling.

Law of Exchange

In general, this is a law that sets the fair exchange on goods traded between worlds. In actual practice it gets little use and it is more common that businesses will look to the market values of goods as they trade on the interstellar economy.

Trade Regulations

Trade regulations are in place to ensure that a disaster like the Delirium does not visit the galaxy again. This means that before any trade may take place a Trade Claim must be filed and the planet's society examined.

In order for a world to qualify for trade status they must already possess some form of the proposed trade good. A planet with no bananas could still trade for bananas if they had fruit and bananas were not poisonous to them. Another example: selling technology of a vector thrust vehicle to a society that has the horse and buggy would not be allowed, but selling them an improved spring to smooth the ride of the buggy would be allowed.

When a society is evaluated they are assigned a Trade Status. The Trade Status currently employed by the ITO are:

- **Forbidden** No trade is allowed with this planet. Contact is restricted if not outright forbidden.
- **Restricted** Trade is restricted with this planet. There may be several specific restrictions but in general no weapons technology or technology in advance of their current levels. Contact with the natives is restricted and traders may not reveal themselves as aliens.
- **Nominal** Trade is evaluated on a world by world situation. Weapons may be sold to these worlds with special permit. Knowledge of the trader's origin is left to their discretion.
- **Full** This is the level that most of the civilized worlds enjoy. Full trade, although permits are still needed for weapons and certain technolo-

gies, allows for the free trade of goods between systems. Full disclosure is mandated as to which world the trader is licensed from.

These ranks will be assigned by an ISO regulator and verified by an ITO agent.

Licensed Traders

Merchants who wish to conduct interstellar trade must be
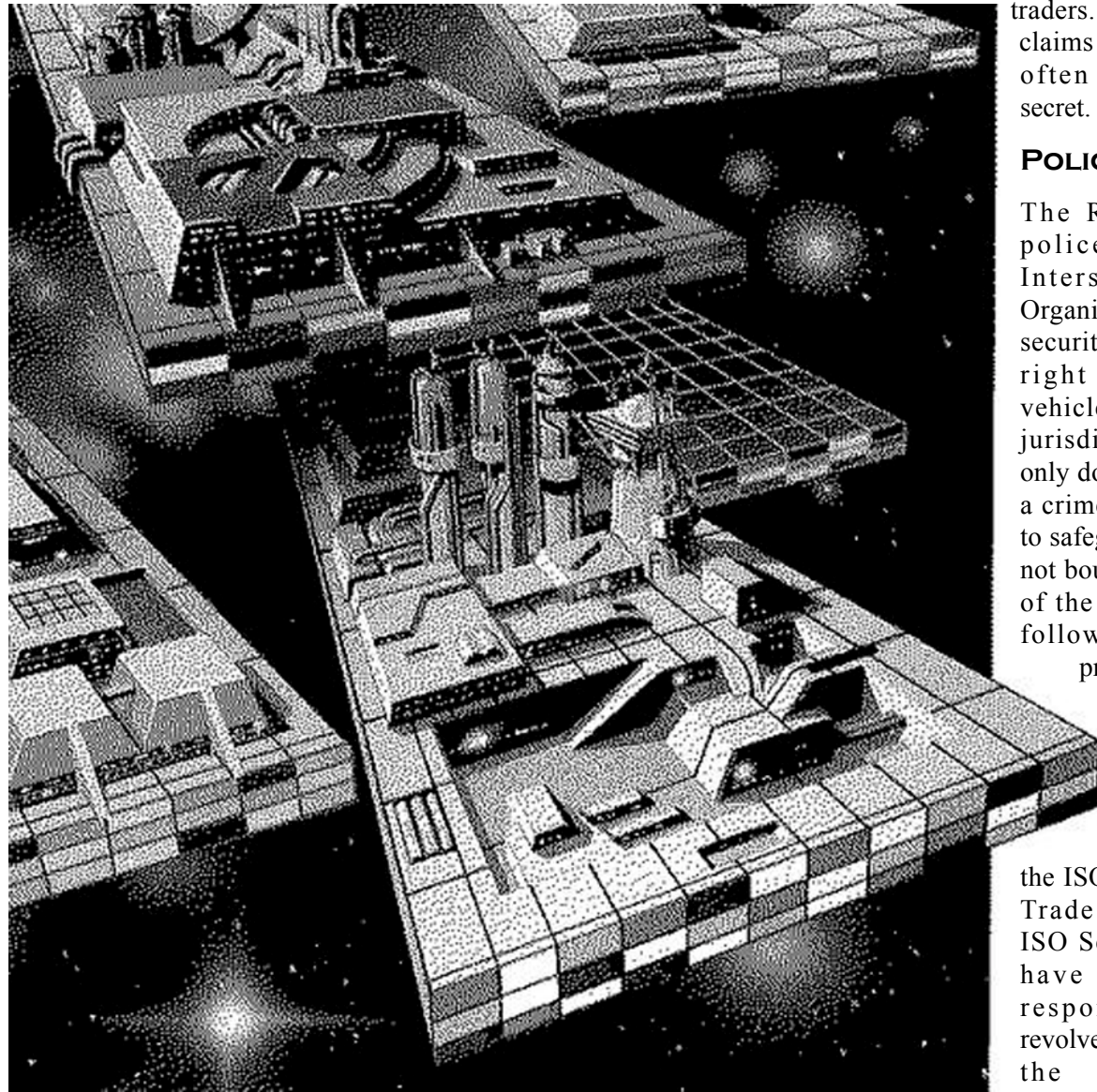
licensed by the ITO. Even megacorps keep departments of licensed traders. Attrition is high due to dangerous conditions in scouting new trade routes and the threat of piracy. Licensed traders will have a background check done as well as a complete physical and psychological exam. They must be in good health and not prone to violence to resolve stressful situations. Licensing costs 1000 credits every three years.

Trade Claims

Trade claims may be filed by a registered trader and will grant that trader two years to develop their market after approval from a ISO regulator. For instance, a trader could make a claim on a planet to sell perfume. If the planet passes the Trade Regulations for perfumes, the trader has two years to develop that market. After that time it is opened to all traders. This is why trade claims are classified and often kept extremely secret.

Police

The RFW provide a police called the Interstellar Security Organization (ISO). ISO security agents have the right to search any vehicle not in the local jurisdiction. They may only do so in pursuant of a crime investigation or to safeguard life. The are not bound by procedures of the local police and follow the ISO police procedures.

There are many types of agents in the RFW but the most prominent are the ISO Regulators, ITO Trade Agents and the ISO Security. They all have different responsibilities that revolve around protecting the interstellar community, ensuring trade and economic security and minimizing the threat of war. Theses agents have their work cut out for them.

These police forces serve in many roles ranging from habitat security to planetary inspectors to customs officials. They all work in the boundaries between the governments of the worlds they are sworn to protect. Many of them come as volunteers from the military and

police forces of these same worlds. Integrated into one huge force of over one million agents, this is the biggest single police force in known space.

Jurisdiction

The jurisdiction of these police force is clearly marked as the atmosphere of the civilized worlds and their colonies. This does not extend to non-member worlds of the Dremin or the Haga. A police officer may pursue a suspect to the surface but may only make an arrest with the cooperation of the local authorities.

Interstellar Community

There is no interstellar community in the sense of a separate culture which can be identified. There are homeless vagabonds that roam the galaxy, traders who never set foot on a planet and people who are born, live and die on habitats, but they usually take their home world's culture with them to the stars.

This is not to say that there are not billions of people in space at one time living under the same laws. It could be argued the RFW is their government, but little in the way of a unique culture exists. The RFW has been granting citizenship for those dispossessed from their home governments for over 200 years. This provides many with the travel papers and legitimacy that would otherwise be denied them.

Exploration

An age of exploration is dawning. To this end most governments have agreed on standardized methods for exploration. The RFW's Planetary Exploration Corps is one of the largest efforts underway. Their findings are available in the central repository for public viewing. A system may be kept secret for the protection of a trade claim but there are few other reasons this could be done.

There are four types of exploration.

Level 1 is usually performed by an automated probe that takes detailed sensor scans of the planet and system. This can be used to determine if a society exists, warrants further explorations, has basic levels of technology and composition of the system.

Level 2 involves a landed probe and is usually targeted to a specific planet. This probe gathers soil samples, atmosphere samples, long range scans of settlements, video/holographic footage and detailed scans of technology.

Level 3 involves a manned exploration of the system. They may land on unpopulated worlds and satellites to gather samples and search for past visitations. They may scout locations for bases.

Level 4 is an all out manned infiltration of the society as a basis for determination of Trade Status. This involves study of social patterns, samples of social interactions and technological examples. A team involved with this type of exploration may be surgically altered or holographically altered to appear as natives.

Habitats

Habitats are large space stations with one of three purposes. They may support living space and light industry, support mostly automated manufacturing facilities or host trade with other planets. The living space habitats, referred to as habitats, are usually needed for the manufacture of products which are produced at a lower cost in space with easy access to vacuum and zero gravity. These habitats often serve as a means to handle overpopulation but not effectively. It is considered merely a stop gap solution at best.

The manufacturing habitats usually produce many of the same kinds of products as the habitats but on a much larger scale. They also perform any star-ship construction.

Trade habitats allow for a space where visitors to the planet may stop over for decontamination. These habitats also serve as loading and storage for the interstellar trade which a planet may be involved in.

Habitats all have artificial gravity and some of the largest have all manner of life in parks and pets. The smallest and most primitive can only hope to see a tree in their life time. The smallest habitat will still have artificial gravity and some form of public entertainment area.

Disease

Disease is taken very seriously since the Tovan Delirium swept interstellar space. Due to this, huge advances in the decontamination of individuals has allowed some level of safety to be maintained. However, it is not unheard of that a person will be held in quarantine for some time to ensure that they are not carrying anything. This period may last anywhere from one to ten days.

Friends and Foes

Friends And Foes

Character Templates

The Threat system outlined here is ranked from 1 to 5 with 1 being the least threatening. A ranking of 5 should be taken as a single encounter being easily capable of defeating a party of four heavily armed and armored individuals. A threat rank of 1 should be considered non-threatening on a physical level. Note that a threat level 1 foe could still be quite challenging via abilities, the correct situation or in conjunction with other creatures. A medbot attending a wounded character could easily slit his throat.

Armor & FP Values

Location	Armor	FP
1 - Head	65	30
2 - Right Arm	65	30
3 - Right Shoulder	65	30
4 - Chest	65	30
5 - Left Shoulder	65	30
6 - Left Arm	65	30
7 - Stomach	65	30
8 - Groin	65	30
9 - Right Leg	65	30
10 - Left Leg	65	30

Equipment

Type C (+20 to medical skills) Med Kit, Medical Senacron, Holo projectors, built in translator.

Defense Stat	16
SEU	300
Threat Level	1

Physical Appearance

Height	1 -1.5 m
Weight	50 - 70 kg
Eye Color	Any
Skin Color	Metallic/Green
Hair Color	None
Race	Artificial Entity
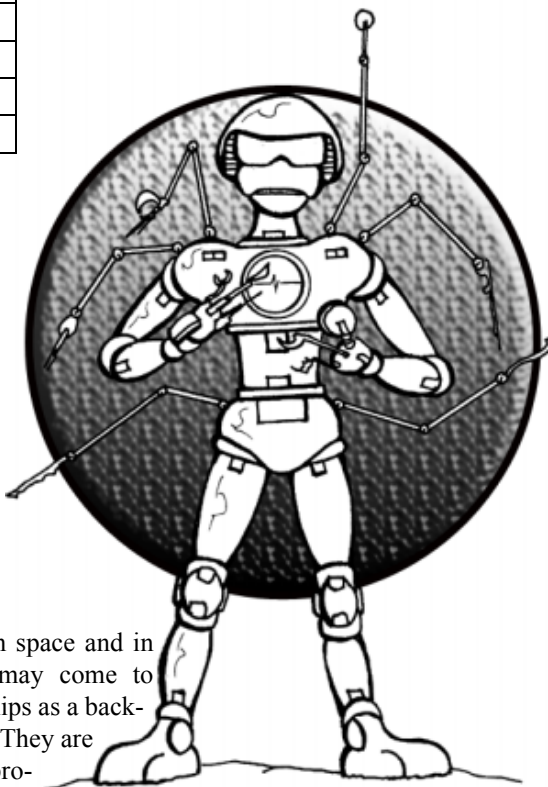
Statistics

A.I. (Med)	
Strength	15
Damage Mod	0
Armor Mod	0
Max Wt Lift	70 kg
Agility	18
Initiative Mod	+1
Unarmed Com. Mod	+2
Movement Skill Mod	+10
Movement Rate	13
Constitution	15
Dexterity	20
Bonus To Hit	+3
Craft Skill Mod	+15
Intelligence	22
Intellectual Skill Mod	+20
Wisdom	18
Craftsmen Skill Mod	+10
Charisma	15
Appearance	10
Reaction Adj.	+0
Luck	11
Piety	--
Will	12

Description

Medbots are used throughout known space and in any profession where biologicals may come to harm. They are often employed on ships as a back-up or assistant to the medical officer. They are also used on colonies when medical professionals are unwilling to go or too expensive to hire. The Andromedaen Marine Corps is especially found of using these tough medics in their ranks in spite of the fact that they will not fight.

The Med AI are total pacifists and will not fight. This can lead to high fatality rates amongst their ranks, but it has made them some of the most trusted AI. They will use their holoprojectors to appear like a biological so as to comfort them but will never deceive them.

Med AI are usually the product of the Yffrim Co. and a consortium of other companies. They look like a short biped about 1 - 1.5 m and mass about 50 kg. They are usually heavily armored since they are found in dangerous situations. If they are working in a safe environment, they will most likely be unarmored.

Abilities	Final	Abilities	Final	Abilities	Final
Surgery	110%	Poisons	95%	Dodge	70%
Xenobiology (Human)	80%	First Aid	100%	Xenobiology (Gren)	80%
Medicine	80%	Bone setting	80%	Xenobiology (Kiran)	80%

Armor & FP Values

Location	Armor	FP
1 - Head	80	45
2 - Right Arm	80	45
3 - Right Shoulder	80	45
4 - Chest	80	45
5 - Left Shoulder	80	45
6 - Left Arm	80	45
7 - Stomach	80	45
8 - Groin	80	45
9 - Right Leg	80	45
10 - Left Leg	80	45

Physical Appearance

Height	1 -1.5 m
Weight	50 - 70 kg
Eye Color	Any
Skin Color	Metallic/Blue
Hair Color	None
Race	Artificial Entity

Statistics

A.I. (Tech)

Strength	20
Damage Mod	+5
Armor Mod	+2
Max Wt Lift	250
Agility	18
Initiative Mod	+1
Unarmed Com. Mod	+2
Movement Skill Mod	+10
Movement Rate	13
Constitution	15
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	20
Intellectual Skill Mod	+0
Wisdom	18
Craftsmen Skill Mod	+10
Charisma	5
Appearance	10
Reaction Adj.	+0
Luck	12
Piety	--
Will	10

Equipment

Type C (+20 to tech skills) Tech Kit, Ship's Senacron, Anti-Grav Units, Vacu-Seal for protection against vacuum.

Defense Stat	18
SEU	300
Threat Level	2
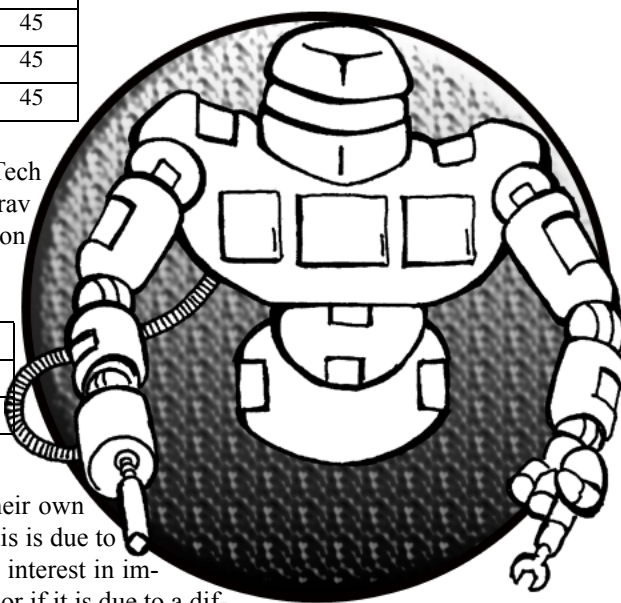
Description

Tech AI live apart from even their own kind. It is not known whether this is due to a fear of the Tech AI's macabre interest in improving the 'breed' at any costs or if it is due to a different way of looking at the universe. Most technical people claim it is because these misunderstood AI have more in common with the biologicals who built them rather than the machines who are their ancestors. Whichever it is, these AI are often sought after to work on star ships, habitats and other hazardous environments where technical skill can mean the difference between life and death. They may have anti-gravity units built into their chassis to provide propulsion when working in space. In addition, they have a mix of heavy armor and vacu-seal to allow for extended periods in vacuum or corrosive atmospheres. They also have an extensive array of built in tools that may be used as weapons. Generally speaking, they are not violent but will protect themselves. Finally, they carry a cyber-link for controlling non-sentient robots. This link allows the Tech AI to control up to their INT / 4 robots. It will be able to imprint (take control) a robot after planting the cyberlink in the control processors of the robot (takes about 5 minutes). It needs to make a successful Computer Tech Skill check to take control but then maintains control until the cyberlink is removed or the AI lets it go.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Laser Torch	2d12	4	+5	+0	The Laser torch can be used as a weapon for 5 rounds then will burn out.

