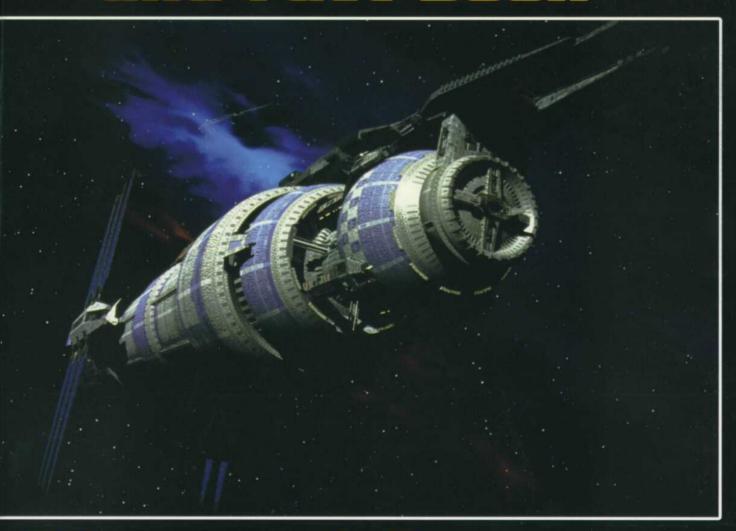d20
system

BABYLON 5

Roleplaying Game and Fact Book

Signs and Portents

**Written By
Matthew Sprange**

**Foreword
J Michael Straczynski**

On our small planet, at this moment, here we face a critical branch point
in history. What we do with our planet, right now, will propagate down
through the centuries and powerfully affect the destiny of our descendants.

It is well within our power to destroy our civilisation and, perhaps, our
species as well. If we capitulate to superstition, greed or stupidity, we
can plunge our world into a darkness deeper than the time between the
collapse of classical civilisation and the Italian renaissance.

But we are also capable of using our compassion and our intelligence, our
technology and our wealth, to create an abundant and meaningful life for
every inhabitant of this planet. To enhance enormously our understanding
of the universe, and to carry us to the stars. . .

- Carl Sagan, Cosmos

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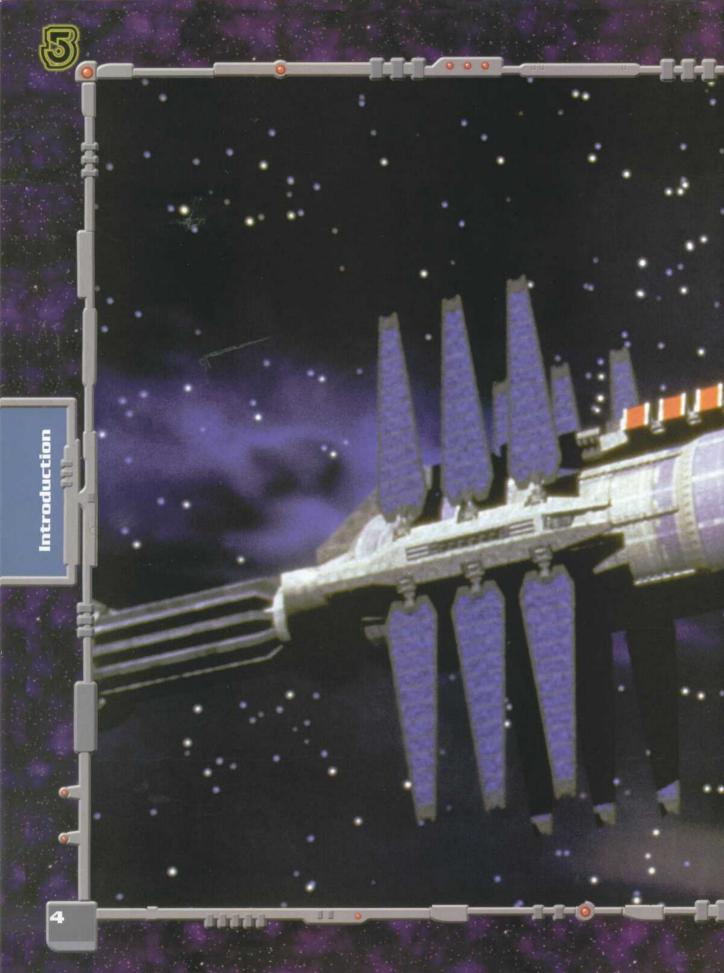
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Introduction

Welcome to the Babylon 5 roleplaying game. Featuring the space station that changed the destiny of an entire galaxy, this game allows players to take the role of characters on board Babylon 5 and travel to the many stars and planets seen in the television series. The possibilities available to players are limitless, taking such characters as lowly lurkers and smugglers or brave Earthforce Officers and members of the Minbari warrior caste.

By playing the Babylon 5 roleplaying game, you can create a character who lives both on the Babylon 5 space station as well as in your own imagination and that of your friends. One player will take the role of the Games Master, controlling the people who dwell within Babylon 5 and the planets beyond, while the other players will play through a series of epic scenarios that may shake the galaxy as much as the actions of Sinclair, Delenn, Ivanova and all the other famous characters from the television series. The Games Master sets Babylon 5 before the other players, allowing them to explore its 5 mile length, as well as interact with all the humans and aliens who visit it.

What You Need To Play

To begin playing the Babylon 5 roleplaying game, all you need is the following;

- One or more friends to begin playing with and exploring Babylon 5.
- A character sheet, photocopied from p302 or downloaded freely from our web site.
- A pencil, eraser and spare paper.
- A full set of dice, including four-sided dice (d4), six-sided dice (d6), eight-sided dice (d8), ten-sided dice (d10), twelve-sided dice (d12) and twenty-sided dice (d20).
- A copy of *The Player's Handbook*, Third Edition, available from Wizards of the Coast.

The Babylon 5 Rulebook

This book will give you everything you need to create and play characters within Babylon 5, as well as grant the Games Master enough information to accurately portray the space station and planets of the television series. The following chapters can be found within this book;

Chapter 1 – Characters on Babylon 5: A complete guide on creating characters for use in the game, from disgruntled dock workers and small-time smugglers, to the brave Earthforce personnel who have sworn to place themselves in harm's way and defend their world from any threat.

Chapter 2 – Skills and Feats: A complete breakdown of all the skills and feats featured in the Babylon 5 roleplaying game, allowing characters to specialise in a number of different areas of expertise.

Chapter 3 – Combat: Full rules for engaging in combat are covered in this chapter, allowing a character to face an enemy with his fists, a PPG, or even a Starfury space superiority fighter.

Chapter 4 – Equipment and Vehicles: There is a huge range of equipment and weapons available in Babylon 5, even those that are technically illegal, if you know where to look. This chapter fully details all types of equipment that a character may own and use in the Babylon 5 roleplaying game. It also covers everything from simple ground cars to immense star freighters that ply the stars and the war cruisers of the Minbari, introducing players to all the vehicles present within the galaxy and providing rules for their use within the game.

Chapter 5 – Telepaths: Characters who manifest telepathic abilities are rare and possess a unique talent. The rules for using telepathic powers within the game are covered here.

Chapter 6 – All Alone in the Night: The Babylon 5 space station will feature in many of the games players take part in. This chapter takes a detailed look at the station, studying its history, design, locations and personnel.

Chapter 7 – And the Sky Full of Stars: This chapter takes players on a tour of the galaxy, highlighting the major locations featured in the television series in addition to the Babylon 5 space station.

Chapter 8 – Signs and Portents: The entire first season of Babylon 5 is detailed in this chapter with a timeline of events, as well as covering all major characters and conflicts that took place in 2258.

Chapter 9 – Campaigns on Babylon 5: Babylon 5 is a science fiction setting like no other and all players will benefit from the information given in this chapter, allowing them to run truly unique campaigns that capture the grand-sweeping epic feel of Babylon 5.

New to Babylon 5?

Prepare to immerse yourself in one of the most detailed science fiction settings ever created. Coming straight from the hit television series, the Babylon 5 space station has been the centre of wars, trials and revolutions that

have shaped the entire galaxy. Now players will have the chance to create their own epics based on the same space station featured in Babylon 5. There are few science fiction settings that are as extensive as this and players now have the opportunity to explore the entire galaxy of 2258.

If you have never encountered Babylon 5 before, you are encouraged to start reading Welcome to Babylon 5, starting on p11, followed by Chapters 7 and 8, before commencing with the main rules. This will give you a good grounding in all the eccentricities that make up the grand epic setting of Babylon 5. From there, go on to Chapter 1 and start creating some characters to begin play with. In many ways, humans are the easiest characters with which to begin playing this game, as they are readily identifiable by players even if they have not seen the television series for themselves. Alien characters may be introduced in later games, when players have begun to explore and understand Babylon 5 and have started to learn the very important differences that separate human and alien.

From here, Games Masters can utilise the information in Chapter 10 to create further scenarios and missions for their players, gradually introducing new elements of the station into his games, straight from the Babylon 5 television series.

New to the D20 System?

It is likely that many of you know a great deal about Babylon 5 and are eager to begin exploring the space station but are a little daunted by both this rulebook and *The Player's Handbook*, available from Wizards of the Coast. The golden rule is do not panic! You certainly do not need to read through both books in their entirety before you can begin play.

To play the Babylon 5 roleplaying game, all you need to review in *The Player's Handbook* are the following sections;

Character Creation Basics.
Chapter 1 – Abilities.
Chapter 3 – Classes up to Barbarian.
Chapter 4 – Skills up to Skill Descriptions.
Chapter 5 – Feats up to Feat Descriptions.
Chapter 8 – Combat, safely ignoring any references to magic.

After reading just 40-odd pages, you will now know everything you need to about the d20 System that forms the core of Babylon 5! There will be times when you need to refer back to *The Player's Handbook* during character generation and play but these are all clearly indicated within this rulebook.

You will now be prepared to start rolling up characters, using the rules in Chapter 1.

The basic rule to remember is that any check made in the d20 System, whether it is a Search check to turn over a lurker's den or a ranged attack roll made to fire a PPG, is made by rolling one twenty-sided dice and adding the appropriate modifier found on your character sheet. For Search checks, you simply add your Search skill bonus. For ranged attack rolls, you add your Dexterity modifier and so on. The total of this roll is made against a target number, usually called a Difficulty Class (DC). If the total of the roll equals or exceeds this number, your character has succeeded in the action being attempted.

That, in a nutshell, is what the d20 System is all about.

Veteran Players

For those of you familiar with the d20 System, we have made some small changes to the core rules found in *The Player's Handbook* in order to better reflect the fast paced combat that takes place in the Babylon 5 television series. The big change is that there is no Armour Class in Babylon 5. Instead, all characters have a Defence Value (DV), which is calculated as follows;

Defence Value = 10 + total Reflex save bonus + size modifier

Attack rolls are made as normal against the Defence Value of a target but armour now grants Damage Reduction, rather than making a character harder to hit.

Characters also have far fewer hit points in the Babylon 5 roleplaying game. Instead of Hit Dice dependant on which character class is taken, each player receives an amount of hit points when they first create a character and then a small set amount as they go up every level – usually only one or two points. In addition, Constitution modifiers no longer provide bonus hit points and are now used to help stabilise wounded characters, as well as enable them to respond better to medical attention. Be warned – combat is far deadlier in the Babylon 5 roleplaying game and even experienced characters may be seriously wounded in a firefight.

Rules for using vehicles are also provided, enabling players to jump into Starfuries and ride fire. Vehicle combat, aside from some extra modifiers for speed, takes place in the same way as for characters, with attack rolls being made against a Defence Value, Damage Reduction being taken into account for a vehicle's armoured plating and the resulting damage being deducted from hit points. A vehicle's movement, however, is a little different, with players being able to attempt all sorts of manoeuvres, from high velocity turns to vicious rams.

While reading through these rules, however, players may soon begin to notice the biggest difference between the Babylon 5 roleplaying game and others based in science fiction settings. While firefights and space battles do occur in the galaxy of 2258, the high drama of Babylon 5 comes not with guns, but through character interaction. The actions and words of any character in this game can affect entire worlds, and players will find plenty of opportunities to become the greatest of heroes or the most reviled of villains.

We will now start with a brief look at the place Jeffery Sinclair and the rest of the command staff call home – welcome to Babylon 5!

Playing Babylon 5

The Babylon 5 roleplaying game is a lot different from other d20 System games you may have played before. Combat is utterly deadly – while it is common in other games for one or more players to choose characters who are combat experts, such characters are not essential in Babylon 5. In fact, while such characters are possible (and even desirable in certain campaigns), they will prove by no means necessary in most scenarios. The characters who wield the true power in Babylon 5 are those who can successfully manipulate others, construct a network of contacts across, possess detailed knowledge in specialised or highly technical subjects, and be able to communicate with hitherto unknown alien races. Being the fastest shot in the galaxy is no guarantee of survival.

It will not be an unusual gaming session if you make ten times as many skill checks as attack rolls. Characters will test against their knowledge, hide in dark places and engage in high diplomacy with sentients of other races. Other d20 System games allow characters to perform actions of truly heroic proportions, diving through blazing gun fire to avert some disaster fundamental to their mission. In Babylon 5, that will not always be possible. If an agent of an alien government has you cold at gunpoint, just as in real life, you would be ill-advised to make a break for it or draw your own weapon. He will simply shoot you – and in Babylon 5, even high-level characters can be killed quite easily from one gunshot wound.

By the same token, you may quickly find that players who are familiar with the game will start showing very different attitudes when assigning ability scores for new characters. It is not uncommon in other d20 System games for Strength, Dexterity and Constitution to be the ability scores that take primary focus for many players, even if they are not creating front-line fighter-type characters. In the Babylon 5 roleplaying game, this emphasis will shift more towards Intelligence, Wisdom and Charisma – particularly the latter. Again, just as in the real world, people who have the ability to manipulate others and convince them to act in certain ways have a tremendous advantage. However, players are advised to keep an eye on all their ability

scores, as they all have a part to play. A good Dexterity can literally mean the difference between life and death in a firefight, while a high Constitution score will ensure you do not die when seriously wounded. In a high technological society such as Babylon 5, Strength often takes second place to other talents but players who insist placing their lowest score into it will soon come to regret their decision when they are laid low by something as mundane as a barroom brawl. . .

This is not to say heroism does not have a place in Babylon 5 – far from it. Because of the higher stakes and greater likelihood of being killed, any combat can become truly heroic in nature. When every shot aimed in your direction can have lethal consequences, the choices you make within combat can mark you as a hero, be you a diplomat or a soldier. However, heroism has many different forms and they all make an appearance in Babylon 5. Characters can sure moral or political courage when standing up to their enemies, defy cruel leaders with their words or make great personal sacrifices without ever going near a weapon. Battles can be incredibly exciting in Babylon 5, but most of the drama will take place between characters and their interactions.

This is a game where players should always think first and shoot second. Do not be surprised to discover that the most powerful characters in the game may not be those with the greatest amount of credits or the most advanced weaponry. It will likely be the character who can bring the greatest amount of pressure, political or otherwise, to bear on his enemies.

'There comes a time when you look into the mirror and you realise that what you see is all that you'll ever be. Then you accept it .. or you kill yourself. Or you stop looking into mirrors. No, nothing can be changed.'

Londo Mollari

THE GAMES MINBARI PLAY

Or

Never Give a Techno-Mage an Eight-Sided Die and Expect Him to Get Anything Other Than a Free Ride

J. Michael Straczynski

So here's the thing.

For the last ten years -- and I find it amazing to consider that 2003 marks the tenth anniversary of BABYLON 5's debut in phosphor-dots and prosthetics -- viewers in nearly every country around the planet have had the opportunity to see this series.

For five years, a dedicated crew and cast helped to create that series.

But only one person has, to all intents and purposes, lived inside the world of BABYLON 5. At this precise moment, that person is typing these words while sitting in a plane designated Alaska 675 *en route* to Vancouver where the last of post production on JEREMIAH for Showtime is being completed.

For me, the universe of BABYLON 5 is as real, as substantive, as vital and alive as the one I'm currently occupying, here in seat 1D. In some ways, the people who live on board Babylon 5 may even be more real than some I've seen on this side of the metaphor (especially when one factors in elected officials and the person sitting to your left in the loud Hawaiian shirt).

For five years, my job was to open up a window to the BABYLON 5 universe, peek inside, and write down what I saw.

For me, that place and those people are real. Which is why this is such a perfect match for the gaming community.

Let me explain by way of illustration.

The first and only time I've ever played a roleplaying game when my friend of many years, Larry DiTillio, invited me and a handful of others to his home to play one of the games he'd helped to create for another company, based on the works of H. P. Lovecraft, specifically his Cthulhu mythos. We're talking here somewhere around 1991 or so.

As usual, I was the first to arrive. (Never invite me to a party, or if you must, lie to me about when it starts, because I'm genetically incapable of arriving late for... well, *anything*, actually. I'm massively insecure and hate to keep people waiting by arriving late, so I either arrive right on time, or a few minutes early, leading to awkward conversations and lots of standing around while somebody finishes making the canapés that would have been ready in plenty of time if you-know-who hadn't arrived early.)

So with plenty of time to kill on this particular evening, I took the opportunity to ask Larry about the game we were about to play.

Specifically, I asked how the game could be won. I mean, if you can't go to your friend for some sneaky tips on how to win, what's a heaven for, *n'est-ce pas*?

"You can't win the game," he said.

"You can't?"

He grinned. "No. When you're playing up against the Old Ones, there are only two possibilities: you either die, or you go mad."

I stared at him. For quite a long time.

"Let me get this straight," I said at last, "you're telling me that no matter how well I play, the very best I can hope for is to go insane?"

"If you're really good, yeah," he said.

"Why?"

He grinned again. "It's Cthulhu," he said, as if that somehow explained everything. And to him, it did. But understand: I was new to this and therefore hampered by real-world expectations.

"But if I can't win, then what's the *point* of the game?" I asked.

He leaned across the table, eyes big as poached eggs, pointing a finger at my face. "Living the moments *until* you go insane or die."

He also explained to me that while this particular game was going to last only one night, the other games he was running or had run in the past could go days, weeks, months, even years. He was running an Arthurian campaign that was at this point in its tenth year, with no end in sight.

It was at this point that I began to realize that gamers aren't like the rest of us.

And that the rest of us are actually pretty much okay with that.

Suffice to say that over the course of that evening, I was killed and reconstituted (twice, as a gesture of kindness to the gaming virgin among them) and finally went insane when I committed the supreme error of looking directly upon the madness and horror that is Cthulhu. (Or Nyarlathotep, one or the other, and really, when do you ever see one without the other lurking on the doorstep just outside known space?)

I thanked Larry for his time then headed home as fast as my widdle feet and the United Cab Company could carry me, vowing never to do that again while I was sober. Since I don't drink (or smoke, or do drugs, or gamble, go thou and do likewise) I figured that this pretty much ended my dalliance with the world of role-play gaming.

Turns out I was both technically right and profoundly, utterly wrong at the same time.

See, I never truly understand what he was talking about until I created and moved into the BABYLON 5 universe, lock, stock and keyboard...and found myself standing in the Observation Dome both in my mind's eye and in reality, on the stages we'd built on Tamarack Avenue in Sun Valley. In short order, I was living "the moments in-between," caught amid revelations, revolutions and insurrections; standing beside Sinclair during his interrogations by the Minbari, squatting in G'Kar's cell on Centauri Prime, watching Londo's coronation and lurking in the shadows gathering around Sheridan as he made the mother of all leaps of faith from a balcony deep inside Z'ha'dum...all of this played out in an entirely fictional landscape that was as real to me as this one.

For me, BABYLON 5 was the ultimate role-playing game. I got to play every part, create the scenarios, put my characters through absolute hell, drive some of them insane or kill them outright, and best of all I got to see it realized, to stand on the deck of an honest-to-Kosh Whitestar (or as real as our carpenters could make them), stroll among costumed Narns, and at the end of the day, walk away with the model of BABYLON 5 that adorned the desk of every commanding officer to run that faraway station.

It's all about living the moments in-between, as Lorien and Dr. Franklin both pointed out at various times in our story. And that's what a game master does with his players: he creates moments and allows players to live out the consequences of those choices...and if there were any theme closer to BABYLON 5 than that, I can't think of it.

As a result, this newly-minted excursion into the universe of BABYLON 5 by way of a role playing game is especially welcome and anticipated.

Here, within these pages, you will find the methods and the madnesses that make up the BABYLON 5 universe; in its scenarios and rules you will find the parameters of transit by which you may enter and, as I did, run and play in a universe that is at times more compelling than this one. (But only because we are still an act of will away from the moment we hurl ourselves into the silences between the stars to discover what may be discovered in the spaces where cooler and vaster intellects surely have been waiting for us to get off our collective butts and say hello. So when that moment comes, you our inheritors who may find this text in the irradiated rubble of San Diego, be sure to bring chocolate when you sojourn out into the vastness... even Vorlons love chocolate. It is, in fact, the fourth law of sentience. But only milk chocolate and, on a technicality, dark chocolate. White chocolate is an oxymoron and an obscenity in the eyes of the Lord and the surest evidence yet that the Shadows have secured a foothold on Earth.)

Where the hell was I? Oh. Right. This book. Enjoy.

If you have half as much fun playing in this universe as I had making it, then you'll end up having twice as much fun you would've had if you hadn't bought the book, which is six times the fun you would've had if you hadn't watched the series in the first place.

Either way, you'll have a blast.

So welcome to BABYLON 5...enjoy your stay. The fun starts on the next page.

J. Michael Straczynski
35,000 Feet Over Seattle, Washington
May 13, 2003

Welcome to Babylon 5

'And so it begins.'

Kosh

Located deep within neutral territory, the Babylon 5 space station is a meeting place for alien races across the galaxy. Five miles long and orbiting Epsilon 3, it is a centre for trading and diplomacy, despite the controversy that has dogged the station since its construction. With dozens of ships and hundreds of visitors passing through its docks every day, Babylon 5 is just beginning to prove its detractors wrong and demonstrate that it has a valuable role to play in the galaxy.

The Earth Alliance

After thousands of years trapped on the Earth, humanity finally gained its chance to reach for the stars. In the year 2156 an alien race, to be later known as the Centauri, made contact with humans for the very first time. Leasing the use of jump gates to Earth, Mankind was finally ready to travel to the stars. The Centauri turned out to be very similar in appearance to humans and, for a time, they even claimed that Earth was a lost Centauri outpost – an assertion that was proven false when human scientists finally managed to gain a sample of Centauri DNA and established that the two races were wildly different, despite outward physiology.

As human technology increased at the most rapid pace it ever achieved, spacecraft were constructed to explore nearby star systems and, eventually, the technology to construct their own jump gates was discovered. No longer tied to Centauri jump routes, humans began to land on new worlds and it was not long before the first colonies were established, light years from Earth. Mankind found itself in a relatively unexplored part of the galaxy largely ignored by other races and so this initial expansion was achieved without any conflict greater than occasional raider activity and a few clashes with minor alien powers. As an emerging culture, few races other than the Centauri who had discovered them paid humanity much attention. They were ignored by the Narn, Minbari and Vorlons, and dismissed by many in the League of Non-Aligned Worlds. However, spanning several systems, the Earth Alliance had begun to leave its mark on the galaxy. It was unfortunate that war was not far away.

The Dilgar were a doomed people, their homeworld orbiting a dying star that was soon to turn nova. Though far away from the Earth Alliance, their aggressive expansion into the galaxy in a desperate bid to secure new worlds and territories to replace that which they were about to lose, soon brought the Dilgar dangerously close to Earth. They tore through much of the League of Non-Aligned Worlds, eradicating entire populations, and instigating acts of incalculable atrocity. With every fallen world, they moved steadily and inexorably closer to human colonies. It was not long before it became inevitable that the Earth Alliance would have to act on behalf of its neighbours simply to ensure its own survival. Rapidly increasing the size of the Earthforce military, humans prepared to engage in their first major interstellar conflict – the Dilgar War had begun.

The entry of Earth into the war took the Dilgar by surprise and gained the appreciation of the alien races under the greatest threat of invasion. As Earthforce began to score victories against the Dilgar fleet and drove them back to their homeworld, so other races added their own military strengths to the campaign. Through horrendous losses and discoveries of Dilgar atrocities on recaptured worlds, victories quickly followed one after another until the menace to the galaxy was finally ended. Forced back to their homeworld, the Dilgar were wiped out when their sun finally blow itself apart in a titanic explosion that scoured all life from the planet. The Dilgar were now a dead race confined to history, their name a curse for all time.

The Earth Alliance's actions in the Dilgar War were to reap many new benefits as alien races began to recognise the potential of humans. Trade contacts were established with many races in the League of Non-Aligned Worlds, as well as with the Narn, one of the major races bordering Earth space. More colonies were established and the influence of humans began to be felt across the galaxy. This was a high point for humanity, for they had been instrumental in defeating the Dilgar and with the revenue flooding in through trade with many different worlds, they had the ability to expand both politically and militarily. It was this expansion that was to spark trouble for the Earth Alliance and very nearly cause the death of the entire species.

The Earth/Minbari War

Despite being one of the now five major alien races in the galaxy, after humanity had also assumed that mantle, few had direct contact with the Minbari. They were known to be reclusive and in possession of technologies centuries ahead of any other race but maintained few trade contacts with others and were rarely seen travelling beyond their own borders. The Minbari did not deign to reply to any political advances made by Earth but, enjoying their victory in the Dilgar War and eager to continue their own expansion, humans decided to begin sending exploratory missions to Minbari space despite advice from the Centauri that they should leave well alone. Arrogant from their earlier successes, no one remembered that it was a human who said that pride cometh before destruction and a haughty spirit before a fall – Mankind's arrogance was to very nearly prove his own undoing.

An exploratory squadron led by the cruiser *Prometheus* entered Minbari space with the intention of gaining intelligence on the military capabilities of this so far unknown race. Keeping away from main jump routes, it was by accident that the human ships ran into a warcruiser carrying the Minbari ruling body, known as the Grey Council. Panicked by the encounter and utterly unprepared for any sort of first contact, Captain Jankowski of the *Prometheus* ordered his ships to open fire on the Minbari when it became clear that their gun ports were open, catching the aliens unawares and with no prepared defences. The leader of the Grey Council, Dukhat, was killed in the attack and though the *Prometheus* and her sister ships managed to escape in the confusion, this single moment of misunderstanding between two alien cultures was to precipitate one of the greatest slaughters ever witnessed.

The Minbari went mad at the death of their revered leader and, as one, pledged to wipe humanity off the galactic map. Gearing for war, they sent their fleets into Earth Alliance space and began destroying entire colonies. Mobilising for defence, it soon became clear that Earthforce ships were no match for the technologically advanced Minbari vessels who carried weapons of incredible destructive power and were protected by a stealth system that rendered Earth constructed weapon systems useless.

World after world fell to the Minbari advance as they closed with Earth itself and for two years, humanity fought a desperate but losing battle. A brief glimmer of hope arose when the Minbari flagship, the *Black Star*, was destroyed during a daring plan executed by Commander Sheridan on board the crippled Earth Alliance cruiser *Lexington*. Though the effect on morale was incredible, it seemed nothing could stop the Minbari onslaught.

As they entered Earth's solar system, the colony on Io fell within minutes and Mars itself was bypassed as the Minbari fleet prepared to strike at Earth itself. Mankind rallied itself for one last desperate fight, a delaying action intended to hold the Minbari long enough for civilian transports to escape the Earth and carry a few humans to the safety of the stars. This was the infamous Battle of the Line, where over twenty thousand men and women of Earthforce placed themselves in harm's way in a fight to the bitter end. Service during this battle was purely voluntary and all participants knew it was a suicide mission, for there could be no hope of victory against the ships of the Minbari fleet. Warcruisers and fighters tore through the line blocking the way to Earth and the defending force was all but annihilated. Then, as the twilight of the human race was about to descend, the Minbari ships stopped firing and signalled their surrender.

To this day, the reasons behind the Minbari's inexplicable surrender during the Battle of the Line when their ultimate victory was so close remains one of the greatest mysteries of the galaxy. The invading fleet withdrew and the survivors of the Line, less than two hundred in all, breathed a sigh of relief. For whatever reason, humanity had been given a second chance.

A Time to Rebuild

Having been brought so very close to extinction, a new wave of hope and energy spread through the human race. No one wanted to fight another war and plans for the Babylon Project were quickly put into action. Senator Natawe proposed the construction of a great space station located in neutral territory with the aim of pursuing the goal of peace among all alien races. It would be a place where differences could be resolved through diplomatic means rather than bloodshed and, through communication, a better understanding could be maintained. Most of all, the Babylon Project was intended to prevent another war that could wipe out humanity once and for all. Despite the immense cost in pursuing such ideals, funding was quickly granted with great public approval.

Unfortunately, like all good ideas, it took a while to get things right. The Babylon Station was destroyed when part of its superstructure collapsed during construction. Undaunted, the Earth Alliance set about creating another station, Babylon 2. This was also destroyed during construction, allegedly through terrorist intervention, as was Babylon 3, the station that followed. Despite these setbacks, the largest station of all was built, Babylon 4. Throughout construction, the Earthforce military maintained a hawk-eyed watch in order to ensure no foul play would cause its destruction and, in 2253, Babylon 4 was finally completed. However, within twenty four hours, it had vanished. Some of the construction workers leaving the station reported a bright light, the station shimmering and twisting, before simply disappearing. No debris or wreckage was ever recovered and what actually happened to Babylon 4 remains a mystery to this day.

Even with the renowned perseverance of humanity, the funds to attempt yet another Babylon station were not forthcoming and interest had begun to wane for the ideal. The whole enterprise seemed cursed. Enough senators still believed in the mission, however, and several alien races were convinced to help fund a neutral diplomatic space station that would ultimately benefit all of them. Even the Minbari Federation was persuaded, though they insisted they maintain final agreement over which Earthforce officer would be assigned to run the station. Thus it was that Babylon 5 officially went online in the Earth year 2257 and was placed under the leadership of Commander Jeffrey Sinclair, a veteran of the Battle of the Line.

The Gathering

Even then, few expected Babylon 5 to last long and Lloyd's of London put its odds of surviving just one year at five hundred to one against – and its first year was certainly turbulent. No human had ever seen a Vorlon, a race said to be immeasurably older, wiser and more advanced even than the Minbari. Dwelling within their own empire light years away, it came as something of a surprise when they announced that they too would send an ambassador to speak for them on Babylon 5, but it was a move that assured some on Earth that the station was, at last, beginning to fulfil its purpose.

