	Master Mods Tables	MODS
	- -Modifications (Mods) indicate a deviation from the norm or standard. Mods can be determined with Flux from the tables, or they can be selected as appropriate by the referee.	

Master Mods Index

Table

1	Environ	Touch	Sound	Smell	Light	Pain	Truth
2	Max Visibility	Respect*	Attitude	Conformity	Imagination	Beauty	
3	Walking	Driving	Highway	Injuries	Vilani	NewSpeak	Anglic
4	Height*	Width*	Stability*	Idea	CommEnviron	Logic	Weather
5	Gravity	Typical BR	Typical DH	Xeno-Medicine*	Wounds*	Severity*	Diagnosis
6	Rewards*	Speed	Speed	Encounter Range	Breakout1	Breakout2	- -
7	Emotional	Degree	Potential	Brand Names	Brand Names	Brand Names	MegaCorps	- -
8	TL Low	TL High	TL Vhigh	TL Extreme	- -	Multiples	Noise	- -
9	Careers	- -	- -	- -	Good/Evil	Order/Chaos	Sounds	- -
10	Gravity	Acceleration	Environ	Zero-G			

1 TYPICAL MODS-1

Flux	Environ	Touch	Sound	Smell	Light	Pain	Truth	Flux
-5	Frigid	Frigid	- -	- -	- -	- -	GAEWK *	-5
-4	Vcold	VCold	- -	- -		Numb	Unsettling	-4
-3	Cold	Cold	Faint	- -	Dim	- -	Obviously False	-3
-2	Chilly	Chilly	Whisper	Subliminal	Obscured	Normal	False	-2
-1	Cool	Cool	Soft	Subtle	Hazy	Normal	Not Quite	-1
0	Nice	Normal	Talking	Ordinary	Visible	Normal	Ordinary	0
+1	Warm	Warm	Loud	Fragrant	Bright	Discomfort	Good Enough	+1
+2	VWarm	VWarm	Shout	Pungent	VBright	Stinging	True	+2
+3	Hot	Hot	Cacaphony	- -	UBright	Painful	Obviously True	+3
+4	Vhot	VHot	- -	Overwhelm	Blinding	VPainful	Epiphany	+4
+5	Scalding	Scalding	- -	- -	Burning	Unbearable	Absolute Truth	+5

*GAEWK (pronounced Gawk!) Goes Against Everything We Know.

2 TYPICAL MODS-2

Flux- -	Max Visibility	Respect*	- -	Attitude	Conformity	Imagination	Beauty	Flux
-5	Contact	Non-acknowledgement		Unenthusiastic	Total Conformist	Idiotic	Repulsive	-5
-4	Reading	Utter Contempt	- -	- -	- -	Foolish	Ugly	-4
-3	Talking	- -	- -	Unsupportive	- -	VDull	VUnattractive	-3
-2	Vshort	Distaste	- -	- -	Collectivist	Dull	Unattractive	-2
-1	Short	- -	- -	Indifferent	- -	Pedestrian	VPlain	-1
0	Visible	Peer	- -	- -	Balanced	Ordinary	Plain	0
+1	Medium	- -	- -	Interested	- -	Sharp	Cute	+1
+2	Long	Acknowledgement		- -	Individualist	Clever	Pretty	+2
+3	Vlong	Admiration	- -	Supportive	- -	VClever	VPretty	+3
+4	Distant	Absolute Respect		- -	Egotist	Creative	Beautiful	+4
+5	Vdistant	Idolization	- -	Enthusiastic	Narcissist	Genius	Stunning	+5

*Typically Social1 minus Social2.

   The Mods shown in these tables are typical for inclusion in tasks. When the Referee knows an appropriate descriptor, these tables show the corresponding Mod. On the other hand, if the Referee does not know the proper descriptor, or has no preference, then he or she can roll Flux on an appropriate column or columns to determine the Mods.
   Many of the Mods on these tables represent a human standard (for temperature, sound, or other effects). Non-human effects may be different.

Master Mods Tables

- -Modifications (Mods) indicate a deviation from the norm or standard. Mods can be determined with Flux from the tables, or they can be selected as appropriate by the referee.