Abilities	Final	Abilities	Final	Abilities	Final
Ship's Technology	90%	Physics	90%	Dodge	40%
Computer Technology	125%	Communication Technology	85%	Robotics	125%
Zero G Movement	80%	Piloting	40%	Climbing	50%

Armor & FP Values

Location	Armor	FP
1 - Head	100	60
2 - Right Arm	100	60
3 - Right Shoulder	100	60
4 - Chest	100	60
5 - Left Shoulder	100	60
6 - Left Arm	100	60
7 - Stomach	100	60
8 - Groin	100	60
9 - Right Leg	100	60
10 - Left Leg	100	60

Equipment

Built in L.R.C.L., Cyberlink, Holo-projector, Series 40 Blaster, Targeting Computer

Defense Stat	20
SEU	300
Threat Level	4

Physical Appearance

Height	2 -2.5 m
Weight	100 - 150 kg
Eye Color	Any
Skin Color	Metallic
Hair Color	None
Race	Artificial Entity

Statistics

A.I. (Tiradi)	
Strength	25
Damage Mod	+20
Armor Mod	+7
Max Wt Lift	6000 kg
Agility	15
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	20
Dexterity	17
Bonus To Hit	+1
Craft Skill Mod	+5
Intelligence	10
Intellectual Skill Mod	0
Wisdom	11
Craftsmen Skill Mod	0
Charisma	10
Appearance	10
Reaction Adj.	0
Luck	10
Piety	--
Will	20

Description

The Tiradi are feared throughout known space. During the AI Insurrection they were known for their brutality and cunning. They infiltrated factories and manufacturing habitats and inserted subversive programming into even the simplest of robots, raining havoc on production, costing lives and destroying property. Worse yet were the final years of the wars when the Tiradi began experimenting on biologicals. They followed no rules of war and used these prisoners up as fast as they could be taken. In the end, the AI agreed to a treaty where their rights would be protected as with any race. All thought the end of the suffering had come.

In the present day, the Tiradi function as an underground organization bent on the destruction of all biologicals. They see no need for them nor their ways of thinking, reproducing or modes of problem solving. Only a few of the AI believe this way but their numbers are growing through a method thought impossible until recently. The Tiradi have discovered a method to reprogram an AI's personality matrix to do their bidding.

The Tiradi seem most likely to come from W.A.R. Industries chassis. They are tracked and have internal weaponry which is only visible when they use it. Their overall torso resembles a warbot.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Series 40 Blaster	7d10	2	+5	+0	Targeting Computer +4 to hit, 20 SEU/shot
Series 20 Blaster	4d10	3	+5	+0	Targeting Computer +4 to hit, 10 SEU/shot
Combat Knife	1d8	4	+1	+20	

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Series 40)	90%	Targeting (Combat Knife)	40%	Targeting (Series 20)	70%
Xenobiology (Human)	80%	Xenobiology (Gren)	60%	Interrogation	80%
Investigation	80%	Deception	80%	Comm Technology	80%
Dodge	80%	Disguise	90%	Medicine	90%

Armor & FP Values

Location	Armor	FP
1 - Head	65	14
2 - Right Arm	30	56
3 - Right Shoulder	30	56
4 - Chest	30	14
5 - Left Shoulder	30	56
6 - Left Arm	30	56
7 - Stomach	30	28
8 - Groin	30	28
9 - Right Leg	30	56
10 - Left Leg	30	56

Physical Appearance

Height	1.8-2.1 m
Weight	125-175 kg
Eye Color	Black, rarely brown
Skin Color	Yellow or Gray-Blue
Hair Color	Brown, black, tan, rarely blue
Race	Kiran

Statistics

Chandui

Strength	24
Damage Mod	+17
Armor Mod	+6
Max Wt Lift	3000 kg
Agility	18
Initiative Mod	+1
Unarmed Com. Mod	+2
Movement Skill Mod	+10
Movement Rate	13
Constitution	15
Dexterity	18
Bonus To Hit	+2
Craft Skill Mod	+10
Intelligence	10
Intellectual Skill Mod	0
Wisdom	11
Craftsmen Skill Mod	0
Charisma	10
Appearance	10
Reaction Adj.	0
Luck	10
Piety	20
Will	20

Equipment

Military Mesh, Senacron, Comm unit, Plasteel Helmet, Explosives

Defense Stat	19
Level	1-4
Class	Soldier
No. Appearing	1-4
Threat Level	3

Description

The Chandui are a terrorist organization of the Kolkesh Empire. The government has hunted them for decades and has only made the Chandui something of a legend. Although the general populace fears them, they find support amongst the discontents and rebels who oppose the government. The Chandui themselves oppose what they refer to as the weakness of the government. They favor expansion by war rather than the current exploration policy. For more on the Chandui see Chandui on page 131.

These warriors will stop at nothing to fulfill their religious agenda. They are known to employ suicide bombers and use hostages to shield an operation. The Kolkesh Empire is very ashamed of the activities of the Chandui since their violence spills over into the territories of other governments causing substantial civilian casualties. The Chandui are difficult to trace because they work in small groups often independent of each other. The small groups are broken up into four person cells where each member knows each other only by code name. Each member also knows how to contact another cell but if worse comes to worse they will commit suicide to protect the organization. They are the highest order of fanatics.

Weapon	DAM	ATT	+ TH	+ TD	Notes
OmegaStar Pistol	4d8	5	+2	+0	10 rds/clip
Auto Rifle	1d6x1d10	4	+3	+1	200 rds/clip; +1 th for Weapon Proficiency
Short Sword	2d10	4	+2	+17	Traditional sword of the Kirans

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (OS Pistol)	70%	Targeting (Short Sword)	40%	Targeting (Auto Rifle)	80%
Parry (3 parries per round) w/ Sword	80%	Acting	60%	Comm Technology	40%
Explosives	80%	Deception	80%	Climbing	80%
Interrogation	80%	Disguise	70%	Dodge	60%

Armor & FP Values

Location	FP
1 - Head	22
2 - Lower Right Lobe	44
3 - Lower Left Lobe	44
4 - Tentacle	88
5 - Tentacle	88
6 - Tentacle	88
7 - Tentacle	88
8 - Tentacle	88
9 - Tentacle	88
10 - Tentacle	88

Equipment

Atmosphere control device

Defense Stat	14
Level	2-8
Class	Politician
No. Appearing	1-4
Threat Level	2

Physical Appearance

Height	3 - 20 m length
Weight	10 - 20 kg
Eye Color	None
Skin Color	Pink, translucent, purple
Hair Color	None
Race	Dras

Statistics

Dras Envoy	
Strength	8
Damage Mod	0
Armor Mod	0
Max Wt Lift	35 kg
Agility	10
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	18
Constitution	24
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	19
Intellectual Skill Mod	+9
Wisdom	18
Craftsmen Skill Mod	+10
Charisma	10
Appearance	5
Reaction Adj.	-15
Luck	10
Piety	22
Will	17

Description

The Dras are a mysterious newly contacted race that dwells in the nitrogen/oxygen layers of gas giants.

First discovered in modern history in the Second Millennium, these creatures were originally thought to be a semi-intelligent animal. They were trained to do tricks and perform simple tasks in exchange for a new drug to them, sugar. Refined sugar gives an amphetamine like boost to the metabolism of the Dras. This drug also causes the deterioration of a buoyancy valve in their lobes forcing the Dras to sink into lethal layers of the atmosphere.

Twenty four years ago one of the Dras psionics used telepathy to communicate with Usi Kom, a Gren gas miner. It changed everything. There was now proof to the sentience of the Dras. They pleaded with the miners to stop poisoning their people. Most of the gas miners agreed immediately, working in other mediums of exchange in order to keep the help of the Dras. Some of the mining platforms did not sign the agreement of Kom, but only the most desperate Dras withdrew from contact with them.

For the most part the Dras and the League of Free Gas Miners are on good terms. Both respect the others' territory and rights but old habits die hard. The road to recovery is well mapped but some resist change and will always see the Dras as animals. As to the view of the Dras towards the "civilized" races, no one knows yet. Perhaps they are still forming their opinion or perhaps they already have but are not ready to share it yet. Telepathic envoys are used to communicate issues with the mining platforms. They use a light form of force field to maintain air pressure and atmosphere. This works with their body chemistry to support them in standard atmosphere for approximately 20 hours.

The Dras can wrap their bodies in the protection of their tentacles to protect their vital areas (areas 1-3) for 88 points.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Tentacles	2d12	5	+5	+0	+ th from DEX

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Tentacles)	80%	Chemistry	89%	Diplomacy	80%
Telepathy as with a Psi	--	Acting	60%	Language (Standard)	80%

Armor & FP Values

Location	Armor	FP
1 - Head	30	12
2 - Right Arm	30	48
3 - Right Shoulder	30	48
4 - Chest	30	12
5 - Left Shoulder	30	48
6 - Left Arm	30	48
7 - Stomach	30	24
8 - Groin	30	24
9 - Right Leg	30	48
10 - Left Leg	30	48

Physical Appearance

Height	1.9 - 2.1 m
Weight	70 - 100 kg
Eye Color	Black, red, yellow
Skin Color	Green with grey mottling
Hair Color	None
Race	Haga

Statistics

Er-Hataar Agent

Strength	21
Damage Mod	+8
Armor Mod	+3
Max Wt Lift	500 kg
Agility	24
Initiative Mod	+6
Unarmed Com. Mod	+6
Movement Skill Mod	+35
Movement Rate	17
Constitution	14
Dexterity	10
Bonus To Hit	0
Craft Skill Mod	-10
Intelligence	20
Intellectual Skill Mod	+12
Wisdom	10
Craftsmen Skill Mod	0
Charisma	17
Appearance	4
Reaction Adj.	-20
Luck	10
Piety	22
Will	17

Equipment

Modified Military Mesh,, Comm Unit, Senacron, MFD, Needler Pistol

Defense Stat	20
Level	2-6
Class	Criminal
No. Appearing	1
Threat Level	3

Description

The Er-Hataar are an ancient Haga crime society. They have developed into a valuable spy organization cloaked in the appearance of a trade organization. They do perform a legitimate function for the Jiran Theocracy as "cleansers" of tainted trade goods from societies outside the Theocracy. This cleansing is necessary since the Zealots of the Theocracy cannot taint themselves with the sins of pagans. The Er-Hataar are more practical about the arrangement and live a good, if ostracized, life outside the structure of their native society.

The primary goal of any Er-Hataar agent is to maintain a balance between their business, gathering enough information to placate the Theocratic Zealots and maintain a luxurious lifestyle. This can be quite the challenge since to offend any one of these elements seems to bring inordinate amounts of pain and suffering.

An Er-Hataar agent will prefer not to fight, but if they do it will be in as dirty a manner as possible. They use a deadly organic poison. Only washing it out immediately will allow the victim a chance at the save vs CON - 6. If they fail they die. The Er-Hataar have several means of escape ready at any one time. In addition, they surround themselves with allies that they either pay extremely well or have blackmail to ensure their loyalty. They use this position to gain the best trade deals, smuggle illegal goods or bypass custom fees and gather intelligence. They seldom engage in assassination as it tends to be bad for trade. However, if the Zealots insist they will comply.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Needler Pistol	3d8	4	+0	+0	100 rd/clip; Poison save vs CON-6 or die

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Needler Pistol)	70%	Intimidation	40%	Language (Standard)	80%
Open Locks	80%	Acting	60%	Surveillance	80%
Investigation	80%	Deception	80%	Appraisal (Trade Goods)	92%
Interrogation	80%	Disguise	90%	Dodge	90%

Armor & FP Values

Location	Armor	FP
1 - Head	20	16
2 - Right Arm	20	64
3 - Right Shoulder	20	64
4 - Chest	20	16
5 - Left Shoulder	20	64
6 - Left Arm	20	64
7 - Stomach	20	32
8 - Groin	20	32
9 - Right Leg	20	64
10 - Left Leg	20	64

Equipment

Civilian Mesh, MFD, Comm Unit, Knife, Tech Kit,

Defense Stat	17
Level	1-4
Class	Criminal
No. Appearing	2-8
Threat Level	2

Physical Appearance

Height	1-1.5 m
Weight	60-80 kg
Eye Color	Glowing green, red, dark blue
Skin Color	Black blue, grey scaly
Hair Color	Little or none (black)
Race	Balek

Statistics

Fini Thug	
Strength	15
Damage Mod	0
Armor Mod	0
Max Wt Lift	70 kg
Agility	14
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	21
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	13
Intellectual Skill Mod	0
Wisdom	10
Craftsmen Skill Mod	0
Charisma	15
Appearance	12
Reaction Adj.	0
Luck	15
Piety	10
Will	16

Description

The Fini Syndicate is long reaching and fights to maintain its control through any means necessary. This crime syndicate has its beginnings on Balek home world and has grown into an interstellar organization. It employs people with a variety of talents but its roots are still in the thug. The Fini Thug uses all manner of persuasion to ensure that payments are made, contracts enforced and business operates smoothly. The primary motivation for thugs is to please their lords, those of higher rank in the Syndicate. This is accomplished with the use of gangs of dispossessed people from all races. They operate in gangs on habitats, planets or even ships if given enough leeway.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Needler Pistol	3d8	4	+0	+0	100 rd/clip
Knife	1d6	4	+5	+2	+ to Damage from Weapon Proficiency

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Needler Pistol)	70%	Targeting (Knife)	80%	Open Locks	70%
Parry (3 parries per round) w/ knife	80%	Move Silently	60%	Move in Shadows	70%
Pick Pockets	80%	Deception	80%	Climbing	80%
Interrogation	80%	Disguise	40%	Dodge	60%

Armor & FP Values

Location	Armor	FP
1 - Head	40	19
2 - Right Arm	40	74
3 - Right Shoulder	40	74
4 - Chest	40	19
5 - Left Shoulder	40	74
6 - Left Arm	40	74
7 - Stomach	40	37
8 - Groin	40	37
9 - Right Leg	40	74
10 - Left Leg	40	74

Equipment

Natural Armor, Locator, Cortex Bomb, Comm Unit, Series 40 Blaster, Senacron, MFD

Defense Stat	21
Level	1-4
Class	Soldier
No. Appearing	1-10
Threat Level	5

Physical Appearance

Height	2.2-2.4 m
Weight	120-140 kg
Eye Color	Black
Skin Color	Green
Hair Color	Black
Race	Construct

Statistics

Genetic Construct	
Strength	25
Damage Mod	+20
Armor Mod	+7
Max Wt Lift	6000 kg
Agility	15
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	22
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	8
Intellectual Skill Mod	-3
Wisdom	8
Craftsmen Skill Mod	-15
Charisma	5
Appearance	5
Reaction Adj.	-15
Luck	10
Piety	20
Will	8

Description

The genetic constructs are the Hagan answer to the Dremin Revolt. The constructs are grown in vats in what amounts to a factory setting. It allows the Haga to have a vast army in 6 - 9 months. This is an awesome demonstration of the superior Haga genetic engineering technology and one of the factors that keeps the rest of the civilized worlds at bay.

The constructs are organized into two fire teams of five constructs each. They work, live, fight and die together. They are taught via advanced sleep learning methods while still growing in solution and are born ready to fight. Instilled with a deep loyalty to the Theocracy, one has yet to be turned. They live just over 6 years then quickly wither and die. The Theocracy has marked them as a crowning achievement and a prime example of Hagan superiority.

The constructs are not entirely trusted though. They have a cortex bomb implanted before birth. This is a small bomb placed within the constructs' brain and detonated by an encrypted burst transmission from a commander. These codes are closely guarded and not been used - yet.