Tragedy struck almost as soon as the Vorlon ambassador, Kosh, was made the victim of an assassination attempt as soon as he left his transport ship and very soon Commander Sinclair was implicated in the plot. This resulted in a Vorlon battle fleet jumping into Babylon 5 space to demand Sinclair's surrender to their jurisdiction and it was only the heroic actions of the Earthforce personnel on board that averted disaster. Though never revealed to the public, some were to learn through background politicking that it was Narn ambassador G'Kar behind the assassination attempt, working with a rogue Minbari faction to kill Kosh and discredit Sinclair. Not wanting to create further turmoil, the Narn involvement was quickly played down and everyone prepared to welcome Kosh to the Babylon 5 Advisory Council when he finally recovered. Several key personnel were to be replaced by the Earth Alliance soon after but Jeffery Sinclair maintained his position, not least because of the quiet insistence of the Minbari Federation.

Despite this rough turn of events so soon after it had officially gone on line, Babylon 5 was soon to prove a popular meeting place for all races, from the major governments as well as those from the League of Non-Aligned Worlds. In addition to being the centre of diplomacy for the whole galaxy, the station is also fast becoming a hub for trade and is managing to even generate substantial revenues through merchant tariffs and taxes.

For all the trials and tribulations Babylon 5 has faced, it still remains as humanity's last, best hope for peace.

'To start a war over blood spilled so long ago... Where does it end? You kill them and take their land. They kill you and take the land back. On and on and on, a cycle of hatred.'

Delenn

Characters on Babylon 5

'Let me pass on to you the one thing I've learned about this place. No one here is exactly what he appears. Not Mollari, not Delenn, not Sinclair - and not me.'

G'Kar

Over a quarter of a million humans and aliens live on Babylon 5. From visiting dignitaries, through the unlucky lurkers and lowlife smugglers, to the brave EarthForce officers who constantly monitor the well being of every inhabitant of the station, there is a great deal of opportunity for adventure and excitement. This chapter shows players how to create characters that will live and breathe on board the Babylon 5 space station.

Your character's race and class determines the role you will take within Babylon 5 and the star systems beyond. Each character race and class has a different range of abilities and skills, greatly affecting the manner in which each is played and their role within the Babylon 5 roleplaying game. Everything a player needs to know about each race in the galaxy is detailed here, though further background information can be found in Chapter 7.

Creating a Character

The full details on how to create a character are fully covered in the Character Creation chapter of *The Player's Handbook*. However, a few changes are required to reflect life on board Babylon 5 and the characters found within its spinning metal superstructure.

Character Races

After players have rolled up their initial ability scores, they must choose a race for their character. Any race is free to choose any class within the Babylon 5 roleplaying game, but players will soon find that certain races do better with certain classes because of their natural abilities. Narns, for example, can be diplomats but their savage endurance makes them better soldiers.

Each race available for characters in Babylon 5 is detailed below, along with plenty of detail on how such races think and feel, as well as what tends to motivate them. It is important to remember, however, that these descriptions apply to the majority of the members of each race and there will always be individuals who deviate from the racial norm. A player should always be aware of the way his race acts within Babylon 5 but need not necessarily be forced to think the same way himself. Just as every human is different in the real world, no two Centauri, Minbari or Narns are ever alike!

Languages

Just strolling through the Zocalo on Babylon 5, a visitor will hear many strange languages as Drazi traders haggle with each other over the price of new imports, Narn agents plot and scheme, and Centauri nobles toast each other to their house's success. The language most often heard on Babylon 5 is English, the human language of commerce and the vast majority of aliens will struggle hard to learn at least the rudimentary aspects of it before they arrive.

All characters created in this game can speak English, so as to be able to communicate with each other. Races other than human also speak their own languages, and particularly smart characters (those who place skill points in the Speak Language skill) will also often learn additional languages so they can communicate comfortably with more than one race. In a diplomatic space station in which new aliens constantly arrive, this can be an important survival trait, though players should be aware that some languages are so complex that it is virtually impossible for another race to even attempt them – so far only the Pak'ma'ra and Gaim can speak their native languages and are forced to use electronic translators whenever communicating with another race. Additional languages that may be learnt by characters may be found on p47.

Humans

The young race of humans has a manifest destiny among the stars and the expanding Earth Alliance now controls many worlds beyond Sol. They can be found throughout the galaxy and are the most common race found on board Babylon 5. Though borders still exist on their homeworld, it is now governed as one under the Earth Alliance and so human characters may be of any culture.

Personality: Among all the races of the galaxy, humans are the most adaptable and flexible, building communities wherever they go. Though diverse in their attitudes, tastes, morality and customs, humans are among the most tolerant of all races, driven by an insatiable curiosity that brings them into contact with new aliens and star systems across the galaxy.

Physical Description: Male humans are noticeably taller and heavier than females but all tend to range between 5 feet tall to a little over 6 feet. They are perhaps the most physically diverse race in the galaxy, with skin shades from very pale to almost pure black and hair that ranges across the spectrum, though dark and blonde shades are prevalent. Most humans are conscious of their appearance and so take care to look as smart and presentable as possible, especially

if they are to enter any kind of negotiations. They can live for over 100 years, though only a minority will reach this age.

Relations: Most humans will readily mix with any race, so long as some form of communication exists between them. The unique distinction humans have is that they will willingly allow almost any race into their communities so long as individuals have something beneficial to contribute. However, their passions can sometimes get in the way of cordial relations and humans are just as likely to start a war as any other race. There is also a growing minority that seeks to place Earth first, regarding any alien influence as destroying the purity of the human race.

Human Systems: The Earth Alliance has swollen and grown in the past few decades to now encompass twenty-eight star systems. They are currently the fastest expanding race in the entire galaxy though they still show some respect for the capabilities of the other major races, especially the Minbari and Vorlons. Human controlled star systems are usually a collection of loose colonies, all bound together under the Earth Alliance Treaty.

Human Beliefs: Unlike some other races, humans do not have any one rigid belief system and most are content to allow others to believe what they wish. The old religions of Judaism, Christianity, and Islam still have many followers throughout Earth and the colony worlds, vying with agnostics, atheists and a string of new religions, such

as the Foundationists, that sprung up when humanity first encountered alien races.

Language: All humans speak English, the language of commerce. They may also have bonus languages based on their family's place of origin on the planet Earth, such as French, German, Russian, etc. . .

Names: Human names vary greatly though many of the conventions and family names that have existed throughout the centuries within the different cultures of Earth are still present. Humans tend to be quite formal when encountering each other for the first time, and so often only use a surname, prefixed by Mr, Ms., Miss or Mrs as appropriate.

Starfarers: Those humans who choose to travel among the stars are the bravest and most dynamic of a brave and dynamic race. There are great riches and opportunities to be found in encounters with aliens and journeys to other worlds and space has given the race a new lease of life after it was confined to the Earth for two million years. Humans respect wealth and power in an individual and there is plenty of both to be found throughout the stars.

Human Racial Traits
- All humans are of medium size.
- Humans have a base speed of 30 feet.
- Humans gain one extra feat at 1st level because they are so quick to master new talents and abilities.
- Humans also receive four extra skill points at 1st level and one extra skill point at each additional level thereafter, because they are so versatile and capable.
- Automatic language: English.
- Favoured Class: Any. When determining whether a multiclass human suffers an XP penalty, his highest-level class does not count.

Centauri

Once known as the Lion of the Galaxy, the Centauri Republic has suffered several setbacks in recent history and is now a fraction of its original size. At one time or another, it seems that the Centauri have fought with most races except the Minbari and Vorlons, though their most recent conflict has been with the Narn Regime. The subsequent expansion of Narn territory has cut deeply into the Centauri Republic and there is a growing feeling of unrest among the noble houses that, as a race, they should be seeking to return to the old days of wealth and glory.

Personality: The life of most Centauri is one of duty – to themselves, their noble houses and the Republic, usually in that order. They delight in scheming and politicking, and Centauri society provides rich opportunities for both. Names, ranks and titles are everything to a Centauri and most belong to one of the great noble houses that have existed since the dawn of the Republic. Those without such

standing are often sold as slaves among the nobles though a few find their way into the stars. Tradition features greatly in the life of a Centauri and they will observe all religious or political forms and functions with reverence, believing that their sense of history is what gives the Republic its great strength.

Physical Description: Centauri look very similar to humans and, indeed, their appearance allowed them to convince those on Earth that the two races were cousins until Centauri DNA was actually found and analysed. Male Centauri are noted for their crowns of hair which are grown in accordance to the rank and position each individual holds in society – the higher a male's status, the larger his crown of hair. Female Centauri traditionally shave their heads, ostensibly to demonstrate they rise above political differences, though this is anything but the truth. Male Centauri have six short but manipulative tentacles around their abdomens, though they are always kept out of sight and few members of other races who have seen them guess their purpose. Being extremely conscious of wealth, status and rank, all Centauri take great pains to present themselves

in the best light possible and so most have extensive wardrobes, with fine fitting clothes for all occasions.

Relations: The Centauri are a gregarious people and usually take some delight in meeting any new alien race, particularly if they are believed to have art, literature or artefacts of interest. Relations with other races, however, are often marred by simple Centauri greed. The Centauri's racial trait of attempting to secure the very best position possible for themselves, their house or the Republic as a whole often overcomes any good intentions and many races find them exasperating to negotiate with. Centauri nurse a deep hatred for the Narns, a race they enslaved and fought with over one hundred years ago.
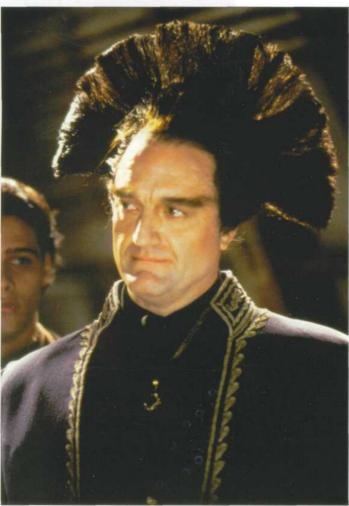
Centauri Systems: Though the Centauri Republic is not the size it once was, it still possesses incredible power and they remain one of the major races of the galaxy. In terms of star systems held, the Republic is comparable to the Earth Alliance, but its colonies tend to be far better developed due to their age – the Centauri ruled countless worlds while humanity was still trapped on Earth. The Narn Republic now holds many former Centauri worlds and with the enmity still evident between the two races, it may only be a matter of time before war breaks out once more.

Centauri Beliefs: There are fifty gods within the Centauri pantheon, some of them previous emperors of the Republic. Few actively believe in their existence, however, and worship is generally relegated to brief observances during matters of state and a good excuse for drinking and debauchery during regular religious festivals.

Language: It is said by the Centauri that their language is one of the most comprehensive to be found throughout the galaxy and that it is only with their tongue can beauty in literature, opera and song be truly appreciated. The opinions of other races may vary but it is certain that many gifted Centauri poets and writers have put the language to good use in the past.

Names: Only when they are among friends or family do Centauri regularly use their first names. For most purposes, they use the name of their house, a readily identifiable tag in Centauri society, where each house has a long history stretching back centuries. By announcing their house, any other Centauri will likely know their position, status and current ascendancy within the Republic. Any title possessed by the Centauri (such as Lord, Lady, Duke or Emperor) will be used as a prefix to the house name whenever possible, in order to further impress upon anyone meeting the Centauri his true position.

Male Names: Andilo, Carn, Kiro, Kiron, Londo, Luc, Urza, Vir

Female Names: Adira, Aria, Daggair, Ladira, Lyssa, Mariel, Senna, Timov

House Names: Cotto, Jaddo, Janno, Lotoru, Malachi, Maray, Mollari, Refa, Ritan, Syma, Tensus, Torr, Turhan, Tyree, Ultan, Varia

Starfarers: Many Centauri are glory-seekers, trapped by a wish to return to the good old days when their fleets stretched across the galaxy and their iron hand gripped many star systems. They tend to be great gamblers, both with their wealth and their lives, and many will gladly risk death for gains that may seem incomprehensible to other races. Places such as Babylon 5 offer a quick-witted Centauri many opportunities to further the position of his house back on his homeworld and thus his own status.

Centauri Racial Traits

- ⑤ −2 Wisdom, +2 Charisma: As a race, Centauri tend to be self-destructive and rash, but are skilled at politicking and influencing others.
- ⑤ All Centauri are of medium size.
- ⑤ Centauri have a base speed of 30 feet.
- ⑤ Generations of complex politicking and court intrigue have left their mark on all Centauri. At 1st level, a Centauri may choose any two of the following skills: Bluff, Diplomacy, Intimidate, Knowledge (noble houses), or Sense Motive. The two selected skills will always be regarded as class skills, regardless of the class chosen by the Centauri.
- ⑤ Centauri are raised to the play the political games of their families and so gain a +2 racial bonus to all Bluff and Diplomacy checks.
- ⑤ Centauri are noted for their personal excesses, especially of food, drink and entertainment. This, in turn, has given then a great resistance against over-consumption. All Centauri gain a +1 racial bonus to all Fortitude saving throws made to resist the effects poison, disease and exhaustion. There is little that can be done to a Centauri that they have not already done to themselves.
- ⑤ Automatic languages: Centauri and English.
- ⑤ Favoured Class: Agent. A multiclass Centauri's agent class does not count when determining whether he suffers an XP penalty for multiclassing.

Minbari

The Minbari are regarded with a great deal of respect from the other races, for they have been travelling the dark reaches of space for many centuries and have access to incredible technologies. Their ships are all but invincible in battle, their weapons capable of penetrating any defensive measure known. It is rumoured that they also have access to limited bio and temporal technologies, though this has never been confirmed, for the Minbari are a secretive and spiritual people who have only recently begun to mix with other races. No one is quite sure why they have decided to openly emerge into the galaxy at this time but their actions in the Earth-Minbari War a decade ago have ensured most will tread extremely lightly when dealing with them.

Personality: Minbari society is divided into three castes, worker, warrior and religious, and any individual will identify himself with the caste he belongs to, as well as his family's clan. Noted as being a highly a spiritual people, Minbari have raised almost all art forms to new levels. Their first loyalty will always be to their own people and it is said that no Minbari has killed another for over one thousand years – this is one of their most sacred laws. However, most treat aliens with extreme caution, even prejudice, for Minbari believe themselves to be mentally, physically and spiritually superior to every other race in the galaxy, with the possible exception of the Vorlons. This superiority can make them extremely difficult to negotiate with and their steadfast stubbornness to never give up on a task, no matter how difficult, often makes things a lot worse.

Physical Description: Most Minbari are a little shorter than humans but they have an extremely well evolved musculature and nervous system that grants them seemingly supernatural strength and speed. Both male and female Minbari are bald with a bony plate that extends high around their skull. The top of their skull often has pale blue or purple patterns similar to human birthmarks. There is no differentiation between the capabilities of males and females within Minbari society and either may be found in any position or role. While those in the warrior caste tend to have striking battle dress uniforms, those from the worker and religious castes are more sombre, with understated robes being the most common clothing.

Relations: The Minbari have only recently started to spread their influence across the galaxy and begin communicating with other races in any meaningful way. No one is quite sure why, after all this time, the Minbari Federation should start taking an interest in the affairs of others but it is clear that the Earth-Minbari War a decade ago was something of a watershed for this race. Through their contact with aliens on Babylon 5, the Minbari have demonstrated themselves to be an honourable, if rather aloof, people though there are many who remain suspicious of other races, particularly humans.

Minbari Systems: The Minbari Federation dominates a relatively small area of space, but its worlds are extremely well developed. Interstellar commerce has only recently opened up the Minbari worlds to other races and their ancient crystal cities are a marvel to behold – as recently as ten years ago, no other race would expect to be able to penetrate Minbari space and survive the attempt.

Minbari Beliefs: Unlike most other races, the Minbari have no concept of god or gods, though they do venerate individuals who have had a great impact upon their history, such as the oft-quoted Valen. Instead, all Minbari hold a deep-rooted connection to the universe close to their beings. It is their view that the universe itself is sentient in a way mortals can perhaps never quite understand. However, those same mortals are each a part of the same whole, all working together so the universe may one day figure itself out. Overall, Minbari beliefs are complex and beyond the understanding of most races – after all, a full third of their society (the religious caste) is dedicated to comprehending these values themselves. Regardless of their caste, all Minbari are raised to be completely self-sacrificing, believing there is no higher calling than to serve others.

Language: The language of the Minbari often sounds light and soft to human ears, though few aliens realise that there are actually three languages in use on Minbar – light, dark and grey. There are many similarities between all three but they remain separate and distinct tongues whose proper use within Minbari society is something of a nightmare to any alien race who takes the extraordinary time and effort required to learn them.

Names: To other races, the names Minbari use tend to seem very informal for a race so sophisticated, as most will simply go by their first name. In the rare case of a Minbari actually attaining a title within their caste, this may well be used in place of their true name. However, all Minbari belong to a family and clan as well as a caste and on formal occasions, title, name, family and clan will all be used to announce an individual.

Male Names: Draal, Dukhat, Kadroni, Lennier, Lennon, Nerid, Neroon, Rathenn

Female Names: Delenn, Shaal

Family Names: Chu'Domo, Mayan, Mir

Religious Caste Clan Names: Orfirio, Voleen

Warrior Caste Clan Names: Fire Wings, Moon Shields, Night Walkers, Star Riders, Wind Swords

Worker Caste Clan Names: Crystal Whispers

Starfarers: The Minbari of the religious caste have been travelling the stars for centuries and it is one of their most dearly held beliefs that when a life is near its end, an individual should seek to travel among many different worlds before he is laid to rest. The warrior caste have also been active in the past, though their travels have usually

been restricted to the reconnaissance of other races, while those of the worker caste rarely left their worlds. Since the Earth-Minbari War this has begun to change, with Minbari traders and explorers appearing more frequently in alien space. They are still among the most withdrawn of races, and it is a rare freighter captain who actually sees a Minbari ship.

'Will you follow me into fire, into storm, into darkness, into death? And the nine said: 'yes.' Then do this in testimony to the one who will follow, will bring death couched into promise of new life, and renewal disguised as defeat... From birth, through death and renewal, you must put aside old things, old fears, old lives. This is your death, the death of flesh, the death of pain, the death of yesterday. Taste of it and be not afraid, for I am with you to the end of time... Taste of it... And so it begins.'

Delenn

Minbari Racial Traits

- ⑤ +2 Strength, -2 Charisma: Minbari seem almost supernaturally strong for their light build, but have little regard or compassion for other races.
- ⑤ All Minbari are of medium size.
- ⑤ Minbari have a base speed of 30 feet.
- ⑤ Minbari are extremely quick and can react faster than most other races. They gain a +2 bonus to all Initiative checks.
- ⑤ Extremely resilient, it takes a lot to kill a Minbari and so long as they still draw breath, they will carry on with their assigned tasks no matter what befalls them. Minbari gain Great Fortitude as a bonus feat.
- ⑤ All Minbari belong to one of the three castes that form their society. Players must choose to belong to either the worker, warrior or religious caste.
- ⑤ Religious Caste: Members of the religious caste are extremely knowledgeable, having spent much of their infancy and adolescence learning from the collected wisdom of their entire race. They gain a +2 racial bonus to all Knowledge checks.
- ⑤ Warrior Caste: The Minbari warrior caste is trained to fight – all members are proficient with all non-exotic weapons and may pick one as a favoured weapon. Whenever using their favoured weapon,

the Minbari gain a +1 racial bonus to their attack rolls.
- ⑤ Worker Caste: Members of the worker caste have many diverse skills and trades. They gain a +2 racial bonus to all Craft and Profession checks.
- ⑤ Automatic languages: Light, dark and grey Minbari (Lenn-Ah, Fik and Adrenato), and English.
- ⑤ Favoured Class: Diplomat (religious caste), Officer (warrior caste), Scientist (worker caste). A multiclass Minbari's favoured class does not count when determining whether he suffers an XP penalty for multiclassing.

Narn

Once a peaceful and agrarian people, the Narns have been tempered into a young and vitalised race who have thrown off the shackles of Centauri occupation. There is a high degree of optimism within the Narns, a sense that they can achieve almost anything in the galaxy. This has made them seem incredibly warlike, even savage, to other races who tend to keep a close eye on their activities.

Personality: Often described as a passionate race, Narns tend to let their emotions get the better of them which has caused some friction with other races in the past. Most seem to have an abused mentality, born of long years under the heel of the Centauri Republic and so act as if they have something to prove to the rest of the galaxy. Few look before they leap and they will react violently to anyone who tries to imprison or enslave them.

Physical Description: Narns are similar in height to humans but are far more heavily built. Completely hairless, they have a rough textured skin of a dark brown colour that is dappled with darker spots. One of their most striking characteristics is their deep red eyes, which seem to almost shine in low-lit conditions. The appearance of Narns can be accurately described as functional – they tend not to indulge in the decoration and frippery common to other races and their clothing tends to be extremely utilitarian.

Relations: Others view the Narn as a young and pugnacious race, ready to fight whenever their passions take hold of them. However, Narns are extremely interested in forging alliances with most races in order to solidify their newly expanded position within the galaxy. They possess an utter hatred of anything Centauri due to the occupation and strip mining of their world by the Republic, and many are motivated by a sense of utter revenge over the deaths of family members caused by the Centauri.

Narn Systems: After the Narns broke the back of the Centauri occupation, they quickly consolidated their position among the stars. The Narn Regime is a small but powerful empire comprising a few newly explored worlds but mostly of captured Centauri holdings. Territorial disputes between the Regime and the Republic are common and the Narns are willing to keep pushing their luck against

the Centauri leadership who seem to prefer avoiding open conflict whenever possible.

Narn Beliefs: There are many different faiths among the population of Narn but instead of gods, they revere spiritually enlightened individuals who have appeared throughout their history. The works and writings of these individuals are hand copied with religious care so that no variance or deviation from the original words is possible – what a Narn reads is actually what was written, perhaps centuries ago. The books of G'Quan, G'Lon and Na'Kili are among the most commonly found in Narn society.

Language: The Narn language can seem brutish to others but upon further study, it is clear that a certain eloquence is achievable by the right individual and this perhaps goes far to explain the popularity of works by long-dead Narns among the current generations. Narn opera, however, has to be endured rather than heard.

Names: All Narns are given names in their infancy but, upon reaching adulthood are permitted to choose their own. This practice arose from the very real fact that life on Narn used to be extremely dangerous and few infants survived. Narn names sound hard and short to most other races, comprising just two syllables.

Male Names: Du'Rog, G'Kar, G'Sten, Ha'Rok, Ru'Dak, Sha'Toth, Ta'Lorn, Ta'Karn, Tu'Pari

Female Names: Ja'Dar, Ko'Dath, Li'Dak, Na'Toth

Starfarers: Narns, as a race, are eager to leave their home planet and start travelling between the stars. There is a youth and vigour within this race that strains to leave its mark on the galaxy, though their often brutish behaviour means they are not welcomed everywhere. Narns can be found on almost any system where other races are permitted, performing a wide range of roles in an effort to make an honest living.

Narn Racial Traits

- ⑤ +2 Constitution, -2 Charisma: Narns are an extremely hardy race but are often seen as brute savages by others.
- ⑤ All Narns are of medium size.
- ⑤ Narns have a base speed of 30 feet.
- ⑤ Low-Light Vision: The dark skies of the Narn homeworld have evolved their eyesight so that it has become far sharper than a human's. Narns can see twice as far as a human in starlight, moonlight and similar conditions of poor illumination. They retain the ability to distinguish shade and colour while under these conditions, and can even read by such light.
- ⑤ For generations, Narns have been taught how to fight Centauri effectively. They gain a +1 racial bonus to their damage rolls when involved in combat with Centauri, whether it involves fists, firearms or spacecraft.
- ⑤ Taught to ignore pain and be willing to sacrifice themselves at an early age for the good of all their kind, Narns gain a bonus +2 hit points.
- ⑤ Narns have been turned from an agrarian race into warriors and so are automatically proficient with melee, pistol and rifle weapons.
- ⑤ Narns may never use telepathic abilities, as their race simply does not have the gene responsible for awakening psychic talent.
- ⑤ Automatic languages: Narn and English.
- ⑤ Favoured Class: Soldier. A multiclass Narn's soldier class does not count when determining whether he suffers an XP penalty for multiclassing.

Drazi

Rarely taken seriously by the major races of the galaxy, the Drazi are in fact one of the most powerful governments within the League of Non-Aligned Worlds, dominating many systems in their region of space. Their society is one based on conflict and physical strength, and Drazi are noted for using their fists to resolve problems without second thought.

Personality: The Drazi are a pugnacious race, aggressive and quick to anger. They have an innate love of fighting and will be happy to resolve any dispute among themselves with either single combats or massed brawls – to a Drazi

Characters

they are much the same thing, and they are not held back by the same concept of honour that restricts many other races. Many often presume the Drazi lack any degree of great intelligence, but this is not strictly true – they just do not have a great deal of common sense. There have been many great Drazi thinkers in the past, though few are recognised as such by other races.

Physical Description: Typically shorter than humans, Drazi average five to five and a half feet in height. Their tough and hardened scale-like skin gives them the appearance of reptiles but also affords some measure of protection in close combat. They tend to be both tough and lean, with well developed muscles, despite their small stature. Even their small eyes are well shielded from attack by a heavy brow, allowing them to avoid serious injury in their frequent brawls.

Relations: The Drazi have fought minor wars with most of their neighbours in the League of Non-Aligned Worlds and their propensity of violence towards each other quickly found an additional focus when they began encountering other races. This has led to a great deal of friction with other races, even when Drazi in colonies and outposts restrict their brawling to each other, as they can create a great deal of damage in a very short period of time.

Drazi Systems: The Drazi Freehold, based on their home planet of Zhabar, covers twelve systems on the border of the Narn Regime. They welcome other races to their worlds and colonies though any visitor is advised to either keep to his quarters or otherwise ensure adequate personal protection, for the frequent brawls in the narrow streets of their cities, while not usually fatal, can result in hospitalisation for less hardy races. Perhaps because of

this, Zhabar is a common holiday destination for Narns able to afford space travel.

Drazi Beliefs: From a religious perspective, the Drazi believe in a multitude of gods and goddesses originating from their long history but while many temples to them can be found in Drazi cities, they often appear to outsiders as an irreverent race. However, all Drazi believe in finding strength through conflict. Those who are physically stronger are considered to be mentally superior too, and thus have the right to lead. The seats of government are decided and allocated through massed brawls throughout the Drazi population, wherever they are in the galaxy.

Language: In an attempt to fit in better with other races, particularly with the creation of the Babylon 5 diplomatic station, many Drazi have tried hard to learn English. However, they are crippled by a vastly different system of grammar within their native tongue, which results in most speaking in 'macros' when speaking English, giving them a primitive tone that leads many other races to consistently dismiss or underestimate them.

Names: Drazi names granted to the males and females of their species often have subtle inflections of suffix that designate their sex, which many other races easily miss. This, combined with the difficulty of identifying Drazi sex by mere appearance can often cause confusion, though Drazi themselves are rarely embarrassed by this.

Male Names: Bamar, Drozak, Juphar, Makkar, Tubar, Zukar.

Female Names: Janalla, Makka, Shallisa.

Starfarers: Though lacking the passion of the human race as a whole, the Drazi are an eager people, keen to leave their mark on the galaxy and elevate their position above the League of Non-Aligned Worlds and become one of the major races. They can be found throughout the galaxy in a variety of roles, from simple merchants to hired mercenaries willing to fight for anyone for both monetary reward and the simple joy of battle.

Drazi Racial Traits

- 5 **+2 Strength, -2 Wisdom:** Drazi are extremely strong for their size but rarely consider the consequences of their actions.
- 5 All Drazi are of medium size.
- 5 Drazi have a base speed of 30 feet.
- 5 Having been taught to fight since infancy, Drazi learn to use their hands, feet and even teeth to great effect in a fight. They gain Improved Unarmed Strike as a bonus feat.
- 5 Drazi are incredibly quick to use brute force to resolve problems and are always ready for a fight. They gain a +2 bonus to all Initiative checks.
- 5 The thick scale-like skin of the Drazi grants a natural Damage Reduction 1. This stacks normally with any armour worn.
- 5 Automatic languages: Drazi and English.
- 5 **Favoured Class:** Soldier. A multiclass Drazi's soldier class does not count when determining whether he suffers an XP penalty for multiclassing.

Brakiri

The Brakiri have gained a reputation as pack rats, who invent nothing and only steal technological advances from others. However, the Brakiri Syndicracy is one of the main powers within the League of Non-Aligned Worlds and they have gathered a great many allies through the political and trade treaties.

Personality: Of primary importance to any Brakiri is the improvement of his social standing, usually through the acquisition of wealth and profit. They are noted as traditionally always seeking the best circumstances for themselves, often to the detriment of their immediate friends and allies. Though not naturally given to violence, any Brakiri will argue long and hard for his fair share of any profit, and then some. As a whole, Brakiri hold no allegiance to anyone but themselves, but will pay nominal fealty to a water clan and possibly a corporation (though they are often one and the same on their homeworld of Brakos), for it is recognised that through a powerful ally they may gain greater social standing.

Physical Description: Brakiri are humanoid in appearance, with thick, tough leathery skin. Evolving on a harsh and dry world, the Brakiri have adapted to live at night in order to escape their sun's burning glare. This has granted them an ability to see in pitch darkness that far exceeds that of any other race.

Relations: Having once been conquered by the Centauri, the Brakiri have little love for the Republic, but even this will not stop individuals readily trading with the Centauri in order to gain vital merchant contracts. The Brakiri are eager to avoid war and conflict themselves, for there is rarely any real profit in fighting. Their over-eagerness to secure a better deal has gained them a poor reputation

though their network of trade treaties has done much to stabilise areas of the League of Non-Aligned Worlds in the past, for even the most pugnacious of governments is often won over by hard credits. However, by concentrating on trade rather than scientific development, the Brakiri have come to rely on others for technological advancement, which has led many to consider them as being little more than pack rats.

Brakiri Systems: The Brakiri Syndicracy is based on the homeworld of Brakos but encompasses three other systems. This, together with the extensive trade treaties the Brakiri have negotiated since first travelling to the stars, have made the Syndicracy a political force to be reckoned with in the League. The Syndicracy is governed primarily by profit-driven corporations which themselves originated from ancient water clans who regulated and fought over the provision of water until the Brakiri gained a foothold in space and were able to mine ice from their outer planets. This process of government sometimes seems abhorrent to races who view it as distinctly unenlightened and greed-ridden, but it is a system that plays directly into the Brakiri psychology and has allowed them to claim a place in the galaxy.

Brakiri Beliefs: Like many in the League of Non-Aligned Worlds, Brakiri believe in the existence of a Great Maker who created all worlds and all races. However, their primary beliefs centre on the only comet to orbit their home solar system, a celestial phenomena that has baffled astrologists and cosmologists from many worlds. The comet, which makes an appearance in Brakos skies once every two hundred years, is a potent symbol of death for any Brakiri and any mention of it when it is not in the skies is a great taboo, even a prophecy of death or disaster. The comet is due to return to Brakos in 2262 and many Brakiri are now working hard to prepare for the solemn ceremony that will herald its coming.