MODS

3 TYPICAL MODS-3

Flux- -	Walking	Driving	Highway	Injuries	Vilani	NewSpeak	Anglic	Flux
-5	- -	Stuck	Stuck	Very Heavy	- -	Worst*	Worst	-5
-4	- -	- -	- -	Heavy	- -	DoublePlusUnGood	Atrocious	-4
-3	- -	Stop & Go	- -	Common	- -	PlusUnGood	Very Bad	-3
-2	Crawl	VSlow	Creeping	Light	- -	Ungood	Worse	-2
-1	Stroll	Slow	Lagging	Slight	- -	HalfUnGood	Bad	-1
0	Walk	Drive	Cruise	Scratch	- -		Average	0
+1	Trot	Fast	Fast Lane	- -	- -	HalfGood	Good	+1
+2	Run	VFast	Vfast Lane	- -	- -	Good	Better	+2
+3	Sprint	Racing	Grid Control	- -	- -	PlusGood	Very Good	+3
+4	- -	- -	Speeding	- -	- -	DoublePlusGood	Excellent	+4
+5	- -	- -	- -	- -	- -	Best*	Best	+5

*Technically Ungrammatical.

4 TYPICAL MODS-4

					Comms			
Flux- -	Height*	Width*	Stability*	Idea	Environ	Logic	Weather	Flux
-5	Formidable	Formidable	Formidable	Derivative	Jammed	Indeterminate	Extremely Bad	-5
-4	Challenging	Challenging	Challenging	Boring	Equip Fault	Fuzzy	Very Bad	-4
-3	Very High	Very Wide	Very Unstable	Dull	Equip Glitch	Meaningless	Worse	-3
-2	High	Wide	Unstable	Uninspired	Interference	False	Bad	-2
-1	Barrier	Barrier	Shaky	Unoriginal	Static	Probably False	Inconvenient	-1
0	Ordinary	Ordinary	Stable	Ordinary	Good	Logical	Neutral	0
1	Low	- -	- -	Novel	Very Good	Probably True	Fortuitous	+1
2	- -	- -	- -	Ingenious	Excellent	True	Good	+2
3	Flat	- -	- -	Innovative	Clear	Self-Referential	Better	+3
4	- -	- -	- -	Imaginative	Very Clear	Unsolvable	Very Good	+4
5	- -	- -	- -	Truly Inspired	Crystal Clear	Paradoxical	Extremely Good	+5

* For barriers, use Bad Flux.

5 TYPICAL MODS-5

Flux- -	Gravity	Typical BR	Typical DH	Xeno-Medicine*	Wounds*	Severity*		Diagnosis		Flux
-5	World=0	General	- -	Illogical	Vheavy	Intense	5D	Extremely Obscure	5D	-5
-4	World=1	SuSAG	K'Kree	Obscure	Heavy	Critical	4D	Obscure	4D	-4
-3	World=2-3	Tukera	Solomani	Very Strange	Common	Serious	3D	Very Difficult	3D	-3
-2	World=4-5	Sharurshid	Zhodani	Strange	Light	Fair	2D	Difficult	2D	-2
-1	World=6	- -	- -	Uncommon	Slight	Good	1D	Hard	1D	-1
0	Normal	Naasirka	Imperium	Ordinary	Scratch	Scratch	- -	Ordinary	- -	0
1	World=8	- -	Aslan	- -	- -	- -	- -	Easy	- -	+1
2	World=9	Makhidkarun	- -	- -	- -	- -	- -	Clear	- -	+2
3	World=A	Sternmetal	Ziru Sirka	- -	- -	- -	- -	Very Clear	- -	+3
4	World=B	LSP	Hiver	- -	- -	- -	- -	Obvious	- -	+4
5	World=C	- -	- -	- -	- -	- -	- -	Very Obvious	- -	+5
		Bureaucratic Regs	Diplomatic Handbook		from BTSD					

* Bad Flux

The Mods shown in these tables are _typical_ for inclusion in tasks. When the Referee knows an appropriate descriptor, these tables show the corresponding Mod. On the other hand, if the Referee does not know the proper descriptor, or has no preference, then he or she can roll Flux on an appropriate column or columns to determine the Mods.