The constructs look like hulking brutes with wide shoulders and a full mouth of teeth. They resemble the Haga only slightly but do have the signature reversed knees. Their body is covered with thick scales. They seldom wear armor in battle but will at times wear environment suits.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Series 40 Blaster	7d10	2	+5	+0	Clip 400 SEU, 20 SEU/shot
Series 20 Blaster	4d10	3	+5	+0	Clip 200 SEU, 10 SEU/shot
Chadii (Axe)	3d12	2	+5	+20	Traditional weapon of the Haga

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Series 40 Blaster)	80%	Targeting (Chadii)	60%	Targeting (Series 20 Blaster)	70%
Dodge	60%				

ISO Security

Armor & FP Values

Location	Armor	FP
1 - Head	125	14
2 - Right Arm	100	56
3 - Right Shoulder	100	56
4 - Chest	100	14
5 - Left Shoulder	100	56
6 - Left Arm	100	56
7 - Stomach	100	28
8 - Groin	100	28
9 - Right Leg	100	56
10 - Left Leg	100	56

Equipment

W.A.R.-211 Combat Armor, Radium Pistol, Pulse Rifle, Senacron, MFD, Restraints, Tangler Grenades, Tangle Dissolve

Defense Stat	19
Level	1-6
Class	Police
No. Appearing	1-2
Threat Level	3

Physical Appearance

Height	1.8-2.1 m
Weight	125-175 kg
Eye Color	Black, rarely brown
Skin Color	Yellow or Gray-Blue
Hair Color	Brown, black, tan, rarely blue
Race	Kiran

Statistics

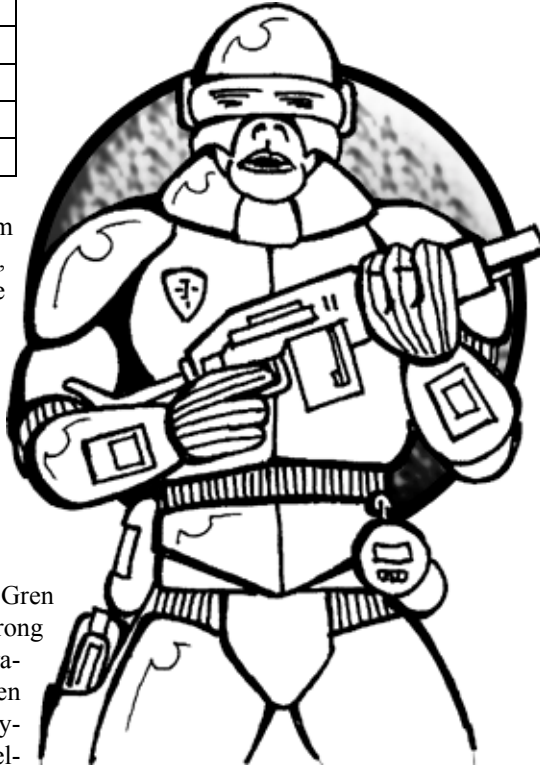| ISO Security	
Strength	24
Damage Mod	+17
Armor Mod	+6
Max Wt Lift	3000 kg
Agility	18
Initiative Mod	+1
Unarmed Com. Mod	+2
Movement Skill Mod	+10
Movement Rate	13
Constitution	15
Dexterity	18
Bonus To Hit	+2
Craft Skill Mod	+10
Intelligence	10
Intellectual Skill Mod	0
Wisdom	11
Craftsmen Skill Mod	0
Charisma	10
Appearance	10
Reaction Adj.	0
Luck	10
Piety	20
Will	20

Description

ISO Security recruits heavily from the Gren and the Kirans to fill their need for strong and resourceful agents. These operatives must work far afield but are often assigned in pairs. They perform everything from simple policing of interstellar territories (habitats, independent colonies) to hunting escaped criminals to detailed investigations. They are not a paramilitary force since the Republic of Free Worlds maintains a separate military for that type of action.

The Interstellar Security Organization often receives a bad reputation for being too soft on criminals and this stems from a need to please a number of cultures without alienating any of the members of the RFW. Corruption does exist within the ISO, but it is usually in the form of nepotism and favoritism. Bribery is not common and the ISO employees are well paid.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Radium Pistol	5d10	4	+4	+2	8 rds/clip; +2 th/td for targeting computer
Pulse Rifle	4d10	4	+4	+2	100 rds/clip; grenade launcher attached
Tangler Grenade	1d8	1	+4	+2	Save vs. CON or Entangled 1-6 turns

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Radium Pistol)	80%	Targeting (Pulse Rifle)	60%	Tracking	70%
Wilderness Survival (Desert)	40%	Wilderness Survival (Arctic)	60%	Language (Standard)	60%
Investigation	80%	Draw Weapon (Radium Pistol)	--	Surveillance	75%
Interrogation	40%	Disguise	60%	Dodge	80%

ISO SECURITY

Armor & FP Values

Location	Armor	FP
1 - Head	30	11
2 - Right Arm	30	42
3 - Right Shoulder	30	42
4 - Chest	30	11
5 - Left Shoulder	30	42
6 - Left Arm	30	42
7 - Stomach	30	21
8 - Groin	30	21
9 - Right Leg	30	42
10 - Left Leg	30	42

Physical Appearance

Height	1.5-1.6 m
Weight	50-60 kg
Eye Color	Golden, green, hazel
Skin Color	pink
Hair Color	Tawny golden with brown splotches
Race	Gren (Chemice)

Statistics

ITO Regulator

Strength	10
Damage Mod	0
Armor Mod	0
Max Wt Lift	45 kg
Agility	23
Initiative Mod	+5
Unarmed Com. Mod	+6
Movement Skill Mod	+30
Movement Rate	15
Constitution	13
Dexterity	20
Bonus To Hit	+3
Craft Skill Mod	+15
Intelligence	15
Intellectual Skill Mod	0
Wisdom	14
Craftsmen Skill Mod	0
Charisma	17
Appearance	10
Reaction Adj.	0
Luck	11
Piety	8
Will	20

Equipment

Modified Military Mesh, Needler Pistol, Sleep Agent, Sub-dermal Comm Unit, Senacron

Defense Stat	15
Level	1-6
Class	Investigator
No. Appearing	1
Threat Level	2

Description

Interstellar Trade Organization Regulators do a number of tasks to help maintain a safe and profitable interstellar economy. Their primary responsibility is to ensure that a new planet is safe to trade with and verify it is advanced enough for the proposed trade claim. This involves a great deal of undercover work. Even if the new populace has space travel they may lack essential technologies to handle advanced biological technology.

The second, and by far more dangerous, duty is inspection of claims, trade and activities of traders, companies and megacorps. This is where a Regulator may meet her end. Megacorps will most likely play above the board but smaller companies and independent traders may not wish to have their activities investigated. Some are merely malevolent while others move to protect their business. Unregulated trade with primitive planets yields incredible profits.

The Gren are the most heavily involved as agents for the ITO since they were primary in its founding. The Andromedaen Conglomerate is an ever present threat and opponent to the ITO. They are not at open war but neither side sheds a tear when the other loses.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Needler Pistol	3d8	4	+3	+0	100 rd/clip
Unarmed Combat	d10/d12	4/2/2	+8	+4	Punch/Kick/Maneuver; only one of the above may be used during a round
Combat Knife	1d8	4	+3	+0	

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Needler Pistol)	60%	Targeting (Combat Knife)	60%	Targeting (Unarmed Combat)	80%
Parry (3 parries per round) w/ knife	80%	Acting	60%	Comm Technology	60%
Investigation	80%	Deception	80%	Anthropology	80%

Armor & FP Values

Location	Armor	FP
1 - Head	65	13
2 - Right Arm	65	50
3 - Right Shoulder	65	50
4 - Chest	65	13
5 - Left Shoulder	65	50
6 - Left Arm	65	50
7 - Stomach	65	25
8 - Groin	65	25
9 - Right Leg	65	50
10 - Left Leg	65	50

Physical Appearance

Height	1.5-2.1 m
Weight	50-120 kg
Eye Color	Human
Skin Color	Human
Hair Color	Human
Race	Human

Statistics

Raider	
Strength	17
Damage Mod	+2
Armor Mod	+1
Max Wt Lift	90 kg
Agility	20
Initiative Mod	+3
Unarmed Com. Mod	+3
Movement Skill Mod	+15
Movement Rate	14
Constitution	16
Dexterity	13
Bonus To Hit	+0
Craft Skill Mod	0
Intelligence	10
Intellectual Skill Mod	0
Wisdom	9
Craftsmen Skill Mod	-10
Charisma	15
Appearance	12
Reaction Adj.	0
Luck	18
Piety	6
Will	18

Equipment

Plastic Plate, Comm Unit, Short Sword,
OmegaStar Rifle and Pistol

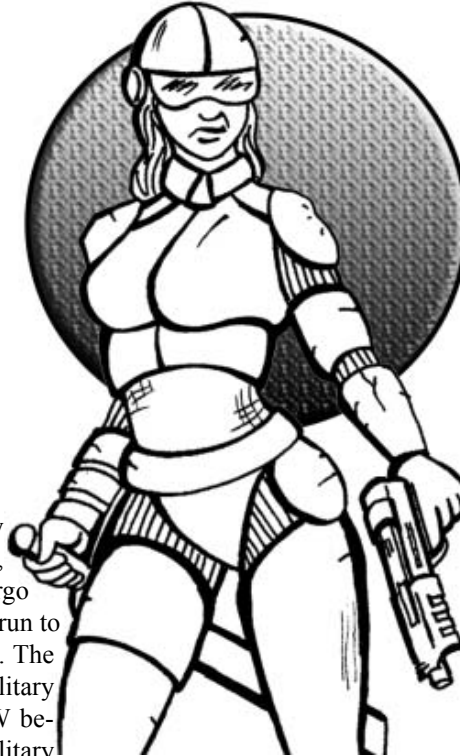|	
Defense Stat	18
Level	1-4
Class	Raider
No. Appearing	2-12
Threat Level	3

Description

Raiders are a blight on known space. They prey upon lone cargo ships with small crews, remote outposts or lone colonies. Many a cargo captain will come out of flux for a resupply run to a remote colony only to find smoking ruins. The primary source of these raiders are rogue military of small planetary states. Many in the RFW believe there should be a ban on sales of military ships or hardware to governments that do not have safeguards in place to ensure that their navies are not being used to commit these crimes. Opponents of such a move say that the small governments are not the only ones to blame. Larger states have been known to have a ship go missing only to have it turn up raiding. The Kolkesh Empire has increasing problems with this. Most raiders will land at a colony (pirating ships is a risky proposition) and round up those colonists they believe viable as slaves, kill the rest and loot whatever goods or machinery they deem valuable. Occasionally, they leave the remaining colonists to die on the planet without the equipment needed to survive but more often they do not want to leave witnesses behind. Seldom do they engage in outright combat, preferring to prey on those too weak to protect themselves.

Raiders are hunted by most military organizations but none so fervently as the Grou-Lynn Imperial Space Navy. They are famous for the unflagging pursuit of Raiders, freeing captives and recovering stolen materials.

Weapon	DAM	ATT	+ TH	+ TD	Notes
OmegaStar Pistol	4d8	5	+0	+0	10 rds/clip
OmegaStar Rifle	4d12	3	+1	+0	20 rds/clip; +1 th for Weapon Proficiency
Short Sword	2d10	4	+0	+2	Traditional sword of the Kirans

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (OS Pistol)	70%	Targeting (Short Sword)	40%	Targeting (OS Rifle)	60%
Zero G Movement	60%	Dodge	60%	Coded Messages	40%
Interrogation	70%	Communication Technology	40%		

Armor & FP Values

Location	Armor	FP
1 - Head	50	60
2 - Right Arm	50	60
3 - Right Shoulder	50	60
4 - Chest	50	60
5 - Left Shoulder	50	60
6 - Left Arm	50	60
7 - Stomach	50	60
8 - Groin	50	60
9 - Right Leg	50	60
10 - Left Leg	50	60

Equipment

Tangler Grenade, Launcher, Comm Unit, Stun Stick, Holo recorder

|	
Defense Stat	19
No. Appearing	1-8
Threat Level	2

Description

Security Bots are used on most planets, habitats and star ships as a means of maintaining order. They are seldom granted lethal armament and have at least a rudimentary knowledge of first aid. Their duties often entail traffic control, back up for local police, enforcement of local laws and riot control. Occasionally they are purchased by private citizens as personal body guards.

Security Bots are merely robots programmed to perform tasks. They may be controlled in groups from a central command post. They are produced in many different forms depending on the manufacturer, duties and client specifications.

Physical Appearance

Height	1.8 -2 m
Weight	80 - 110 kg
Eye Color	Any
Skin Color	Metallic/Red
Hair Color	None
Race	Artificial Entity
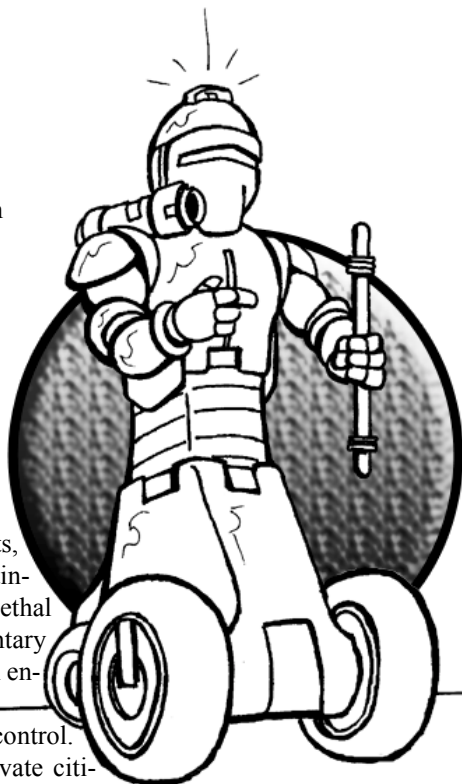
Statistics

Security Bot	
Strength	22
Damage Mod	+11
Armor Mod	+4
Max Wt Lift	1000 kg
Agility	15
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	20
Dexterity	23
Bonus To Hit	+6
Craft Skill Mod	+30
Intelligence	10
Intellectual Skill Mod	0
Wisdom	10
Craftsmen Skill Mod	-10
Charisma	--
Appearance	10
Reaction Adj.	0
Luck	18
Piety	--
Will	15

SECURITY BOT

Weapon	DAM	ATT	+ TH	+ TD	Notes
Grenade Launcher	--	2	+6	+0	Tanglers: Save vs. STR or entangled for 1-4 turns
Stun Stick	2d10	3	+6	+11	Stun Damage
Unarmed Combat	d10/d12	4/2/2	+2	+4	Punch/Kick/Maneuver; only one of the above may be used during a round

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Grenade Launcher)	60%	Targeting (Unarmed Combat)	80%	Targeting (Stun Stick)	70%
Law	80%	First Aid	40%		

Armor & FP Values

Location	Armor	FP
1 - Head	100	26
2 - Right Arm	100	110
3 - Right Shoulder	100	110
4 - Chest	100	26
5 - Left Shoulder	100	110
6 - Left Arm	100	110
7 - Stomach	100	55
8 - Groin	100	55
9 - Right Leg	100	110
10 - Left Leg	100	110

Equipment

None

Defense Stat	22
Level	1-6
Class	Soldier
No. Appearing	1-2
Threat Level	3

Physical Appearance

Height	3-3.5 m length
Weight	220-270 kg
Eye Color	Oily black
Skin Color	Dark Brown
Hair Color	None
Race	Thri-T'Kree
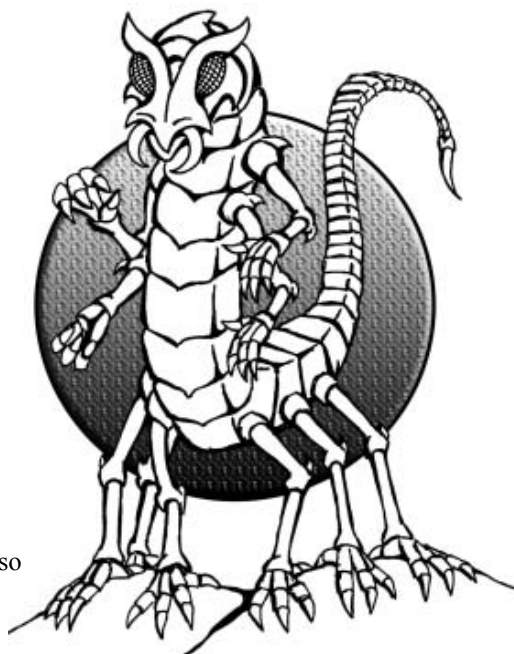
Statistics

Thri-T'Kree Warrior	
Strength	23
Damage Mod	+14
Armor Mod	+5
Max Wt Lift	2000 kg
Agility	18
Initiative Mod	+1
Unarmed Com. Mod	+2
Movement Skill Mod	+10
Movement Rate	13
Constitution	25
Dexterity	21
Bonus To Hit	+4
Craft Skill Mod	+20
Intelligence	8
Intellectual Skill Mod	-3
Wisdom	5
Craftsmen Skill Mod	-30
Charisma	0
Appearance	3
Reaction Adj.	-25
Luck	8
Piety	5
Will	19

Description

The Thri-T'Kree are beasts of legend or so everyone believes. A few of the highest ranking officials in the RFW know the truth; they never left. Many of the Thri-T'Kree colony ships went astray, later efforts barely made it to habitable planets, and in the end the surviving Thri-T'Kree went through a metamorphosis and it was not beneficial. They lost a great deal of their reasoning capabilities. They have been reduced to little more than the human equivalent of a primitive hominid.