Language: Of all the races, the Brakiri have come to accept the use of English as the common language on Babylon 5 most readily and most are highly fluent. They still retain their own language on Brakos and other systems within the Syndicracy but do not jealously defend it in the way other races do within the League.

Names: Brakiri do not differentiate between the males and females of their species through naming systems, considering each individual's worth by their accomplishments and social standing, never by sex. Thus, it is common to find males and females sharing names and it is only when one Brakiri distinguishes him or herself to a great degree that his name may be reserved for a single sex in future generations. However, this is a rare event in a profit-driven society and many parents may be keen to adopt such a name for their offspring whatever its sex, to ensure the best possible chances for its success when reaching adulthood.

Brakiri Names: Kronir, Kuulimbak, Nakir, Resha, Saphak, Wakat.

Starfarers: With their homeworld well developed and exploited, many Brakiri have turned to the stars to seek profit and fortune. They make for natural traders and the galaxy has opened avenues for wealth and profit that their ancestors could only have dreamt about. They are driven by a sense of acquisition and work hard to bring any expensive or worthwhile object or technology into their possession.

Brakiri Racial Traits

- All Brakiri are of medium size.
- Brakiri have a base speed of 30 feet.
- Darkvision: The Brakiri are a night-dwelling race and are perfectly capable of seeing in pitch darkness. Utilising infrared light waves, Brakiri can see at night by the heat imaging of their surroundings, to a range of 60 feet. They do not require any amount of residual light for this to function.
- Brakiri are well practiced at assessing the worth of any item they come into contact with and determining the best method of acquiring it, making them excellent traders and merchants. They gain Appraise, Bluff and Sense Motive as a class skill regardless of their actual class, and a +2 racial bonus to all Appraise, Bluff and Sense Motive checks.
- When in hot conditions (see p65), Brakiri avoid the penalty to Fortitude saving throws for wearing heavy clothing or armour. In addition, they only need make a Fortitude saving throw every two hours when in very hot conditions and every hour when in extremely hot climates. When suffering from heatstroke, they only face a –1 penalty to their Strength and Dexterity scores.
- Automatic languages: Brakiri and English.
- Favoured Class: Agent. A multiclass Brakiri's agent class does not count when determining whether he suffers an XP penalty for multiclassing.

Character Classes

After players have chosen a race for their character, they must then select a class – this will reflect what the character actually does on Babylon 5 and how he has spent his life prior to the game beginning. It also determines what the character is capable of doing and what he is good at – a diplomat, for example, is adept at negotiating a variety of treaties and pacifying hostile parties, but the officer is a much better leader of men while the agent has several skills that ensure he is always able to complete the contracts given to him by his employer.

The Classes

The eight character classes available in Babylon 5 are as follows:

Agent: A skilled operative in the employ of a corporation, government or military organisation who performs much of their dirty work.

Diplomat: An intelligent and charismatic individual who is capable of representing governments at the highest levels of negotiation.

Lurker: A character who lives on the fringes of society, surviving by their wits and often turning to crime.

Officer: A ranking member of a military force, skilled at leading others in times of crisis.

Scientist: A learned individual who specialises in one or more areas of technological discovery.

Soldier: A warrior well trained in combat and skilled in a variety of weaponry.

Telepath: A rare character who is able to use the power of their mind to read the thoughts of another.

Worker: A hard working individual used to back breaking labour in space docks and construction, or more cerebral endeavours within large corporations.

It is important to note that each character class allows for a broad range of skills and abilities. In this way, almost any kind of character can be created, from a harried lawyer to a security officer, or from a secretive assassin to a flighty cocktail waitress. Each character class detailed in this chapter has a range of suggested professions and careers. Players may base their own character around such suggestions or, alternatively, make their own choices about their character's past career, opting for the class that matches their profession the closest.

Multiclass Characters

As a character gains new levels during their travels to Babylon 5 and the stars, he will have the opportunity to add new classes. This will give the character a new range of abilities and skills, making him much more capable but at the expense of becoming less specialised and experienced in his other existing classes. A diplomat, for example, may find himself cut off from his government and forced to lead a small force in battle, thus becoming a diplomat/officer. A telepath may be forced to take extreme measures in order to hide from the Psi Corps and so become a telepath/lurker. Full rules for multiclassing characters may be found in the Classes chapter of *The Player's Handbook*.

Hit Points

Every character in the Babylon 5 roleplaying game starts at 1st level with an amount of Initial Hit Points listed in their character class description - their Constitution modifier is never used to gain bonus hit points. This differs from many other d20 System games where a character normally has a set Hit Die - life is dangerous on Babylon 5 and even the most experienced characters will do their utmost to avoid incoming shots and bullets

At 1st level, a character will have the Initial Hit Points listed for his character class (they do not automatically receive the maximum amount of hit points possible). Whenever a

character increase in level, he receives an additional amount of hit points indicated by his character class. Note that if a character later changes his character class, he will not receive the Initial Hit Points listed for it, as these may only be gained at 1st level. He will instead receive the Additional Hit Points listed.

For example, Ta'Karn has just arrived on Babylon 5 and is under orders to perform missions set by the current Narn ambassador. He is a 1st level agent and begins the game with 7 hit points. On completing his first mission for the Narn Regime, he earns enough experience points to take him to 2nd level. As well as all the other benefits for increasing his character level, he receives 2 extra hit points for going up a level as an agent, taking his total to 9. If he instead chose to multiclass as a soldier, he would receive 3 extra hit points instead, for a total of 10.

Constitution Modifiers

Characters with a high Constitution score will benefit from being able to recover from crippling injuries and responding far better to medical attention. The average character will have a 10% chance of stabilising every round when reduced to negative hit points. However, particularly weak or tough characters will have a different chance of stabilising when critically injured, as shown on the table below.

Constitution Modifier	Chance of Stabilising
-1 or less	5%
+0	10%
+1	10%
+2	20%
+3	30%
+4	40%
+5 or more	50%

In addition, a character's Constitution modifier is used as a circumstance penalty or bonus to any Medical check performed upon the character, such as being stabilised, having first aid applied, being subject to long-term care or being treated for radiation, poison, or disease.

For example, Ta'Karn has been seriously injured by a PPG shot while serving the Narn Regime in an important mission. Left for dead in Downbelow, he has been reduced to –7 hit points and is fading fast. However, his Constitution of 15 gives him a better chance of survival. With a +2 Constitution modifier, he has a 20% chance of stabilising before he dies. He succeeds and is soon found by Babylon 5's security force, who take him to Medlab. While there, he is given long-term care. Long-term care usually requires a Medical check at DC 20, but Ta'Karn's Constitution modifier is used as a +2 circumstance bonus to the doctor's Medical check, giving Ta'Karn a much better chance of a quick recovery. He will soon be back on his feet and ready to undertake another mission for the Narn Regime.

Note that all other rules for hit points, such as the effects of negative hit points and massive damage are unchanged and are applied as detailed in the Combat chapter of *The Player's Handbook.*

Disparate Characters

You should always discuss with your Games Master the kind of character you wish to play in the Babylon 5 roleplaying game. There are many different types of campaign possible (as detailed in Chapter 9), and he may have already decided to run a series of scenarios that chart the progress of a group of EarthForce officers exploring a remote region of the galaxy. In this case, you may find playing a Centauri diplomat a little difficult.

However, the Babylon 5 roleplaying game was designed to handle all types of characters, no matter what their race and class. Unless the forthcoming campaign demands otherwise, it is perfectly permissible for a group to consist of a Narn agent, a Centauri diplomat, a human rogue telepath, a serving member of EarthForce and a Minbari from the warrior caste – a group that, it seems, should all be at each others throats or, at least creating a little inter-player friction.

There are two principle ways a Games Master can resolve this potential problem. The first is to allow extenuating circumstances to come into play. However far apart the players' characters seem to be in terms of background and racial prejudice, there is some bond of friendship between everyone. The far more exciting route, however, is to accept these differences between players. Much of the drama in Babylon 5 comes from the interaction between characters and conflict of any kind is a great motivator. There is no requirement at all for all the players' characters to be friendly to one another at any point during a campaign.

An excellent example of this in practice is the Babylon 5 television show itself. Imagine a roleplaying session based upon the television show, with players taking the roles of the ambassadors, EarthForce personnel, and perhaps even the likes of Alfred Bester and Mr Morden. While every player would be progressing through the same campaign, towards the same conclusion, each has their own goals which may or may not be compatible with those of the others. It is this conflict between the characters that made the television show what it was, and is readily adaptable to a roleplaying game. If players begin with a disparate range of characters with no obvious connection to one another, each with their own defined goals, a Games Master need only create a common event for them to all begin interacting with each other to start a campaign off. After a full story arc has been planned (see Chapter 9 for more details on creating story arcs within a campaign), the

Games Master may soon find that scenarios almost begin writing themselves, as players will make their own choices as to what their characters will do next, affecting every other character in the game in the process.

In campaigns of this nature, players and Games Masters can radically change the boundaries under which they normally roleplay within, making for a truly unique experience. The Babylon 5 roleplaying game can readily be adapted to either style of play, allowing new players to start with the traditional 'everyone is friends' campaign to begin with, progressing to more conflict-prone games when they become more comfortable with the rules system and the setting.

Agent

Across the galaxy, there are always men and organisations of great power that require the services of agents, highly talented individuals whose skill allow them to represent their employers at the highest levels and be capable of resolving any problem that arises. In this capacity, agents may work as negotiators, representatives, spies, thieves or assassins, as required by their employer. The diplomat may be the public face of an organisation or government, but it is the agent who is known to actually get things done, usually deep in the shadows where their conduct will not come under too much scrutiny. Some work for military or governmental institutions, though large corporations are also likely to have a number of agents in their service. The majority, however, are freelancers, willing to work for whoever pays the most credits and whose tasks represent the least chance of getting killed.

Starfarers: Agents may be found throughout the galaxy, carrying out their assignments with absolute dedication. They work within the darker side of society and so most will rarely reveal their purpose unless absolutely necessary to achieve their goals. Many thrive on danger and freelancers in particular may be ready to take great risks in the hopes of finding the one big payoff that will allow them to change their lives forever. Wherever trouble, strife and aggression may be found in the galaxy, there is often an agent somewhere in the shadows, manipulating the antagonists for his own ends.

Characteristics: Agents are noted for being calm under pressure and utterly confident of their own abilities. Many mistake them for being utterly cold and unfeeling in their work but agents are just as varied as those in other professions and the uncaring assassin or spy is just one archetype to be found in the galaxy. Some agents work hard trying to help others less fortunate than themselves out of a feeling for duty or honour, while others may perform actions that are less than tasteful or decent, but be utterly convinced that their work is for the greater good.

Background: There is no one typical origin for an agent and so they form a diverse mix from many different walks of life. Some are trained from adolescence to serve their government and military and so are often very fanatical when fighting for their cause. Others may once have been lurkers who were lucky enough to find an employer who valued their skills. Regardless of their background, agents tend to have few loyalties except to their employers and the credits their talents earn them.

Races: Every race, without exception, will have agents among them. A skilled operative is a basic tool of politics, even if they are rarely discussed or used openly. Large corporations will send agents to represent them during tough or illegal negotiations on far star systems, while even the Minbari will train individuals to work in secret, either among other races or within their own clans.

Other Classes: Agents find it easy to get on with those in other professions, especially as they often masquerade themselves in similar roles. They are also adept at using other people to fulfil their own objectives, all in service to their employer. As skilled as agents tend to be, most will recognise that convincing others to work with them often makes an assignment much easier.

Possible Careers and Professions: Assassin, Corporate 'Fixer', Covert Operative, Judicial Officer, Private Detective, Spy

Examples: Mr Morden, Tu'Pari, Lord Refa, Wade

Game Rule Information

Agents have the following game statistics.

Abilities: More than any other class, agents need good all round scores in every ability score. They are often required to work alone for great periods of time, usually at great risk to themselves, and so must be as self-reliant as possible.

Initial Hit Points: 1d6+4.
Additional Hit Points: 2.

Class Skills

The agent's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Pick Pocket (Dex), Pilot (Dex), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Swim (Str), and Technical (any) (Int).

Skill points at 1st level: (6 + Int modifier) x 4.
Skill points at each additional level: 6 + Int modifier.

Class Features
All of the following are class features of the agent.

Weapon Proficiency: An agent is proficient with all melee, grenade and pistol weapons.

Starting Credits: An agent begins the game with 3d6 x 100 credits.

Security Systems: Agents may use the Search skill to locate security devices and systems when the task has a DC greater than 20. In addition, agents may also use the Technical (electronics) skill to disable security systems

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Security Systems
2	+1	+0	+3	+0	
3	+2	+1	+3	+1	Sneak Attack +1d6
4	+3	+1	+4	+1	
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	Skill Mastery
7	+5	+2	+5	+2	
8	+6/+1	+2	+6	+2	
9	+6/+1	+3	+6	+3	Sneak Attack +2d6
10	+7/+2	+3	+7	+3	Skill Mastery
11	+8/+3	+3	+7	+3	
12	+9/+4	+4	+8	+4	Crippling Strike
13	+9/+4	+4	+8	+4	
14	+10/+5	+4	+9	+4	Skill Mastery
15	+11/+6/+1	+5	+9	+5	Sneak Attack +3d6
16	+12/+7/+2	+5	+10	+5	
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	Skill Mastery
19	+14/+9/+4	+6	+11	+6	
20	+15/+10/+5	+6	+12	+6	

whose Disable DC is greater than 25. An agent who beats a security system's DC by 10 or more will learn how it actually works and be able to bypass it without disarming it.

Sneak Attack: Agents are skilled at silencing their victims quickly and efficiently. From 3rd level onwards, if the agent can catch an enemy by surprise, when flat-footed or by flanking, he can make a sneak attack. The extra damage the agent deals to the enemy he has managed to sneak attack is listed on the table below. However, he may only make sneak attacks in melee combat or with ranged weapons when the target is no more than 30 feet away. Sneak attacks may not be made against non-living targets or those immune to critical hits.

Skill Mastery: At 6th level, the agent may select a number of skills equal to his Intelligence modifier. When making a skill check with one of these skills, the agent may always Take 10 even if normally prevented from doing so. The renowned calmness and confidence of agents comes into play even in the most dangerous of situations. Another skill may be added at 10th, 14th and 18th level.

Crippling Strike: At 12th level, the agent can strike an enemy with such precision that few are able to fully recover. Whenever the agent makes a successful sneak attack, he will also deal 1 point of permanent Strength or Dexterity damage to his enemy. On a successful critical hit, 2 points of damage will be dealt to Strength or Dexterity, as chosen by the agent.

Diplomat

Diplomats are some of the most powerful individuals to be found on board Babylon 5. Typically they do not possess great technical knowledge or superlative combat skills. Instead they wield the power of persuasion, compromise and the ability to bring others round to their way of thinking. On a diplomatic station like Babylon 5, these can be the most important abilities of all and diplomats quite literally decide on the fate of entire worlds on a daily basis. There are, however, many different levels of diplomat and not all enjoy the illustrious title of ambassador. Many are mere aides, attaches or couriers, destined to never see the limelight that shines on their superiors, but always working in the background to carry out their orders and duties. Nor is every diplomat a representative of a government – many corporations also hire these talented individuals so as to gain the very best advantage in billion credit negotiations and marketing deals.

Starfarers: Wherever there is civilisation, diplomats are likely to be found. Some may travel hundreds of light years in order to serve their governments and many will be away for months at a time. Dangerous missions or those with a high probability of failure are often delegated to lower ranking diplomats so as to allow ambassadors to continue furthering the interests of their government without interruption. Such missions, ranging from transporting

important information to negotiating with known enemies, often allows the low ranking diplomat a chance to shine and so increase his own personal power and influence among those he must deal with. It has been known for such far-travelling diplomats to become distracted from their main goals, usually when given the chance to attain great wealth, or when encountering a new threat to their government.

Characteristics: A diplomat must strive to seem compromising and reasonable at all times, even as he concentrates on gaining the very best position for his government. Many view diplomats with suspicion, knowing very little of what they say can be trusted and that many diplomats use their influence to further not just the goals of their government but also their own personal wealth as well. A diplomat's power is his knowledge of politics and the number of contacts he has at his disposal during a crisis, two traits the greatest ambassadors work hard to cultivate and maintain.

Background: Few individuals begin life with a burning desire to become a diplomat. Instead, most fall into the practice of diplomacy by accident or by necessity. A strong-willed and good-natured individual may feel compelled to don a diplomatic role in order to right the wrongs they see around them while others may quickly

identify the path of the diplomat as a quick and easy route to power and fortune without unacceptable risks.

Races: With the advent of stations such as Babylon 5, most races have begun to learn the value of diplomacy rather than brute force to achieve their objectives. Humans seem to be natural diplomats and, despite their reserve, members of the Minbari religious caste quickly gain a reputation for being hard but fair in negotiations. Centauri diplomats are among the most experienced in the galaxy, though they often find others have a tendency to distrust them while the brutish Narns have few who can successfully negotiate through prolonged talks and summits without losing patience.

Other Classes: High ranking diplomats rarely associate with anyone other than other diplomats and members of their own government and military. However, aides, attaches and couriers are often forced to work with those in all levels of society, from the ambassadors of other races to the most worthless of lurkers in order to achieve the missions set before them by their superiors. Above all, diplomats are skilled at manipulating others to do as they wish, whether it is by threat, promise or compromise.

Possible Careers and Professions: Ambassador, Corporate Negotiator, Diplomatic Courier, Government Minister, Union Representative

Examples: Ambassador Delenn, Mr Lance, Senator Hidoshi.

Game Rule Information

Diplomats have the following game statistics.

Abilities: The two vital ability scores for a diplomat are Charisma and Wisdom – every good diplomat needs to be able to convince others to do as he wishes, while guarding against those who would give him half-truths and outright lies. A high Intelligence is also respected among diplomats and can often guarantee that he always knows what he is talking about whenever in negotiations.

Initial Hit Points: 1d6+3.
Additional Hit Points: 1.

Class Skills

The diplomat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int),

DIPLOMAT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Contact
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Contact
4	+2	+1	+1	+4	Improved Diplomacy
5	+2	+1	+1	+4	Contact
6	+3	+2	+2	+5	Government Resources
7	+3	+2	+2	+5	Contact
8	+4	+2	+2	+6	Improved Diplomacy
9	+4	+3	+3	+6	Contact
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	Contact
12	+6/+1	+4	+4	+8	Improved Diplomacy
13	+6/+1	+4	+4	+8	Contact
14	+7/+2	+4	+4	+9	Improved Government Resources
15	+7/+2	+5	+5	+9	Contact
16	+8/+3	+5	+5	+10	Improved Diplomacy
17	+8/+3	+5	+5	+10	Contact
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	Contact
20	+10/+5	+6	+6	+12	Improved Diplomacy

Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Sense Motive (Wis), Speak Language (None), and Spot (Wis).

Skill points at 1st level: (6 + Int modifier) x 4.
Skill points at each additional level: 6 + Int modifier.

Class Features

All of the following are class features of the diplomat.

Weapon Proficiency: A diplomat is proficient with all pistol weapons.

Starting Credits: A diplomat begins the game with 4d6 x 100 credits.

Contact: Knowledge is a basic tool of politics and every diplomat knows that an extensive network of contacts, spies and informers is also an essential survival trait. They will work hard to recruit such individuals. At 1st level and every second level thereafter, the diplomat gains one contact. This contact should be named and the Games Master should create a suitable identity for them. Each contact may be used once per month and will take no more than 24 hours to complete an assigned task. The diplomat may ask a contact to procure an illegal item (though it must still be paid for) or automatically succeed in a Gather Information check. Each contact will live and work in a specific location which may be chosen by the diplomat though he must have conceivably have met the contact before one can be recruited. For example, after a visit to the Centauri Royal Court, a diplomat may be able to pick up a junior minister as a contact, or after extensive dealings in Brown Sector on board Babylon 5, a renowned lurker may be glad to work with him. The Games Master may also permit, at his own discretion, contacts to be used for other tasks (such as an attempted assassination, for example) but these should never be automatic, instead dealt with on a case by case basis.

Improved Diplomacy: At 4th level, the diplomatic begins to learn the real skills of his profession and gains a +1 competence bonus to all Diplomacy and Sense Motive checks. This bonus increases to +2 at 8th level, +3 at 12th level, +4 at 16th level and +5 at 20th level.

Government Resources: At 6th level, the diplomat becomes influential enough to use valuable government resources for his own personal use, although such requests must always seem to be for the good of government. Such requests may be made once per month and may include increased financing for better quarters on Babylon 5, better security, sending a small expedition to another planet, etc. . . The diplomat must make a Charisma check in order to succeed with his request at a DC determined by the Games Master. Reasonable requests (doubling of security measures while dealing with other governments)

will have a DC of 10, unusual or expensive requests (spacecraft permanently assigned to diplomat for personal transport) are at DC 15, while extreme requests (an armed reconnaissance of enemy territory) will be DC 20 or higher. However, no request may be made that actually changes the policies or intentions of a government – a diplomat cannot use Government Resources to intentionally start a war or avoid negotiating when ordered to do so.

Improved Government Resources: By the time the diplomat achieves 14th level, he is not only influential with his own government, he also holds a great deal of actual authority. Improved Government Resources work as above but the diplomat is no longer restricted in what he may request – warships may indeed be sent to bombard an enemy homeworld, and the diplomat is in a position to actually change governmental policy towards alien races, trade and commerce. A Charisma check is made as normal, with an appropriate DC set by the Games Master. However, keep in mind that just because it is possible for a diplomat to start a war, it does not mean he will find it easy and such requests should always revolve in some way around the current scenario.

Lurker

The term lurker is usually used on board Babylon 5 to describe the underclass of inhabitants who journeyed to the station in order to find a better life, failed and then found they no longer had the credits to afford a ticket to another world. They usually take a number of low paid jobs and, when these fall through, become homeless, spending their lives eking out an existence in Down Below, the worst area of Brown Sector. In truth, however, lurkers may be found throughout the galaxy on a hundred different worlds – they are the dispossessed, the desperate and the unfortunate. Almost inevitably, lurkers fall into bad company and are forced into crime just to stay alive. A few thrive in this sort of existence though and manage to fight their way out of poverty either through sheer good fortune or a powerful and greedy criminal mind.

Starfarers: While lurkers may be found throughout the galaxy, as individuals they rarely travel far and are often restricted to living in just one place by their non-existent finances. However, lurkers are also opportunistic by nature and will seize any chance to stow away on a departing spaceship or befriend those they believe will take them out of poverty.

Characteristics: Lurkers are usually regarded as the worst of scum by 'decent' citizens but their criminal activities are often driven by the desire for survival rather than sheer greed or malice. A lurker soon learns that any number of distasteful actions may be appropriate just to ensure there is enough food to eat and their problems multiply exponentially if they have a family to support as well. It is unfortunate that when a lurker finally begins to earn credits, old habits die hard and he may continue his

someone for the first time, a good lurker will be quick to assess him. Is he worth robbing? Befriending? Taking a risk for? Lurkers are taken advantage of on a daily basis, by large corporations looking for cheap labour to unload their next ship in the docks, or by individuals who are willing to pay good credits for illegal work they would rather not perform themselves.

Possible Careers and Professions: Beggar, Bum, Gang Member, Pickpocket, Slave, Smuggler, Thief

criminal activities without a second though. Placed in the right environment, however, lurkers begin to demonstrate a bewildering array of skills as well as a useful lack of morals that many may be eager to take advantage of.

Background: No one chooses to be a lurker, for it is a grinding and soul-destroying existence. Most are victims of circumstance, be it war, economic ruin or sheer bad luck. Most will have tried many times to rise above their present position through hard work and crime, only to be beaten back time and again. This can create a deep resentment towards those who have been far luckier in their lives and serves to further separate lurkers from the rest of their race.

Races: Most races have an underclass of some sort for many governments favour expediency over high moral values. The one exception to this is the Minbari, who provide help and support to any one of their number who finds themselves in trouble – indeed, in serving others in any way, individuals gain a great deal of personal honour. However, when Minbari leave their homeworld and set out among the stars, they can become victims just as much as any other race and so while it is extremely rare, it is possible to find an unlucky Minbari among a community of lurkers.

Other Classes: Most individuals despise lurkers as being lazy, feckless and downright criminal of mind. There are always those who possess more compassion though and some lurkers may be lucky enough to find someone willing to help them get back on their feet. For a lurker though, it is often a case of use or be used – whenever meeting

Examples: Jinxo, N'Grath, Deuce.

Game Rule Information
Lurkers have the following game statistics.

Abilities: Lurkers are often mistreated by those around them and will often need to defend themselves without aid. A high Dexterity and Constitution is therefore of prime importance to any lurker, though those possessing an unusually high Intelligence and Charisma may find that they can live very well as lurkers, starting their own criminal organisations and earning more credits than many of the people topside in the station.

Initial Hit Points: 1d6+3.
Additional Hit Points: 2.

Class Skills
The lurker's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Pick Pocket (Dex), Profession (any) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Technical (any) (Int).

Skill points at 1st level: (6 + Int modifier) x 4.
Skill points at each additional level: 6 + Int modifier.

Class Features

All of the following are class features of the lurker.

Weapon Proficiency: A lurker is proficient with all melee and pistol weapons.

Starting Credits: A lurker begins the game with 1d6 x 100 credits.

Lurker's Knowledge: Though disaffected by the rest of society, lurkers are skilled at keeping their eyes and ears open, and so can prove to be a superb source of information for those who know how to find it. A lurker may make a Knowledge check at any time with a bonus equal to his class level and Intelligence modifier combined. This check may be used to see if the lurker knows something about any specified person or location – nothing else may be discovered by the use of Lurker's Knowledge, the check may never be retried for the same subject and he may never Take 10 or 20 while attempting this. The Games Master sets the DC of this check using the table below as a guide.

DC	Type of Knowledge	Example
10	Common knowledge	A security guard's gambling debts
20	Uncommon knowledge, known only to a small number of individuals	The presence of a local criminal organisation or gang
25	Obscure knowledge known only to a select few	Tales of who is performing illegal experiments on captured lurkers
30	Extremely obscure or forgotten knowledge, virtually unknown by anyone else	Intimate family history of a high-ranking diplomat

Bonus Feats: Lurkers are extremely capable individuals, forced top learn many new skills and abilities just to survive day-to-day life. At 1st level, the lurker gains a bonus feat chosen from the list below. He will also receive bonus feats every four levels after this.

LURKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Lurker's Knowledge, Bonus Feat
2	+1	+3	+0	+0	Survivor's Luck
3	+2	+3	+1	+1	Multi-Skilled
4	+3	+4	+1	+1	Bonus Feat
5	+3	+4	+1	+1	
6	+4	+5	+2	+2	
7	+5	+5	+2	+2	Multi-Skilled
8	+6/+1	+6	+2	+2	Bonus Feat
9	+6/+1	+6	+3	+3	
10	+7/+2	+7	+3	+3	
11	+8/+3	+7	+3	+3	Multi-Skilled
12	+9/+4	+8	+4	+4	Bonus Feat
13	+9/+4	+8	+4	+4	
14	+10/+5	+9	+4	+4	
15	+11/+6/+1	+9	+5	+5	Multi-Skilled
16	+12/+7/+2	+10	+5	+5	Bonus Feat
17	+12/+7/+2	+10	+5	+5	
18	+13/+8/+3	+11	+6	+6	
19	+14/+9/+4	+11	+6	+6	Multi-Skilled
20	+15/+10/+5	+12	+6	+6	Bonus Feat

Alertness, Ambidexterity, Blind-Fight, Combat Reflexes, Endurance, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Run, Weapon Focus.

Survivor's Luck: Most lurkers succumb to their living conditions in a fairly short space of time. Those who survive, however, demonstrate an amazing degree of luck and hardiness. Upon reaching 2nd level, the lurker may re-roll any failed saving throw, though he must abide by the results of the second throw even if it was worse than the first. This may be done once per day.

Multi-Skilled: Despite an acute lack of any educational facilities in their environment, lurkers demonstrate the capability to pick up an amazing amount of skills in a very short space of time. Whether such skills are learnt from other lurkers or through shady and probably illegal employment, the lurker is able to turn this knowledge into a valuable tool for survival. At 3rd level and every four levels thereafter, the lurker may select any one cross-class skill and make it a class skill.

Officer

The officer forms the leadership for every military force across the galaxy. The space fleets and armies of federations, empires and alliances are under the direction of such men and women, with the thousands of soldiers below looking up to them for guidance and confidence while under enemy fire. Officers tend to be highly motivated individuals and whether it is leading soldiers across a battlefield, performing vital functions on an exploratory ship, chasing raiders in a fighter or commanding from the bridge of a heavy cruiser, they lead a glamorous, if dangerous, life. The officer provides the backbone for any military force and with great power comes tremendous responsibility.

Starfarers: Officers can be found wherever there is a military presence in the galaxy. Not all are in positions of high responsibility and the vast majority fulfil junior roles within the overall command structure. Many individuals, enamoured with the glory and fame promised by the military become disenchanted later in their service when they discover the life is not quite what they expected. Such individuals can easily turn their leadership skills to profit in civilian life, whether through leading bands of raiders in acts of piracy, negotiating at high level corporate meetings or simply exploring the stars.

Characteristics: As a breed, officers tend to share common traits, no matter what race they come from. Typically highly intelligent, they are devoted to the military service they belong to and are trained to handle any potential problems with their own initiative. Though capable of functioning independently, officers are also team players, knowing every individual under their command must perform at their very best or else risk the entire mission. They are therefore good at resolving disputes

among their own command and often serve as diplomats when dedicated personnel are not available.

Background: Officers are usually highly educated and motivated individuals eager to serve something that is greater than themselves. Drawn to the military life, they can look forward to a life among the stars, travelling many light years on a variety of tours, never sure of where exactly they may be called to serve the next day. Any candidate for an officer's placement is unlikely to be lazy, inattentive or hasty in his actions, for such individuals are rigorously weeded out during the military's selection process.

Races: There are few races indeed who do not support at least a small defence force on their own homeworld and the military forces of the Earth Alliance, Minbari, Narn and Centauri are truly immense, comprising of dozens of ships and thousands of personnel. Officers are therefore relatively common in every race, whether actively serving or retired.

Other Classes: Officers must deal with people of all professions on an almost daily basis, and do so equally. No good officer will look down on a worker or non-combatant scientist, for he knows each and every one serves a vital purpose within his overall command. That said, it has

been known for officers of all races to become extremely irritated with the actions and attitudes of civilians who have not had the benefit of their disciplined training. One of the marks of a good officer is being able to bind military and civilian personnel alike into a single unit that will obey his commands without hesitation.