Many of the Mods on these tables represent a human standard (for temperature, sound, or other effects). Non-human effects may be different.

Mods

Master Mods Tables

- -Modifications (Mods) indicate a deviation from the norm or standard. Mods can be determined with Flux from the tables, or they can be selected as appropriate by the referee.

MODS

6 TYPICAL MODS-6

Flux-	- Rewards*	Speed	Speed	Encounter Range	Time In Jump	Commercial Breakout	Naval Breakout	Flux
-6		5 kph	Creep					
-5	- -	10 kph	Crawl	Contact		- 10 hours	- 5 hours	-5
-4	- -	20 kph	Xslow	VShort		- 8 hours	- 4 hours	-4
-3	- -	30 kph	Vslow	Short		- 6 hours	- 3 hours	-3
-2	- -	50 kph	Slow	Medium		- 4 hours	- 2 hours	-2
-1	- -	100 kph	Standard	Long		- 2 hours	- 1 hour	-1
0	Token	300 kph	Cruise	Vlong	168 hours	no variation	no variation	0
+1	- -	500 kph	Fast	Distant		+ 2 hours	+ 1 hour	+1
+2	- -	700 kph	Vfast	VDistant		+ 4 hours	+ 2 hours	+2
+3	- -	1000 kph	Sonic	Orbit		+ 6 hours	+ 3 hours	+3
+4	- -	2000 kph	Ssonic	- -		+ 8 hours	+ 4 hours	+4
+5	Incredible	3000 kph	Hsonic	- -		+10 hours	+ 5 hours	+5
+6		5000 kph	Xhsonic					

*Good Flux.   Typical Jump takes 168 hours plus or minus some value

7 TYPICAL MODS-7

Flux-	- Emotional	Degree	Potential	Brand Names	Anglic Brand Names	Vilani Brand Names	-MegaCorps- -	Flux
-5	Distress	Utmost	Terrible	Loamer	Glump	Naa	General	- 5
-4	Hate	Extreme	Extremely Bad	Sloeph	NNA	Kakna	GsbAg	- 4
-3	Fear	Major	Very Bad	Cerlan	Peerless	Seleni	Delgado	-3
-2	Surprise	Significant	Bad	Boron	Consolidated	Lanuur	Hortalez	-2
-1	Unease	Minor	Poor	Neol Bros	Dorado	Khush	SuSAg	-1
0	Blank	Trivial	Ordinary	Engolia	Acme	Ushum	Makhid	0
1	Calm	Minor	Possible	Kosinar	Ponii	Ganun	Zirunkarish	+1
2	Surprise	Significant	Good	JPG	Golden	Shakashdir	Sharurshid	+2
3	Courage	Major	Very Good	Vereos	Official TAS	Sebiilem	Naasirka	+3
4	Love	Extreme	Extremely Good-	Tyxagon Corp	Iridium	Agbar Urdim	LSP	+4
5	Delight	Utmost	Wonderful	Starling	715 Corp	Karak	Instellarms	+5

8 TYPICAL MODS-8

Flux-	-TL Low	TL High	TL Vhigh	TL Extreme	- -	Multiples	Noise	- -	Flux
-5	TL 0	TL 5	TL A	TL N	- -	- -	Crowd Noise	- -	-5
-4	TL 1	TL 6	TL B	TL P	- -	- -	- -	- -	-4
-3	TL 2	TL 7	TL C	TL Q	- -	- -	Background Noise	- -	-3
-2	TL 3	TL 8	TL D	TL R	- -	- -	- -	- -	-2
-1	TL 4	TL 9	TL E	TL S	- -	- -	Distractions	- -	-1
0	TL 5	TL A	TL F	TL T	- -	Individuals	Normal	- -	0
1	TL 6	TL B	TL G	TL U	- -	Groups	- -	- -	+1
2	TL 7	TL C	TL H	TL V	- -	Hundreds	Quiet	- -	+2
3	TL 8	TL D	TL J	TL W	- -	Thousands	- -	- -	+3
4	TL 9	TL E	TL K	TL X	- -	10,000	Concentrating	- -	+4
5	TL A	TL F	TL M	TL Y	- -	100,000	- -	- -	+5

The Mods shown in these tables are <u>typical</u> for inclusion in tasks. When the Referee knows an appropriate descriptor, these tables show the corresponding Mod. On the other hand, if the Referee does not know the proper descriptor, or has no preference, then he or she can roll Flux on an appropriate column or columns to determine the Mods.