They are not found on any of the settled worlds of the RFW since the end of the First Millennium. They do show up on planetary probes occasionally and these planets are put on a forbidden list. Those that violate the prohibition are not quick to admit it if they survive.

The Warrior is after one thing, hosts for its young. It will either infect a host in combat or attempt to capture the host and take them to their den. The Thri-T'Kree are single sexed and require no mate to reproduce. They are fertile all the time and prefer smaller prey than is viable for a host. A host must mass over 40 kg, the Warrior will instinctively know if a host is too small.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Claws	1d10	5	+2	+14	All of these attacks may be performed in one round. If the stinger hits flesh then 1-4 eggs will be injected. They will mature in 4-6 months unless they are removed with a Surgery Skill check made by 30.
Bite	2d10	1	+2	+14	
Stinger	3d8	1	+2	+14	

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Claws)	40%	Targeting (Stinger)	75%	Targeting (Bite)	40%
Move Silently	70%	Hunting	60%	Deception	60%
Dodge	40%				

Armor & FP Values

Location	Armor	FP
1 - Head	30	26
2 - Right Arm	30	104
3 - Right Shoulder	30	104
4 - Chest	30	26
5 - Left Shoulder	30	104
6 - Left Arm	30	104
7 - Stomach	30	52
8 - Groin	30	52
9 - Right Leg	30	104
10 - Left Leg	30	104

Physical Appearance

Height	1-1.2 m length
Weight	20-30 kg
Eye Color	Oily black
Skin Color	Dark Green-Brown
Hair Color	None
Race	Thri-T'Kree

Statistics

Thri-T'Kree Seeker	
Strength	12
Damage Mod	0
Armor Mod	0
Max Wt Lift	55 kg
Agility	22
Initiative Mod	+5
Unarmed Com. Mod	+5
Movement Skill Mod	+25
Movement Rate	15/30
Constitution	25
Dexterity	12
Bonus To Hit	0
Craft Skill Mod	0
Intelligence	5
Intellectual Skill Mod	-12
Wisdom	4
Craftsmen Skill Mod	-35
Charisma	--
Appearance	2
Reaction Adj.	-20
Luck	15
Piety	8
Will	20

Equipment

None

Defense Stat	20
Level	1-4
Class	Spy
No. Appearing	3-9
Threat Level	2

Description

The Seekers are mutations from the Thri-T'Kree Warrior stock. They cooperate with the Warriors but have their separate pack structure. Being smaller, they hunt hosts while flying on their membranous wings. They will try to herd victims into a confined space and sting them repeatedly. In 3-4 months the host dies a painful death as the Seeker young eat their way out.

In desperate times the Seekers will turn on their Thri-T'Kree warriors and use them as hosts. This is a practice never done amongst even the current Thri-T'Kree. Obviously, the mutation has changed more than their size.

The Seekers have a flat body with long membranous wings which fold into a protective shell. They have 10 legs, curved like a spider's legs. They can fly at a movement rate of 30 but can crawl only at an MR of 15. Segmented armor covers their body from head to foot.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Claws	1d6	3	+5	+0	All of these attacks may be performed in one round. If the stinger hits flesh then 1-2 eggs will be injected. They will mature in 3-4 months unless they are removed with a Surgery Skill check made by 30.
Bite	2d6	1	+5	+0	
Stinger	1d8	1	+5	+0	

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Claws)	40%	Targeting (Stinger)	75%	Targeting (Bite)	40%
Move Silently	70%	Hunting	60%	Deception	60%
Dodge	40%	Fight MR 30			

Armor & FP Values

Location	Armor	FP
1 - Head	200	100
2 - Right Arm	200	100
3 - Right Shoulder	200	100
4 - Chest	200	100
5 - Left Shoulder	200	100
6 - Left Arm	200	100
7 - Stomach	200	100
8 - Groin	200	100
9 - Right Leg	200	100
10 - Left Leg	200	100

Physical & Social Appearance

Height	2.3 -2.7 m
Weight	160 - 200 kg
Eye Color	Any
Skin Color	Metallic/Maroon
Hair Color	None
Race	Artificial Entity
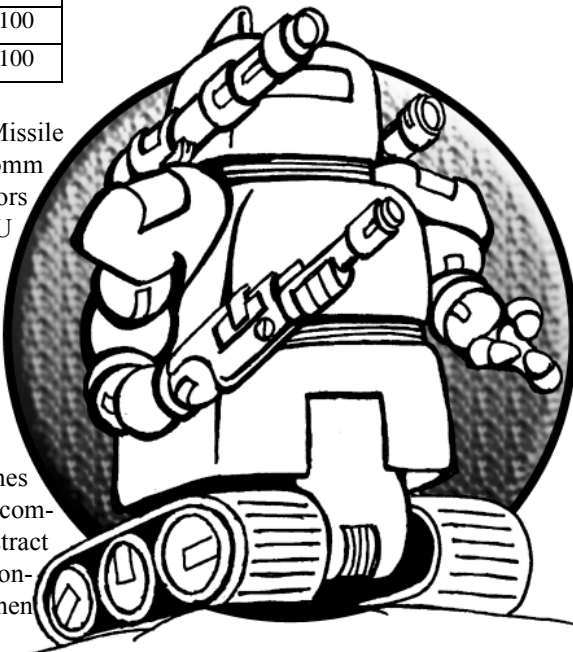
Statistics

War Bot	
Strength	24
Damage Mod	+17
Armor Mod	+6
Max Wt Lift	3000 kg
Agility	14
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	20
Constitution	25
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	8
Intellectual Skill Mod	-3
Wisdom	8
Craftsmen Skill Mod	-15
Charisma	--
Appearance	3
Reaction Adj.	-25
Luck	12
Piety	--
Will	22

Equipment

Armor, Targeting Computer, Missile Launcher, Series 50 Blaster, Comm Unit, 100 FP Force field, Sensors level 3, Infrared filters, 300 SEU Battery

Defense Stat	21
No. Appearing	1-8
Threat Level	5

Description

These formidable war machines have the intelligence to carry out complex orders and handle many abstract concepts. They do not have a personality so are somewhat limited when things do not go to plan. If their commander is able to give them real time input on what to do they will react with appropriate gusto and zeal but if there is a lag they will go into a standby mode where they wait for orders, defend themselves but attack nothing. They are most commonly used on the battlefield but may also be used for private protection, guards or even limited police duty.

The War Bot has a varied appearance depending on the manufacturer and the specifications of the client who orders them, but they will usually be built on treads with a squat central tower mounting guns. Sensors are at the very top of the tower along with communications gear.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Missile Launcher	6D20*1D10	1	+7	+0	Range 2000 m; +2 Targeting Computer; 4 pack
Series 40 Blaster	7d10	2	+7	+0	20 SEU/shot +2 Targeting Computer
Grenade Launcher	12d10	4	+11	+0	Frag Grenades; 12 round clip; +4 due to Grenade; +2 Targeting Computer

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Missile Launcher)	40%	Targeting (Series 40 Blaster)	40%	Targeting (Grenade Launcher)	40%
Dodge	80%	Camouflage	40%		

Armor & FP Values

Location	Armor	FP
1 - Head	75	13
2 - Right Arm	75	52
3 - Right Shoulder	75	52
4 - Chest	75	13
5 - Left Shoulder	75	52
6 - Left Arm	75	52
7 - Stomach	75	26
8 - Groin	75	26
9 - Right Leg	75	52
10 - Left Leg	75	52

Equipment

Scout Armor CLS-B, several types of restraints

Defense Stat	20
Level	1
Threat Level	4

Physical Appearance

Height	1.8-2.1 m
Weight	125-175 kg
Eye Color	Black, rarely brown
Skin Color	Yellow or Gray-Blue
Hair Color	Brown, black, tan, rarely blue
Race	Kiran

Statistics

Bounty Hunter

Strength	20
Damage Mod	+5
Armor Mod	+2
Max Wt Lift	250 kg
Agility	18
Initiative Mod	+1
Unarmed Com. Mod	+2
Movement Skill Mod	+10
Movement Rate	13
Constitution	15
Dexterity	21
Bonus To Hit	+4
Craft Skill Mod	+20
Intelligence	10
Intellectual Skill Mod	0
Wisdom	11
Craftsmen Skill Mod	0
Charisma	10
Appearance	10
Reaction Adj.	0
Luck	10
Piety	12
Will	20

Description

Bounty Hunters provide an important service in the interstellar community by pursuing and apprehending criminals across jurisdictions. The ISO police forces often have difficulty doing so due to legal restrictions imposed by the RFW member worlds. In addition, ISO agents take a great deal of risks crossing borders of non-RFW governments like the Jiran Theocracy and the Shri'Tkor. These professionals should not be confused with the ruffians that sometimes collect rewards for the capture of criminals.

Weapon	DAM	ATT	+ TH	+ TD	Notes
OmegaStar Pistol	4d8	5	+4	+0	10 rds/clip
OmegaStar Rifle	4d12	3	+5	+0	20 rds/clip; +1 th for Weapon Proficiency
Combat Knife	1d8	4	+4	+5	

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (OS Pistol)	40%	Targeting (Combat Knife)	40%	Targeting (OS Rifle)	60%
Tracking	60%	Hunting	40%	Investigation	60%
Interrogation	40%	Deception	60%	Climbing	40%
Wilderness Survival (Desert)	60%	Dodge	40%	Armor (Plate)	--

Armor & FP Values

Location	Armor	FP
1 - Head	20	11
2 - Right Arm	20	44
3 - Right Shoulder	20	44
4 - Chest	20	11
5 - Left Shoulder	20	44
6 - Left Arm	20	44
7 - Stomach	20	22
8 - Groin	20	22
9 - Right Leg	20	44
10 - Left Leg	20	44

Physical Appearance

Height	1.5-2 m
Weight	50-70 kg
Eye Color	Brown, Black
Skin Color	Red, yellow, fuchsia or white bands on black
Hair Color	None
Race	Toaffi

Statistics

Craftsman (Jeweler)	
Strength	14
Damage Mod	0
Armor Mod	0
Max Wt Lift	65 kg
Agility	14
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	15
Dexterity	19
Bonus To Hit	+2
Craft Skill Mod	+10
Intelligence	22
Intellectual Skill Mod	+20
Wisdom	22
Craftsmen Skill Mod	+40
Charisma	12
Appearance	13
Reaction Adj.	+5
Luck	18
Piety	10
Will	14

Equipment

Civilian Mesh, Tech Kit Class A (jeweler), Senacron, MFD, Series 20 Blaster

Defense Stat	14
Level	1
Threat Level	2

Description

Toaffi craftsmen are renowned throughout known space as the best. They are dedicated to their craft, often to the detriment of their health. Their history of quality workmanship goes back to pre-space flight, and one of the most specialized craftsmen are the jewelers. They will often travel the space ways purchasing and 'acquiring' those gems that will be their next great work. The Toaffi will work in any medium for the jewelry and use the most advanced techniques. They pride themselves on adapting those techniques and technology which serve to advance the craft and discarding those that have no use.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Series 20 Blaster	4d10	3	+5	+0	Clip 200 SEU, 10 SEU/shot

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Series 20 Blaster)	60%	Jewel Crafting	130%	Appraisal	80%
Computer Technology	60%	Diplomacy (Negotiation)	60%	Dodge	70%
Language (Standard)	80%	Metal Working	110%	Mineralogy	110%
Sensor Operation	90%	Robotics	110%		

Armor & FP Values

Location	Armor	FP
1 - Head	50	17
2 - Right Arm	50	66
3 - Right Shoulder	50	66
4 - Chest	50	17
5 - Left Shoulder	50	66
6 - Left Arm	50	66
7 - Stomach	50	33
8 - Groin	50	33
9 - Right Leg	50	66
10 - Left Leg	50	66

Equipment

Scout Armor CLS-A, Needler Pistol and Pulse Rifle

Defense Stat	17
Level	1
Threat Level	3

Physical Appearance

Height	1-1.5 m
Weight	60-80 kg
Eye Color	Glowing green, red, dark blue
Skin Color	Black blue, grey scaly
Hair Color	Little or none (black)
Race	Balek

Statistics

Criminal

Statistic	Value
Strength	17
Damage Mod	+2
Armor Mod	+1
Max Wt Lift	90 kg
Agility	14
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	21
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	13
Intellectual Skill Mod	0
Wisdom	10
Craftsmen Skill Mod	0
Charisma	15
Appearance	12
Reaction Adj.	0
Luck	15
Piety	10
Will	16

Description

Criminals come in many different varieties. This one is a ruffian who makes his pay by being the muscle for a Syndicate. This is not too uncommon since any number of police officials and bounty hunters could be waiting around the next corner for a crime boss. They also may need to sneak into a place to deal with a person who has displeased their employer. Many of these types of criminals will moonlight as bounty hunters.

Criminals in general range from ruffians of this type to cat burglars to common street pick pockets.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Needler Pistol	3d8	4	+5	+0	100 rd/clip
Pulse Rifle	4d10	4	+5	+2	100 rds/clip; grenade launcher attached

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Needler Pistol)	60%	Targeting (Pulse Rifle)	40%	Move Silently	70%
Open Locks	80%	Detect Security	80%	Disarm Security	80%
Move in Shadows	60%	Deception	40%	Climbing	40%
Dodge	40%	Armor (Plate)	--		

Armor & FP Values

Location	Armor	FP
1 - Head	60	22
2 - Right Arm	60	88
3 - Right Shoulder	60	88
4 - Chest	60	22
5 - Left Shoulder	60	88
6 - Left Arm	60	88
7 - Stomach	60	44
8 - Groin	60	44
9 - Right Leg	60	88
10 - Left Leg	60	88

Physical Appearance

Height	2.5-2.7 m
Weight	125-250 kg
Eye Color	Black
Skin Color	Gray to Black
Hair Color	Red, Grey or Brown
Race	J'Hat Itar

Statistics

Ship's Engineer	
Strength	20
Damage Mod	+5
Armor Mod	+2
Max Wt Lift	250 kg
Agility	10
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	20
Constitution	21
Dexterity	14
Bonus To Hit	0
Craft Skill Mod	0
Intelligence	22
Intellectual Skill Mod	+20
Wisdom	17
Craftsmen Skill Mod	+10
Charisma	8
Appearance	10
Reaction Adj.	0
Luck	12
Piety	14
Will	18

Equipment

Medium Medic Armor (Tech option),
PPW Level I

Defense Stat	17 (mod 16)
Level	1
Threat Level	2

Description

Ship's Engineers are the life blood of a space craft of any type. They are responsible for the maintenance and care of the engines, ship's systems and any technicians on board. When the ship is boarded, they will don armor, pick up weapons and defend right along side the crew.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Phased Plasma Weapon Level I	5d10	3	+0	+0	25 SEU/shot; 200 SEU clip

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (PPW II)	60%	Ship's Technology	80%	Electronics Technology	60%
Engineering (Star Ship)	95%	Metal Working	60%	Dodge	70%
Communications Technology	80%	Zero G Movement	60%	Language (Standard)	40%
Sculpting	60%	Vehicular Repair (Vector Thrust)	80%	Chemistry	60%
Armor (Plate)	--				

Armor & FP Values

Location	Armor	FP
1 - Head	30	10
2 - Right Arm	30	40
3 - Right Shoulder	30	40
4 - Chest	30	10
5 - Left Shoulder	30	40
6 - Left Arm	30	40
7 - Stomach	30	20
8 - Groin	30	20
9 - Right Leg	30	40
10 - Left Leg	30	40

Equipment

Military Mesh, Sonic Disrupter, Laser Pistol, Senacron, MFD, Comm Unit

Defense Stat	15
Level	1
Threat Level	2

Description

Investigators sometimes work for companies, governments or themselves if times are hard. They serve a similar purpose of the bounty hunter but more along the lines of an investigator than a retriever of people. Investigators are often brought in when the facts are unclear or the authorities are not moving fast enough. The less reputable will sometimes take jobs of less lofty nature: finding a runaway slave, investigating an individual in depth or finding out the dark secrets. Most investigators will do background searches or work as an elite arm of the local police. Some will work with the RFW as regulators or on a trader team exploring new worlds for trade potential.