Possible Careers and Professions: EarthForce Lieutenant, Mercenary Commander, Pilot, Resistance Leader, Warship Bridge Crewman

Examples: Commander Sinclair, Captain Sheridan, Neroon, G'Sten.

Game Rule Information
Officers have the following game statistics.

Abilities: The strength of any officer is within his leadership and ability to command others. However, many officers prefer to take a hands on role and so may develop combat skills comparable to any front line soldier. As well as high Wisdom and Charisma scores, therefore, a good Constitution is also useful for officers. Those who serve as pilots will find that a high Dexterity score is a vital survival trait.

Initial Hit Points: 1d6+4.
Additional Hit Points: 2.

Class Skills
The officer's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Listen (Wis), Medical (Wis), Pilot (Dex), Sense Motive (Wis), Speak Language (None), Spot (Wis), and Technical (any) (Int).

Skill points at 1st level: (4 + Int modifier) x 4.
Skill points at each additional level: 4 + Int modifier.

Class Features
All of the following are class features of the officer.

Weapon Proficiency: An officer is proficient with all melee, grenade and pistol weapons.

Starting Credits: An officer begins the game with 3d6 x 100 credits.

Branch Specialisation: At 1st level, the officer must choose which branch of the military he will serve in – fleet, ground forces or pilot. Those serving with the fleet gain

OFFICER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Branch Specialisation
2	+2	+0	+0	+3	
3	+3	+1	+1	+3	Rallying Call
4	+4	+1	+1	+4	
5	+5	+1	+1	+4	
6	+6/+1	+2	+2	+5	
7	+7/+2	+2	+2	+5	
8	+8/+3	+2	+2	+6	Way of Command
9	+9/+4	+3	+3	+6	
10	+10/+5	+3	+3	+7	
11	+11/+6/+1	+3	+3	+7	
12	+12/+7/+2	+4	+4	+8	Branch Elite
13	+13/+8/+3	+4	+4	+8	
14	+14/+9/+4	+4	+4	+9	
15	+15/+10/+5	+5	+5	+9	Legendary Speech
16	+16/+11/+6/+1	+5	+5	+10	
17	+17/+12/+7/+2	+5	+5	+10	
18	+18/+13/+8/+3	+6	+6	+11	
19	+19/+14/+9/+4	+6	+6	+11	
20	+20/+15/+10/+5	+6	+6	+12	

Data Access and Spacecraft Proficiency as bonus feats. Ground force officers gain Weapon Proficiency (rifle) and Weapon Proficiency (heavy weapons), while pilots gain Spacecraft Proficiency and Weapon Proficiency (spacecraft weapons).

Rallying Call: At 3rd level, the officer may shout encouragement to any faltering allies within earshot (communications devices may be used) as a standard action. All allies hearing the call may make an immediate Will save (DC 18 – the officer's Charisma modifier) to recover from any cowering, frightened, panicked or shaken effects. This ability may be used once per day. Upon reaching 10th level, Rallying Call may be used twice a day, and three times a day at 15th level.

Way of Command: Upon reaching 8th level, the officer exudes an aura of confidence whilst under fire that steadies those under his command and makes them more receptive to his orders. All allies gain a +2 morale bonus to any skill checks. The range of Way of Command is the entire ship for a fleet officer, 100 ft. for a ground forces officer and up to 3 fighters within 1 mile for a pilot.

Branch Elite: As the officer increases in rank and capability, his reputation and skill increases. A veteran of countless military actions, he is now considered one of the elite. Upon attaining 12th level, the officer gains a benefit dependant on the branch in which he serves. Fleet officers may grant a permanent +1 competence bonus to either the DV, sensor score or stealth score of a ship so long as they are personally in command. Ground officers grant a +1 morale bonus to all attack rolls made by allies within 60 feet. Pilots can make a targeting run and acquire a target (see p73 for full details) as a single move-equivalent action, so long as they are piloting a spacecraft of huge size or smaller.

Legendary Speech: At 15th level, the officer has become a true leader of men, regardless of his prior background. Before entering battle, the officer may make an inspiring speech to the men he leads. This takes one minute and affects all allies who can hear his words. At the end of this time, the officer makes a Charisma check (DC 15). If successful, all allies will gain a +1 morale bonus to all saving throws, attack and damage rolls for the next 1d3 hours. In addition, they will not surrender during this time unless the officer orders them to do so. At the Games Master's discretion, Legendary Speech may be used to gain other bonuses, such as swaying potential allies to join the officer's side in a forthcoming battle or war. Legendary Speech may be used once per month.

Scientist

Technology is the central drive of most races and at the forefront of this pursuit is the scientist. Whether he specialises in medicine, bio-warfare, starship design, jump gate technology or any one of a thousand other disciplines, it is the scientist who can propel his race to the forefront of the galaxy. Within many cultures, the role of the scientist is a highly competitive one, with each individual or organisation forced to compete with their peers in order to gain valuable funding and the ability to discover new technologies that will bring wealth and, most important to a scientist, notoriety. Many scientists are thus tempted to cut corners in their research, pinning their hopes on newly discovered alien technology or practices forbidden by most governments. This has led to scientists gaining a bad name on some planets but they are still vital to the progression and safety of each race.

Starfarers: Many scientists are content to pursue purely theoretical research and will rarely leave their laboratories and research centres throughout their careers. Others are far more daring, however, knowing that only by experiment in the wider world can true discoveries be made, or realising that the only way to locate genuinely new alien technologies is to head for the stars and find it for themselves. Many scientists just starting their careers will actively seek to travel between different worlds as a way of gaining valuable information on alien races extremely rapidly, so giving them an advantage when they do finally retire to the laboratory.

Characteristics: Scientists tend to be extremely focussed on their work and research, often to the exclusion of all else. Prizing knowledge above all else, scientists often find themselves blurring the line between the loyalties of science, race and politics which can be infuriating to their superiors. A tiny fraction are pure idealists, believing knowledge and discovery are the prime motivators for any reasoning sentient and that political strife has no place in their pursuit.

Background: Scientists are generally extremely well educated and will likely have attended the major educational centres of their homeworld during their youth. It is common among most races for scientists to have come from the wealthier portion of the population which can further serve to curtail their empathy with others, though they remain valuable members of society.

Races: Most races nurture a strong number of scientists, for the safety and security of their own worlds often depends on their scientists making discoveries that allow them to keep pace with the development of other races. It is in the actual application of scientists and the methods they work by that varies by race – Minbari, for example, value their worker and religious caste scientists as a special kind of truthseeker while those of the Narns tend to concentrate heavily on military sciences.

Other Classes: While possessing great mental skills, scientists often find themselves lacking in practical talents and few have any idea how to find their way around the world outside of the laboratory. They will therefore often rely on others to complete necessary tasks in order to maximise their own time doing the real work – scientific study.

Possible Careers and Professions: Archaeologist, Doctor, Historian, Laboratory Technician, Librarian, Professor, Student

Examples: Dr Stephen Franklin, Vance Hendricks.

Game Rule Information

Scientists have the following game statistics.

Abilities: Intelligence is the primary ability for a scientist, as he must devote his time and energy to gaining new skills and knowledge in the pursuit of his research. A good Wisdom score can often prevent a scientist from making too many mistakes in his research and the projects he decides to pursue, and is especially useful for those who decide to

SCIENTIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Primary Area of Study
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Use Alien Artefact
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Peripheral Studies
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Peripheral Studies
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	Peripheral Studies
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Peripheral Studies

concentrate on the practice of medicine. A high Charisma score may be used to secure the valuable funding and resources required by his studies.

Initial Hit Points: 1d6+3.
Additional Hit Points: 1.

Class Skills

The scientist's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Knowledge (any) (Int), Listen (Wis), Medical (Wis), Profession (any) (Wis), Speak Language (None), Spot (Wis), and Technical (any) (Int).

Skill points at 1st level: (8 + Int modifier) x 4.
Skill points at each additional level: 8 + Int modifier.

Class Features

All of the following are class features of the scientist.

Weapon Proficiency: A scientist is proficient with all pistol weapons.

Starting Credits: A scientist begins the game with 4d6 x 100 credits.

Primary Area of Study: At 1st level, the scientist selects either the Medical skill or one Knowledge or Technical skill to be his Primary Area of Study. This is where the scientist focuses his research and study, and he will become extremely proficient within it. He will gain a competence bonus equal to half his class level (rounding down) to any check using this skill.

Use Alien Artefact: Upon reaching 3rd level, the scientist has gained enough background knowledge that he can study strange and wonderful alien artefacts, perhaps millions of years old, and make them fully functional once more – even if he does not know their true purpose. To activate an alien artefact, the scientist must spend at least one hour studying the device and then make an Intelligence check, using half his class level as a bonus, rounding down. The DC for this check is set by the Games Master and is dependant on the complexity of the artefact, but most will have a DC in excess of 20.

Peripheral Studies: Few scientists concentrate on just one area of research, knowing that by combining several disciplines they may make new discoveries. At 5th, 10th, 15th and 20th level, the scientist selects either the Medical or one Knowledge or Technical skill to be a Peripheral Study. He may not select the same skill twice, nor may he select his Primary Area of Study. From this point on, he will gain a +2 competence bonus to all checks made using the skill.

Soldier

Though the glamour of military life is often associated with the ships of mighty fleets or the pilots of the fighters protecting them, there is still a role for the soldier, or ground-pounder (Gropos) as they are often called. A ship may bombard a target from high orbit, but it takes infantry to actually secure a position or take prisoners and even during combat in deep space, there is a role for soldiers when boarding enemy craft. Security guards within military or diplomatic stations, such as Babylon 5, are also trained much like soldiers until they reach the higher ranks. While they may avoid huge battles in their term of service, security guards tend to be far more self-reliant, being forced to face life-or-death situations on an almost daily basis.

Starfarers: Both soldiers and security guards may travel across the galaxy during their terms of service but the most common travellers are those who have left the military. Ex-soldiers make for superb mercenaries and most organisations make use of them from time to time, whether as ad hoc security, bodyguards, assassins or finding the location of people and items. In this way, they can operate in much the same way as agents, though with a very different set of skills and abilities.

Characteristics: Soldiers are often viewed as hot headed and may well be likely to act without thinking the situation through properly first. They are trained to be team players but also to rely on their own mettle when forced to do so. Used to taking orders as part of normal daily life, soldiers can make for very loyal employees though some organisations may treat them as nothing more than hired muscle, suitable for combat but not thinking. In truth, however, there are many different kinds of people who become involved in military service and such rash judgements may not always turn out to be true.

Background: There is a common view that soldiers come from the least educated parts of society, but each individual will have very different reasons for signing up to military service. It is true that some will become enamoured with the lifestyle, but others may be forced into the army or security force due to being drafted or facing the extermination of their homeworld. Those soldiers who sign up during times of war tend to be the most fanatical of all, fiercely dedicated to the preservation of their race against a great and identifiable foe – the Narns, especially, nurse a great hatred for the Centauri and there is never any shortage of recruits to military service.

Races: Even the most pacifist races will maintain a security force for their leaders and officers, knowing all too well how others may take advantage of unprotected targets. Most races, however, maintain large standing armies, their overall size dependant on their homeworld's population and the number of colony worlds they must protect. The majority recruit from volunteers within their populace, though in times of war drafts are not uncommon, nor the

use of mercenaries – both Earth and Narn have recently made use of both in recent years.

Other Classes: Wherever soldiers go, they seem to breed friction between themselves and members of other military services – they also tend to have a fairly dim view of civilians and the comfy lifestyle they lead, especially when that way of life has been won through a hard fought war. However, retired soldiers also have the ability to instantly bond with anyone who has seen any kind military action, whether they were soldiers themselves or not.

Possible Careers and Professions: Infantryman, Security Officer, Terrorist

Examples: G'Kar, Michael Garibaldi, Zack Allen.

Game Rule Information

Soldiers have the following game statistics.

Abilities: A good soldier is a combat machine, able to take on several enemies at once and emerge victorious. Whether it is by fist, knife, gun or heavy weapons platform, the soldier is trained to fight until he drops from injury or exhaustion. Strength, Dexterity and Constitution scores are therefore all very important to this class. A high Intelligence score will allow a soldier to learn additional skills that will allow him to specialise during his service, as well as give him enough abilities to adjust relatively easily to civilian life.

Initial Hit Points: 1d6+6.
Additional Hit Points: 3.

Class Skills

The soldier's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Medical (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Technical (any) (Int).

Skill points at 1st level: (2 + Int modifier) x 4.
Skill points at each additional level: 2 + Int modifier.

Class Features

All of the following are class features of the soldier.

Weapon Proficiency: A soldier is proficient with all melee, grenade, pistol and rifle weapons. In addition, the soldier may also select to be proficient in either heavy or vehicle weapons, to reflect advanced combat training.

Starting Credits: A soldier begins the game with 2d6 x 100 credits.

Weapons Training: Soldiers practice in the use of weapons constantly and will often be taught that their weapon is the only thing that stands between them and certain death when facing the enemy. At 1st level and every five levels thereafter, the soldier gains Weapon Focus as a bonus feat. This may be in any weapon the soldier desires. If they soldier already possesses Weapon Focus, he may instead opt to choose Weapon Specialisation as his bonus feat. Note that the soldier must have a base attack bonus of +4 or greater before he is allowed to select the Weapon Specialisation feat.

Covering Fire: Trained in the methods of squad and platoon level combat, soldiers quickly learn how to force the enemy to keep their heads down while allies manoeuvre into position. At 3rd level, the soldier learns how to provide Covering Fire. Whenever using a rapid fire weapon, the soldier may let loose a hail of shots designed to pin an enemy down rather than cause actual damage. Up to three enemies within 5 ft. of each other may be targeted in this way. No attack roll is made but instead each enemy must make a Will save (DC 10 + half the Soldier's class levels, rounded down) or be forced to miss their next action.

To The Limit: Most soldiers pride themselves on staying in better shape than anyone in civilian life and, indeed, rivalries may spring up between serving members as to who is the better athlete. At 7th and 14th level, the soldier may permanently increase either his Strength, Dexterity or Constitution scores by one point. This is in addition to the ability score increases a character gains every four levels.

Veteran: At 12th level, the soldier may fairly be described as a veteran. He has fought in many battles and survived to tell the tales. It is natural for other soldiers to look up

	Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
S	1	+1	+2	+0	+0	Weapons Training
O	2	+2	+3	+0	+0	
L	3	+3	+3	+1	+1	Covering Fire
D	4	+4	+4	+1	+1	
I	5	+5	+4	+1	+1	Weapons Training
E	6	+6/+1	+5	+2	+2	
R	7	+7/+2	+5	+2	+2	To The Limit
	8	+8/+3	+6	+2	+2	
	9	+9/+4	+6	+3	+3	
	10	+10/+5	+7	+3	+3	Weapons Training
	11	+11/+6/+1	+7	+3	+3	
	12	+12/+7/+2	+8	+4	+4	Veteran
	13	+13/+8/+3	+8	+4	+4	
	14	+14/+9/+4	+9	+4	+4	To The Limit
	15	+15/+10/+5	+9	+5	+5	Weapons Training
	16	+16/+11/+6/+1	+10	+5	+5	
	17	+17/+12/+7/+2	+10	+5	+5	
	18	+18/+13/+8/+3	+11	+6	+6	
	19	+19/+14/+9/+4	+11	+6	+6	
	20	+20/+15/+10/+5	+12	+6	+6	Weapons Training

to him for leadership, even while following the orders of an officer. The soldier may co-ordinate the actions of any other characters with at least one level in the soldier class as a free action, in order to gain a tactical advantage over any enemy they may fight. Each character being co-ordinated in this way gains a +1 circumstance bonus to their DV or attack rolls. It is the soldier using the Veteran class feature who decides which character gains which bonus. All characters taking advantage of this bonus must remain within 30 ft. of the soldier and only one bonus may be taken at a time, no matter how many soldiers are present with the Veteran class feature.

Telepath

Over the past two hundred years, the number of telepaths arising in different races has grown dramatically, though even the brightest scientists are still at a loss to explain why. Some believe telepaths are only now making themselves known, while others believe it is a new stage in racial evolution. Granted the ability to look into the minds of another, telepaths vary in capability but all have powers almost incomprehensible to those who lack the talent. The life of a telepath is rarely a content one but those able to adjust to normal society will find they can enjoy a great advantage over mundanes. A common rating system adopted by every major race measures the strength

and potential capabilities of telepaths. The vast majority of telepaths are rated from P1-5 and these form the basis of those used in commercial enterprises and political negotiations. The scale goes up to P15, though no human has ever been rated above P12, the level the dreaded Psi Cops are required to be. A telepath's P-rating is set and never changes throughout their lives, though constant training and refinement can help them gain the very best out of their talent.

Starfarers: Most telepaths can expect to enjoy the same freedoms and opportunities as any other member of their race, provided they do not use their talent illegally, and so may be found throughout the galaxy pursuing their own ideals and goals. The major exception to this are human telepaths who are required to join the Psi Corps, be imprisoned or take powerful drugs to suppress their talent. Many choose to run instead, heading out into space to lose themselves in the stars. The elite Psi Cops are extremely adept at tracking down and arresting these runaways but a tiny few manage to stay free with the help of friends and allies.

Characteristics: Constantly surrounded by a cacophony of errant thoughts and whispered secrets from mundanes, many telepaths can seem a little unhinged to the casual observer. The more powerful a telepath, the greater the

stresses they are placed under and even the Psi Corps recognises that their best operatives require a great deal of latitude in their actions if they are not to suffer from a variety of mental illnesses and psychoses.

Background: A few telepaths are born with their talent and learn to develop it as they grow. Most, especially humans, gain their talent upon the onset of puberty and have to spend many long, hard years learning to control their powers and adapt to a completely new way of life. For humans, this means immediately joining the Psi Corps, though other races have their own, less server, methods of making telepaths productive members of society. Most lesser telepaths (those rated P1-5) often find themselves working for corporations and other powerful individuals, though those with stronger talent are used almost exclusively by military and political organisations.

Races: Telepaths are treated differently depending on which race they belong to – within Minbari society, they are greatly honoured as individuals who serve their people, while humans treat telepaths with great trepidation and force them to join the Psi Corps. Centauri telepaths are often used and abused by the great noble houses, though the more canny are often able to influence others to gain positions of great power themselves. To date, there have been no known Narn telepaths.

Other Classes: Telepaths often have a deep-rooted need to gain the respect and acceptance of others and so will work hard at any task they are set. Most carry few prejudices themselves but have to constantly suffer the discrimination of mundanes who live on constant fear that telepaths are peering into their minds. The one exception to this are the telepaths from Psi Corps, who are raised to believe they are superior to every other member of the human race and so will rarely grant respect to a mundane.

Possible Careers and Professions: Corporate Telepath, Royal Telepath, Psi Corps Operative, Rogue Telepath

Examples: Lyta Alexander, Talia Winters, Alfred Bester.

Game Rule Information

Telepaths have the following game statistics.

Abilities: The two ability scores around which telepathic powers function are Charisma and Intelligence – a telepath must have an extraordinary strength of will and yet possess the intellect to use it effectively. A high Wisdom will ensure the telepath is well-shielded against the powers of other telepaths, while those with high P-ratings may find a high Constitution will allow them to attempt a range of telepathic abilities that would otherwise be almost impossible to sustain.

Special: Narn characters may never take levels in the telepath class. In addition, this class must be selected at 1st level – a character may not multiclass into it later.

Initial Hit Points: 1d6+4.
Additional Hit Points: 1.

Class Skills

The telepath's class skills (and the key ability for each skill) are Climb (Str), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (telepathy) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Telepathy (Cha).

Skill points at 1st level: (8 + Int modifier) x 4.
Skill points at each additional level: 8 + Int modifier.

Class Features

All of the following are class features of the telepath.

Weapon Proficiency: A telepath is proficient with all pistol weapons.

Starting Credits: A telepath begins the game with 3d6 x 100 credits.

P-rating: At 1st level, the telepath must determine his P-rating. This will never change and will affect every use of his talent that he attempts. The player must roll 1d2 – the

result of this roll will be his permanent P-rating. However, players may opt to play a more powerful telepath, though they will find there are disadvantages.

P3-5: The player rolls 1d3+2 to determine his P-rating. However, he will only receive (6 + Int modifier) x 4 skill points at 1st level, and only 6 + Int modifier skill points every level thereafter.

P6-8: The player rolls 1d3+5 to determine his P-rating. However, he will only receive (4 + Int modifier) x 4 skill points at 1st level, and only 4 + Int modifier skill points every level thereafter. In addition, the telepath will only have 1d6+3 Initial Hit Points.

P9-12: The player rolls 1d4+8 to determine his P-rating. However, he will only receive (2 + Int modifier) x 4 skill points at 1st level, and only 2 + Int modifier skill points every level thereafter. In addition, the telepath will only have 1d6+2 Initial Hit Points.

Bonus Feats: Telepaths tend to be highly skilled individuals who can turn their hand to almost any profession – their talent is merely part of how they are, not what they actually do. At 1st level, a telepath of P1 or P2 rating gains a bonus general or racial feat. Telepaths of P3 or higher do *not* get this bonus, as they have spent more time honing their mental powers.

Telepathic Ability: At 1st level, the telepath begins with the accidental scan, mind shield, sense telepathy and warning abilities. At 2nd level and every two levels thereafter, he may select a new telepathic ability from Chapter 5. However, the telepath must meet the prerequisites for each new telepathic ability, based upon his P-Rating and other telepathic abilities already gained. If no prerequisites are met for any telepathic abilities, the telepath will receive a bonus hit point instead.

Enhanced Telepathy: As a telepath grows in skill and experience, he becomes a formidable mental adversary whose mind can cut through any shield or block. The telepath gains a bonus telepath feat at 3rd level and every three levels thereafter.

Maintain Concentration: At 6th level, the telepath becomes sufficiently skilled in maintaining on going telepathic abilities that it becomes almost second nature to him. He may now concentrate on telepathic abilities

TELEPATH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Bonus Feat, P-rating, Telepathic Ability
2	+1	+0	+0	+3	Telepathic Ability
3	+2	+1	+1	+3	Enhanced Telepathy
4	+3	+1	+1	+4	Telepathic Ability
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	Enhanced Telepathy, Maintain Concentration, Telepathic Ability
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Telepathic Ability
9	+6/+1	+3	+3	+6	Enhanced Telepathy
10	+7/+2	+3	+3	+7	Telepathic Ability
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	Enhanced Telepathy, Telepathic Ability
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	Telepathic Ability
15	+11/+6/+1	+5	+5	+9	Enhanced Telepathy
16	+12/+7/+2	+5	+5	+10	Telepathic Ability
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	Enhanced Telepathy, Telepathic Ability
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Telepathic Ability

that have been successfully used in a previous round as a move equivalent action, allowing him to perform other tasks simultaneously.

Worker

Workers can be found on every outpost, diplomatic station and inhabited planet across the galaxy – in a very real sense, they are the people who ensure everything within their society functions as it should. It is they who make the worlds work. However, the worker is often overlooked by those in positions of power, the diplomats and officers who make the big decisions. Agents, soldiers and scientists have a tendency to forget they exist at all, just seeing workers as being part of the scenery. However, on Babylon 5, workers fulfil such vital roles as maintenance crews and dock workers. On planets, they are the shop owners, accountants, bureaucrats and labourers who ensure everyone has all the necessities they rely on during everyday life.

Starfarers: Workers may be found wherever civilisation exists but, as a rule, they do not travel too far unless their employment requires them to do so. Many become disenchanted with their daily life, however, and seek to find a better life among the stars, exploring new worlds and civilisations to find a new way of making a living utilising their present skills, or developing entirely new talents.

Characteristics: Unlike those coming from other character classes, workers rarely look beyond their next paycheck – they have likely never imagined they could actually be somebody in the grand scheme of things and so have never tried. Those that have broken away from their previous employment to explore the stars will likely have done so because of some catalyst in their life, perhaps a great tragedy such as losing their loved ones to an accident, war or plague. Having recently had their eyes opened to a universe that is much grander than they had ever guessed, they may seem a little naive to those who have spent their lives in space but always seem to make significant contributions to any emergency situation they find themselves.

Background: The life history of any worker is rarely exciting – ever since leaving their educational system, they have worked tirelessly without much thought or imagination for the future. Most continue in this way for many years until they retire but a rare few will leave their daily lives behind to experience adventure and excitement among the stars and the beckoning worlds around them.

Races: It is a common trait among every intelligent race that the workers of their various societies are rarely held in high esteem. Individuals may still excel at what they do, but will become lost among the millions of other workers on any given world. Even the Minbari, who have raised the role of the worker to almost spiritual levels, still tend to suppress the influence they have on society in favour of the dominant religious and warrior castes.

Other Classes: Most classes have a tendency to dismiss the worker as a semi-skilled individual with little to contribute during times of high-stakes danger. For their part, workers are often over-awed by people in positions of power, however they may personally feel. Once a worker has experienced his first taste of excitement, however, their skills and ability to naturally relate to almost any other worker can make them useful allies.

Possible Blue Collar Careers and Professions: Dock Worker, Labourer, Miner, Technician, Waitress

Possible White Collar Careers and Professions: Accountant, Architect, Corporate Executive, Free Trader, Lawyer, News Anchor, Secretary

Game Rule Information

Workers have the following game statistics.

Abilities: Those who concentrate on manual labour will need good Strength and Constitution scores, while white-collar workers will find Intelligence to be more beneficial. Workers with a very high Charisma score may find their strength of personality alone is sufficient for them to be noticed among their peers, allowing them to gain promotions quicker, or granting the opportunity to leave their working life altogether.

Initial Hit Points: 1d6+3.
Additional Hit Points: 1.

Class Skills

The worker's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Profession (any) (Wis), Spot (Wis), and Technical (any) (Int).

Skill points at 1st level: (6 + Int modifier) x 4.
Skill points at each additional level: 6 + Int modifier.

Class Features

All of the following are class features of the worker.

Weapon Proficiency: A worker is proficient with all pistol weapons.

Starting Credits: A worker begins the game with 2d6 x 100 credits.

Blue Collar/White Collar: At 1st level, the worker must decide whether he will be a blue collar worker (such as a dock worker, maintenance crewman, engineer, etc. . .) or a white collar worker (office, corporate or executive career). Blue collar workers gain a +2 bonus to their Initial Hit Points and a +1 bonus to their Additional Hit Points, while white collar workers gain an extra 2 skill points per level. These extra skill points must be spent on skills with Intelligence or Wisdom key abilities.

Salary Increase: Upon reaching 6th level, the worker has become something of an expert in his career and can easily find work throughout the galaxy. In addition, he can also demand a higher salary. The worker gains a +4 competence bonus to all Profession checks he is called to make.

WORKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Blue Collar/ White Collar
2	+1	+3	+0	+0	
3	+1	+3	+1	+1	
4	+2	+4	+1	+1	
5	+2	+4	+1	+1	
6	+3	+5	+2	+2	Salary Increase
7	+3	+5	+2	+2	
8	+4	+6	+2	+2	
9	+4	+6	+3	+3	
10	+5	+7	+3	+3	
11	+5	+7	+3	+3	
12	+6/+1	+8	+4	+4	
13	+6/+1	+8	+4	+4	
14	+7/+2	+9	+4	+4	
15	+7/+2	+9	+5	+5	
16	+8/+3	+10	+5	+5	
17	+8/+3	+10	+5	+5	
18	+9/+4	+11	+6	+6	
19	+9/+4	+11	+6	+6	
20	+10/+5	+12	+6	+6	

Skills and Feats

All characters within the Babylon 5 game have access to a range of skills and feats, representing a variety of different abilities and areas of knowledge. As a character goes up in level, he also becomes better at these skills and accumulates more feats, extending his knowledge and capabilities until he is able to perform truly amazing actions.

The Babylon 5 roleplaying game has many new feats and skills for players to experiment with, allowing them to create characters well adapted to life on board the space station.

Skills

A diplomat may excel at his innate knowledge of laws and customs, or at communicating successfully with a wide range of alien species. An agent is likely to be good at identifying high-value targets, while any good lurker will be able to weigh up the value of goods he has manage to steal. These are all examples of the use of skills within Babylon 5.

Existing Skills

The following skills from Chapter 4 of *The* Player's *Handbook* are used without change within the Babylon 5 roleplaying game.

Appraise, Balance, Bluff, Climb, Concentration, Diplomacy, Disguise, Escape Artist, Forgery*, Gather Information ,Hide, Intimidate, Jump, Knowledge*, Listen, Move Silently, Perform, Profession*, Read Lips, Search, Sense Motive, Sleight of Hand, Speak Language, Spot, Swim, Tumble

* In Babylon 5, these skills are used in a slightly different way than in *The Player's Handbook*, as described later in this chapter.

No other skill from *The Player's Handbook* may be used in Babylon 5. A full list of all useable skills, including new ones described in this chapter, is shown in the Skills Table, along with the key ability and training required for each skill.

Skills Table

Skill	Untrained	Key Ability
Appraise	Yes	Int
Balance	Yes	Dex
Bluff	Yes	Cha
Climb	Yes	Str
Computer Use	Yes	Int
Concentration	Yes	Con
Diplomacy	Yes	Cha
Disguise	Yes	Cha
Drive	Yes	Dex
Escape Artist	Yes	Dex
Forgery	Yes	Int
Gather Information	Yes	Cha
Hide	Yes	Dex
Intimidate	Yes	Cha
Jump	Yes	Str
Knowledge	No	Int
Listen	Yes	Wis
Medical	Yes	Wis
Move Silently	Yes	Dex
Perform	Yes	Cha
Pilot	No	Dex
Profession	No	Wis
Read Lips	No	Int
Search	Yes	Int
Sense Motive	Yes	Wis
Sleight of Hand	No	Dex
Speak Language	No	None
Spot	Yes	Wis
Survival	Yes	Wis
Swim	Yes	Str
Technical	No	Int
Telepathy	No	Cha
Tumble	No	Dex

Skill Descriptions

Every skill unique to Babylon 5, as well as those that have been changed from their entries in *The Player's Handbook*, is fully detailed in this section, allowing characters to use them on the space station and the planets beyond.

Action	Time Required	DC	Example
Simple	1d4 rounds	10	Finding the location of someone's quarters on Babylon 5
Average	1d4 minutes	15	Establishing a remote link from a terminal to target computer
Difficult	2d10 minutes	20	Accessing secure financial records
Almost Impossible	1d4 hours	25	Illegally accessing the security systems of Babylon 5

Computer Use (Int)

This skill is used to both glean information from computer systems, as well as potentially reprogram them. Station personnel access the main computers on Babylon 5 to monitor the activities of everyone on board as well as vital subsystems, while other inhabitants constantly interact with less powerful computer systems, whether for leisure or information.