Many of the Mods on these tables represent a human standard (for temperature, sound, or other effects). Non-human effects may be different.

Master Mods Tables

- -Modifications (Mods) indicate a deviation from the norm or standard. Mods can be determined with Flux from the tables, or they can be selected as appropriate by the referee.

MODS

9 TYPICAL MODS-9

Flux- - - -Careers	- -	- -	- -	- -	Good/Evil	Order/Chaos-	Sounds	- -	Flux
-6	Citizen								
-5	Scholar	- -	- -	- -	Chaotic	Evil	- -	- -	-5
-4	Entertainer	- -	- -	- -	Chaotic	Evil- - -	- -	- -	-4
-3	Craftsman	- -	- -	- -	Chaotic	Evil - -	- -	- -	-3
-2	Scout	- -	- -	- -	Chaotic	Evil- - - -	Earpiece	- -	-2
-1	Merchant	- -	- -	- -	Neutral	Neutral - - -	Whisper	- -	-1
0	Spacer		- -	- -	Neutral	Neutral -	Talking	- -	0
1	Soldier	- -	- -	- -	Neutral	Neutral- -	Lecture	- -	+1
2	Agent	- -	- -	- -	Orderly	Good- - - -	Shout	- -	+2
3	Rogue	- -	- -	- -	Orderly	Good- - - -	Distress	- -	+3
4	Noble	- -	- -	- -	Orderly	Good - - -	Many In Distress	- -	+4
5	Marines	- -	- -	- -	Orderly	Good -	Gunshot	- -	+5
+6	Functionary						Thunder		+6

10 TYPICAL MODS-10

Flux-	-Gravity*	Acceleration*	Hostile Environ*	Zero-G*	BTSD Wound*	Damage*	Protection Mods**	Action Mods**	Flux
-6					Disastrous (6D)	Near Total (6D)			
-5	Crushing	Crushing	Chaotic	Chaotic	Very Heavy (5D)	Very Heavy (5D)	- -	- -	-5
-4	Extreme	Extreme	Disorienting	Disorienting	Heavy (4D)	Heavy (4D)	- -	- -	-4
-3	Crippling	Crippling	Disrupting	Disrupting	Common (3D)	Common (3D)	- -	- -	-3
-2	VStrong	VStrong	Swirling	Fluxing	Light (2D)	Light (2D)	- -	- -	-2
-1	Strong	Strong	Bothersome	Abnormal	Slight (1D)	Surface (1D)	- -	- -	-1
0	Normal	Normal	Normal	Normal	Scratch (1 pt)	Scratch (1 pt)	Typical	Typical	0
1	- -	- -	- -	- -	- -	- -	Lt Armor	Evade	+1
2		- -	- -	- -	- -	- -	Armored		+2
3		- -	- -	- -	- -	- -	Hvy Armor		+3
4	- -	- -	- -	- -	- -	- -	- -	- -	+4
5	- -	- -	- -	- -	- -	- -	- -	- -	+5
+6									+6
	* Bad Flux	* Bad Flux	*Bad Flux	*Bad Flux	*Bad Flux	*Bad Flux	**Good Flux	**Good Flux	

The Mods shown in these tables are typical for inclusion in tasks. When the Referee knows an appropriate descriptor, these tables show the corresponding Mod. On the other hand, if the Referee does not know the proper descriptor, or has no preference, then he or she can roll Flux on an appropriate column or columns to determine the Mods.

Many of the Mods on these tables represent a human standard (for temperature, sound, or other effects). Non-human effects may be different.

Mods