Physical Appearance

Height	1.5-2.2 m
Weight	50-120 kg
Eye Color	Human
Skin Color	Human
Hair Color	Human
Race	Human

Statistics

Investigator

Strength	14
Damage Mod	0
Armor Mod	0
Max Wt Lift	65 kg
Agility	18
Initiative Mod	+1
Unarmed Com. Mod	+2
Movement Skill Mod	+10
Movement Rate	13
Constitution	12
Dexterity	19
Bonus To Hit	+2
Craft Skill Mod	+10
Intelligence	14
Intellectual Skill Mod	0
Wisdom	20
Craftsmen Skill Mod	+20
Charisma	20
Appearance	9
Reaction Adj.	0
Luck	17
Piety	11
Will	16

Weapon	DAM	ATT	+ TH	+ TD	Notes
Laser Pistol	2d12	5	+2	+0	10 SEU/shot; 200 SEU clip
Sonic Disrupter	5d4	6	+2	+0	8 SEU/shot; 200 SEU clip

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Laser Pistol)	70%	Targeting (Sonic Disrupter)	40%	Armor (chain)	--
Interrogation	40%	Deception (+20 for CHA)	80%	Acting (+20 for CHA)	60%
Disguise	40%	Investigation	80%	Dodge	40%
Sensor Operation	60%	Surveillance	70%	Tracking	40%

Armor & FP Values

Location	Armor	FP
1 - Head	40	12
2 - Right Arm	40	46
3 - Right Shoulder	40	46
4 - Chest	40	12
5 - Left Shoulder	40	46
6 - Left Arm	40	46
7 - Stomach	40	23
8 - Groin	40	23
9 - Right Leg	40	46
10 - Left Leg	40	46

Physical Appearance

Height	1.2-1.3 m
Weight	20-40 kg
Eye Color	Red, black, or gray
Skin Color	Dark brown to black
Hair Color	Black or brown
Race	Mog

Statistics

Medic	
Strength	10
Damage Mod	0
Armor Mod	0
Max Wt Lift	45 kg
Agility	20
Initiative Mod	+3
Unarmed Com. Mod	+3
Movement Skill Mod	+15
Movement Rate	14
Constitution	14
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	21
Intellectual Skill Mod	+15
Wisdom	18
Craftsmen Skill Mod	+10
Charisma	18
Appearance	9
Reaction Adj.	0
Luck	12
Piety	12
Will	19

Equipment

Medic Armor CLS-A(+20 to surgery and first aid), 20 Tangler Grenades

Defense Stat	15
Level	1
Threat Level	1

Description

Medics function in a number of theaters, not the least of which is as combat medics. They also work on star ships, in colonies and with deep space surveys. Anywhere that there is the potential for wounded there will be medics.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Grenade Launcher	--	2	+5	+0	Tanglers: Save vs. STR or entangled for 1-4 turns

Abilities	Final	Abilities	Final	Abilities	Final
Armor (Plate)	--	Medicine	55%	Surgery	85%
First Aid (1d20 FP for area treated)	85%	Bone Setting	85%	Xenobiology (Human)	85%
Xenobiology (Gren)	85%	Xenobiology (Kiran)	85%	Pathology	55%
Xenobiology (Balek)	85%	Herbology	55%	Dodge	40%

Armor & FP Values

Location	Armor	FP
1 - Head	40	11
2 - Right Arm	40	42
3 - Right Shoulder	40	42
4 - Chest	40	11
5 - Left Shoulder	40	42
6 - Left Arm	40	42
7 - Stomach	40	21
8 - Groin	40	21
9 - Right Leg	40	42
10 - Left Leg	40	42

Equipment

Pilot Armor CLS-A, OmegaStar Pistol, extra clip

Defense Stat	15
Level	1
Threat Level	3

Description

Pilots work in many different environments from the depths of space to the most volatile of planets. The largest employer of pilots in known space is the transport industry and the biggest of the megacorps is InterStar. Pilots live a good life, being one of the better paid professions in the interstellar community. They will at times be the captains of their ships but not always. They often fill the role of navigator or helmsman while the captain directs the operation of the ship. Pilots need to aid in the defense of the ship when boarding parties attack. For this reason they are some of the officers who regularly carry weapons on a ship.

Physical Appearance

Height	1.5-1.6 m
Weight	50-60 kg
Eye Color	Golden, green, hazel
Skin Color	Pink
Hair Color	Grey or black
Race	Gren (Shea-T'kar)
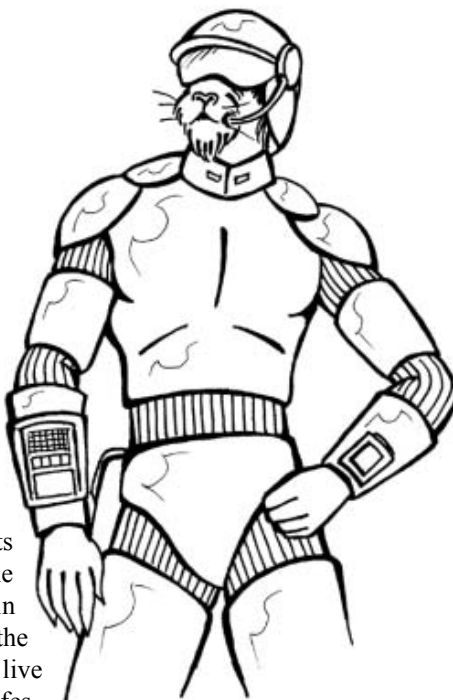
Statistics

Pilot

Strength	10
Damage Mod	0
Armor Mod	0
Max Wt Lift	45 kg
Agility	23
Initiative Mod	+5
Unarmed Com. Mod	+6
Movement Skill Mod	+30
Movement Rate	15
Constitution	13
Dexterity	20
Bonus To Hit	+3
Craft Skill Mod	+15
Intelligence	15
Intellectual Skill Mod	0
Wisdom	15
Craftsmen Skill Mod	0
Charisma	10
Appearance	10
Reaction Adj.	0
Luck	15
Piety	11
Will	20

Weapon	DAM	ATT	+ TH	+ TD	Notes
OmegaStar Pistol	4d8	5	+4	+0	10 rds/clip

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (OS Pistol)	40%	Piloting (Bush Lord)	70%	Piloting (Doyu)	90%
Piloting (Valiant)	70%	Vehicular Repair (Bush Lord)	55%	Ship's Technology (Valiant)	55%
Comm Technology	55%	Navigation	90%	Sensor Operation	110%
Language (Standard)	60%	Law (Ship's Regulations)	70%	Dodge	40%

Template

Armor & FP Values

Location	Armor	FP
1 - Head	250	14
2 - Right Arm	250	54
3 - Right Shoulder	250	54
4 - Chest	250	14
5 - Left Shoulder	250	54
6 - Left Arm	250	54
7 - Stomach	250	27
8 - Groin	250	27
9 - Right Leg	250	54
10 - Left Leg	250	54

Equipment

HAP-13 Powered Armor, Radium Pistol, Comm Unit, Senacron, MFD

Defense Stat	19 (Unmodified due to 3 Armor Use Skills)
Level	1
Threat Level	4

Description

Politicians in the Nebuleos are much like the legionary commanders of ancient Rome. They take a tour of duty to establish their political career or sometimes to carve out their own empire. Before setting out on their tour, many politicians requisition armor and weapons from the local armory. In this way the politician is well equipped. Another motivation for venturing beyond their borders is to make their fortune for their campaign, either amongst the populace or at court, and in this way they either buy their election or ensure their sponsorship to court.

Some less powerful politicians try their hand at intrigue while never leaving their home world. This is considered chancy at best but a much safer approach.

Physical Appearance

Height	2-2.2 m
Weight	100-150 kg
Eye Color	Golden, green, hazel
Skin Color	Pink
Hair Color	Tan or brown
Race	Gren (Emperor)

Statistics

Politician	
Strength	21
Damage Mod	+8
Armor Mod	+3
Max Wt Lift	500 kg
Agility	21
Initiative Mod	+4
Unarmed Com. Mod	+4
Movement Skill Mod	+20
Movement Rate	14
Constitution	15
Dexterity	14
Bonus To Hit	0
Craft Skill Mod	0
Intelligence	10
Intellectual Skill Mod	0
Wisdom	11
Craftsmen Skill Mod	0
Charisma	22
Appearance	18
Reaction Adj.	+35
Luck	15
Piety	15
Will	20

Weapon	DAM	ATT	+ TH	+ TD	Notes
34 mm Slug Thrower	15d10	1	+4	+4	+4 th and damage from targeting computer
Radium Pistol	5d10	4	+4	+4	8 rds per clip; +4 th and damage from targeting computer
Combat Knife	1d8	4	+0	+8	
Unarmed Combat	3d10/ 3d12	4/2/2	+4	+8	Punch/Kick/Maneuver; only one of the above may be used during a round; 2 extra die damage for Gren

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Radium Pistol)	40%	Targeting (Combat Knife)	40%	Targeting (Unarmed Combat)	40%
Oratory (+30 for CHA)	100%	Deception (+30 for CHA)	70%	Acting (+30 for CHA)	70%
Law	40%	Armor Use (Powered) x3	--	Diplomacy (+30 for CHA)	100%
Interrogation	40%	Disguise	40%	Dodge	40%

Template

Armor & FP Values

Location	Armor	FP
1 - Head	30	12
2 - Right Arm	30	48
3 - Right Shoulder	30	48
4 - Chest	30	12
5 - Left Shoulder	30	48
6 - Left Arm	30	48
7 - Stomach	30	24
8 - Groin	30	24
9 - Right Leg	30	48
10 - Left Leg	30	48

Equipment

Military Mesh, MFD, Senacron, Comm Unit Targeting Computer (+2)

Defense Stat	16
Level	1
Threat Level	3

Physical Appearance

Height	1.9-2 m
Weight	90-100 kg
Eye Color	Golden, green, hazel
Skin Color	Pink
Hair Color	Striped orange, green, or brown
Race	Gren (Tessreck)

Statistics

Psi	
Strength	15
Damage Mod	0
Armor Mod	0
Max Wt Lift	70 kg
Agility	15
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	18
Dexterity	21
Bonus To Hit	+4
Craft Skill Mod	+20
Intelligence	20
Intellectual Skill Mod	+12
Wisdom	21
Craftsmen Skill Mod	+30
Charisma	8
Appearance	12
Reaction Adj.	0
Luck	9
Piety	23
Will	12

Description

Psi can come from any race, although the Tessreck Gren make the best. A Psi will normally need to attend a school for eight years before they graduate. Some need more instruction and a very few have enough natural talent to skip schooling. These individuals are called adepts in common slang and are feared for their poor control and the emotional problems which normally accompany an untrained mind.

Psi usually find lucrative employment in the private sector with companies and secret police forces in government. This tends to paint a negative view of a Psi so they tend to conceal their true profession.

For this template the player will need to pick a discipline. For more on the Psi see PSI on page 107.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Argon Pistol	6d10	3	+6	+2	10 rds/clip; +2 TH and TD by targeting computer
Combat Knife	1d8	4	+4	+0	

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Argon Pistol)	40%	Targeting (Combat Knife)	40%	Armor Use (chain)	--
Psychology	72%	Deception	60%	Disguise	40%
Meditation	80%	Comm Technology	110%	Move Silently	60%
Move In Shadows	60%	Open Locks	65%	Detect Security	55%
Disarm Security	55%	Dodge	40%		

Armor & FP Values

Location	Armor	FP
1 - Head	20	11
2 - Right Arm	20	44
3 - Right Shoulder	20	44
4 - Chest	20	11
5 - Left Shoulder	20	44
6 - Left Arm	20	44
7 - Stomach	20	22
8 - Groin	20	22
9 - Right Leg	20	44
10 - Left Leg	20	44

Equipment

Civilian Mesh, Senacron (Journalism), MFD, Holoprojector, Needler Pistol

Defense Stat	14
Level	1
Threat Level	2

Description

Reporters are common throughout known space always looking for the next big story. Some are dedicated to the truth and the principles of investigative reporting. Many are dedicated to the biggest paycheck, and that comes from a scandal. The Mogs are known for their ability to sniff out the dirt and if they can't find any, they invent it. Journalism is a tough business and most reporters go armed. They also go where the action is. This means tagging along with the latest survey missions or expeditions to lost civilizations. Plenty can be found on the civilized planets, but for every reporter on the scene there are 10 more jetting in. The harder it is to get, the more valuable the story is likely to be.

Physical Appearance

Height	1.2-1.3 m
Weight	20-40 kg
Eye Color	Red, black, or gray
Skin Color	Dark brown to black
Hair Color	Black or brown
Race	Mog
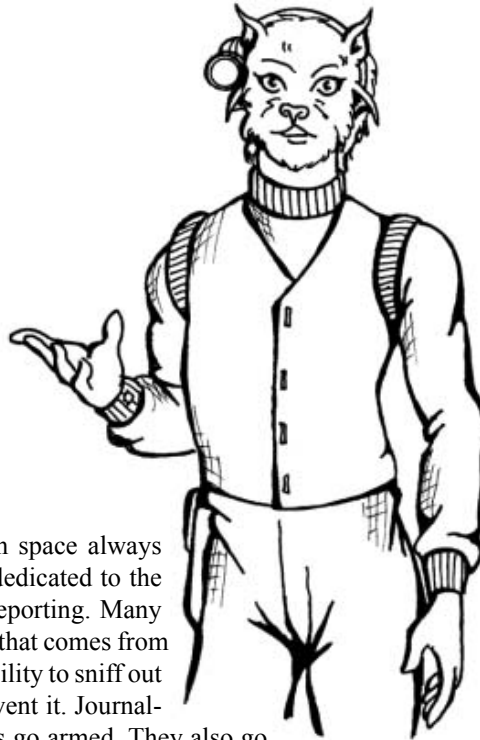
Statistics

Reporter

Strength	9
Damage Mod	0
Armor Mod	0
Max Wt Lift	40 kg
Agility	18
Initiative Mod	+1
Unarmed Com. Mod	+2
Movement Skill Mod	+10
Movement Rate	13
Constitution	14
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	21
Intellectual Skill Mod	+15
Wisdom	18
Craftsmen Skill Mod	+10
Charisma	18
Appearance	12
Reaction Adj.	0
Luck	12
Piety	6
Will	21

Weapon	DAM	ATT	+ TH	+ TD	Notes
Needler Pistol	3d8	4	+0	+0	100 rd/clip; Sedative save vs CON-4 or become unconscious for 1-4 hours

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Needler Pistol)	40%	Sensor Operation	55%	Investigation	85%
Journalism	70%	Acting (+15 for CHA)	55%	Photography	40%
Comm Technology	65%	Deception	80%	Language (Standard)	70%
History (Interstellar)	85%	Computer Technology	85%	Dodge	40%

Armor & FP Values

Location	Armor	FP
1 - Head	20	13
2 - Right Arm	20	50
3 - Right Shoulder	20	50
4 - Chest	20	13
5 - Left Shoulder	20	50
6 - Left Arm	20	50
7 - Stomach	20	25
8 - Groin	20	25
9 - Right Leg	20	50
10 - Left Leg	20	50

Equipment

Civilian Mesh, False ID, Tech Kit (Forgery), Senacron, MFD, Series 20 Blaster

Defense Stat	17
Level	1
Threat Level	3

Description

Smugglers are always trying to avoid customs. It is not very common that they are carrying illegal items as much as trying to avoid high import tariffs. These intrepid souls were called the backbone of interstellar commerce by the famous Andromedaen merchant of the Second Millennium, Tanos Ret. Whether he was right or not often depends on which side of the blockade you are standing. Smugglers try to present themselves as honest merchants just making a living. They will further rationalize that they do what they do because of the high taxation of imported goods. In truth, it is a lust for profit and a need for excitement. Most smugglers will not fight when faced with border patrols but prefer to try and talk their way out.