Check: Whenever you wish to use a computer, the Games Master will assign a DC for the action. Note that many simple actions, such as finding the listings of the latest Reebo and Zooty shows, are routine and anyone may simply Take 10 to achieve success within one minute. You must either have direct access to the computer he is attempting to access, or a terminal with a direct link. The recommended DCs for more complex actions are listed below. If you wish to avoid leaving a permanent trace of your tampering after you have performed your action, add +10 to the DC of the Computer Use check – the vast majority of computer systems in the 23rd Century are well protected against hackers and those who would misuse the information they store. An incredibly skilled character is therefore required to operate computers without leaving a trail.

In addition, the Computer Use skill may also be used to avoid detection while one character is accessing a computer system being monitored by another character. In this case both characters make opposed Computer Use checks. If the character protecting the computer system wins the check, he immediately detects the hacker and can automatically stop whatever is being attempted. If the hacker wins, he

remains undetected and can carry on accessing the system.
Retry: Yes.

Concentration (Con)

You have a high level of concentration and are especially good at focussing your mind, even in the midst of combat and other major distractions. Crack shots find this skill necessary to maintain an aim on a target, whilst telepaths require it to effectively use their talent.

Check: You make a Concentration check to either maintain aim with a ranged weapon, or to use a telepathic ability despite distractions, such as taking damage in combat.

The table below summarises the various types of distractions that may cause a Concentration check to be made while either aiming a weapon or using a telepathic ability. While attempting to use a telepathic ability, you must always add the minimum required P-Rating of the ability in question to the Concentration check DC, thus making concentration much harder to hold when using more potent abilities.

Distraction	Concentration check DC
Injury or failed saving throw	10 + damage dealt
Suffering continuous damage (such as from a fire)	10 + half of continuous damage last dealt
Grappled or pinned	20
Vigorous motion (such as being on a moving vehicle)	10
Violent motion (such as being in a spinning fighter)	15
Being in a High Wind	5
Being in violent weather (driving snow, hail, etc. . .)	10
Entangled (in a net, for example)	15

Retry: Yes, though a success does not cancel the effects of a previous failure, which almost always is the loss of aim, failure of a telepathic ability being attempted or the disruption of an ability being concentrated upon.
Special: A character with the Combat Telepath feat receives a +4 bonus on all Concentration checks made using the table above in conjunction with telepathic abilities.

Drive (Dex)

Whether human or alien, most characters in the galaxy know at least the basics of operating all manner of ground-based vehicles, from simple one man bikes to giant cargo carriers and lightning fast road cars, as the advanced

onboard computers make this a relatively easy process. This skill demonstrates how well you can operate all ground-based vehicles.

Check: Mundane driving actions, such as driving down a well constructed road, do not require any checks. However, extreme manoeuvres may cause a succession of Drive checks, all of which must be passed if the vehicle is to remain in control. See the rules on operating vehicles on p67 for more details.

Forgery (Int)

Criminals on Babylon 5 looking to forge various documents, whether in paper, credit chit or electronic format, most often use this skill. Credits are the most frequent targets for forgery, but entry visas to the station and various permits are often forged by skilled criminals.

Check: Forgery requires materials appropriate to the document being forged and some time. Forging a very short and simple document takes about 1 hour. Longer or more complex documents take 1d4 hours per page. The Games Master makes the check secretly so the character will not be sure how good the forgery actually is until it is used. A Forgery check is not made until the document in question is examined. This Forgery check is opposed by another Forgery check made by the person or computer who examines the document to check its authenticity. The reader gains bonuses or penalties to their own check as shown on the table below.

Condition	Reader's Forgery Modifier
Type of document unknown to reader	-2
Type of document known to reader	+0
Type of document very well known to reader	+2
Reader only casually scans document	-2

A document that contradicts procedure, orders, or previous knowledge or one that requires sacrifice on the part of the reader checking the document may increase the reader's suspicion, thus allowing the Games Master to impose further favourable modifier's to the reader's own check.

Retry: Usually, no. A retry is never possible after a particular reader detects a particular forgery, but the document created by the forger may still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once - if the opposed check goes in favour of the forger, the reader cannot try using his own skill again, even if he is suspicious about the document.

Knowledge (Int; Trained Only)

Each Knowledge skill represents a study of detailed information, perhaps a scientific pursuit or simply an intimate understanding of an entire sector on board Babylon 5. Below are listed typical fields of knowledge that may be selected with this skill, though players are welcome to create their own with their Games Master's permission.

- Alien Language (deciphering and comprehending unknown texts)
- Alien Life (alien races, along with their physiology, customs and technology)
- Astrophysics (space travel and its potential hazards)
- Structural Engineering (construction of space stations and other large structures)
- History (wars, famous people and organisations)
- Law (rules and regulations of various planets and space stations, as well as the penalties for transgressions)
- Military (battle tactics and strategy)
- Telepathy (identifying telepathic powers, manifestations and effects)
- Sector (an entire sector within Babylon 5 – its locations, dangers and famous inhabitants)
- Star Systems (the customs and traditions of various worlds in the galaxy)

Check: Answering a question within your field of study has a DC of 10 (for easy questions, such as 'where is the Zocalo?'), 15 (for basic questions such as 'who are the five highest ranking members on the Command Staff of Babylon 5?'), or 20 to 30 (for really tough questions such as 'what alien race comes from the star system Drakkan?').

Retry: No. The check represents what you know, and thinking about a topic a second time will not let you know something you never learnt in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, you will only know common knowledge and possibly be able to answer only easy questions. Only a character who actually possesses telepathic talent may take Knowledge (telepathy).

Medical (Wis)

The Medical skill is used primarily to administer first aid, though well-trained characters will also be able to utilise the resources of Medlabs and hospitals effectively. The use of this skill also covers treating the effects of poison, disease and radiation on living creatures.

Check: The DC and effect of a Medical check depends on the task you attempt. If any Medical check is attempted without the use of a first aid kit, you will suffer a –4 penalty check to the check. All Medical checks made on races alien to you suffer a –10 penalty.

damage from the poison or suffer some other effect. Every time the poisoned character makes a saving throw against the poison, you make a Medical check. The poisoned character uses this result in place of his normal saving throw if the Medical check's result is higher.

Treat Disease: Diseased characters may be cured by the use of a Medical check. Every time the diseased character makes a saving throw against disease effects, you make a Medical check. The diseased character uses this result in place of his saving throw if the Medical check's result is higher.

Treat Radiation: Irradiated characters may avoid the effects of radiation by the use of a Medical check. Every time the irradiated character makes a saving throw against radiation effects, you make a Medical check. The irradiated character uses this result in place of his saving throw if the Medical check's result is higher.

Medical Task	DC
Stabilise	15
First Aid	15
Long-Term Care	20
Treat Poison	Poison's DC
Treat Disease	Disease's DC
Treat Radiation	Radiation's DC

Stabilise: This is used to save a dying character. If a character has negative hit points and is losing hit points, you can stabilise him. The injured character regains no hit points, but he does stop losing them. The check is a standard action.

First Aid: Characters may be slightly injured during combat and other times of danger, losing hit points in the process. Performing first aid is a standard action and requires the use of a first aid kit or other, more advanced, form of medical equipment. The character being treated with first aid will regain 1d6 hit points on a successful Medical check. First aid may only be administered to a character who is stabilised and is not continually losing hit points.

Long-term Care: Providing long-term care means treating a wounded person for a day or more with the use of advanced medical equipment. If successful, you allow the patient to recover hit points and ability score points lost to temporary damage at twice the normal rate; 2 hit points per character level for each day of light activity, 3 hit points per level for each day of complete rest, and 2 ability score points per day. The character can tend up to six patients at a time. Giving long-term care counts as light activity for the healer and so you cannot give long-term care to yourself.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take

Pilot (Dex; Trained Only)

This skill covers the operation of all manner of flying and spacefaring vehicles, from tiny one-man hover pods, through to fighters, shuttles, transports and the larger interstellar spacecraft. Though the basic operation of such vehicles is fairly easy to comprehend, the dynamics involved in flying at any great speed and altitude make training essential for their safe use.

Check: Mundane flying actions, such as cruising through the atmosphere, do not require any checks. However, extreme manoeuvres may cause a succession of Pilot checks, all of which must be passed if the vehicle is to remain in control. See the rules for operating vehicles on p67 for more details.

Special: Spacecraft are far more difficult to control than other flying vehicles and all characters will suffer a –4 penalty to their Pilot checks when controlling a spacecraft, unless they have the Spacecraft Proficiency feat.

Profession (Wis; Trained Only)

A character with this skill is trained in a livelihood or a professional role, such as cook, tour guide, shop owner, miner, porter, dock worker, steward, structural engineer, and so forth. Profession is actually a number of separate skills, each relating to one such occupation and so a character may have several Profession skills, each with its own ranks and purchased as a separate skill. Profession checks may be made to create or make a relevant item or to answer questions based on your field of expertise. Profession checks tend to give less information than related Knowledge checks, but are also likely to be more practical in actual use, allowing a character to actually do things with

his learning, rather than just being able to spout facts and figures.

Check: You can practice a trade and make a decent living, earning one hundred times the check result in credits per week of dedicated work. The Games Master is the final arbitrator as to whether you can actually practice your profession in your current location or not. You know how to use the tools of the trade, perform the profession's daily tasks, supervise untrained helpers, and handle common problems. For example, a steward on board a starship knows how to serve high class passengers, set up effective crew watches, and handle alien delegations of different cultures. The Games Master sets DCs for specialised tasks.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage the check result brought you, though another check may be made after this week to determine a new income for the next. An attempt to accomplish some specific task can usually be retried.

Special: Untrained labourers and assistants, if they are able to find work, earn an average of 25 credits per day.

Technical Synergy: The Games Master may grant you a +2 synergy bonus to certain Technical checks if you possess 5 or more ranks in a related Profession skill. For example, if you have 5 or more ranks in the Profession (computer programmer) skill, you may gain a +2 synergy bonus to all Technical (electronics) checks that relate to the repair or modification of a computer. The Games Master is the final arbitrator as to whether skill in a particular profession will grant a synergy bonus to any specific Technical check.

Speak Language

You have learnt to speak a language other than your native tongue. However, the Speak Language skill does not function in the same way as other skills.

You start at 1st level knowing one or two languages, depending on what race you belong to. Instead of accumulating ranks in Speak Language, you simply select a new language to read, write and speak. This requires four skill points for every new language learnt, as well as requiring six minus your Intelligence modifier (minimum one) in months of study. Possible languages to learn are listed below. The Games Master may allow the study of additional languages at his discretion.

Abbai
Brakiri
Centauri
Drazi
Hyach
Markab
Minbari, dark – Fik, language of the warrior caste
Minbari, grey – Adrento, language of the religious caste
Minbari, light – Lenn-ah, language of the worker caste
Narn
Vree

Survival (Wis)

You are adept at survival techniques in almost any environment, whether it is hunting game and finding shelter in the deepest wilderness, or scarping a living in an unfriendly city.

Check: You can ensure both yourself and any allies remain safe and well fed in any environment.

Foraging: On a successful Survival check at DC 10, you can move at one-half your normal speed while hunting and foraging for food and water – no other supplies need be carried by you. If successful, you automatically find enough food for yourself. For every 2 points by which the Survival check is succeeded, another person may be fed as well.

Severe Conditions: By making a Survival check at DC 15, you can guard against extreme weather conditions such as fog, cold, heat stroke and blizzards. If successful, you can move at half your normal speed and gain a +2 bonus to all relevant Fortitude saves, or a +4 bonus if you remain in the same location. For every 1 point the Survival check is succeeded by, you may pass these benefits to one other person.

Natural Hazards: By making a Survival check at DC 15, you may automatically avoid getting lost and bypass all natural hazards such as ravines, treacherous cliffs, quicksand and swamps.

Technical (Int)

This skill is used to use, repair, build, disable or sabotage all manner of mechanical and electronic devices, from simple door locks to high-yield fusion bombs. It is also key to operating the complex computer systems required to activate jumpgates and navigate through hyperspace in order to cross the light years between stars. To use this skill, you must have an appropriate set of tools. Repairing or modifying any device will also require the relevant spare parts, at a cost determined by the Games Master. Technical is actually a number of separate skills, each relating to one area of expertise and so a character may have several Technical skills, each with its own ranks and purchased as a separate skill. Technical checks may be made to create or repair a relevant item or to answer questions based on your field of expertise. Technical checks tend to give less information than related Knowledge checks, but are also likely to be more practical in actual use, allowing a character to actually do things with his learning, rather than just being able to spout facts and figures. Below are listed typical fields of Technical expertise that may be selected with this skill, though players are welcome to create their own with their Games Master's permission.

5 Electronics
5 Engineering
5 Mechanical
5 Space Travel

Check: The Games Master makes the Technical check in order that you do not necessarily know whether he has

Technical Device Complexity	Time Required	DC*	Example
Simple	1 round	10	Open a quarter's electronic door lock (Electronics)
Average	2d4 rounds	15	Repairing a PPG (Engineering)
Difficult	2d10 rounds	20	Bypass security sealed door locks (Mechanical)
Complex	2d6 minutes	25	Disable a fusion bomb (Mechanical)
Impossible	1 hour	30	Modify a Starfury so it will fly without a proper authorisation code (Electronics)

* If you wish to avoid leaving a trace of his tampering with an existing device, add 10 to the DC of the Technical check

succeeded or not. It may become pretty obvious that you have not been successful in repairing the power plant of an Starfury, but missing the main fuse on a time-delayed bomb may not become apparent until it actually detonates. . . The amount of time needed and the Difficulty Class for the check both depend on how complex the device is, as shown on the table below. The Games Master may increase the DC of any Technical check by up to +5 to reflect the difficulties of comprehending alien or extremely advanced technology.

Retry: Yes, though you must be aware that you have failed in order to try again.

Telepathy (Cha; Telepaths Only)

This skill is the centre for all telepathic abilities and is used to gauge the relative experience and capabilities of a telepath. While a telepath's P-Rating demonstrates his raw psychic power, it is his Telepathy skill that shows how well he is capable of using his talent.

Check: The rules for using telepathic abilities are covered in Chapter 5.

Retry: Yes, by attempting to use the telepathic ability in a subsequent round..

Special: Only characters with levels in the telepath class may gain ranks in the Telepathy skill.

Feats

Feats are special abilities and qualities that can greatly enhance a character and, in some cases, grant them almost superhuman powers. A soldier may have the Weapon Specialisation feat, for example, allowing him to cause incredible amounts of damage with a favoured weapon, while a lurker might find the Alertness feat beneficial to avoiding unnecessary contact with security.

Types of Feats

The majority of feats listed in this chapter are marked as general – any character who meets the prerequisites of these feats may take them. In addition, there are a range of special feats marked for the use of certain characters only.

Telepath Feats

Characters marked as possessing a telepathic ability (such as the telepath character class) are the only ones permitted to use telepath feats. Such feats greatly enhance the power and flexibility of a telepath, allowing him to easily surpass the capabilities of any mundane.

Racial Feats

Only characters belonging to the specified race can take any racial feats. Such feats rely on fundamental physiological or deep-rooted cultural characteristics to learn and develop, and so may only be used by certain races.

Existing Feats

The following feats from Chapter 5 of *The Player's Handbook* are used without change within the Babylon 5 role-playing game. No other feat from *The Player's Handbook* may be used in Babylon 5.

Alertness, Ambidexterity, Blind-Fight, Endurance, Far Shot, Great Fortitude, Improved Critical, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Run, Two-Weapon Fighting, Weapon Focus

A full list of all feats useable, including new ones described in this chapter, is shown in the Feats Table, along with the prerequisites needed to attain each feat.

Feats Table

General Feats	Prerequisite
Alertness	-
Alien Anatomy	Medical skill
Alien Empathy *	Speak Language
Ambidexterity	Dex 15+
Blind-Fight	-
Contact *	Cha 15+
Data Access	Skill Focus (computer use), Computer Use skill, Wisdom 13+
Devoted Sibling	-
Dogfighter	Pilot skill
Endurance	-
Evasive Action	Spacecraft Proficiency, Pilot skill, Dexterity 13+
Far Shot	Point Blank Shot
Fire Control	Base attack bonus +1 or higher, Weapon Proficiency (spacecraft weapons)
First Contact Protocol	Must of at least Commander rank, or otherwise authorised.
Great Fortitude	-
Harm's Way	Alertness, Improved Initiative
Hobby *	
Improved Critical *	Proficient with weapon, base attack bonus +8 or higher
Improved Fire Control	Fire Control
Improved Initiative	-
Improved Recovery	Great Fortitude, Toughness
Improved Trip	Int 13+
Improved Two-Weapon Fighting	Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher
Improved Unarmed Strike	-
Independently Wealthy	-
Iron Will	-
Latent Telepath	-
Lightning Reflexes	-
Lightning Reload	-
Marksman	Base attack bonus +6 or higher
Nerves of Steel	-
Point Blank Shot	-
Precise Shot	Point Blank Shot
Quick Draw	Base attack bonus +1 or higher
Rapid Shot	Dex 13+, Point Blank Shot
Resist Scan	Will save 6+
Run	-
Sixth Sense	Base attack bonus +9 or higher
Skill Focus *	-
Spacecraft Proficiency	Pilot skill
Toughness **	-
Two-Weapon Fighting	-
Vehicle Combat	Drive or Pilot skill
Vehicle Dodge	Drive or Pilot skill
Veteran Spacehand	Spacecraft Proficiency
Weapon Focus *	Proficient with weapon, base attack bonus +1 or higher
Weapon Proficiency *	-
Weapon Specialisation *	Weapon Focus, base attack bonus +4 or higher

Racial Feats	Prerequisite
Blood Oath	Must have suffered a great injustice
Blood Rage	Base attack bonus +2 or higher
Dense Scales	-
Enhanced Speed	-
Eye for Quality	Skill Focus (appraise)
Family Ka'Toc	Weapon Focus (Ka'Toc)
Green or Purple	-
Liturgies of the Heart	Devotion, Charisma 13+
Might Makes Right	Con 13+
Noble Birth	-
Perfection of Toil *	Worker caste, Profession skill
Prehensile Tentacles	Male
Priestly Devotion	Wis 13+, Knowledge (Narn religion) skill
Silent Tread	Religious caste
Way of the Warrior	Warrior caste
Wind Sword	Warrior caste

Telepath Feats	Prerequisite
Ability Focus	-
Adaptive Mind	-
Combat Telepath	-
Defensive Block	Will save 4+
Far Telepathy	P4 or higher
Gestalt	P5 or higher
Improved Defensive Block	Defensive Block, Will save 10+
Meditation	-
Mental Fortress	P6 or higher
Mindshredder	P8 or higher
Synergy	10th character level or higher

* A character may gain this feat multiple times. Its effects do not stack and instead apply to a new weapon or skill.
** A character may gain this feat multiple times and stack its effect.

Ability Focus (Telepath)

You have honed your telepathic talent and can now use one telepathic talent as if it were second nature to you.

Benefit: Choose a single telepathic ability you are capable of using, such as communicate or warning. You now gain a +2 competence bonus to all Telepathy checks made to use this ability.

Special: This feat may be selected multiple times. Its effects do not stack – instead, a new telepathic ability is selected each time.

Adaptive Mind (Telepath)

Having spent much time with alien races, their minds no longer hold any fear for you and your abilities now have as much an effect upon them as they do members of your own species.

Benefit: You no longer suffer the normal penalty for using telepathic abilities on races other than your own.

Normal: Telepath checks normally face a –4 circumstance penalty when used on members of a different race to the telepath.

Alien Anatomy (General)

Having made a detailed study of many different species from all over the galaxy, your medical knowledge now extends to alien biologies.

Prerequisite: Medical skill.

Benefit: You no longer suffer a penalty when making Medical checks with species alien to your own.

Normal: Characters attempting to use the Medical skill on a species alien to their own normally suffer a –10 penalty.

Alien Empathy (General)

You have lived alongside a particular alien race for a very long time and have dealt with many individuals at all levels of society.

Prerequisite: Speak Language.

Benefit: Select any race other than your own whose language you can speak. You now gain a +2 competence bonus to all Charisma-based checks when dealing with members of this race.

Special: This feat may be selected multiple times. Its effects do not stack but instead a new alien race is chosen each time the feat is taken.

Blood Oath (Narn)

Narns believe they have a keen sense of justice and when an individual or his family is wronged, they often take the Chon-Kar – the Blood Oath. This vow is normally taken for the most heinous of crimes, such as murder or treason, and once committed to the Chon-Kar, a Narn will do everything in his power to track down and kill the people responsible for the injustice. This is perfectly legal in Narn society, though other races often have laws that may cause the fulfilment of the Blood Oath itself illegal, in their eyes at least.

Prerequisite: Must have suffered a great injustice.

Benefit: Any Narn may swear the Chon-Kar after having suffered an injustice, but those that take this feat will feel their blood boil and anger rise whenever the target of the Blood Oath is close by. Upon selecting this feat, you must choose an particular individual who has wronged you, your family or your race. When involved in combat with this individual, you will receive a +1 circumstance bonus to all attack and damage rolls. As soon as the individual has been killed or otherwise brought to justice, the Blood Oath may be transferred to another individual that has wronged you.

Special: You may select this feat multiple times, with each allowing you to select an additional individual for the Chon-Kar.

Blood Rage (Narn)

Few Narns are noted for their patience of temperance but some have been known to fly into berserk rages while engaging in combat. Racing at the enemy, they are heedless of their own lives and as their blood boils within their veins, they gain almost supernatural strength that allows them to overcome any enemy.

Prerequisite: Base attack bonus +2 or higher.

Benefit: When in any dangerous or life-threatening situation, you can fly into a berserk rage as a free action, gaining phenomenal strength and endurance. Once per day, you can enter the Blood Rage. You immediately gain a temporary +4 bonus to Strength and Constitution, and a temporary +2 morale bonus to Will saves.

You also gain +2 temporary hit points per character level. However, you also become far more reckless and so suffer a temporary –2 penalty to DV. The Blood Rage lasts for a number of rounds equal to 3 + your Constitution modifier. At the end of the Blood Rage, you will be fatigued, losing all temporary bonuses and penalties to Strength, Constitution, Will saves, hit points and DV. In addition, you will suffer a temporary –2 penalty to Strength and Dexterity for one hour.

Combat Telepath (Telepath)

You are used to using your telepathic talent in situations of intense danger and pressure. Even while shells and blasts fly past or while engaged in vicious hand to hand combat, your mind remains clear and unsullied, prepared to release your telepathic abilities at any time.

Benefit: You gain a +4 bonus to all Concentration checks made to use and maintain telepathic abilities while.

Contact (General)

You know the value of friends and favours, and have cultivated one particular relationship in order to provide you with great benefits.

Prerequisite: Charisma 15+.

Benefit: You gain one contact. This contact should be named and the Games Master should create a suitable identity for them. The contact may be used once per month and will take no more than 24 hours to complete an assigned task. You may ask the contact to procure an illegal item (though it must still be paid for) or automatically succeed in a Gather Information check. The contact will live and work in a specific location which may be chosen by you though you must have conceivably have met the contact before he can be recruited. For example, after a visit to the Centauri Royal Court, you may be able to pick up a junior minister as a contact, or after extensive dealings in Brown Sector on board Babylon 5, a renowned lurker may be glad to work with you. The Games Master may also permit, at

his own discretion, contacts to be used for other tasks (such as an attempted assassination, for example) but these should never be automatic, instead dealt with on a case by case basis.

Special: This feat may be selected multiple times. Its effects do not stack but instead a new contact is gained each time the feat is taken.

Data Access (General)

You are trained to access and comprehend huge amounts of data very rapidly. You have an almost inhuman ability to locate and analyse the information you search for.

Prerequisite: Skill Focus (computer use), Computer Use skill, Wisdom 13+.

Benefit: When using your Computer Use skill, the time required for any action is halved, as detailed on p44.

Defensive Block (Telepath)

Many telepaths work hard to strengthen their mental defences, ever alert for an assault upon their minds. You far surpass their efforts and can withstand crushing mental force without flinching or succumbing.

Prerequisite: Will save 4+.

Benefit: The DC of any Telepathy check another telepath makes to affect you with an ability is increased by +2. In addition, you may use the mind shield ability continually, regardless of your P-Rating.

Dense Scales (Drazi)

Some Drazi are born with abnormally thick scales that continue to develop and harden as adulthood is reached. They limit mobility but can provide a much greater level of protection.

Benefit: The natural Damage Reduction of your scales is increased to 2. However, you may never benefit from the Improved Initiative feat.

Normal: Drazi normally gain natural Damage Reduction 1 from their scales.

Special: This feat must be selected at 1st level.

Devoted Sibling (General)

You have strong ties to a brother or sister, and have already experienced hardship or adventure together – above all else, this is the one person you can always rely upon during adversity.

Requested Help	Charisma check DC
Asking to stay for a week at sibling's home	5
Asked for a 500 cr. loan	10
Asked to lie to official or authority figure	15
Asked to take part in serious criminal activity	20
Asked to take up arms and fight in a war	25

Benefit: You have a brother or sister (who must be named by you and then created by the Games Master) who is extremely devoted to your well-being. Though they may be many light years away, they will always stand ready to help you in times of need. To gain your sibling's help, you must first send a message to them. Whenever making a request for help to this sibling, you must make a Charisma check. The DC of the check is determined by the kind of aid you request from your sibling, as shown on the table below – no matter how devoted they are to you, they also have their own lives and concerns, and may not always be in a position to help. They may also get tired of repeated requests for help. A +2 bonus may be granted to this check if you have done a favour for your sibling within the past year, and a +4 to +6 bonus if you have recently risked your life for them or your requested aid is literally a matter of life or death. The table below assumes that the sibling has no wish to perform any of the actions listed – convincing them to do so may be made very easy if they have a natural tendency towards such actions, or suitable recompense is made. The Games Master is the final arbitrator of the DC of this Charisma check. You should also be aware that this bond is expected to be reciprocated. If your sibling asks you for help, you should respond in the best way you can or risk their refusal when you next approach them for aid.

Special: This feat may only be selected at 1st level.

Dogfighter (General)

You have learnt how to easily slip in behind an opponent when launching an attack in an aircraft or spacecraft.

Prerequisite: Pilot skill.

Benefit: You receive a +4 competence bonus to all Pilot checks made when attempting targeting runs in an aircraft or spacecraft

Enhanced Speed (Minbari)

Like many of your race, you are exceptionally quick and have an athletic physiology.

Benefit: Your base speed is increased to 40 feet.

Evasive Action (General)

Having trained long and hard in spacecraft manoeuvres, you can make it very difficult for an enemy to find the optimum position from which to attack you.

Prerequisite: Spacecraft Proficiency, Pilot skill, Dex 13+.

Benefit: You gain a +4 competence bonus on your opposed Pilot check when an enemy is attempting a targeting run on your spacecraft.

Eye for Quality (Brakiri)

You can see the true value in most objects, and can readily tell a good deal from a bad one through nothing more than instinct and long experience.

Prerequisite: Skill Focus (appraise).

Benefit: Appraise checks may be made in just one round unless the item you are examining is disguised in some way. In this case, you only need 5 rounds to get a feel for

its apparent value. If the item you are appraising is in some way false or misrepresented, you may automatically make a Sense Motive check (DC 5 + the Forgery or Bluff skill of the deception's perpetrator, as appropriate). If successful, you see through the ruse and may make an Appraise check as normal.

Normal: Appraise checks normally take one minute to make.

Family Ka'Toc (Narn)

As someone skilled in its use, you have inherited your family's Ka'Toc. With this honour comes a dire responsibility to keep disgrace from ever tainting the blade in its service to all Narn.

Prerequisite: Weapon Focus (Ka'Toc).

Benefit: You receive a Ka'Toc and the legacy of tradition that comes with it. When wielding this particular Ka'Toc, you gain the use of the Weapon Specialisation feat, gaining you a +2 bonus to all damage rolls made with it. If the blade is ever lost, you must struggle tirelessly to recover it, or face the greatest dishonour in the eyes of fellow Narn. If the Ka'Toc is instead destroyed, this feat is lost and replaced by a Blood Oath against the individual responsible. Once the Chon-Kar is satisfied, you may either select a new target for the Blood Oath, or regain this feat by buying or forging a new Ka'Toc.

Far Telepathy (Telepath)

Honing your mind and reaching further out with your thoughts, you are able to greatly extend the range of telepathic abilities which require line of sight to affect a subject.

Prerequisite: P4 or higher.

Benefit: You may now extend the range of telepathic abilities which rely on line of sight to a subject to 200 ft.

Normal: Line of sight telepathic abilities normally have a maximum range of 100 ft.

Fire Control (General)

You have learnt how to fire weapons from a moving vehicle effectively and can easily compensate for great speed.

Prerequisite: Base attack bonus +1 or higher, Weapon Proficiency (spacecraft weapons).

Benefit: The speed modifier penalty for ranged attacks made from a moving vehicle is halved. For example, the penalty on a ranged attack from a vehicle moving at speed 20 would now be –3 instead of –6. See Chapter 3 for more details.

First Contact Protocol (Human)

You have been trained in and authorised for First Contact Protocol, allowing you to encounter and meet alien races so far unknown to EarthForce.

Prerequisite: Must be an EarthForce officer of at least Commander rank, or otherwise authorised for First Contact Protocol.

Benefit: You may communicate with any sentient being, even if you cannot speak its language. You may only use two word sentences, with no word having more than one syllable. This is, of course, a very basic form of communication you can usually utilise it to make meaningful, if brief, contact with previously unknown alien races. First Contact Protocol may be used over communications link but it requires video contact as well as audio. In addition, you gain a +4 competence bonus to all Bluff and Diplomacy checks made while using this feat.

Special: An officer in EarthForce cannot rise above the rank of Captain without having first gained this feat.

Gestalt (Telepath)

You have learnt how to draw upon the psychic reserves of other telepaths, feeding their strength into your own abilities to form an unstoppable wave of mental force.

Prerequisite: P5 or Higher.

Benefit: You may draw upon the mental energies of any willing telepath as a free action in order to make your own abilities more powerful. Only you need possess the Gestalt feat, it is not necessary for the other telepaths to have it. For every telepath aiding you in the use of an ability, you may add +1 to the DC of any Will save required to resist an ability you use. Alternatively, you may add +1 to your effective P-Rating (potentially increasing the potency of abilities you have access to) for every three willing telepaths. All telepaths involved in a Gestalt need to hold another's hand in order for the feat to work. However, a telepath rated P10 or above need only remain within 10 ft. of willing telepaths to use this feat.

Special: You may select this feat a number of times, up to your Intelligence modifier (minimum of once). Each this feat is selected, a new cross-class skill is chosen.

Improved Defensive Block (Telepath)

Your mental defences are beyond comparison and even the strongest enemy telepath will strain to break through to affect your mind.

Prerequisite: Defensive Block, Will save 10+.

Benefit: The DC of any Telepathy check another telepath makes to affect you with an ability is increased by +4. This bonus does not stack with that of the Defensive Block feat.