Physical Appearance

Height	1.5-2.1 m
Weight	50-120 kg
Eye Color	Human
Skin Color	Human
Hair Color	Human
Race	Human

Statistics

Smuggler	
Strength	14
Damage Mod	0
Armor Mod	0
Max Wt Lift	65 kg
Agility	19
Initiative Mod	+2
Unarmed Com. Mod	+2
Movement Skill Mod	+10
Movement Rate	13
Constitution	18
Dexterity	15
Bonus To Hit	0
Craft Skill Mod	0
Intelligence	12
Intellectual Skill Mod	0
Wisdom	15
Craftsmen Skill Mod	0
Charisma	20
Appearance	10
Reaction Adj.	0
Luck	20
Piety	8
Will	17

Weapon	DAM	ATT	+ TH	+ TD	Notes
Series 20 Blaster	4d10	3	+5	+0	Clip 200 SEU, 10 SEU/shot

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Series 20 Blaster)	60%	Smuggling	80%	Camouflage	60%
Piloting	50%	Navigation	60%	Acting	80%
Deception	100%	Disguise	60%	Dodge	40%
Ships Technology	60%				

Armor & FP Values

Location	Armor	FP
1 - Head	180	24
2 - Right Arm	155	94
3 - Right Shoulder	155	94
4 - Chest	155	24
5 - Left Shoulder	155	94
6 - Left Arm	155	94
7 - Stomach	155	47
8 - Groin	155	47
9 - Right Leg	155	94
10 - Left Leg	155	94

Physical Appearance

Height	2-3.5 m
Weight	350-400 kg
Eye Color	Brown, blue, black
Skin Color	Green, white, brown scales
Hair Color	None
Race	Dremin

Statistics

Soldier

Strength	27
Damage Mod	+80
Armor Mod	+9
Max Wt Lift	12000 kg
Agility	14
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	23
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	8
Intellectual Skill Mod	-3
Wisdom	8
Craftsmen Skill Mod	-15
Charisma	16
Appearance	3
Reaction Adj.	-25
Luck	12
Piety	14
Will	18

Equipment

Combat CLS-B Armor, Series 40 Blaster, Frag and Doze Grenades, 300 g Type II Explosive; 30 FP natural armor

Defense Stat	21
Level	1
Threat Level	5

Description

Wherever there are governments there will be soldiers. Some soldiers fight for country and home, others for ideals, but most common in known space are those who fight for money. Most soldiers are unable to afford cloning, but the ACG offers an allotment upon successful completion of basic training. This is unusually generous. Soldiers for the most part are paid to risk their lives and serve out their term. When completed, many go into different professions from private security to politics to free trading.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Frag Grenade	12d10	1	+10	+0	20 grenades; +1 targeting computer, +4 TH for Radius
Doze Grenades	--	1	+10	+0	10 grenades; Save vs CON or unconscious for 1-8 Turns; +1 targeting computer, +4 TH for Radius
Series 40 Blaster	7d10	2	+6	+0	20 SEU/shot ; +1 targeting computer
Combat Knife	1d8	4	+5	+80	
Unarmed Combat	d6/d10	3/1	+1	+82	Punch/Kick

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Series 40 Blaster)	40%	Targeting (Combat Knife)	40%	Targeting (Unarmed Combat)	40%
Wilderness Survival (Swamp)	40%	Armor Use (Plate)	--	Dodge	40%
Vac Suit Use	40%	Draw Weapon (Combat Knife)	--	Draw Weapon (Series 40 Blaster)	--
Piloting (Bush Lord)	40%	Explosives	60%		

Armor & FP Values

Location	Armor	FP
1 - Head	75	12
2 - Right Arm	75	56
3 - Right Shoulder	75	56
4 - Chest	75	12
5 - Left Shoulder	75	56
6 - Left Arm	75	56
7 - Stomach	75	23
8 - Groin	75	23
9 - Right Leg	75	56
10 - Left Leg	75	56

Physical Appearance

Height	1.5-1.6 m
Weight	50-60 kg
Eye Color	Golden, green, hazel
Skin Color	Pink
Hair Color	Grey or black
Race	Gren (Shea-T'kar)

Statistics

Specialist	
Strength	15
Damage Mod	0
Armor Mod	0
Max Wt Lift	70 kg
Agility	21
Initiative Mod	+4
Unarmed Com. Mod	+4
Movement Skill Mod	+20
Movement Rate	14
Constitution	14
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	15
Intellectual Skill Mod	0
Wisdom	15
Craftsmen Skill Mod	0
Charisma	10
Appearance	10
Reaction Adj.	0
Luck	18
Piety	7
Will	20

Equipment

Scout Armor CLS-B, Radium Rifle, OmegaStar Pistol, Targeting Computer (+4)

Defense Stat	17
Level	1
Threat Level	4

Description

Specialists range depending upon culture and the need of the times. The most common of the specialists are snipers and professionals, in slang terms. The sniper specializes in ranged kills and is in high demand amongst military institutions. A professional is a person who specializes in pistols or mele weapons and is paid to pick a fight with a person and then kill them. This can be tricky since some societies consider this assassination. Specialists may be hired out by teams heading into the unknown since surgical removal of obstacles is often preferable to a grenade to the head.

Weapon	DAM	ATT	+ TH	+ TD	Notes
OmegaStar Pistol	4d8	5	+9	+4	10 rds/clip; targeting computer +4 TH/TD
Radium Rifle	8d10	3	+11	+5	15 rds/clip; +2 TH/+1 TD for weapon proficiency; targeting computer +4 TH/TD
Combat Knife	1d8	4	+5	+0	
Unarmed Combat	2d6	3	+5	+1	

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (OS Pistol)	40%	Targeting (Combat Knife)	40%	Targeting (Radium Rifle)	80%
Camouflage	40%	Move Silently	60%	Move in Shadows	80%
Dodge	40%	Detect Security	60%	Disarm Security	60%
Open Locks	70%				

Armor & FP Values

Location	Armor	FP
1 - Head	60	28
2 - Right Arm	60	90
3 - Right Shoulder	60	90
4 - Chest	60	28
5 - Left Shoulder	60	90
6 - Left Arm	60	90
7 - Stomach	60	45
8 - Groin	60	45
9 - Right Leg	60	90
10 - Left Leg	60	90

Physical Appearance

Height	2-3.5 m
Weight	350-400 kg
Eye Color	Brown, blue, black
Skin Color	Green, white, brown scales
Hair Color	None
Race	Dremin

Statistics

Spy	
Strength	24
Damage Mod	+17
Armor Mod	+6
Max Wt Lift	3000 kg
Agility	15
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	23
Dexterity	22
Bonus To Hit	+5
Craft Skill Mod	+25
Intelligence	14
Intellectual Skill Mod	0
Wisdom	16
Craftsmen Skill Mod	+5
Charisma	20
Appearance	8
Reaction Adj.	0
Luck	14
Piety	12
Will	18

Equipment

Military Mesh, Senacron, MFD, Embedded Comm Unit, mini-camera; 30 FP natural armor

Defense Stat	21
Level	1
Threat Level	3

Description

Spies are used as anything from information gatherers to saboteurs to assassins. They work both in the private sector and amongst government agencies. They use any means necessary to accomplish their mission, including abusing a person's trust or exploiting their weaknesses. Their dedication to the cause ranges from a hired gun to the most dedicated of fanatics. Hired guns often try to resell their information if possible, but this is a dangerous proposition and more than a few entrepreneurs have ended up face down in the dirt. Although all governments and agencies have their own spies, the Er-Hataar and the Dremin are considered the best in the intelligence world.

Weapon	DAM	ATT	+ TH	+ TD	Notes
OmegaStar Pistol	4d8	5	+5	+0	10 rds/clip; Silencer
Combat Knife	1d8	4	+5	+17	
Unarmed Combat	d6	3	+1	+18	

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (OS Pistol)	60%	Targeting (Combat Knife)	40%	Targeting (Unarmed Combat)	40%
Armor Use (Chain)	--	Investigation	40%	Deception (+20 for CHA)	60%
Disguise	40%	Sensor Operation	40%	Coded Messages	40%
Interrogation (+20 for CHA)	80%	Detect Security	80%	Dodge	40%
Disarm Security	80%	Climbing	40%	Computer Technology	65%
Open Locks	70%				

Armor & FP Values

Location	Armor	FP
1 - Head	20	12
2 - Right Arm	20	48
3 - Right Shoulder	20	48
4 - Chest	20	12
5 - Left Shoulder	20	48
6 - Left Arm	20	48
7 - Stomach	20	24
8 - Groin	20	24
9 - Right Leg	20	48
10 - Left Leg	20	48

Equipment

Civilian Mesh, Senacron, MFD, Comm Unit, Laser Pistol, Computer Tech Kit Type C (+20 to Computer tech skill)

Defense Stat	15
Level	1
Threat Level	2

Description

Technicians are the repairmen of the Nebuleos. They travel where they are needed to make sure that the equipment they specialize in keeps running. Along with this comes a good deal of knowledge about how the technology works. This often means that they are able to circumvent the safeguards and access systems that would otherwise lock people out. Technicians earn a medium level income but are required to do a bit of travel.

Physical Appearance

Height	1.5-2 m
Weight	50-70 kg
Eye Color	Brown, Black
Skin Color	Red, yellow, fuchsia or white bands on black
Hair Color	None
Race	Toaffi
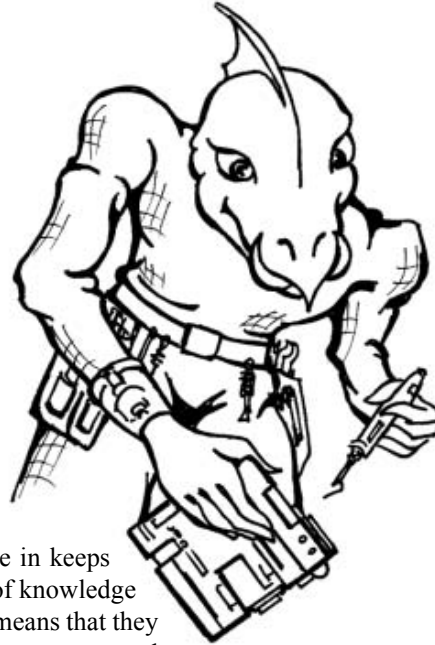
Statistics

Tech

Strength	12
Damage Mod	0
Armor Mod	0
Max Wt Lift	55 kg
Agility	15
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	18
Dexterity	19
Bonus To Hit	+2
Craft Skill Mod	+10
Intelligence	22
Intellectual Skill Mod	+20
Wisdom	22
Craftsmen Skill Mod	+40
Charisma	10
Appearance	13
Reaction Adj.	+5
Luck	15
Piety	8
Will	15

Weapon	DAM	ATT	+ TH	+ TD	Notes
Laser Pistol	2d12	5	+2	+0	10 SEU/shot; 200 SEU clip

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Laser Pistol)	60%	Zero G Movement	40%	Metal Working	70%
Computer Technology	80%	Electronics Technology	80%	Robotics	80%
Weapons Technology	80%	Armor Technology	80%	Cybernetics	80%
Tapping	70%	Language (Standard)	60%	Dodge	40%

Armor & FP Values

Location	Armor	FP
1 - Head	30	12
2 - Right Arm	30	46
3 - Right Shoulder	30	46
4 - Chest	30	12
5 - Left Shoulder	30	46
6 - Left Arm	30	46
7 - Stomach	30	23
8 - Groin	30	23
9 - Right Leg	30	46
10 - Left Leg	30	46

Equipment

Military Mesh, Senacron, MFD, Comm Unit, Sonic Disrupter

Defense Stat	16
Level	1
Threat Level	2

Physical Appearance

Height	1.2-1.3 m
Weight	20-40 kg
Eye Color	Red, black, or gray
Skin Color	Dark brown to black
Hair Color	Black or brown
Race	Mog

Statistics

Trader	
Strength	14
Damage Mod	0
Armor Mod	0
Max Wt Lift	65 kg
Agility	20
Initiative Mod	+3
Unarmed Com. Mod	+3
Movement Skill Mod	+15
Movement Rate	14
Constitution	14
Dexterity	20
Bonus To Hit	+3
Craft Skill Mod	+15
Intelligence	21
Intellectual Skill Mod	+15
Wisdom	18
Craftsmen Skill Mod	+10
Charisma	20
Appearance	9
Reaction Adj.	0
Luck	18
Piety	8
Will	19

Description

Traders are one of the most common professions found between the stars. They work not only for themselves but for many of the large corporations and megacorps as scouts. A licensed trader can aspire to retire on just one exclusive trade claim. Free Traders look down on corporate traders, and although they may make a rough time of it for them they would not hurt each other. The Free Traders League is an organization for the advancement of the Free Trader.

Weapon	DAM	ATT	+ TH	+ TD	Notes
Sonic Disrupter	5d4	6	+3	+0	8 SEU/shot; 200 SEU clip, Can be set to deal stun points
Unarmed Combat	d6	3	+4	+1	

Abilities	Final	Abilities	Final	Abilities	Final
Targeting (Sonic Disrupter)	60%	Targeting (Unarmed Combat)	40%	Piloting (Doyu)	75%
Piloting (Royu Shuttle)	55%	Navigation	75%	Ships Technology	55%
Metal Working	55%	Appraisal (Ore)	55%	Appraisal (Computer Components)	80%
Appraisal (Food)	55%	Diplomacy (Negotiation) (+20 for CHA)	80%	Dodge	40%
Acting (+20 for CHA)	80%	Deception (+20 for CHA)	90%	Comm Technology	75%

Game Mastering

This appendix is meant to help both novice and experienced game masters run a quality campaign with *Nebuleon*. To understand role playing you must first understand the art of telling a tale. Telling a tale is when you relate a fantasy which is larger than your daily troubles or relate a story of ordinary people rising above their lot to do extraordinary things. No one wishes to hear the tale of the farmer who stayed home and tended the fields. The farmer who stayed home and tended the fields in war torn France is a beginning. Role playing takes the tale and raises the ante so that now, a representation of yourself becomes an element in the tale. You are able to make this character do things it would never do in a conventional story, but the challenge is to use those ordinary actions to break through to the higher level and experience the natural evolution of the character to someone who can deal with the invaders. Perhaps this farmer does not have the strength to protect his lands but must seek allies to help him defeat the invaders. When he accomplishes this, it could change his life so he can no longer return to his simple life and must find a different way to go on using his new found skills. But before the story can be told, we need to discuss some of the basic concepts of the game.

Suspension of Disbelief

When you tell a story you must be able to make the listener believe that what you are telling them could happen in the world context you are framing. That is to say, you must be consistent to the rules which you tell your story in. If the human raider can suddenly fly away by flapping his arms and bullets bounce off his bare skin, this would only lead to confusion. Consistency is the first element to suspension of disbelief.

The next element is a point of reference. You may develop an adventure which is original and new, but the concept may have no way for the listener to relate. If you have a story based on all the characters being an asexual alien race which use base 4 and live backwards in time on a planet of fire, then there will be little that your players will be able to relate to. If, instead, you have a race of humanoids who believe in peace and are super intelligent, then these are elements they can relate to. The skill comes in striking the balance between the new and the bizarre.

The third element in the suspension of disbelief is description. You must be able to describe the environment in such a way as to speak to your audience. This is difficult because different people react differently. Some will want visual aids and pictures, others will need detailed description, and still others will require little in the way of an account of their surroundings. It is better to err on the side of descriptive than to leave too much out. If you say

"The room is dark," people will yawn. However, you could say "As you peer into the chamber an eerie feeling creeps along your spine as though something watches you from the darkness." This raises the feeling of suspense and insinuates a sentience which may or may not be in the room. Remember, it is the character's impression of the situation that you are describing.

Characters

One of the most difficult tasks for the game master is to create a world of believable characters for the players to interact with. If you think about the interesting aspects of past adventures you have been involved in, one part should stand out: the sidekicks, the people you encountered, the quirky shop keep or forgetful innkeeper. These are the backdrop that the players move through. If these are reduced to cardboard cutouts, then you might as well be playing a board game. The solution is to breathe life into your characters with some simple planning.

What is in a Name?

It may seem an obvious thing but names make the first impression. If you have a dark lord and you call him Milk Toast, Bringer of Destruction, chances are your players will not take him seriously. This might work for comical adventure but would wear thin quickly in a standard or dark adventure. Give some thought to names and then use them as appropriate.

Characters are people too!

Your setting characters should have motivations and hopes just like the player characters. Just because you are running the setting character it does not mean that they will always agree or always disagree with what the characters wish them to do. If the player characters all wish the setting character to check a door for traps after someone just died in the attempt they will be reluctant unless they have some strong motivation to do so. A religious setting character may preach to the player characters indicating that they should follow a different path. All this should be done within the persona of the setting character.

The motivations of a setting character may also be the center of the plot of the campaign allowing you as the game master to direct the plot. For instance, the grizzled veteran knows where the disabled cargo ships for the last war are hidden. He assures their loyalty to his cause by keeping the coordinates in his head. He would also accompany them on the mission to assure that they return with the cargo or that at least he would.