Green or Purple (Drazi)

You share the single mindedness to the old ways common among many Drazi, drawing both strength and weakness from mob mentality.

Benefit: When in the company of two or more other Drazi, you may Take 10 when helping to co-operate with a skill check. The leader must make a skill check as normal, but you will automatically add a +2 bonus to his attempt. In addition you automatically grant a Drazi ally a +2 bonus to his Defence Value or attack rolls if you choose to aid another, without having to make an attack roll yourself. However, while this activity is being attempted, you will suffer a –2 penalty to all Will saving throws.

Harm's Way (General)

Ever alert, you have dedicated your life to the preservation of others and find it impossible to stand idle when danger threatens the innocent.

Prerequisite: Alertness, Improved Initiative.

Benefit: You can physically interpose yourself between another character and any incoming attacks. You must be within 5 ft. of the targeted character to do this, aware of the incoming attack and may not be surprised or caught flat-footed. The use of this ability must be declared when an attack is announced but before any attack roll is made. The attack is automatically made against you rather than the intended victim, regardless of the attacker's wishes. Harm's Way may only be used once per round.

Hobby (General)

You have developed a hobby outside your normal career path.

Benefit: You may select any cross-skill. From this point on, it will be regarded as a class skill, no matter what character class you choose.

Improved Fire Control (General)

You are an expert at firing vehicle weapons and few can escape your predatory skill

Prerequisite: Fire Control.

Benefit: You gain a +4 competence bonus to all Technical (electronic) checks made to acquire a target in combat. See Chapter 3 for more details.

Improved Recovery (General)

Unusually resilient, you refuse to accept the inevitable and can cling on to life long after others would have simply given up.

Prerequisite: Great Fortitude, Toughness.

Benefit: When reduced to between –1 and –9 hit points, you have a +20% chance to stabilise. In addition, any Medical check made to stabilise you gains a +2 synergy bonus due to your remarkable resilience.

Independently Wealthy (General)
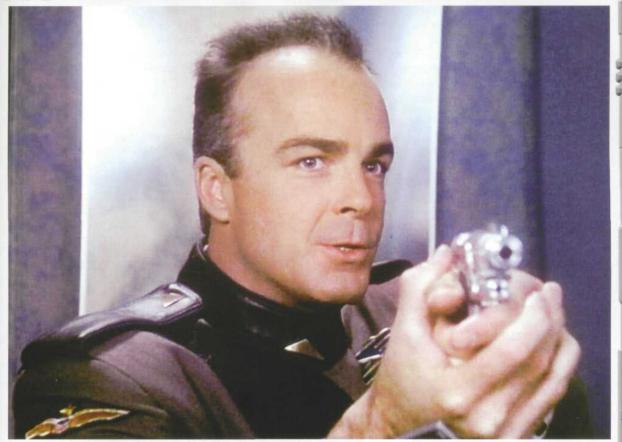
Having come from a wealthy family or successful entrepreneurial enterprise, you have few money worries.

Benefit: You immediately gain an additional 1,000 credits during character creation. In addition, you gain a regular income of 100 cr. at the end of every month.

Special: This feat may only be selected at 1st level.

Latent Telepath (General)

While not a true telepath in the true sense, you have an expanded consciousness that acts almost like a sixth sense.

Benefit: You have an effective P-Rating of 0 and are not considered a true mundane. While you cannot actively use any telepathic abilities, you will know instantly when someone is attempting to use an ability on you. In addition, by concentrating for a full round, you can detect the rough emotion of a single person within 10 ft. At the Games

Master's option, you may be able to use the warning and communicate abilities with one close family member who also has the Latent Telepath feat or is a true telepath themselves.

Special: Must be selected at 1st level.

Lightning Reload (General)

Intense training and practice allow you to reload weapons at an extremely rapid rate, barely cutting into your firing time.

Benefit: You can reload any pistol or rifle weapon as a free action, so long as the spare magazine is immediately to hand.

Liturgies of the Heart (Narn)

Your oratory skills, pure adherence to your convictions and inspirational examples can touch the reverence of other Narn deeply, strengthening their resolve in the times of greatest hardship.

Prerequisite: Devotion, Charisma 13+.

Benefit: As a full round action, you can speak an inspiring passage from one of the great Narn spiritual leaders. Every other Narn within 30 ft. who can hear and understand your words gains a +2 morale bonus to any Will saving throws made for a number of rounds equal to your Wisdom modifier. This is counted as a mind affecting ability, albeit a benign one.

Marksman (General)

You are skilled in bringing down an opponent with a single exceptionally well-aimed shot.

Prerequisite: Base attack bonus +6 or higher.

Benefit: You may elect to make a marksman attack with any ranged weapon. By performing three consecutive aiming actions, the next attack you make with a ranged weapon will automatically be considered a successful critical hit if it strikes its target. However, all bonuses to the attack roll for taking an aiming action are lost.

Meditation (Telepath)

It is a little known fact that the slightest distraction can disrupt a delicate telepathic talent. Many telepaths will therefore spend time in any area where they expect to use their abilities, feeling the acoustics and auras created by furnishings, walls and technological devices. In doing so, they can vastly improve the chances of success when employing their talent.

Benefit: By spending at least ten minutes meditating in an area, you gain a +2 circumstance bonus to all Telepathy checks you make there for the next hour. In addition, any subject's will suffer a –2 circumstance penalty to their Will saving throws against your abilities for the same period of time. You immediately lose these bonuses if you move

more than 30 ft. away from the point you performed your meditation.

Mental Fortress (Telepath)

Channelling your mental defences into an all but impenetrable shield, you are able to place a barrier between your mind and telepathic abilities designed to injure or harm.

Prerequisite: P6 or higher.

Benefit: You gain Damage Reduction 2 against any telepathic ability that causes damage. This feat does not function against damage from any other source.

Normal: Telepathic abilities do not normally allow the use of Damage Reduction.

Might Makes Right (Drazi)

You have always believed that the strong have the natural right to dominate the weak and refuse to succumb to adversity. This grants you great surety of purpose.

Prerequisite: Constitution 13+.

Benefit: Your utter refusal to succumb to weakness allows you to carry on when others would otherwise fall. When reduced to zero or negative hit points, you may make a Will saving throw (DC 20) in order to stay conscious and continue making normal actions. If this saving throw is failed, you succumb to your wounds as normal. If successful, you may continue functioning normally but another saving throw must be made every time you take damage – this includes hit point loss resulting from having negative hit points. If you are reduced to –10 hit points or lower, you die as normal.

Mindshredder (Telepath)

You have been trained in advanced attack and disruption methods, making you a perfect telepath killer. With a single thought, you can burn down through almost any mental defence, leaving even the most powerful telepath vulnerable.

Prerequisite: P8 or higher, deep scan telepathic ability

Benefit: The difficulty of any Will save made to resist one of your telepathic abilities is increased to DC your P-Rating + your character level + twice your Charisma modifier.

Normal: The Will save made to resist a telepathic ability is normally your P-Rating + your character level + your Charisma modifier.

Nerves of Steel (General)

Utterly unshakeable in the midst of great danger, you can remain calm at all times, focussing your energy and effort into battling your enemies.

Benefit: You gain a +4 bonus to all Concentration checks you are forced to make.

Noble Birth (Centauri)

Born into a good family, you have known little other than privilege and responsibility in your life.

Benefit: You bear a minor noble rank – nothing fancy but one that can certainly benefit you through life. Just being of recognisable noble birth grants a +1 circumstance bonus to all Diplomacy checks made when dealing with other Centauri, regardless of their own rank. In addition, you may request for aid from your noble house once per month, so long as you can make contact with them, by making a Charisma check, using your character level as a bonus. The DC for this check is set by the Games Master, using the table below as a guide. You should be aware that being a member of a noble house often carries its own obligations – do not be surprised if you meet members of your family on your travels, requesting your help in recompense for all the benefits you have received through life.

Request to Noble House	Charisma check DC
Gift up to 500 cr. in value	10
Free passage on Centauri spacecraft	15
Family support during criminal trial on a Centauri colony	20
Political intervention on another world	25
Military intervention on another world	30

Special: This feat may only be selected at 1st level.

Perfection of Toil (Minbari)

Your reverent attention to detail makes your work some of the finest to be found in its field.

Prerequisite: Worker caste, Profession skill.

Benefit: Choose any Profession skill. When making checks against this skill, you gain a +3 competence bonus and can always choose to Take 10, even in situations that would normally not permit you to do so. However, you may not use this feat if forced to work with improvised tools.
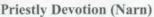
Special: This feat may be selected multiple times. Its effects do not stack but a new Profession skill may be selected each time.

Prehensile Tentacles (Centauri)

A few male Centauri take the time and patience to learn how to grasp small objects with their tentacle-like appendages. This takes a great deal of practice to be of any practical use beyond sexual activity but some Centauri find great value in having additional manipulative organs.

Prerequisite: Male.

Benefit: By loosening your clothes, you can extend the two primary tentacles from your torso, up to a range of 5 ft. They can be used to grip or stick to small objects of 1 lb. or less in weight in order to pick them up. Fine manipulation of the object (such as pulling the trigger of a small weapon) is not possible but you can, for example, flick switches or pull objects closer to you.

Priestly Devotion (Narn)

You have studied one of the books written by a renowned Narn spiritual leader of the past and can readily find strength in its words.

Prerequisite: Wisdom 13+, Knowledge (Narn religion) skill.

Benefit: You can draw upon your faith to accomplish things other Narn cannot. Once per day, you can recite a passage from memory, learned during your religious studies, as a standard action. For a number of rounds equal to your Wisdom modifier, you gain a +1 bonus to all attack rolls, saving throws and skill checks.

Resist Scan (General)

While not a telepath yourself, you have spent many hours practising to resist their scans and mental intrusions. By running continuous rhymes through your head and performing complex mathematical calculations, you can effectively create a mental barrier that many telepaths will have difficulty breaking through.

Prerequisite: Will save 6+.

Benefit: As a full round action, you may concentrate to resist any scan. You receive a +2 competence bonus to all Will saves made to resist accidental, surface and deep scans, as well as the use of the daze and reality fabrication telepathic abilities. This bonus stacks with feats such as Iron Will.

Silent Tread (Minbari)

Through long years of meditative exercises, certain members of the Minbari religious caste have developed the ability to move with utter silence, making it almost impossible to detect their approach.

Prerequisite: Religious caste.

Benefit: So long as you move at one half of your base speed or less, and are carrying less than 10 lb. of equipment, you can move with utter silence. You will automatically succeed in any Move Silently checks that are opposed by another character's Listen check.

Sixth Sense (General)

You have developed a sixth sense, feeling distinctly uncomfortable as the hairs rise on the back of your neck whenever someone takes aim on you.

Prerequisite: Base attack bonus +9 or higher.

Benefit: You know when someone is taking aim at you, even if you cannot see your opponent. Note that this feat only lets you know when someone is aiming at you and no information as to your opponent's location or what weapon they are using may be gained.

Skill Focus (General)

You are a master of a specific skill and have few equals.

Benefit: Select a skill, such as Medical. You now gain a +3 bonus to all checks made with that skill. Telepathy may never be selected with Skill Focus. Instead, see the Ability Focus feat.

Special: This feat may be selected multiple times. Its effects do not stack – instead, another skill is chosen each time.

Spacecraft Proficiency (General)

You are skilled at piloting spacecraft.

Prerequisite: Pilot skill.

Benefit: You may now pilot spacecraft without penalty.

Normal: If a character attempts to pilot a spacecraft without this feat, he suffers a –4 penalty to all Pilot checks.

Synergy (Telepath)

The telepathic talent is a difficult one to comprehend and control and most gifted individuals may spend their entire lives trying to master it. However, a tiny fraction of telepaths seem born to wield their abilities with superlative skill and can rapidly crush any defence their enemies try to mount by blasting them with a rapid succession of attacks and thrusts.

Prerequisites: 10th character level or higher.

Benefit: You may use two telepathic abilities simultaneously as a standard action, rather than just one. The DC of the Telepath required for each is increased by +4 and the telepath may only concentrate on one ability over subsequent rounds. In addition, the two abilities must be used against the same subject or subjects.

Toughness (General)

You are much tougher than other people of your race and can withstand far more punishment before being knocked unconscious or killed.

Benefit: You gain +2 hit points.

Special: You may select this feat multiple times.

Vehicle Combat (General)

Having been trained in the dynamics of high speed combat situations, you are adept at both controlling your own vehicle while attacking those of the enemy.

Prerequisite: Drive or Pilot skill.

Benefit: You must have ranks in the correct skill to operate a vehicle (either Drive or Pilot) in order to be able to use this feat. When operating such a vehicle in combat, you halve all speed modifiers when acquiring targets, or making attack rolls, targeting runs and manoeuvres.

Vehicle Dodge (General)

You are adept at avoiding incoming attacks when operating a vehicle, yanking at the controls to twist away from an attack at the last moment.

Prerequisite: Drive or Pilot skill.

Benefit: You must have ranks in the correct skill to operate a vehicle (either Drive or Pilot) in order to be able to use this feat. When operating such a vehicle, you grant a +1 dodge bonus to your vehicle's DV against attacks from any one opponent you choose. You can select a new opponent on any action. If the opponent chosen is another vehicle,

you grant the dodge bonus to all attacks made by it, not just a single weapon.

Veteran Spacehand (General)

You are more at home in space than on solid ground and intuitively know the best way to operate a spacecraft, no matter what its type.

Prerequisite: Spacecraft Proficiency.

Benefit: You gain a +2 competence bonus on all Computer Use, Pilot and Technical checks involved in the operation of spacecraft. In addition, you also gain a +2 competence bonus to all Dexterity-based checks made in conditions of zero-gravity.

Way of the Warrior (Minbari)

Having been toughened by the intense battle training of the warrior caste, you are extraordinarily hard to kill.

Prerequisite: Warrior caste.

Benefit: You receive a +1 bonus to your Fortitude, Reflex and Will saving throws.

Weapon Proficiency (General)

Select one of the following; Melee, Grenade, Pistol, Rifle, Heavy, Vehicle, Spacecraft or Exotic weapons. You are skilled at using the selected weaponry.

Benefit: You may now use the selected weapons without penalty. Note that melee, grenade, pistol, rifle, heavy, vehicle and spacecraft weapons enable a character to use all weapons in those categories without penalty. A character selecting exotic weapons may only choose one single weapon marked as exotic for each Weapon Proficiency feat selected.

Normal: If a character attempts to use a weapon he is not proficient in, he suffers a –4 penalty to all attack rolls.

Weapon Specialisation (General)

A single weapon is chosen, such as a knife or PPG. You are especially good at inflicting damage with this weapon, causing horrific injuries whenever you strikes.

Prerequisite: Weapon Focus (same weapon as that of Weapon Specialisation), base attack bonus of +4 or higher.

Benefit: You add +2 to all damage rolls made with the selected weapon. This feat may only be used with ranged weapons if the target is within 60 feet.

Special: You can select this feat multiple times. Each time the feat is taken, a new weapon is selected.
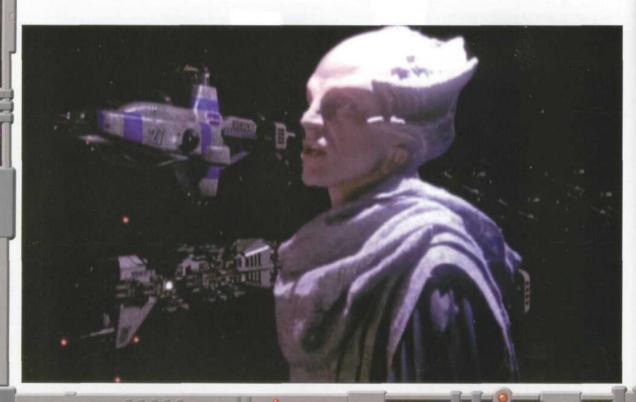
Wind Sword (Minbari)

You are a loyal serving Minbari of the Wind Swords clan, the loss of the flagship warcruiser *Dark Star* to the humans still a stain on your people's honour.

Prerequisite: Warrior caste

Benefit: While you may not consciously hate humanity, the loss of many clan members on board the Dark Star and the humiliating surrender at the Battle of the Line still burns brightly in your heart. Whenever fighting a human (whether with fists, firearms or spacecraft), you gain a +1 bonus to all attack and damage rolls.

Special: This feat may only be selected at 1st level.

Combat

'The Narn Regime is dedicated to peace!'

<div align="right">

G'Kar

</div>

Sooner or later, all characters exploring the length and breadth of Babylon 5 are going to be involved in some kind of combat. Whether it is a security guard facing down a lurker in a knife fight or a Centauri desperately trying to protect himself against a vicious Narn, combat is an all too frequent occurrence for many within the space station.

Unless otherwise stated, all the combat rules detailed in Chapter 8 of *The Player's Handbook* are used in the game of Babylon 5. However, some new rules are introduced below to reflect the way characters fight in the 23rd Century – rapid firing weapons, running gunfights and fast, powerful spaceships are all commonplace and need to be reflected within the game.

Defence Values

Unlike many other d20 system games, Babylon 5 does not use the regular Armour Class score, for the weapons in this game are extremely powerful and make a mockery of most types of armour. Instead, a new score is used, the Defence Value. A character's Defence Value is calculated as follows.

Defence Value = 10 + total Reflex save bonus + size modifier

A character's total Reflex save bonus includes the base amount determined by his class, as well as all bonuses provided by Dexterity modifiers and feats such as Lightning Reflexes.

A character with a high Reflex save is skilled at dodging blows and knife thrusts but is also adept at using all available cover and providing an effectively smaller target when involved in firefights. High level characters with good Reflex saving throw modifiers, have also learnt to keep their heads down in combat and so can be formidable foes, striking repeatedly while avoiding those of their enemies.

Any bonuses granted to Armour Class within *The Player's Handbook* apply equally to a character's Defence Value, such as cover, for example. A character will lose his Reflex save bonus to his Defence Value as normal when caught flat-footed or when trapped within an air ventilation shaft.

For example, Mr Drake is a 3rd level agent with a Dexterity of 15 and the Lightning Reflexes feat. A 3rd level agent has a Reflex save bonus of +3. Combined with the +2 bonus from his Dexterity modifier and a further +2 bonus from his

Lightning Reflexes feat, Mr Drake has a total Defence Value of 17.

Cover

Characters in Babylon 5 gain the following bonuses for being behind cover while attacked.

Degree of Cover	Cover DV Bonus	Example
One-quarter	+2	Standing behind a desk
One-half	+4	Standing behind a half-open door
Three-quarters	+7	Peering around a corner
Nine-tenths	+10	Within an enclosed vehicle
Total	May not be attacked	On opposite side of a bulkhead

For example, if Mr Drake from the previous example was to take cover behind a desk while involved in a firefight with a security guard, he would gain a +2 cover bonus to his Defence Value, for a total DV of 19. As the firefight progresses and more security guards arrive, Mr Drake retreats to a safer location, behind a large cargo lifter. Peering around the corner to let shots off from his PPG, Mr Drake now has a +7 cover bonus to his Defence Value, for a total DV of 24.

Attack Rolls

Both melee and ranged attack rolls are made as normal in Babylon 5. To summarise;

Melee Attack rolls = 1d20 + base attack bonus + Strength modifier + size modifier.

Ranged Attack rolls = 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty.

An attack roll must equal or exceed a target's Defence Value in order to score a hit. Critical hits and other threat rolls apply as normal in Babylon 5.

Armour

Armour also functions differently in the game of Babylon 5. Instead of making a character harder to hit, strong armour will actually absorb and deflect incoming damage, granting a great deal of survivability. However, many weapons are exceptionally powerful and fully capable of blasting through all but the strongest of protection. Every type of armour in the game, from humble padded armour to a military-issue flak jacket, has a Damage Reduction score. If two types of armour are being worn at the same time, the

<div align="right">

Combat

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better Damage Reduction score of both is used. Damage Reduction is never combined for different types of armour.

A flak jacket, for example, has Damage Reduction 4.

Damage Reduction

Whenever a character loses hit points, whether from a weapon, fall or collision, the Damage Reduction (DR) score of any armour he is wearing at the time is deducted from the damage rolled.

For example, Ja'Dar is fighting a lurker gang while wearing her padded armour. She is struck by a club, which causes 5 points of damage. However, her padded armour deducts 2 points from this because of its DR score of 2, resulting in Ja'Dar taking just 3 points of damage overall.

Multiple Shots and Critical Hits

If a character is hit several times in a single round from the same weapon, either because his enemy can attack more than once or because the weapon was being rapid fired, any damage deducted by an armour's Damage Reduction score will apply to each and every attack.

If a critical hit is scored and damage multiplied as a result, any Damage Reduction granted by the armour will apply only once to the total damage rolled. As a rule of thumb, any possible Damage Reduction will apply once to each attack roll made against a target.

It should be noted that all rules concerning Defence Values and Damage Reduction apply equally to vehicles (covered later in this chapter) as they do to characters.

Running Gunfights

Even the lowliest lurker on Babylon 5 understands the principles of firefights, as everyday is a struggle for survival for some characters. In addition, most weapons are fairly lightweight and capable of being fired easily while on the move.

Any character in the Babylon 5 game may move both before and after making a ranged attack, provided that the total distance moved is not greater than their base speed. In effect, every character in the Babylon 5 game is considered to have the Shot on the Run feat from *The Player's Handbook* as standard.

However, characters are not permitted to freely carry out any kind of attack action after taking a 5 ft. step out of

an area threatened by an enemy. If they do so, they will provoke an attack of opportunity.

Pistols in Melee Combat

Pistol weapons fired at an opponent threatening the wielder will not provoke an attack of opportunity. However, melee attacks with pistols are made with a -4 penalty to their attack rolls, due to the extreme close proximity of the target and the fact that he is probably attempting to grab the character's gun hand.

Attacks made with pistol weapons generate attacks of opportunity if fired at one target while threatened by another. Pistol weapons may also be used to make attacks of opportunity in melee combat, using the same -4 penalty described above.

Aiming Actions

Some characters pride themselves on their sharp shooting, and are able to drill a credit chit at fifty feet with ease. Achieving this level of accuracy requires skill, dedication and a steady hand.

Instead of just blasting away at the enemy, any ranged weapon may be aimed in order to gain a higher degree of accuracy. Aiming a weapon is a full round action. A character must keep the target in view during every aiming action. If the target disappears from sight during this time, all rounds spent aiming are wasted.

For each continuous round spent aiming a ranged weapon at a single target, a character will receive a +1 bonus to his attack roll, up to a maximum of a +3 bonus. A character may fire his weapon immediately after aiming, as part of his last aiming action. Aiming may not be combined with rapid-firing attacks. Grenade weapons may not be aimed either.

If a character is wounded or otherwise distracted whilst aiming, a Concentration check must be made, as detailed on p44. If this check is failed, then all bonuses gained from previous aiming actions are lost.

Rapid Fire

Some ranged weapons found on board Babylon 5 are automatic, allowing several rounds or shots to be fired with each pull of the trigger and permitting a character to hose down an entire area with a corresponding decrease in accuracy.

This is represented in the game by some ranged weapons noted as being Rapid Firing. This simply means a character can make three attacks with the weapon during each attack action. A weapon capable of rapid firing may either fire three times during an attack action or just once, as the character desires.

Rapid firing a weapon will greatly reduce its overall accuracy. Every attack roll made with a rapid firing weapon in a single attack action suffers a -3 penalty.

For example, Mr Drake, a 3rd level agent, has a base attack bonus of +2. Combined with his Dexterity of 15 and Weapon Focus (PPG Rifle) feat, he has a total attack bonus of +5 when he fires his weapon at an approaching security guard. He decides to rapid fire his PPG Rifle, therefore making three attack rolls instead of just the normal one, though each has a -3 penalty to the attack roll. Mr Drake's total attack bonus while rapid firing his PPG Rifle is therefore only +2.

Spraying an Area

Rapid firing weapons will also allow a character to spray a whole area with his shots, rather than relying on pinpoint accuracy to bring his enemies down. When rapid firing a weapon, a character may either concentrate his fire on to just one target, or spray his shots and possibly hit other targets as well. If he chooses to do the latter, one attack roll is made against the first target. Further attack rolls may then be made against any target within 5 feet (or one square in the case of vehicles) of the first target.

Stable Firing Positions

Many systems have been developed to stabilise rapid firing weapons and increase their accuracy, from complex gas-powered dampers to the simple tripod. Any rapid firing weapon of large size or greater may be fitted with a tripod. This will reduce the attack roll penalty for rapid firing to -1. Weapons mounted on vehicles are completely stable and so never suffer a penalty to attack rolls for rapid firing.

Area of Effect

Some weapons found on board Babylon 5 are capable of causing a great deal of damage over a wide area, whether through firing many tiny shots simultaneously as with the primitive shotgun, or simply by causing a massive explosion.

Such weapons are noted as having an Area of Effect. All targets within the distance listed of the impact point of the weapon will be affected by it, as if they had been directly struck. Characters within this area may make a Reflex save at DC 15 in order to take half damage from the weapon.

Gas weapons are the exception to this rule. While they have an Area of Effect, all characters within the listed area will be fully affected by the weapon – no Reflex save is permitted.

Stray Shots

It is the nightmare of every security guard to fire at a suspect and miss, striking an innocent instead. Even criminals may sometimes be cautious when firing their weapons if their allies are close by. Most of the time during

the game of Babylon 5, when a shot misses a target, it will embed itself harmlessly in the floor or nearest wall. However there may be times, such as when a security guard is chasing a suspect fleeing through a crowd, when stray shots that miss their intended target could cause a great deal of damage to someone else.

The Games Master may rule that a missed ranged attack shot may indeed strike another target at any time. The ranged attack's path is determined and 1d20 is rolled for every potential target within 5 feet of this path, starting with the closest. If the roll equals or exceeds a target's Defence Value, then it has been hit by the attack as normal. Critical hits may apply as normal from stray shots, based on the roll of this 1d20.

For example, Mr Drake has fired at a lurker in the Zoccolo and, unfortunately, has missed. With so many others in the crowded area, the Games Master rules that there is indeed a good chance that the stray shot will hit an unintended target. A businessman, newly arrived on the station, is standing right behind the rival and has a Defence Value of 12. The Games Master rolls a 10 and the shot flies right by the businessman's head, much to Mr Drake's relief. However, a Narn behind the rival only has a Defence Value of 8 and, rolling 1d20, the Games Master determines that the alien is indeed hit by Mr Drake's stray shot. He had better hope the Narn can survive the damage of a PPG Rifle and that security is not too vigorous in their investigations to track him down.

Grenade weapons are an exception to this rule. If a grenade weapon misses its intended target, roll 1d6 +1 for every range increment the weapon was thrown. This is how many feet away the grenade actually lands from its target. The direction in which it deviates is determined by rolling 1d8 and consulting the grenade deviation table in *The Player's Handbook*.

Reloading

Whether it is from a magazine of shells, an integral power pack or a cap, all weapons on Babylon 5 rely on ammunition of some sort. Being a finite resource, there will be many times when a character is forced to reload his weapon in order to carry on fighting.

Reloading a cap, magazine or power pack for a weapon is a move-equivalent action. A few weapons, such as the missile launcher, have rounds loaded individually. It takes a full round action to load up to 1d6 rounds for such weapons. Vehicle mounted weapons also take a full round action to reload, even if they have magazines, though many are powered directly from the vehicle's energy source and so effectively have an infinite supply of ammunition.

Attack an Object

There will be many times during the game of Babylon 5 where a character will wish to break down a door, shoot out a window or otherwise attack inanimate objects. All such objects have a Damage Reduction and Hit Point score. Once an object has been reduced to 0 hit points, it is considered destroyed or, in the case of walls, breached. A few guidelines are listed below to determine the scores of typical items found on Babylon 5 – the scores for vehicles are covered in more detail in Chapter 4. Certain items may also be broken through the exertion of high strength, as detailed in the Combat chapter of *The Player's Handbook*.

Substance Scores

Substance	DR	Hit Points
Lead	10	10/inch of thickness
Steel	20	20/inch of thickness
Corrillium Alloy	25	30/inch of thickness

Object Scores

Object	DR	Hit Points	Break DC
Hab-Quarters Door	8	15	18
Flashlight	4	6	20
Handcuffs	15	10	30
Communications Link	3	1	18
Heavy Weapon	10	25	25
PPG Pistol	10	4	20
Bulkhead	20	80	35
Rifle	10	15	20
Plastic Beaker	2	2	12
Table or Desk	4	10	15
Toolkit	6	8	18
Vid Screen	8	20	22

Other Dangers

Whether lurking in the darker regions of the Babylon 5 space station or travelling to other worlds, characters may experience life threatening dangers beyond mere firefights. Fires may break out in the hold of a spacecraft, power plants may overload and leak lethal doses of radiation, or the hull of a space station may suddenly be compromised, sucking the air out into space. Characters must learn to cope with each of these hazards as they arise and full rules for handling each within a scenario are detailed below.

Suffocation and Drowning

Any character can hold their breath for a number of rounds equal to twice their Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding their breath. Each round, the DC of this Constitution increases by 1. When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious and is immediately reduced to 0 hp. In the following round, he drops to -1 hit points and is now dying. In the third round, he automatically dies.

A character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on each side. After that time, the character takes 1d6 points of subdual damage every 15 minutes. Each additional character or significant fire source proportionally reduces the time the air will last. Thus, two characters can last for 3 hours, after which they each take 1d6 points per 15 minutes.

Thin Atmospheres

Characters in thin atmospheres, including those scaling high mountains, must make a Fortitude save every hour (DC 15, +1 per previous check), taking 1d6 points of subdual damage each time they fail. A character who sustains any subdual damage from lack of oxygen suffers a temporary -2 penalty to both their Strength and Dexterity scores. These scores will be restored to their original values when the

character recovers the subdual damage he took from the thin atmosphere.

Exposure to Vacuum

If a character finds himself in space without the benefit of a spacecraft or, at least, a pressure suit, he is in very serious trouble.

Exposure to vacuum instantly causes any air within a character's lungs to be violently expelled, causing 1d6 points of damage, ignoring any Damage Reduction. A character may make a Will save at DC 15 to avoid instinctively holding his breath when exposed to vacuum. If he succeeds, this damage is avoided. However, the character will no start to suffocate, as detailed above.

In addition to the damage above, the character will suffer 1 point of damage per round as he is exposed to direct sunlight. He will also be exposed to dangerous radiation (Fortitude save DC 18), as detailed on p64. On top of all this, he will also begin to freeze due to the intense cold of space, suffering 1d6 points of damage every round.

Only a pressure suit will allow a character to avoid these effects – other equipment simply is not designed for the dangers of exposure to vacuum.