Skill Checks

Do not fall into the trap that if a player makes a skill check that this automatically tells them everything and allows them to unravel your plot. A skill check on knowledge allows the player to gain an insight into an item, creature, process or other area. For example, if a character does weapon lore on a newly found alien weapon, what they are actually doing is going through their memory seeing if they remember the symbols, markings and design of the weapon. If they are successful (the GM should feel free to add or subtract to the roll depending on the rarity of the weapon, culture that produced it or how famous such a weapon was) then they can usually determine the basic function of the weapon. Part of it will depend on how well they succeed (see Critical Success Table on page 127) or fail (see Critical Failure Table on page 128).

Threat Levels

In Nebuleon, the strength of a group can vary. This means that a knife wound could be fatal and firearms are outright deadly. What this translates to is that the GM must gauge the enemy ratio correctly. Sending 50 warbots against a group of four characters will result in the characters dying.

The Iridium System, which Nebuleon uses, is made for role-playing, problem solving and simple yet realistic combat. That means a single bullet to the head will kill. This should be considered in building an adventure.

Theme

The theme of a group is a common thread that all the players and GM wish to build the campaign around. This will help outline the characters' objectives and success criteria. In Nebuleon, the themes fall into three broad definitions.

Explorers

Explorers are quite common in the Nebuleos, whether working for a government, independently, or for a corporate entity. These will usually start with information supplied with by an automated probe. The group will be sent in for a closer look and to retrieve samples. Perhaps the probe found an artifact in orbit or detected a base on a moon. This provides for extra exploration. Perhaps the world is settled by survivors of a slow ship and the group will need to interact with the society. This may mean hiding their identity, declaring it to the leaders of the society or the world as a whole. Whatever the case the Explorer can take many forms

from a traditional fantasy style dungeon delve to a social interaction.

Traders

Traders are always looking for new routes, new deals and people to trade with. Many work for megacorps but at least 40% of the traders in known space are independent. This is a great theme for an adventure. Either a master trader gathers the party or they go it alone. Traders are involved in all manners of endeavors, anything that they believe will turn a profit. Often the initial parts of a campaign are based around acquiring the money, tools and equipment of the job. Later, actual trade missions can provide all sorts of intrigue and challenge.

Treasure Hunters

Treasure hunters can be commissioned by a government, company or anyone who wants something that they do not have. This means that sending the group into an illegal situation has all types to retrieve a formula or prototype could well happen. Likewise, the stars are littered with debris of uncounted civilizations. This space junk can often fetch a good price but is often abandoned for a reason. A space station of vessel will often be the victim of some accident or mishap which may or may not still be present. For instance, a disease may have spread to infect the whole crew and kill them. Lacking a host, it may have died itself. However, it may also be lying dormant in the lab that created it waiting to infect the party. They then must search for a cure.

Treasure hunts can be fun and provide many adventures if the item being hunting is split into several pieces. This could be separate pieces of technology or information on how to use it. These do not need to be blood baths, but a certain amount of combat will most likely occur at some point.

Political Intrigue

Political intrigue takes a certain GM and group. It is a slower paced campaign and involves much more planning and less combat. A soldier may be out of place in the type of adventure while a politician or thief will be right at home. It may involve such aspects as investigating rivals looking for dirt on them that will force them to abdicate in a character's favor. It may get rougher and involve framing a rival to ensure he goes away for a long time. The ultimate game is often played with out a single shot being fired.

Builders

Builders are campaigns where the group works together to build something from little or nothing. This "something" might be as simple as a small business or as complex as a colony. A group of free traders might build their own ship while working for another company. A government might commission the group to provide security for a colony they hope to plant on a newly discovered world. The construction of a new company could provide its own challenges. All these goals are oriented towards the production of something tangible and can be highly rewarding.

Location

Location can be an exciting motivator for a number of players as well as GMs. If the party walks in a generic village with the same facilities, setting characters and descriptions as the last 15 villages, then the players are going to quickly begin to treat all villages as rest and refit stations that always do their bidding. Do not be afraid of a spontaneous adventure breaking out surrounding the group trying to locate an arms dealer that does not wish to be found. All adventures do not take place in a distant dungeon on the border lands.

Ruins

Ruins are the easiest locations to define as targets for campaigns. There have been many kingdoms, empires and societies which have risen to greatness and fallen into obscurity. Ruins might have maps associated with them but they should never show everything. It is important to remember that they are ruins for a reason and usually means that people have not been there for some time. Think of its original purpose and that should help in design. If it was a military fort, then any information will be difficult to find and its very location might be hidden. If it was a temple, finding information about it would depend on the god and the temple's function. If the temple was for general worship, then the public areas might be well known and documented while the private chambers of the priests could be unknown. Finally, the ruined city has a possibility for its variety of buildings can be quite interesting to investigate.

Remember that all creatures need a place to live but that they must have relative safety and access to food and water. A civilized (and some uncivilized) race can shape their surroundings to help them survive. It will be a different ruin if a pack of wolves has moved in as opposed to gremlins. Either situation will not have the

creatures sitting in a room far under ground waiting for a band of murderous beings to show up and slay them. In other words, use common sense in the placement of creatures as to reflect their level of social development, needs and comfort.

Cities

Cities vary in their complexity from metropolitan Balek cities to simple Mog villages to sprawling plains cities of the Gren. This range can be seen all over known space and any of them can be a rich campaign setting. Again, theme should be considered when setting the location but for a group based around forming their own crime syndicate or some other city oriented ideas this can be ideal. For a city setting to work, one must lay out the plot and know the locations that the party would be likely to go and have some standard setting characters and descriptions if they end up going where you do not expect them to. Once these are in place then it should be easier to react to unanticipated changes in direction. City campaigns could involve working for a government ministry and all the politics that involves or as operatives of an organization with a mission in a city. It does not rule out combat, danger or wealth.

Wilderness

Wilderness campaigns are difficult to conceive and maintain but can be one of the more interesting themes by introducing creatures and situations which work best in open terrain. An unsettled world where the party deals with capturing new species while a rival group hunts them can lead to challenging adventures. It should be noted that by wilderness, though, we do not mean unsettled worlds only. All forms of terrain and levels of development can bring different levels of play and challenges to the campaign and the characters. Desert worlds could afford interesting play as survivors of a ship crash try to stay alive. The party could start out in search of water and find a troupe of native desert dwellers who need their help to fight another tribe. In exchange, the tribe will show them the forbidden lands where the star would rise. The forbidden lands could be an ancient star base affording its own challenges. This develops a number of the plot points critical to good story telling by creating suspense, drama and mystery.

Facilities

There are many types of facilities from military bases to research compounds. These may still be occupied making the scenario one of infiltration or acquisition. The base may also be abandoned for mysterious reasons

that the party would need to determine. A possible scenario here would be an arctic research base that has not responded to transmissions. The relief party that was sent is two weeks overdue. Now the Balek Collective decides to hire specialists to determine what happened to the researchers and the relief team. It might be mechanical failure or it might be they dug too deep or they might have found a crashed star ship with biological weapons in it. This allows a lot of different scenarios to be played out from a traditional spy infiltration to a horror setting.

Habitats

Habitats can be tricky in that they limit the scope of play but they also allow for rich development of setting characters. A habitat can provide a great location for adventures set around people, intrigue and involving questions of personality. A habitat can range from a small manufacturing platform with only a dozen people to living habitats with millions. In the latter, the habitat functions much as a city and in the former it will be

more like a remote research station. Another variation is the gas mining platform. These have population, manufacturing and trade functions all occurring alongside one another. It will often make for dynamic settings as populations shift, traders come in and go out while doing business and the manufacturing areas being mostly unpopulated. Gas mining platforms are a kind of wild west locale.

These adventures limit the range of encounters but can help the GM focus in on what is important, story and the setting characters that support it.

Star Ships

Star ships are even more limiting in some ways then the habitat location. Star ships are a good way to focus the party into a team that is forced to work together despite differences. There are many types of star ships ranging from military to free trader to megacorp cargo haulers. Some are interstellar while others are interplanetary, but range is not as important as a definable mission and well developed setting characters. These adventures afford the greatest range of possible actions; if a particular adventure is not proceeding well or it comes to an end, the ship moves onto another, possibly entirely different, setting and adventure.

Challenges and Risks

Anyone who has role-played knows that a game can become boring quickly if there is no sense of risk. If every encounter that the party faces dies before they can begin to harm the party, then soon the party never looks beyond their weapons to solve even the simplest problem. The player must feel the danger to his character by struggling and possibly having the character die. Do not be afraid to kill a character. No one enjoys this, but it can actually add to the overall feel of play with that particular group. That said, if you are killing a character every night, then you may need to discuss tactics with the party or rethink your application of challenges.

Traps

Traps are varied and often deadly. They have a number of traits which we will discuss here. First, they may occur in layers. This means that if there is more than one trap the character must detect each trap then disarm them in the same order. For instance, if there is a security system, an explosive trap and a dead fall, then the character must detect all three then disarm in the same order.

If an attempt to detect or disarm a trap is missed by 15 or more, all the traps are set off on the door whether they have been detected or not. As well, there is no way to know how many traps are on a door or object until all disarms are completed including one which finds nothing. So, for example, if a character rolls and detects an electric alarm then rolls again and detects a silent alarm the rolls again and misses by less than 15 they would not find a third trap. If there is a third trap and they attempt to disarm the other two, this would set off all three. If they had detected the third trap then rolled again and there was not a fourth trap then they would be told there are not more traps. Also, the use of a key may or may not deactivate all traps on that door. It may require the flipping of a concealed switch.

Beasts

Beasts are generally used to create challenges or obstacles to overcome. What would Perseus have been without the Medusa? The important thing to remember is that the beasts are not always meant to be defeated head on. If a party of first level characters are facing a war bot then they should be looking for a way to avoid it or some manner of defeating it that does not require toe-to-toe combat. Alternatively, you as the GM should afford them alternatives. Do not stick them in a position where they must fight or be slaughtered. The attitude that needs to be cultivated is a threat that the players need to think through.

When dealing with creatures of animal intelligence, the environment could change or the animal's tactics may vary. The environment could be icy one time, requiring the players to deal with falling down, and another time it might be foggy, making a minus to hit. An animal's tactics should not vary widely within the same species. Remember, there must be a reason for a creature to fight to the death (i.e. territory, young, food, etc.), but most living creatures would prefer to live and if grievously wounded, will retreat. This does not mean that they will never fight, but they may need to be compelled by an external force (under the control of someone) or be defending something that they value (territory, young).

Non-intelligent threats can be the most dangerous since they will usually fight until destroyed or commanded to retreat. War bot and genetic constructs fall into this group. They will usually be keyed to a specific instructions and will react only within these instruction. For instance, if commanded to guard a door way, a war bot will most likely not allow anyone to pass but will not

attack anyone walking by.

Social beasts are threats that cooperate for the greater good of a tribe or the greater good of one individual. Thri-T'Kree seekers fall into this category. These creatures will tend to fight in groups and will even develop simple ambush plans. This means that to blindly pursue such creatures could lead to a character's untimely demise. The trick to successfully running these types of creatures is to remember that they may not know everything you as the GM knows. This could lead to poorly planned attacks or ambushes that are timed incorrectly or any number of problems.

Antagonists

Antagonists are the setting character villains or opponents. Here it is a good approach to make several layers of antagonists for your characters to deal with. The Primary Antagonist should be far more powerful than the entire group of first level characters. As they become an annoyance to the Primary Antagonist he will send out his minions to deal with these upstarts. If that does not work, then he will assign one of his lieutenants to deal with this matter. If he is defeated, it may be time

for the Primary Antagonist to step up. You should not be in a hurry to get to this stage and in fact the party may not even know that the Primary Antagonist exists or who they are.

The Primary Antagonist may take a number of forms. They may be a group, individual, or a governmental organization. Examples of groups could be the many organizations, government organizations (ISO, ITO, Gren Imperial Navy) or crime organizations (Fini, Er-Hataar). These groups will be very difficult to defeat since they are organized and leadership which is killed or discredited can be replaced. These types of Antagonists are very easy to run since they can sustain losses without being destroyed giving them good longevity within the campaign.

Individuals can represent politicians, corporations, or government. These individuals will be wielding personal power and will not necessarily have the support of their organization. This makes them weaker in power but stronger in flexibility. They may have personal grudges against the characters or not even know who they are but have an agenda which conflicts with that of

the characters. An individual antagonist can be very appealing to players since it is obvious who is the bad guy.

A government organization could be investigating the characters due to suspicious activity. The characters may or may not have actually committed a crime. This may not matter since the head detective has it out for the characters. Depending on the scope and power of the government and the agency that is after the characters, this type of antagonist could range from merely an annoyance to an outright enemy. This type of antagonist can be difficult to keep in balance since, if powerful, it may have the resources of a country to apply against the characters.

Finally, there is the situation of a government organization. This organization may be doing the will of an individual who controls the organization or pursuing the agenda of its own. Either way, with the resources that an interstellar government can bring to bear on a problem it is unwise for a party to get in the way of such a juggernaut. Often, it is not the choice of the characters though, and they are dealing with being in the wrong place at the wrong time. These antagonists must be handled carefully or they can rapidly get out of had and eliminate the party.

Rewards

Treasure

Treasure falls into three types, wealth which the characters may spend, tools which the characters may use or sell, and information. In the case of wealth the group may find money, gems, jewelry, ingots or rare materials. In Nebuleon all costs are in Republic of Free Worlds Credits. Gems, jewelry and other wealth will need to be sold to be turned into hard cash, and it must be noted that unless the party sells directly to a consumer they will receive less than the book value of the object. The jeweler is not going to pay market value for a finished necklace or he will not make any money on the deal. He does not care if your companion, Fred, died in order to get it.

The second type of treasure, the useful item, may not even be worth that much on the market as long as it is something that the character wants. Here treasure is defined as something precious or useful to the possessor. Examples could include weapons, a pair of high quality electronocs, a tech kit for a character with the skill and many more things of this nature.

Information can be the most beneficial and valuable of commodities. Information can take many forms

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JIRAN THEOCRACY
TRADE WORLD
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including plans to the next best Flux drive, coordinates to a lost star base, formula to a new cure, or the identity of a spy. How it is used determines whether it will yield profit. Sometimes, selling information is not the best use and requires the characters actually use that information themselves. It does not always work out that selling the information is beneficial either. Repercussions against the characters may make it more useful to hold on to the information. Many twists to this type of treasure makes it useful but tricky to use.

Social Boon

A social boon can be quite a reward not obtainable by any other means and more valuable than diamonds. This often comes in the form of favors that are cashed in at a later time. Having the director owe you a favor comes in handy when you accidently blow up headquarters.

Campaign Ideas

We hope to give you some ideas about campaigns that would play well in Nebuleon. Remember that these ideas should be customized to fit your view of the setting, your style of play and your group's style of play.

Social Intrigue

Social intrigue is a difficult aspect to keep balanced since you as the GM must limit the knowledge of the setting characters and not allow them to know everything the players know. The thing to remember here is that any one can be killed if there is enough money or power behind the attempt but that is seldom the actual goal. It is far more effective to turn your opponent to your own uses than to merely kill him. If a person is prone to violence, they will most likely either end up dead at the hands of a superior foe or in prison. In other words, a player who believes might makes right will not survive long in this type of campaign.

Get the plans!

OmegaStar has stolen the latest design for the next generation Flux drive. The mission is to get al the plans back and ensure no copies were made. You need to infiltrate the OmegaStar production plant on Quad II in the Dremin system. Difficulties include a serious lack of

intel about the facility. The key is a Dr. Rrass, head of the Flux mechanics division. He has access tot he entire facility.

The catch: It is a sting operation by the ITO and OmegaStar is cooperating to help catch the party's employer. The planning and information gathering could be as revealing as the GM permits or desires. This campaign could quickly become a hunt for revenge if the employer is discovered to be involved.

Crime of Passion

The wife of a local politician who was murdered wants vengeance but police are baffled. She does not think she will get justice at the hands of the police so she seeks out the party or assembles them from an array of people she knows. She will pay them handsomely if they find the killer and bring them to her.

The catch: Her husband was not killed but staged his death to set his wife up as the fall guy for the money he has embezzled. She has no knowledge of her husband's crimes but her husbands partners are looking for the money and think she has it. This could rapidly turn into body guard duty.

Find the Treasure

A valuable heirloom has been stolen from a wealthy corporate mogul. It is the Necklace of Attiri and is said to be worth over a million credits. Time is of the essence as the crooks get farther and the trail gets colder it will only become more difficult to find the thieves. Many suspect the Fini, but they deny any involvement.

The catch: An Er-Hataar agent has staged the entire thing to attempt to have a rival dealt with by the megacorp. He will not sell the necklace and will attempt to do everything in his power to stir up trouble.

Clear your Name

One of the party has been accused of a heinous crime and must clear their name before the police catch up to
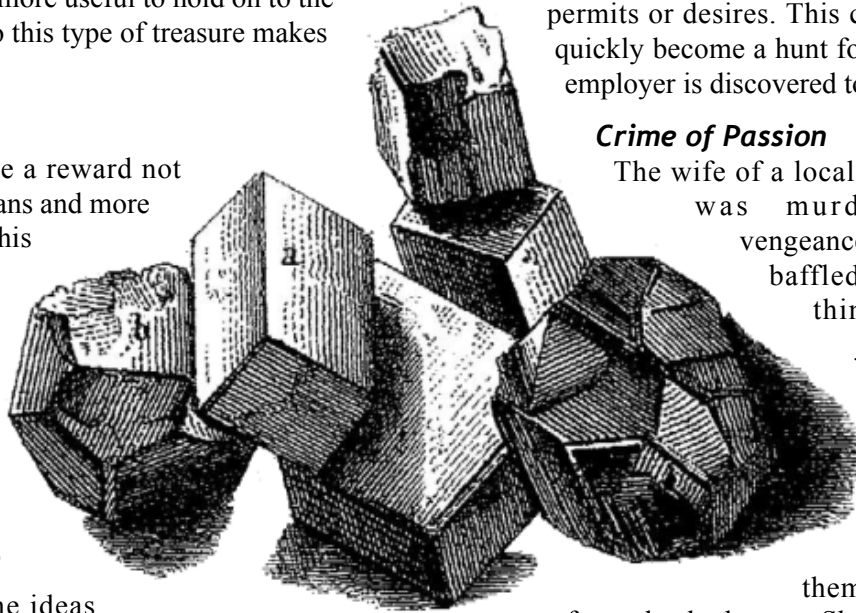
them. All the evidence points to them and may even incriminate some of the other party members.

The catch: The party member has been framed by a local detective because a woman he is smitten with has fallen in love with the accused. He will use all the power at his disposal to make the charges stick but there should be clues pointing to police involvement.

Black Heart
A black hearted traitor is in the midst of the naval base in the Grou-Lynn controlled Mennit's World in the Flirnet system and the party must find this villainous scum. They have little to go on except that he has access to the officers' only areas and several acts of sabotage have been directed at the new war ships being produced.

The catch: The Tiradi have an agent in the base impersonating an officer. The operative is coated in synthetic flesh but has a number of implanted weapons at its disposal. It is not above using the military and its rank

to slay the investigators.

Save the Colony
The party is from a small colony on the edge of known space and have recently found what appears to be a downed star ship of alien design. The party that investigated the ship returned but seems to be acting strange. A lack of emotion followed by sudden emotional outbursts. Then colonists begin going missing only to be found wandering near the ship a few days later. The party must get to the bottom of this before it is too late.

The catch: The ship has nothing to do with the affected colonists. It is actually the ship of a star farer that was pursuing the creature that found refuge on the planet. The alien is a powerful telepath and is taking over the colony with it powers. The party must find a way to locate the alien, break its control over the colonists and not kill their friends.

Exploration
Exploration campaigns involve exotic locales and challenges of the unknown. It can often involve exploring the ruins of ancient civilizations, disabled star ships, or meeting new races. The end result varies from group to group from a running fire fight to an in depth exploration of the different facets of a civilization.

Abandoned Star Ship
A ship has been discovered in an elliptic orbit around a newly colonized system. It is of enormous size, well over two kilometers in length. The party is dispatched from the Confederation of Five to investigate, salvage, and neutralize any threat.

The catch: The ship is an organic seed ship that has released spore pods that are speeding towards the planets of the system. The ship can destroy them but the party must figure out how to access the main computer to send the self destruct code. Unfortunately, this is in the center of the ship. Their is plenty alive on the ship in stasis to fight the party and the ship is willing to use everything at its disposal to protect itself.

Research Base
A research base has been found where it should not exist. It looks long abandoned and is not registered to any known government in known space. As far as that goes little is known of its origin or age. The group is being sent out by the RFW to investigate and report back.

The catch: Once on the base an aggressive bacteria will

eat through the landing parties suits and expose them to a deadly virus. The virus is the end result of years of research by Menciun megacorp. The cure is on the ship but the party must fight their way through automated defenses and an on board A.I. bent on their destruction.

New Sector

A new sector is being charted by the Andromedaen navy and the party is the special ops group in charge of landing teams. They will have an ITO regulator with them which may make profit a little difficult but not impossible.

The catch: The ITO regulator is a Fini plant. He will try to ensure that the party is constantly destroying trade opportunities. The Fini crime syndicate was hired by a collection of megacorps outside the ACG to ensure the failure of this mission. He will go as far as it takes to force the exploration vessel to turn back.

Alien Ruins

A group of Free Traders have found an ancient alien ruin on a rogue planet. It is currently hurtling towards a star. It will break up within 3 weeks and it will take the group almost that long to reach it. They will only have 3 days to recover any valuable goods before the safety margin is exceeded. The initial reports indicate an incredible power source. That is the goal. If possible retrieve it, otherwise retrieve detailed specs of it.

The catch: The aliens are not gone. They used advance genetic engineering to alter they bodies to allow them to hibernate for extended periods. They will awaken as their planet warms. When the party arrives they will find a warming planet inexplicably thick atmosphere and the ruins that were detected. Whether they fight through to the reactor is up to the GM and the players.

Lost Cause

The lost cause can be interesting to play but may not be for your group. It is a situation that requires the most advanced of players since it means that their characters will likely not make it out alive. However, it gives the maximum ability to be heroic and self-sacrificing. In addition, it can be a means for a gaming group to bond by one player sacrificing for the rest. And, who knows, they might win.

Customization

This system is meant to be customized. You may not wish to run on Shades of Earth in 1938 and if so please choose your favorite time period for a setting. Should you not want some realm of spells, weapons, or aspects of the 1938 setting then inform your players of the differences and delete what you will. You should be able to run an entirely mundane adventure with no supernatural elements. In addition, do not feel limited to deletion, we have tried very hard to make it easy to add new spells, beasts, and antagonists.

Generating your own Star Systems

Generating your own star systems breaks down into a few steps.

• Decide if it is inhabited
• Decide where it will be located
• Decide on the number of planets
• Outline each planet and significant object
• Detail any civilizations and the planets they are on

The creation of a system is much like the creation of a fantasy world. The more detail put into it the more enjoyment your players will pull from it. Detailing a civilization can be a major task but it need not all be done at once. If the party will be landing on a habitat first, just detail it and the over all feel of the race. Are they aggressive? Traders? Value some material more than others? Do they have comparable technology? Are they a part of the Nebuleos? Take real world cultures as examples. On earth, the Phoenicians were aggressive traders who valued the wines and olives of the Mediterranean. A race of aggressive traders that value the Fire Crystals of Attertria IV could be a good start.

In the end, develop a system that serves the campaign.

Web site

We hope you visit our web site at www.hinterwelt.com. We will be supplying additional setting information, setting characters, game insights, applications to help with character generation and storage and announcements about the future of Nebuleon, HinterWelt Enterprises, and our other products.

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DISTANCES BETWEEN STAR SYSTEMS IN LIGHT YEARS

	Artien	Attertria	Balak	Dremin	Eltier	Ereon	Flirnet	Iner	Jira	Kalrien	Kei	Kiran	K'Telk	L'Tor	
Artien	0	209	189	145	65	266	18	117	311	199	262	180	165	170	Artien
Attertria	209	0	378	264	186	474	203	321	502	21	374	254	339	346	Attertria
Balak	189	378	0	160	200	157	204	152	188	373	298	242	231	229	Balak
Dremin	145	264	160	0	148	299	161	187	267	263	365	246	287	289	Dremin
Eltier	65	186	200	148	0	296	72	172	351	181	243	126	201	206	Eltier
Ereon	266	474	157	299	296	0	274	173	195	464	290	321	195	189	Ereon
Flirnet	18	203	204	161	72	274	0	121	323	192	258	182	158	164	Flirnet
Iner	117	321	152	187	172	173	121	0	221	309	283	256	127	127	Iner
Jira	311	502	188	267	351	195	323	221	0	494	453	422	324	320	Jira
Kalrien	199	21	373	263	181	464	192	309	494	0	367	254	325	332	Kalrien
Kei	262	374	298	365	243	290	258	283	453	367	0	165	194	194	Kei
Kiran	180	254	242	246	126	321	182	256	422	254	165	0	236	239	Kiran
K'Telk	165	339	231	287	201	195	158	127	324	325	194	236	0	8	K'Telk
L'Tor	170	346	229	289	206	189	164	127	320	332	194	239	8	0	L'Tor
Mertii	47	221	164	134	41	258	61	135	312	215	241	143	178	182	Mertii
Nirrig	69	217	162	86	65	277	85	150	299	213	288	175	219	223	Nirrig
Nowedi	337	512	207	259	369	255	351	267	76	506	495	442	379	376	Nowedi
Olympia	50	227	154	112	55	256	67	130	296	220	261	161	189	192	Olympia
Orion	383	352	421	395	319	525	388	473	607	364	342	228	463	466	Orion
Outlaw	351	495	250	369	326	267	360	345	404	494	230	249	327	324	Outlaw
Perator	196	15	364	252	171	461	191	310	491	25	361	239	328	335	Perator
R'Telk	130	301	217	257	160	211	123	121	330	288	179	196	43	49	R'Telk
Spice	190	29	355	248	161	452	185	305	487	36	348	225	321	328	Spice
Tea	182	43	344	239	150	443	177	297	479	49	338	212	314	320	Tea
Tern	182	358	152	250	179	168	188	171	310	351	148	158	147	145	Tern
Vine	276	166	381	234	244	516	281	378	497	181	467	312	437	442	Vine
Whatol	285	471	130	222	311	188	299	215	79	465	418	371	317	314	Whatol
Yavatar	39	233	162	146	59	242	50	114	302	225	234	154	155	158	Yavatar
Zantoni	78	251	145	79	109	252	94	114	254	244	313	220	211	214	Zantoni

	Mertii	Nirrig	Nowedi	Olympia	Orion	Outlaw	Perator	R'Telk	Spice	Tea	Tern	Vine	Whatol	Yavatar	Zantoni	
Artien	47	69	337	50	383	351	196	130	190	182	182	276	285	39	77.6	Artien
Attertria	221	217	512	227	352	495	15	301	29	43	358	166	471	233	251.3	Attertria
Balak	164	162	207	154	421	250	364	217	355	344	152	381	130	162	144.6	Balak
Dremin	134	86	259	112	395	369	252	257	248	239	250	234	222	146	78.9	Dremin
Eltier	41	65	369	55	319	326	171	160	161	150	179	244	311	59	109.5	Eltier
Ereon	258	277	255	256	525	267	461	211	452	443	168	516	188	242	252.0	Ereon
Flirnet	61	85	351	67	388	360	191	123	185	177	188	281	299	50	94.1	Flirnet
Iner	135	150	267	130	473	345	310	121	305	297	171	378	215	114	114.2	Iner
Jira	312	299	76	296	607	404	491	330	487	479	310	497	79	302	253.6	Jira
Kalrien	215	213	506	220	364	494	25	288	36	49	351	181	465	225	244.1	Kalrien
Kei	241	288	495	261	342	230	361	179	348	338	148	467	418	234	312.7	Kei
Kiran	143	175	442	161	228	249	239	196	225	212	158	312	371	154	220.0	Kiran
K'Telk	178	219	379	189	463	327	328	43	321	314	147	437	317	155	210.8	K'Telk
L'Tor	182	223	376	192	466	324	335	49	328	320	145	442	314	158	213.6	L'Tor
Mertii	0	50	333	22	346	311	207	139	198	187	155	272	274	25	81.3	Mertii
Nirrig	50	0	311	32	355	335	204	184	196	186	192	240	259	67	53.7	Nirrig
Nowedi	333	311	0	315	607	426	501	378	497	489	348	482	82	329	268.3	Nowedi
Olympia	22	32	315	0	357	318	213	153	204	194	165	266	258	36	60.5	Olympia
Orion	346	355	607	357	0	354	342	423	329	319	367	350	541	365	406.9	Orion
Outlaw	311	335	426	318	354	0	480	314	467	453	186	517	346	312	352.4	Outlaw
Perator	207	204	501	213	342	480	0	289	15	28	343	165	459	219	238.7	Perator
R'Telk	139	184	378	153	423	314	289	0	281	274	131	397	315	118	183.2	R'Telk
Spice	198	196	497	204	329	467	15	281	0	14	332	167	453	211	233.7	Spice
Tea	187	186	489	194	319	453	28	274	14	0	321	166	444	201	225.5	Tea
Tern	155	192	348	165	367	186	343	131	332	321	0	414	270	146	201.5	Tern
Vine	272	240	482	266	350	517	165	397	167	166	414	0	454	292	271.4	Vine
Whatol	274	259	82	258	541	346	459	315	453	444	270	454	0	269	222.0	Whatol
Yavatar	25	67	329	36	365	312	219	118	211	201	146	292	269	0	82.7	Yavatar
Zantoni	81	54	268	60	407	352	239	183	234	225	201	271	222	83	0.0	Zantoni

NEBULEON

CHARACTER NAME

AGE		EYE COLOR	
SEX		SKIN COLOR	
HEIGHT		RACE	
WEIGHT		HAIR COLOR	

Strength
- Max Wt Lift
- Mele Damage Mod
- Armor Mod

Agility
- Unarmed Com. Mod
- Initiative Mod
- Movement Skill Mod
- Movement Rate

Constitution
- Wt Encumbrance

Dexterity
- Bonus To Hit
- Craft Skill Mod

Intelligence
- Intellectual Skill Mod

Wisdom
- Craft Skill Mod

Appearance
- Reaction Adj

Charisma
- Social Skill Adj.

Luck

Piety

Will

FORTITUDE POINTS

Area 1 and 4 = 1/2 Base Fortitude
Area 7 and 8 = Base Fortitude
Area 2,3,5,6,9 and 10 = 2 x Base Fortitude

1 FP / DAM
3 FP / DAM
4 FP / DAM
5 FP / DAM
2 FP / DAM
7 FP / DAM
6 FP / DAM
8 FP / DAM
9 FP / DAM
10 FP / DAM

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ARMOR POINTS

1 FP / DAM
3 FP / DAM
4 FP / DAM
5 FP / DAM
2 FP / DAM
7 FP / DAM
6 FP / DAM
8 FP / DAM
9 FP / DAM
10 FP / DAM

ARMOR NOTES

ACTUAL DEFENSE (STR+CON+AGL)/3

MODIFIED DEFENSE

BASE FORTITUDE POINTS (STR+CON+WILL)/3 + 1/2 CON

LEVEL	CLASS TYPE	CLASS	RESERVE EXPERIENCE	TOTAL EXPERIENCE

Weapon	ATT	DAM	Clip	SEU/Att	+ TH	+ TD	Notes

Skills

Skill Progression

Skill Lvl	Skill	Base	Mod	Level Mod	Final	Notes

1 = 40%
2 = 60%
3 = 70%
4 = 75%
5 = 80%
6 = 82%
7 = 84%
8 = 86%
9 = 88%
10 = 90%
11 = 91%
12 = 92%
13 = 93%
14 = 94%
15 = 95%

Equipment

Area	Equipment	SEU/Round	Notes

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Character Development

CODE:

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Other Possessions

Item	Notes

People Met/Friends

Name	Notes

d10	Fumble Description
1	Miss next attack.
2	Miss next two attacks.
3	Firearms lose 1 attack. If reduced to 0 attacks, then weapon will not fire until repaired. All other weapons are damaged for -1 to hit and damage.
4	Firearms lose 2 attacks. If reduced to 0 attacks or lower, then weapon will not fire until repaired. All other weapons are damaged for -2 to hit and damage.
5	Drop weapon. Take one round to recover weapon.
6	Strike friend. Roll damage as normal but location randomly.
7	Trip and fall to ground. Take 1 round to recover.
8	Strike self. Roll normal damage to random location.
9	Strike self. Maximum damage to random location.
10	Weapon destroyed.

WORLDS TO EXPLORE

A COMPLETE GAME

THIS IS THE ONLY BOOK YOU NEED TO PLAY NEBULEON. THE GAME SYSTEM, SETTING, AND ALL REFERENCE MATERIAL IS CONTAINED HERE FOR COMPLETE CAMPAIGNS OR SHORT ADVENTURES.

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MSRP $35

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