Size of Breach	Air Escape	Strength check	Reflex save
Fine	½ cubic feet	-	-
Diminutive	1 cubic feet	3	-
Tiny	2 cubic feet	5	-
Small	5 cubic feet	10	10
Medium-size	10 cubic feet	15	15
Large	20 cubic feet	15	20
Huge	50 cubic feet	20	20
Gargantuan	100 cubic feet	20	25
Colossal	200 cubic feet	25	30

Explosive Decompression

It is the nightmare of every traveller who takes to space. Damage, whether through attack or by accident, creates a hole in the side of a spacecraft or station and the hull experiences explosive decompression. Hurricane strength winds instantly spring up as air rushes out of the spacecraft, dragging any unfortunate victims with it, ejecting them into the void of space. When the winds finally subside, characters must struggle to find an air supply or slowly suffocate.

A breach in the hull of a spacecraft is always serious but the smaller the breach, the less immediate danger it poses.

The table below lists the sizes of typical breaches and the amount of air they will suck out of a spacecraft every round. When the breach occurs, air will rush out and pull everything towards it. A character attempting to grab hold of an object to secure himself from being pulled towards the breach must make a Strength check based on the size of the breach, as detailed on the table below.

If this Strength check is failed, the character will be carried towards the breach. If it is of small size or greater, the character must make a Reflex save, as shown on the table below, or be sucked out into space.

Any object larger than the breach and with a Damage Reduction score of 10 or more will seal the breach if it is sucked towards it. Any other objects that are larger than the breach will be instantly destroyed as they are dragged, piecemeal, into space. Characters caught in this way will suffer 3d6 points of damage every round, ignoring any Damage Reduction, as they die a horrible death. . .

These effects will last until all the air in the section of the spacecraft affected by the breach has been sucked out into space. Any remaining characters will start to suffer the effects of suffocation unless they manage to find a suitable air supply.

Zero and Low Gravity

Even simple manoeuvres can be difficult to accomplish in zero or low gravity environments and characters may find themselves spinning hopelessly if they are not experienced in such conditions or fail to anchor themselves securely.

Whenever a character tries to make any kind of complicated physical move or action within a zero or low gravity environment, he must make a Balance check unless he is solidly braced against a large object or using equipment such as magnetic soles. Attacks with any non-energy-based weapon (see Chapter 4) require this Balance check, as do Reflex saving throws. The Balance check simply determines what happens to the character after he attempts his action and so does not require an action in itself, though the manoeuvre the character is attempting may. The Balance check DC for many actions are listed on the table below. Characters with at least 5 ranks in the Tumble skill gain a +2 synergy bonus to this Balance check.

Action Attempted	Balance check DC
Made a failed melee attack	10
Made a Reflex saving throw	10
Made a successful melee attack	15
Move up to 20 ft.*	15
Struck by melee attack	15 + enemy's Str modifier
Made a ranged attack	20
Struck by a ranged attack	20

* If failed, the character moves 20 ft. as required, but will provoke attacks of opportunity.

If the Balance check is successful, the character is able to control his motion and can continue to act normally. If the check is failed, the character spins out of control, though he may attempt to stabilise himself with his next action. This requires another Balance check at the original DC, as shown on the table above. This is a move-equivalent action that provokes attacks of opportunity.

Characters that are spinning out of control lose all Dexterity bonuses to their DV and cannot take any action other than to bring themselves under control. In addition, enemies gain a +4 circumstance bonus to all attack rolls made against the character.

Variant Gravities

Throughout the galaxy, there are many different worlds of varying size. Small planets have a much lower gravity than characters may be used to, and travellers there will find they can jump and move much further for far less effort. Huge worlds can have a crushing gravity though, making life difficult for any new arrival as they exponentially increase in weight, making the simplest action a trial..

Every planet in the Babylon 5 roleplaying game is defined, in part, by the gravity it generates. The effects of variable gravities upon characters are detailed on the table below.

Starvation And Thirst

In normal climates, characters need at least a gallon of fluids and about a pound of decent food to avoid starvation. In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage. A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

Characters who have taken subdual damage from lack of food or water will suffer a temporary -2 penalty to both their Strength and Dexterity scores. These scores will be restored to their original values 1 day after the character

has begun eating or drinking again. Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed - not even first aid kits that restore hit points can heal this damage.

Hot Climates

Heat deals subdual damage that cannot be recovered until the character manages to cool off. Once rendered unconscious through the accumulation of subdual damage, the character begins to take normal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude save each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing armour or heavy clothing of any sort have a -4 penalty to their saving throw. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour). In extremely hot climates (above 110° F), a character must make a Fortitude save once every 10 minutes.

A character who sustains any subdual damage from heat exposure now suffers from heatstroke and will suffer a temporary -2 penalty to both their Strength and Dexterity scores. These scores will be restored to their original values when the character recovers the subdual damage he took from the heat.

Cold Climates

Cold and exposure deal subdual damage to the victim. This subdual damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of subdual damage, the cold and exposure begins to deal normal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or sustain 1d6 points of subdual damage.

Gravity	Dex. Modifier	Str. Modifier	Jump Distance	Lifting Capacity	Climbing Speed	Falling Damage	Base Speed	Range Inc. *
Microgravity (0.1 g or less)	-8	+0	X8	X8	X8	1/8	X8	X8
Very Low (0.1g-0.5g)	-4	+0	X4	X4	X4	¼	X4	X4
Low (0.5g-0.8g)	-2	+0	X2	X2	X2	½	X2	X2
Earth Standard (0.8g-1.2g)	+0	+0	-	-	-	-	-	-
High (1.2g-2.0g)	-2	-2	½	½	½	X2	½	½
Very High (2.0g-4.0g)	-4	-4	¼	¼	¼	X4	¼	¼
Extreme (4.0g or more)	-8	-8	1/8	1/8	1/8	X8	1/8	1/8

* The increase to range increments only applies to projectile or thrown weapons.

Combat

In extremely cold climates (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes.

A character who sustains any subdual damage from cold or exposure suffers from frostbite or hypothermia suffers a temporary –2 penalty to both their Strength and Dexterity scores. These scores will be restored to their original values when the character recovers the subdual damage he took from the cold and exposure.

Fire

All fires are characterised by their size, as detailed on the table below. If a character is exposed to a fire, he must make a Reflex save, as shown on the table below, in order to avoid catching fire and taking damage. In order to be successful in this saving throw, the character must be free to move and able to travel immediately to an area not affected by the fire. If he fails the Reflex save or is unable to move out of the fire's reach, the character will automatically catch on fire and suffer the damage listed on the table. Damage Reduction applies as normal for fire damage.

Fire Size	Damage	Reflex save	Example
Tiny	1d3	10	Candle
Small	1d6	12	Camp fire
Medium	1d6	15	Burning character
Large	2d6	16	Burning ground car
Huge	3d6	18	Crashed Starfury
Gargantuan	4d6	20	Exploding chemical container
Colossal	5d6	25	Inferno

Any fire can be instantly extinguished by immersing the burning object into a volume of water large enough to cover it completely. Fire extinguishers may also be used to instantly put out fires. Each use of a fire extinguisher will automatically extinguish a fire up to the size listed in its description. Fire extinguishers will have no effect on fires larger than the size listed in its description.

Provided the fire has further fuel to burn, the Games Master may rule that it can possibly spread. A spreading fire will increase its size by one category in 1d10 + 10 minutes. For example, a lit candle will not spread, simply because it has no additional fuel to burn. However, if it is knocked over, the Games Master may rule that it grows from a tiny fire to a small fire as it begins to burn the papers on which it lies. Left unattended for a further period of time, the fire may spread to become medium-sized as it begins to burn the desk on which the papers lie and from there, then become a large fire as it consumes the entire quarters. It will quickly become apparent that, given no attention, a knocked over candle can be responsible for a colossal inferno!

Poisons and Toxins

When a character is poisoned (whether from a poisoned weapon, touching an object smeared with contact poison, or consuming poisoned food or drink), he must make a Fortitude save with a DC equal to that listed for the poison. If he fails, he immediately suffers the poison's listed initial damage. If he fails, he will also suffer the poison's secondary damage (if any) 1 minute later, unless he makes a second Fortitude save. An example of a poison is provided below.

Arsenic
Type: Ingested DC 8
Initial Damage: 1 Con
Secondary Damage: 1d3 Con
Base Cost: 95 cr.

Disease

Whenever a character is exposed to a disease, a Fortitude save must be made. Success will result in the character's immune system effectively fighting off the infection. If the Fortitude save is failed, the disease will incubate for the duration listed under its description before dealing damage. At this point, the character must make a Fortitude save every day or suffer the effects of the disease. If he manages to make two successful Fortitude saves in a row, he has successfully recovered from the disease and it will affect him no longer. An example of a disease is detailed below.

Na'Path's Plague
Races Affected: Narn
Infection: Inhaled
Fortitude DC: 14
Incubation: 1d6 days
Damage: 1d4 Con, 1d3 Cha

Radiation

Sources of intense and lethal radiation are common in the 23rd Century though most are carefully shielded. However, damage sustained to vehicle power plants and acts of terrorism can cause a character to suffer the effects of radiation.

In many ways, radiation is treated in the same way as a contact disease – any character coming within 30 feet of a source of radiation must make a Fortitude save or be affected. However, a character affected by radiation is automatically assumed to fail all subsequent Fortitude saves and may only be cured through the use of Medical checks. The effects of radiation are described below.

Races Affected: All
Infection: Contact
Fortitude DC: 18-30
Incubation: 1 day
Damage: 1d6 Con

Blindness

The character cannot see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat, loses his Dexterity bonus to DV (if any). Enemies gain a +2 circumstance bonus to hit stunned characters. He moves at half speed and suffers a -4 penalty to Strength and Dexterity-based skills. The character cannot make Spot skill checks or perform any other activity that requires vision.

Deafness

A deafened character cannot hear, suffers a -4 penalty to initiative checks and automatically fails all Listen checks.

Stunned Characters

Some weapons, such as concussion grenades, can cause a character to become stunned. The character loses his Dexterity bonus to DV (if any) and can take no actions. Enemies gain a +2 circumstance bonus to hit stunned characters.

Vehicles

Aside from dock loaders and core shuttles, there are few vehicles present on Babylon 5 itself. However, as soon as a character leaves the space station he will quickly find that vehicles are essential to travel anywhere fast across many worlds. This chapter looks at how players may use vehicles in the game, allowing characters to tear across the wilderness in super fast grav-skimmers, pilot nimble Starfuries in the midst of deadly battle or command huge warships whose actions may decide the fate of entire worlds.

Actions Within Vehicles

The occupants of any vehicle are divided into two categories – crew and passengers. Crew are necessary to ride, drive or pilot a vehicle, fire its weapons and, in the case of larger vehicles, monitor vital subsystems and maintain power plant output. Passengers are merely along for the ride, though they may take over crew positions and fire weapons from the vehicle if they wish.

Initiative checks are made as normal for crew and passengers on board a vehicle. The Games Master will usually make one Initiative check for all characters under his control, while each player will make a separate check for his own character, whether they are on board the same vehicle or not. This may result in some characters having to delay their actions while they wait for the pilot to manoeuvre or the sensor operator to detect an enemy, but the combat should otherwise proceed as normal.

It should be noted that a vehicle does not require actions to move, as every round it will automatically move its current speed. However, it requires a crewman to speed up, slow down or perform specific manoeuvres. A full list of combat actions specific to vehicles can be found on p73.

Vehicle Sizes

Ranging from small one man ground cars to the immense warships of the mighty fleets spread throughout the galaxy, vehicles tend to be much larger than the normal size classes in the d20 System allow for. The colossal size category has therefore been extended to cover the truly massive vehicle's

found in the Babylon 5 roleplaying game, as shown on the table below.

Vehicle Sizes

Size Category	DV modifier	Length
Fine	+8	6 in. or less
Diminutive	+4	6 in. – 1 ft.
Tiny	+2	1 – 2 ft.
Small	+1	2 – 4 ft.
Medium-size	+0	4 – 8 ft.
Large	-1	8 – 16 ft.
Huge	-2	16 – 32 ft.
Gargantuan	-4	32 – 64 ft.
Colossal	-8	64 – 128 ft.
Colossal II	-10	128 – 256 ft.
Colossal III	-12	256 – 512 ft.
Colossal IV	-14	512 – 1,024 ft.
Colossal V	-16	1,024 – 2,048 ft.
Colossal VI	-20	2,048 ft. or more

Vehicle Scales

For the vast majority of scenarios, Games Masters and players will find the vehicle rules within the Babylon 5 roleplaying game are quick and easy to use, and that miniatures or counters will not be required to track their position. However, many gaming groups enjoy using miniatures and complicated chase or combat scenes will be made a lot easier if everyone knows exactly where every vehicle is and what it is doing.

The majority of vehicles found throughout the galaxy are capable of moving at incredible speeds. Because of this, players will find it convenient to use a new scale for movement and combat involving vehicles. In the standard d20 System rules, the scale for characters is 5 ft. per square. This must be increased for vehicles or else very large miniatures will be required and maps will be far larger than most gaming tables! A variable scale is therefore used for characters, surface vehicles, aircraft and spacecraft, as shown on the table below.

Type	Scale
Character	1 sq. = 5 ft.
Surface Vehicle	1 sq. = 50 ft.
Aircraft	1 sq. = 500 ft.
Spacecraft	1 sq. = 5,000 ft.

To aid simplicity during the game, actual distances and speed are not used for vehicles. Instead, both speed and ranges are referred to by the squares that represent them. For example, a ground car moving at speed 4 is actually travelling at 200 ft. per round. An aircraft at speed 4 would actually be travelling at 2,000 ft. per round.

These different scales will often result in a square being much larger than most vehicles and so, as a result, vehicles can always pass through an occupied square – different vehicles may even occupy the same square. Vehicles occupying the same square have the opportunity the ram each other, as detailed on p72.

It should be noted that while spacecraft are capable of achieving incredible speeds while in the void of space, those that enter the atmospheres of planets will immediately switch to using the aircraft scale. Even though they are still spacecraft, the friction of atmosphere will not permit them to reach the kind of speeds achievable in space.

Speed

Every vehicle in this game has a speed score. This is simply the maximum number of squares the vehicle is capable of moving every round. A vehicle's current speed can be anything between 0 and its speed score. However, players should always remember that a vehicle's actual speed is based on the scales detailed above. A spacecraft moving at speed 6 is moving ten times faster than an aircraft moving at speed 6, and one hundred times faster than a ground car at speed 6.

It should be noted that spacecraft have no actual maximum speed, as they can simply continue accelerating through the void. However, spacecraft capable of entering the atmospheres of planets will have a speed score listed – this is the maximum speed they can reach on the aircraft scale while within the atmosphere.

The table below lists speeds from 1 to 40 using the surface vehicle scale, with approximate conversions to feet per round and miles per hour. Multiply the listed values by 10 to determine aircraft speeds and 100 for spacecraft speeds.

Vehicle Speed Conversions

Speed	Feet	Miles per Hour	Speed	Feet	Miles per Hour
1	50	6	21	1,050	119
2	100	11	22	1,100	125
3	150	17	23	1,150	131
4	200	23	24	1,200	136
5	250	28	25	1,250	142
6	300	34	26	1,300	148
7	350	40	27	1,350	153
8	400	45	28	1,400	159
9	450	51	29	1,450	165
10	500	57	30	1,500	170
11	550	62	31	1,550	176
12	600	68	32	1,600	182
13	650	74	33	1,650	187
14	700	80	34	1,700	193
15	750	85	35	1,750	199
16	800	91	36	1,800	205
17	850	97	37	1,850	210
18	900	102	38	1,900	216
19	950	108	39	1,950	222
20	1,000	114	40	2,000	227

Skills and Speed Modifiers

There are two main skills used to operate vehicles within the Babylon 5 roleplaying game, and both are used extensively throughout this chapter. The Drive skill is used to operate all surface vehicles, while the Pilot skill is used in conjunction with aircraft and spacecraft.

The speed at which a vehicle is travelling imposes a modifier to all Drive or Pilot checks used to operate it. The faster a vehicle is travelling, the more difficult it is to control and the less accurate any manoeuvres attempted will be, though some vehicles are specifically designed for high speed manoeuvring and so may still be quite agile even when moving at top speed.

Two modifiers are always applied to Drive or Pilot checks when a character is operating a vehicle – the vehicles Handling score (found in each vehicle's description in Chapter 4) and the speed modifier detailed on the table below.

Speed Modifiers

Speed	Drive/Pilot check modifier
1-5	+0
6-10	-2
11-15	-4
16-20	-6
21-30	-8
31-40	-10
41+	-12

Changing Speed

A character in control of a vehicle can change its speed once each round as a free action by up to the acceleration or deceleration scores listed in the vehicle's description in Chapter 4. The vehicle's current speed is automatically increased or decreased by any number up to these two scores.

For example, a Delta-V light fighter has an acceleration score of 8 and deceleration of 4. If it is travelling at speed 12, it may either decelerate down to speed 8, accelerate up to speed 20 or any other speed in-between as a free action on behalf of the pilot.

Manoeuvres

In addition to changing speeds as detailed above, characters operating vehicles can also attempt a wide range of manoeuvres. All manoeuvres are considered to be move equivalent actions and in a single round, a character operating a vehicle can either perform one manoeuvre along with a standard action (such as an attack) or two manoeuvres. Manoeuvres can be attempted at any point during a vehicle's movement.

Manoeuvres require a Drive or Pilot check, as appropriate for the type of vehicle, and both the vehicle's handling and speed modifiers are applied. The various manoeuvres possible in vehicles and the DC required to attempt them are detailed below.

Vehicle Manoeuvres

Manoeuvre	Drive/Pilot check DC
Avoid Colossal Hazard	30
Avoid Diminutive Hazard	1
Avoid Fine Hazard	0
Avoid Gargantuan Hazard	25
Avoid Huge Hazard	20
Avoid Large Hazard	15
Avoid Medium-Size Hazard	10
Avoid Small Hazard	5
Avoid Tiny Hazard	2
Climb/Dive	0
Emergency Deceleration	15
Immelmann Turn	20
Jump	15-25+
Landing	10
Loop	20
Ram	Target's DV
Regain Control	10*
Take Off	5
Turn	0
Turn, Extreme	20
Turn, Hardbrake	25
Turn, Sharp	15
Zoom Climb/Power Dive	15

* In addition to the vehicle's handling score and speed, this check is also modified by the severity of the mishap, as detailed on p71.

Avoid Hazard: Wrenching at his controls, the character operating the vehicle manoeuvres wildly to avoid an obstacle in his path. The DC of the Drive or Pilot check is based on the size of the hazard, as shown on the table above.

Climb/Dive: In the main, it is not necessary to track the altitude of aircraft in the game – so long as you know the distance between two fighting aircraft, combat can proceed without further complication. However, it can sometimes be an issue when an aircraft is involved in combat with a surface vehicle. In this case, the character operating the aircraft simply declares what altitude he is at, in terms of squares on the aircraft scale, at the beginning of the combat. By climbing or diving, a vehicle moves forward at half of its speed and either gains or loses altitude, as appropriate, by the same amount. Only aircraft and spacecraft can perform this manoeuvre.

Emergency Deceleration: By riding the brakes or thruster jets, a character may dramatically slow his vehicle in order to avoid disaster. A successful emergency deceleration will allow a vehicle to decelerate by twice its normal deceleration score in a single round. This manoeuvre may only be attempted by a vehicle once per round.

Immelmann Turn: By climbing or diving vertically, then rolling before pulling level again, a vehicle can effectively change its direction to any facing. Surface vehicles may not perform this manoeuvre.

Jump: A vehicle can attempt to jump over an obstacle, such as another vehicle or a ravine. The Games Master sets the DC for the Drive check as he feels appropriate to the distance and obstacle being crossed, but it should be noted that the speed modifier of the vehicle is used as a bonus when jumping, not a penalty. If successful, the vehicle makes the jump successfully, but a second Drive check is immediately required in order for the character to control the vehicle when it lands. The speed modifier applies as normal to this second check. Only surface vehicles may attempt jumps.

Landing: This manoeuvre is used to land an aircraft or spacecraft on a flat surface, such as a runway, landing strip or carrier ship.

Loop: The vehicle executes a full loop over the course of the round. Though its speed need not change, the vehicle will effectively not move on a map. Surface vehicles may not attempt a loop.

Ram: Though a highly dangerous manoeuvre, a character may intentionally attempt to ram another vehicle in the same square as his own. The Pilot or Drive check must equal or exceed the target's Defence Value. Ramming is covered in greater detail on p72.

Regain Control: A character must succeed at this manoeuvre in order to negate the effects of a mishap (see p71). The penalty for the mishap is always applied to the check, as well as the vehicle's handling score and speed modifier.

Takeoff: This is the manoeuvre used by aircraft and spacecraft in order to launch themselves from the ground or another spacecraft.

Turn: By making a turn, the character can change the facing of his vehicle by up to 45°.

Turn, Extreme: Wrenching hard at the controls, a character may turn his vehicle violently. A successful extreme turn will allow a vehicle to turn up to 135°, instead of just 45°.

Turn, Hardbrake: This is the classic manoeuvre portrayed in a thousand vid-shows. A successful hardbrake turn will spin a vehicle around up 180° to face the opposite direction

Effects of Terrain

Effects of Terrain

Condition	Example	Movement Penalty	Manoeuvre Penalty
Obstruction, Heavy	Thick Undergrowth	X1/2	-4
Obstruction, Moderate	Undergrowth	X3/4	-2
Poor Visibility	Darkness or Fog	X1/2	-4
Terrain, Rough	Steep Slope or Mud	X1/2	-4
Terrain, Very Rough	Deep Snow or Swamp	X1/4	-6
Weather, Bad	Rain or Turbulence	X3/4	-2
Weather, Extreme	Storm or Hurricane	X1/4	-6
Weather, Very Bad	High Winds	X1/2	-4

of travel, while coming to a complete stop (speed 0). Only surface vehicles may attempt a hardbrake turn.

Turn, Sharp: A successful sharp turn will allow a vehicle to turn up to 90°, instead of just 45°.

Zoom Climb/Power Dive: Upon successful completion of this manoeuvre, the vehicle will climb or dive at an angle of between 45° and 90°. The character operating the vehicle may choose how much of the vehicle's speed will be expended to gain or lose altitude, but it must be more than half of its current speed. Surface vehicles cannot zoom climb or power dive.

Terrain

Vehicles can easily become hampered by rough terrain, poor visibility or extreme weather and manoeuvres made much more difficult. Consult the table above whenever a vehicle is in rough terrain or is within by poor weather to determine the effects on speed and manoeuvres. All effects are cumulative. Note that aircraft and spacecraft are normally only affected by poor visibility and weather conditions, and the latter will never suffer either when in space.

Mishaps

Whenever a character fails a Drive or Pilot check while operating a vehicle, he will start to lose control. The vehicle may skid, spin or collide into an obstacle, which may prove deadly to the character and all his passengers. It will also be much more difficult to manoeuvre a vehicle while it is out of control and the character operating it must attempt to regain control, as detailed above. When a Drive or Pilot check is failed, note the amount by which it was failed by and consult the table below to determine what happens to the vehicle.

Vehicle Mishaps

Pilot or Drive check Failed By	Effect	Drive or Pilot check penalty
5 or less	Slip	-2
6-10	Slide	-4
11-15	Skid	-6
16-20	Spin	-8
21 or more	Collision	Special

Slip: The vehicle starts to slip sideways, lose traction or begins to swerve slightly. The vehicle completes the manoeuvre being attempted but any further Drive or Pilot checks are made with a -2 circumstance penalty until control is regained.

Slide: The vehicle slides violently and teeters on the edge of being completely out of control. The vehicle only moves half of its current speed (though its actual speed does not change) and the manoeuvre is only partly completed. For example, any extreme or sharp turn will only result in a normal turn or a hazard will be clipped or sideswiped. If a jump was being attempted, the vehicle will not quite make the distance. Any further Drive or Pilot checks are made with a -4 circumstance penalty until control is regained.

Skid: The vehicle's speed drops by 5 and it skids one square to the left or right (determined randomly or at the Games Master's discretion). If this brings it into the same square as another vehicle or object, it collides (see below), and if any manoeuvre was being attempted, it fails completely. The vehicle's speed continues to drop by ten and move one square to the side each round until control is regained, the vehicle stops or it crashes into something. Any further Drive or Pilot checks are made with a -6 circumstance penalty until control is regained.

Spin: The vehicle goes into an almost uncontrollable spin, its speed will dropping by 5 and moving in a random direction every round until control is regained, the vehicle stops or it crashes into something. Any further Drive or

Combat

Combat

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Pilot checks are made with a -8 circumstance penalty until control is regained.

Collision: Control of the vehicle is completely lost and it crashes into a nearby vehicle or object (see below). If multiple vehicles and objects are nearby, the Games Master should choose the nearest one or determine one randomly. If there are no nearby vehicles or objects, the vehicle goes into a spin.

Collisions

If a vehicle crashes into something, it will immediately sustain damage based on its current speed and the size of the object or vehicle it collides with.

The base damage caused by a collision to both the moving vehicle and the object it strikes is equal to the speed of the moving vehicle. However, if the vehicle crashes into a moving object, such as another vehicle, the Games Master

must determine the total speed of the impact and use that as the base damage of the collision instead. If two vehicles are moving directly towards each other, add their speeds together for the purposes of determining collision damage. If they are moving in the same direction, use the difference of their speeds and if they are moving at angles to one another, use the highest speed.

This damage is then multiplied by 2 if any vehicles using the aircraft scale are involved in the collision, and multiplied by 5 if any vehicles using the spacecraft scale are involved.

However, most damage caused in a collision comes not from speed, but from the mass of the colliding objects. The base damage dealt by a vehicle to an object, is based on their size, as detailed on the table below.

Collision Damage

Size of Obstacle	Damage Multiplier
Fine	1/20
Diminutive	1/10
Tiny	1/5
Small	½
Medium-size	X1
Large	X2
Huge	X3
Gargantuan	X4
Colossal	X6
Colossal II	X8
Colossal III	X10
Colossal IV	X12
Colossal V	X14
Colossal VI	X16

The object will also deal damage to the colliding vehicle. The base damage is as above (the speed of the collision multiplied by the vehicle scale, if relevant), multiplied by the size category of the object the vehicle crashed into.

Damage Reduction applies as normal in collisions. However, very large objects and vehicles can simply shrug off the damage dealt by much smaller bodies. The size difference between the vehicle and object involved in the collision temporarily affects the Damage Reduction score of the larger of the two.

The larger vehicle's (or object's) Damage Reduction is multiplied by 1 + the number of steps between the sizes of the two, for the purpose of the collision only.

Any vehicle involved in a collision will also sustain an automatic critical hit (as described on p75) for every fifty points of damage, or part of, sustained. The severity of the critical hit is based on the damage sustained as normal – you will soon find that most critical hits sustained in collisions are very serious indeed!

For example, a novice Starfury pilot on his first training mission inadvertently loses control of his craft and flies into the Hyperion heavy cruiser he launched from. The Hyperion is stationary but the Starfury is moving at speed 4 (perhaps the novice pilot accidentally activated his afterburners while trying to dock. . .). The base damage of this collision is therefore 4, multiplied by 5 for the spacecraft scale, for a total of 60 points.

The Starfury is a huge vehicle so, using the table above, the damage it deals to the Hyperion is multiplied by 3 for a total of 36 points of damage. The Hyperion, on the other

hand, is a colossal II vehicle and so the damage it does in return is multiplied by 8 for a total of 160 points! The Starfury's Damage Reduction of 6 barely registers and its 30 hit points are soon consumed. The smaller craft explodes, likely killing its pilots unless he manages to find the ejector seat switch. The Hyperion, however, has its Damage Reduction temporarily increased from 18 to 54 (being multiplied by 3 as the Hyperion is three size classes larger than the Starfury), and so easily brushes aside the 36 points of damage the Starfury deals it. At best, the paintwork has been scratched from this relatively low speed collision, but the Hyperion's mass is enough to finish off the smaller craft for good. However, had the Starfury been travelling at speeds more common in combat, the Hyperion may not have got off so lightly. . .

Sensors

Most vehicles are equipped with at least rudimentary sensors of some sort in order to detect obstacles and hazards, and military vehicles have extremely advanced detection systems. Sensors are not hindered by smoke, fog, clouds or light undergrowth, but are blocked by solid objects.

A character may use the sensors of his vehicle as a standard action and many larger vehicles will have permanent sensor operators. To use the sensors, a character must make a Technical (electronics) check, using the vehicle's sensor score listed in its description as a circumstance bonus. The base DC of this check is the stealth score of any vehicles within 100 squares. The target vehicle's speed modifier is applied to its stealth score, as faster moving vehicles are always easier to spot than those travelling slowly.

One check is made, no matter how many vehicles are within range. This may mean that several vehicles with low stealth scores may be spotted while those with a higher stealth remain undetected. One sensor check may be made by a vehicle in each round, no matter how many sensor operators are present.

Combat Actions

Movement and actions during combats involving vehicles work in the same way as they do for characters. Each round, a character can move and take a standard action, take a move-equivalent action and a standard action, or take a full round action. Combat actions specific to vehicles are detailed below.

Acquire Target: Many military vehicles are equipped with targeting computers that provide an attack bonus to their weapons. However, the sensor operator, pilot or driver must first acquire and lock on to the target in order to benefit from this bonus. This is a standard action and requires a Technical (electronics) check at a DC equal to the target's stealth score. The target's speed modifier is also applied to this check as faster moving vehicles are far more difficult

to lock on to. If the check is successful, the targeting computer's bonus is applied to all attacks made by the weapon it is linked to, as shown in the vehicle's description in Chapter 4, until the operator's next action.

Attack: A character within a vehicle may make a ranged attack against any target he can see, though vehicle-based weaponry is often restricted as to which direction it may fire in, as detailed on p74. A ranged attack roll is made as normal, noting that range increment modifiers are listed in squares rather than feet for weapons mounted on vehicles. Speed modifiers are applied as described below.

⑤ If the character is making an attack against a stationary target, the speed modifier of his own vehicle is applied to the attack roll.

⑤ If the character is shooting at another vehicle moving directly towards or away from him, use the difference between their speeds to determine the speed modifier applied to the attack roll.

⑤ If the character is shooting at another vehicle moving at an angle to him, use their total speeds to determine the speed modifier applied to the attack roll

Evasive Action: As a standard action, a character operating a vehicle may try to manoeuvre defensively in order to avoid incoming shots. The character makes a Drive or Pilot check, as appropriate, applying his vehicle's handling score and speed modifier. For every 5 points by which the check exceeds 10, the vehicle gains a +1 dodge bonus to its DV and a -1 circumstance penalty to its attack rolls, until the start of the character's next action.

Ramming: If a vehicle shares the same square as another vehicle or object, the character operating it may intentionally try to force a collision. This requires a Drive or Pilot check, as appropriate. If the check equals or exceeds the target's DV or an opposed Drive or Pilot check (which ever is the higher), then the ram is successful and collision damage is resolved by both vehicles or the vehicle and the object being rammed, as described on p72. The character of a vehicle being rammed may make a Drive or Pilot check in order to reduce damage sustained in the collision, but the character actually performing the ram may not – he is specifically not trying to avoid the collision.

Running Silent: A vehicle opting to take no action other than movement (such as using sensors or firing weapons) and otherwise does nothing to draw attention to its location may run silent. During this round, its Stealth score will gain a temporary +5 circumstance bonus.

Targeting Run: As a standard action, a character operating a vehicle may manoeuvre into the optimum position from which to attack another vehicle. The operators of both

vehicles make opposed Drive or Pilot checks, applying the handling score and speed modifiers of their own vehicles. If the attacking character wins the opposed check, all attacks and acquiring target actions from his vehicle to the target gain a +2 circumstance bonus until the start of his next action.

Fire Arcs

Many weapons carried by vehicles are extremely limited in the direction they can fire, usually due to the dynamics of the vehicle or its great mass. Some weapons in the vehicle descriptions found within Chapter 4 may be listed as being able to fire into more than one fire arc, though these are rare.

Front (Fr): Front mounted weapons may fire to any target within a 45° arc to the front of the vehicle.
Left (Lt): Left mounted weapons may fire to any target within a 135° arc to the left of the vehicle.
Right (Rt): Right mounted weapons may fire to any target within a 135° arc to the right of the vehicle.
Rear (Rr): Rear mounted weapons may fire to any target within a 45° arc to the rear of the vehicle.
Boresight (Bs): Normally reserved for driver-operated weaponry or those mounted on aircraft, such weapons can only fire in a straight line directly ahead of the vehicle.
Turret (Tt): Turret mounted weaponry may fire freely into any fire arc.

Linked Weapons

Some weapons mounted on vehicles are listed as being twin-, tri-, or even quad-linked. They are effectively two or more weapons of the same type mounted together and set to fire simultaneously. The twin-linked uni-pulse cannon on the Starfury is one such example. When fired, linked weapons can unleash an immense amount of firepower.

When firing a linked weapon, only one attack roll is made for each attack. However, if the shot hits a target, damage is rolled separately for each weapon within the link. Critical hits apply as normal to linked weapons. A target's Damage Reduction, however, applies to each linked weapon rather than to the entire combined attack.

For example, if Squadron Leader Makka fires the twin-linked uni-pulse cannon on his Starfury, he makes only one attack roll for both weapons. If he hits, he will roll damage for both weapons, taking any Damage Reduction into account for each before totalling the amount against the target.

Vehicle Damage

Damage is applied to vehicles in the same way as it is to characters – the vehicle's Damage Reduction is deducted from the damage inflicted by any attack and the result is subtracted from the vehicle's hit points.

When a vehicle is reduced to 0 hit points or less, it is rendered completely inoperable, being unable to take any further action or make any kind of attack, and losing its agility bonus to its Defence Value. A surface vehicle will reduce its speed by 2 every round until it comes to a stop, an aircraft will fall out of the sky and crash, while a spacecraft will continue moving at its current speed indefinitely. Vehicles reduced to less than -10 hit points will be instantly destroyed, exploding in a bright array of pyrotechnics that will also automatically kill all crewmembers and destroy all cargo. A vehicle that has been reduced to 0 hit points is considered to be completely helpless and can be completely destroyed by a coup de grace.

The only change to the damage rules for vehicles is with critical hits. If a critical hit is made against a vehicle, it does not receive double damage. Instead, damage is applied as normal and a specific effect will occur that will likely hinder the vehicle and leave it more vulnerable to its enemies. Whenever a vehicle suffers a critical hit, roll on the table below.

Critical Hits

1d6	Location
1	Superstructure
2	Engine/Power Plant
3	Control Systems
4	Weapons
5	Sensors
6	Cargo

The exact nature of the critical hit sustained will depend on the location struck and the severity of the damage. The severity of a critical hit is measured in increments of the vehicle's Damage Reduction, before the Damage Reduction is subtracted from the damage.

Light Damage: Damage exceeds but is less than twice the vehicle's Damage Reduction.

Moderate Damage: Damage is at least twice but less than three times the vehicle's Damage Reduction.

Heavy Damage: Damage is at least three times but less than four times the vehicle's Damage Reduction.

Severe Damage: Damage is at least four times but less than five times the vehicle's Damage Reduction.

Catastrophic Damage: Damage is at least five times the vehicle's Damage Reduction.

Once the location and level of damage of the critical hit has been determined, consult the location entries below to find out exactly what has happened to the vehicle.

Superstructure
The vehicle's hull or chassis has taken a rough beating, greatly weakening it. The vehicle will have its Damage Reduction permanently reduced by an amount depending on the severity of the damage, as shown on the table below.

Damage Severity	Damage Reduction Lost
Light	1
Moderate	1d6
Heavy	2d6
Severe	3d6
Catastrophic	4d6

Engine/Power Plant
The vehicle's engine, power plant or propulsion system is damaged. Reduce the vehicle's top speed by the amount indicated on the table below. Heavy, severe and catastrophic damage will also reduce a vehicle's acceleration as well.

Damage Severity	Speed/Acc Lost
Light	1d4
Moderate	2d4
Heavy	3d4/1d2
Severe	4d4/1d4
Catastrophic	5d4/2d4

Control Systems
The vehicle's control systems are permanently damaged, resulting in its operator constantly having to fight to keep it under control. All Drive and Pilot checks made by the operator of the vehicle will now suffer a circumstance penalty shown on the table below.

Damage Severity	Drive/Pilot penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	-10

Weapons
One randomly determined weapons system is damaged by the attack. Any attack rolls made by the weapons system will suffer a circumstance penalty indicated by the table

below. It should be noted that this will apply to all weapons that are linked together.

Damage Severity	Attack penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	Weapon Disabled

Sensors

The vehicle's sensor systems are damaged, making it far more difficult to track and lock on to targets. All Technical (electronics) checks made in relation to sensor operations will now suffer a circumstance penalty shown on the table below.

Damage Severity	Technical check penalty
Light	-2
Moderate	-4
Heavy	-6
Severe	-8
Catastrophic	-10

Cargo

Any cargo carried by the vehicle is damaged. The percentage of the cargo (measured in lb. or specific items at the Games Master's discretion) destroyed by the attack is based on the severity of the damage, as shown on the table below. If no cargo is carried by the vehicle, no additional effects are applied as the damage simply wrecks waste space and minor bulkheads.

Damage Severity	Cargo Destroyed
Light	20%
Moderate	40%
Heavy	60%
Severe	80%
Catastrophic	100%

Repairing Damage

Any skilled character may attempt to repair damage sustained by a vehicle. The DC of the Technical (engineering) check required is listed on the table below. The cost to repair any damage is equal to 1% of the vehicle's total value in credits for every critical hit or every 25 hit points (or part of). Repairs to vehicles of colossal size or greater require the co-ordination of at least 10% of their crew.

Damage Severity	Technical check DC
Hit Point Damage	10
Light	10
Moderate	15
Heavy	20
Severe	25
Catastrophic	30

A successful repair takes 24 hours and repairs 25 hit points of damage or reduces the severity of the critical damage by one step (such as from severe to heavy). Each critical hit must be repaired separately, though several characters can work on different critical damage effects simultaneously. Damage to cargo cannot normally be repaired.

Guided Weapons

There are several types of missile or torpedo that are classified as being guided weapons. They have intelligent computer-controlled brains that can make active decisions when fired at a target in order to determine the best method of tracking and hitting a moving target.

A guided weapon may only be fired at a target that the attacking vehicle has managed to acquire, as a standard attack. A guided weapon automatically moves at half its top speed in the round it is launched, and its top speed every round thereafter, for a number of turns equal to their fuel score. Guided weapons always acts on the initiative at which they were launched and will attack when they move into the same square as their target. All guided weapons have an attack bonus equal to half their guidance score and a normal attack roll is made against the target's DV. This attack roll is never modified by speed – it is more difficult to acquire a target moving at high speed but once a lock has been established, speed makes no difference. There are, however, three ways in which a target may avoid a guided weapon that has been launched.

If the guided weapon has been launched at extremely long range, a target may try to turn and run, hoping that it will run out of fuel before it reaches him.

A character operating a vehicle can try to shake the target lock of the guided weapon. A Drive or Pilot check at a DC equal to 20 + the guided weapon's guidance score is made, with the vehicle's handling score and speed modifiers applying as normal. If successful, the character shakes off the lock and the guided weapon automatically misses, with no chance of reacquiring its target.

The target can attempt to destroy the guided weapon with a ranged attack as if it were a vehicle. Unless otherwise stated, guided weapons have DV 30, Damage Reduction 5 and 10 hit points.

Leaving Vehicles

A character may board or disembark from any vehicle as a move-equivalent action. If the vehicle is in motion, the character will take damage based on the vehicle's speed.

If a character disembarks from a moving surface vehicle, he must roll a number of d6 equal to the vehicle's current speed. This is the amount of damage sustained, though Damage Reduction applies as normal. If the character disembarks from an aircraft, this damage is multiplied by 10 and if he leaves a spacecraft, it is multiplied by 100. However, a character will only sustain this damage if he strikes an object (usually the ground) and it is possible for someone leaving a spacecraft while in deep space to never sustain any damage as they carry on travelli8ng through the void. . .

Vehicle Crews

For convenience, the Games Master may opt to apply a crew quality modifier to a vehicle, rather than individually detail each and every crew member. This may be done for very large vessels or for large numbers of vehicles on the same side during a combat. The table below lists several levels of crew training and experience, along with the modifier they use for all attack rolls and skill checks (including those used for manoeuvres and sensors).
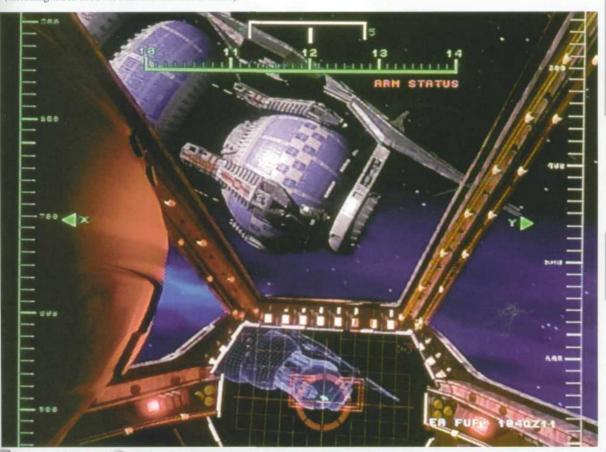
Crew Quality	Attack roll and Skill check Modifier
Untrained	-4
Green	+0
Veteran	+2
Expert	+4
Elite	+8

Squadrons

As a further aid to convenience, Games Masters may decide to group several vehicles together and move them as a single unit, particularly in large engagements and battles. All the vehicles within a squadron will act on the same initiative and execute their actions simultaneously. If a manoeuvre is attempted, only one check is made and all the vehicles within the squadron will either succeed or fail, based on the results of the check. The squadron attacks as a single unit as well, but all attacks should be rolled for separately.

Special Qualities

Several vehicles found throughout the galaxy have a number of special qualities that mark them as unique. The

special qualities of each vehicle are listed within their descriptions in Chapter 4 but are detailed here.

Adaptive Armour: Found only on the most advanced spacecraft that use bio-technology, Adaptive Armour is a layer on the hull that can intelligently and automatically react to any incoming fire. By moderating its surface, conductive properties and introducing reflective enhancements within a fraction of a second, the energy of any attack may be dissipated, leaving just the actual force of the blast to strike the hull. Adaptive Armour will automatically halve the amount of any incoming damage from weapons it has been attacked by before. Any unfamiliar weapons will be adapted to within 1d3 successful attacks. For Vorlon spacecraft, it may be assumed that they are familiar with every weapon used by the younger races.

Afterburners: Some small spacecraft are fitted with powerful afterburning engines that either dump fuel directly into the combustion chamber or otherwise temporarily overload their reactors to achieve massive amounts of thrust for a short time. Triggering afterburners is considered to be a standard action for a pilot of a spacecraft and will temporarily increase its acceleration score by +2 for up to three rounds. Once fired, afterburners may not be used again for a full minute as the engines or reactors need to recharge.

Artificial Gravity: Some spacecraft are capable of generating their own gravity for the crew on board, making them far more comfortable during long voyages. Races such as the Minbari use the advanced magnetic principles of their dive systems to achieve this and are able to provide Artificial Gravity throughout their vessels. Less advanced races, such as humans, must rely on rotating sections within their spacecraft, which may not provide Artificial Gravity throughout all locations. Characters on board a ship that has Artificial Gravity do not need to make Balance checks to function within a zero gravity environment, as detailed on p64.

Atmospheric Capable: Spacecraft that are Atmospheric Capable have the ability to enter the atmospheres of any planets they encounter. They are able to land on the planet's surface and will be treated as aircraft while in the atmosphere. Any spacecraft entering a planet's atmosphere that does not have this special quality will be automatically destroyed.

Ejector Seat: Many small military vehicles are fitted with quick release Ejector Seats designed to safely blast crew away from harm. An Ejector Seat may be used at any time as a move equivalent but most crews will be reluctant to leave their vehicle until it is actually in danger of being destroyed. If a vehicle is reduced to less than -10 hit points and explodes, an Ejector Seat may be used as a free action if the crewmember succeeds in a Reflex check at DC 15. Ejector Seats used within atmospheres will automatically carry the crewmember safely to the ground using parachutes, rockets or tiny anti-gravity drives. Those used in space merely carry the crewmember away from the exploding vehicle. They will survive but must wear a pressure suit or be killed within the vacuum of space.

Grapple: A few vehicles, such as maintenance pods and Starfuries, are equipped with mechanical grapples that allow the pilot to remotely grab objects such as cargo pods, debris and other vehicles. To use a Grapple, a vehicle must be in the same square as its target, travelling at the same speed and in the same direction. Grappling is a standard action, and a Drive or Pilot check (as appropriate for the vehicle) must be made at DC 10 to successfully grab the target, though the Games Master may modify this to DC 20 or higher if the object if is spinning or manoeuvring wildly. Handling modifiers for the vehicle apply as normal. If the target is another controlled vehicle whose operator does not wish to be grappled, an opposed Drive or Pilot check is required to successfully attach. If the vehicle attaches itself to a target larger than itself, it is considered to have docked and now moves with the target. If the target is the same size or smaller, it will now move with the grappling vehicle, though if the target is another controlled vehicle, opposed Drive or Pilot checks will be required each round to determine who decides to move. The grappling vehicle gains a +2 circumstance bonus to these opposed checks for every size class it is larger than the target. A grappling vehicle operator can release his grappled object as a standard action.

Jump Point: Only the very largest and most sophisticated spacecraft are capable of creating their own Jump Points into hyperspace. Most have to rely on jumpgates and so are forced to use regular trade routes – those that create their own entry into or out of hyperspace are far more flexible. It takes one crewman a full round action and a Technical (space travel) check at DC 10 to create a stable Jump Point into or out of

hyperspace, which will appear in the same square as the spacecraft generating it. A spacecraft must be travelling at speed 1 in order to be able to enter a Jump Point. The spacecraft may hold the jump point open for one minute or until it enters or leaves hyperspace, whichever comes first. During this time other spacecraft are free to use the jump point if they are also in the same square and travelling at speed 1. Creating jump points puts a spacecraft's power plant under tremendous strain and few can make multiple jumps quickly and easily. A spacecraft that has created a Jump Point may not create another for a period of one minute. If another Jump Point is attempted within ten minutes, a Technical (space travel) check at DC 20 is required to be successful. Failure will result in the engines of the spacecraft taking a critical hit with heavy damage and it will not be able to create another Jump Point until this is repaired.

Living Ship: The Vorlons are masters of bio-technology, to the extent that they are able to construct (or perhaps grow) spacecraft that are actually sentient and aware. A Living Ship has all the capabilities of a Minbari Flight Computer except that it needs no crew to instruct it to perform any action, being able to make decisions for itself. In addition, it can also heal any damage at a vastly accelerated rate, repairing hit point damage every day equal to 10% of the spacecraft's original hit point total. Any critical hits will automatically be repaired by one level of damage per round. A Living Ship will 'die' when reduced to 0 hit points and cannot be repaired.

Long-Ranged: Some spacecraft are designed to make long voyages, particularly if they are to fulfil military, patrol or exploration duties. Any ship designated as Long-Ranged may operate for six months without requiring new supplies. Spacecraft of Huge size or smaller that are designated as Long-Ranged may operate for seven days before requiring new supplies.

Minbari Flight Computer: The computer systems built into most Minbari spacecraft are incredibly advanced, to the point where an authorised passenger simply need state where he wants to go and the vessel will simply take him there by the most expedient route, avoiding any dangers and hazards automatically. The flight computer is so advanced that it can even fulfil most combat operations successfully, with minimal input from its passengers. The Minbari Flight Computer is assumed to have 8 ranks in the Pilot skill and a base attack bonus of +4.

Pivotal Thrusters: When fitted with Pivotal Thrusters, spacecraft are able to freely turn to a new facing without changing their speed or direction of travel. This is considered to be a DC 15 manoeuvre, as it takes a pilot a lot of training to avoid becoming disorientated by the sudden change of perceived motion. If the Pivotal Thrusters are used to completely reverse a spacecraft's facing in relation to its movement, it will then be able to use it acceleration score to decelerate its current speed, and its deceleration score to accelerate its current speed. This may be combined with the bonus from Afterburners, if any are present on the spacecraft.

Combat

SA-23 MITCHELL-HYUNDYNE AURORA
STARFURY

Equipment and Vehicles

Any visitor to Babylon 5 has a bewildering array of options on which to spend his credits – vehicles, gadgets, high technology devices, weapons and leisure interests. Criminals, however, regularly engage in black market dealings where they can find many goods deemed illegal on Babylon 5 and other worlds, from banned vices to weapons and high-grade explosives.

This chapter details all manner of items available on Babylon 5 and beyond, as well as how to go about purchasing them.

Equipping a Character

Characters start the game with an amount of credits determined by their class and may initially purchase anything they can afford from the equipment lists in this chapter. As the game progresses, however, they may find items on the black market much harder to locate, so a player should be careful when deciding what to buy for his character during creation. The table below summarises how many credits a character will possess at the start of the game, depending on which character class they select.

Character Class	Starting Credits
Agent	3d6 x 100 cr.
Diplomat	4d6 x 100 cr.
Lurker	1d6 x 100 cr.
Officer	3d6 x 100 cr.
Scientist	4d6 x 100 cr.
Soldier	2d6 x 100 cr.
Telepath	3d6 x 100 cr.
Worker	2d6 x 100 cr.

All items on the open market are routinely available on Babylon 5 and most other worlds, no matter how expensive, and a character will rarely have to travel far in order to find a particular item or have it delivered. The black market, however, carries it own dangers as items here tend to cost a lot of credits and mere possession of them can land a character in serious legal trouble.

Wealth and Credits

Whether using electronic transfers, credit chits or hard cash, every character on Babylon 5 pays his way for the things he wants with credits. The credit is the standard currency used across the galaxy and may be used to purchase anything from a simple kitchen utensil to a giant commercial freighter, so long as the character is wealthy enough.

Selling Equipment

In general, a character can sell any of his possessions for half of its listed value on the equipment lists in this chapter. In game terms, he can simply swap the item for half its value in credits, as it is assumed he will sell it to a neighbour, friend or pawn shop. However, illegal or proscribed items must be sold on the black market, as detailed below.

The Black Market

Laws and customs vary across the galaxy but most civilised worlds at least make the pretence on ensuring the general populace does not have free and easy access to potentially dangerous equipment. Some equipment is simply incredibly difficult to find and many alien items can only be found on the black market. Weapons especially can be very difficult to purchase.

When players first create their characters and determine how many credits they start with, they are free to purchase anything they can afford from the equipment lists in this chapter. It may be assumed that in the years before the game begins they have had ample opportunity to track down and purchase whatever items they wish. Once the game starts, however, players will find it much more difficult to purchase illegal or restricted items for their characters and so will have to make use of the black market.

It can be presumed that the following will have to be purchased on the black market on any civilised world, including the Babylon 5 space station.

5   Firearms, such as PPGs, silencers and scopes

5   Military-issue equipment, such as EarthForce communication links

5   Alien items such as the Minbari fighting knife or Narn battle suit

The Games Master is free to make any of these items easier to purchase when the players travel to far off colonies and less lawful planets, or add more items to the black market list when they visit a particularly strict alien culture.

In order to purchase an item the Games Master has deemed may only be found on the black market, a player must first locate a contact or fence with has access to such equipment, or knows someone who does. This may be accomplished through the course of a scenario, by roleplaying some hair-raising encounters with criminal elements, or the Games Master may allow players to accomplish this with a Gather Information check (a DC of 15-25 would be appropriate for most items on the black market). This done, a player

will find he must typically pay twice the listed cost for the item, though the Games Master may choose to increase this further for particularly rare or dangerous items.

Finally, players should remember that even if they manage to purchase items on the black market, they are still likely to be illegal. A player visiting Babylon 5 for the first time may be very interested in finding a PPG for 'personal protection' but if he is ever arrested by security, the weapon will be confiscated and he will be fined or even charged and imprisoned for illegal possession!

Exceptions

The Games Master is free to make any exceptions to these black market rules as he sees fit. A Minbari travelling to Minbar will have no trouble locating any equipment created by his race, though any alien visitors travelling with him will still have to rely on the black market. By the same token, a Narn travelling to his homeworld or one of its colonies will be able to purchase any Narn created equipment with ease but may still have to rely on the black market while visiting other worlds.

Babylon 5 has many alien communities throughout its sectors and so many aliens will be able to locate items of equipment from their race without too much trouble, so long as they do not contravene Babylon 5's laws and security. However, they will also be reluctant to sell the equipment to members of other races, who must rely on the black market as normal.

A few items do not have any cost listed, such as the larger spacecraft. Such items are solely in the possession of the military forces across the galaxy and may never be purchased by characters – they may encounter such vessels, and even serve on board them but the players will not have the chance to actually own them.

Weapon Descriptions

Antique Slugthrower: Relics from the 20th and 21st centuries, some humans possess an antique revolver, having had it passed down through the generations of their family as an heirloom. Six rounds are carried in each antique revolver, which must be loaded individually.

Club: Not strictly a weapon as such, the club is any heavy metre long implement a character may pick up to smash the brains of another.

Concussion Grenade: Also called the stun grenade, this weapon is designed to simply subdue several enemies at once, rather than blast them apart. All characters within this weapon's area of effect must make a Fortitude save at DC 15 or be stunned for 1d3 rounds.

Coutari: Primarily used in the ritualised duelling art of the Morago, the Coutari is a short blade of Centauri manufacture. Its use is restricted to nobles of the great houses and Palace Guards but while it is regarded as a symbol of the Republic's glorious past, it functions superbly as a melee combat weapon in battle.

Coutari, Masterworked: Some Coutari blades date back centuries and were fashioned by some of the greatest weaponsmiths of the Centauri Republic. They are extremely valuable and often placed in high demand by the noble houses for as well as being extremely light weight and balanced for combat, they are often finely crafted antiques. A masterworked Coutari grants a +1 circumstance bonus to all attack rolls made with it.

Grenade Launcher, Auricon Mk IX: A common support weapon of the Earth Alliance and many other armies, the grenade launcher may be used in a multitude of duties. It is capable of firing grenades accurately over a great distance, thus lending itself to larger scale engagements against multiple enemies. Any grenade may be used by this weapon, with up to ten being loaded into its integral

magazine. The user may load a mix of grenades but must note down the order in which they are loaded, as they will be fired sequentially. Grenades fired from this weapon require a normal attack roll and are treated as normal area effect weapons, as detailed on p61.

Hand Grenade: One of the simplest of all modern weapons and technologically unsophisticated, the humble grenade still occasionally finds its way into the hands of criminals on Babylon 5. Though often superseded by high explosives and concussion grenade which both do a better job of causing devastation or subduing enemies respectively, the hand grenade can be a cheap alternative.

Ka'Toc: A long blade of Narn manufacture, the Ka'Toc is a powerful weapon in melee combat. It is said that once drawn, it cannot be sheathed in honour without having first drawn blood. Use of the Ka'Toc is therefore regarded with some pride in Narn society and is often used in the fulfilment of the Chon'Kar blood oath. To all races other than Narns, the Ka'Toc is considered to be an exotic weapon.

Knife: The default weapon of a lurker or desperate worker, the common knife is usually a poor weapon of choice on Babylon 5, though it does have the advantage of being completely silent in its use.

Minbari Fighting Knife: Exquisitely crafted, this twin-bladed weapon is attached to a sheath around the user's forearm that will prevent him ever being disarmed. Wickedly sharp, the fighting knife is capable of piercing almost any kind of armour and in the hands of a member of the warrior caste, it can be just as deadly a weapon as a PPG. The Minbari fighting knife is exceptionally well made and balanced, and grants a +1 circumstance bonus to all attack rolls made with it. To all races other than Minbari, the fighting knife is considered to be an exotic weapon.

Minbari Holdout Laser: This is an extremely small weapon usually seen only in the hands of the Minbari warrior caste. It contains a self-charging power source

and is utterly undetectable to normal weapon scanners, making it the perfect form of self-defence to smuggle into any restricted colony or space station. Though packing a heavy punch for its size, the advanced Minbari power source is not sufficient to allow for continual firing and each successive shot will require it to spend a greater amount of time recharging, a serious drawback in any sustained firefight. After firing, the holdout laser will require one round to recharge before it may be fired again. If fired immediately after this, it will take two rounds to charge, then three rounds and so on. If not fired for one minute, the recharging cycle begins once more with the weapon requiring one round to recharge after a shot has been fired. As an emergency weapon, however, there are few that can match it.

Morph Gas Grenade: Morph gas is the standard Earth Alliance response to major civil disturbances, and is capable of rendering unconscious even the toughest human or alien. Security teams on riot duty are often armed with morph gas grenades and certain locations of Earth Alliance installations may have morph gas dispensers capable of flooding an entire area to incapacitate rioters. Any character within the area of effect of morph gas must make a Fortitude save (DC 18) every round of be rendered unconscious for 2d6 minutes. A character wearing a breather mask or a pressure suit is immune to the effects of morph gas.

Multi-Part PPG: A favourite among smugglers and diplomats who wish to avoid too many awkward questions, the multi-part PPG is broken down into three or four

separate components which are then fitted into more innocuous items such as lighting fixtures, food dispensers and vid screens. This has the advantage of masking the power source and ammunition caps of the PPG from weapon scanners by placing them close to other high energy devices. It takes one full minute to detach all the parts of a multi-part PPG from their hiding places and assemble the weapon. In all other ways, it functions as a standard PPG.

Narn Stun Gun: Looking very similar to a PPG, the Narn stun gun is very different in operation. Emitting a debilitating charge of particles that disrupts nerve pulses, the stun gun is capable of rendering a subject utterly helpless. Very short ranged, the stun gun is used most often by agents and assassins who are required to keep their victims alive. Any character struck by a stun gun must make a Fortitude check at DC 15 or be knocked unconscious for an amount of hours equal to 6 minus their Constitution modifier. The stun gun uses the same energy caps as a PPG, which provide enough energy for 5 shots.

Needler: A small pistol-sized weapon, the needler is used to fire single darts into a living target in order to deliver a toxin. While ineffective against armoured targets, its silent operation make it a useful tool for assassination. Any living target taking damage from a needler attack will immediately be affected by its toxin, . Tetrazyne is a common toxin used on needler darts for its effect on most living creatures. A creature suffering damage from a tetrazyne dart must make a Fortitude check at DC 12 or suffer initial damage of 1d6 temporary Strength, and secondary damage of 2d6 temporary Strength. A needler holds only one dart, and must be reloaded once fired.

PPG, Auricon EF-7: This is the standard firearm of all EarthForce personnel authorised to carry weapons, it is more powerful than any comparable civilian weapon and uses caps far more efficiently. A standard PPG cap contains enough energy for 12 shots from an EF-7.

PPG, W&G Model 10: A common firearm found in many Earth Alliance security forces, as well as authorised private civilians, the Phased Plasma Gun quickly supplanted the use of slugthrowers in all space-based installations and craft. It utilises plasma technology by firing an energised bolt of helium held within a magnetic containment field, which is propelled by an electrical charge. Designed to cause enough damage to organic tissue to quickly subdue a human or alien, its energy dissipates quickly around hard materials, thus reducing any risk of a stray shot going

through the hull of a spacecraft and causing explosive decompression. The standard PPG uses a small power pack or 'cap' that contains enough energy for 6 shots. The PPG will not cause more than 1 point of damage against any solid object such as a wall or vehicle, regardless of how much damage is rolled for.

PPG Rifle, Auricon EF-PR: A natural development from the hand-held PPG, this EarthForce-issue rifle provides all of the ready advantages of its smaller cousin, while allowing for greater ammunition capacity, range and the ability to rapid fire. The PPG rifle uses a small power pack or 'cap' that contains enough energy for 24 shots.

Shock Stick: Originally developed to herd unruly domestic animals, shock sticks are also readily utilised by security forces to quickly pacify dangerous suspects. The shock stick causes subdual damage and contains its own kinetically-charged capacitor that ensures it never runs out of energy, even when in constant use.

Smoke Bomb: Throwing up a dense cloud of smoke, these specialised grenades make perfect tools for covering an escape or confusing an enemy. Any character caught within its area of effect will count as being blinded (50% miss chance in combat, loses Reflex bonus to DV, moves at half speed and grants a +2 bonus to all attack rolls made against him). However, those within or behind the smoke cloud will also count as being within one-half concealment.

Unarmed Attack: All unarmed attacks, whether by fist or foot, deal subdual damage and provoke an attack of opportunity.

Equipment

Weapons

Weapon	Cost	Damage	Area of Effect	Critical	Ammo	Range Increment	Size	Weight	Type
Melee Weapons									
Club	-	1d6	-	X2	-	10 ft.	Medium	3 lb.	Bludgeoning
Coutari	250 cr.	1d6	-	19-20/x2	-	-	Medium	4 lb.	Slashing
Coutari, Masterworked	3,500 cr.	1d6	-	19-20/x2	-	-	Medium	4 lb.	Slashing
Ka'Toc	400 cr.	1d8	-	19-20/x2	-	-	Medium	8 lb.	Slashing
Knife	40 cr.	1d4	-	19-20/x2	-	10 ft.	Tiny	1 lb.	Piercing
Minbari Fighting Knife	300 cr.	1d4	-	18-20/x2	-	-	Tiny	1 lb.	Piercing
Shock Stick	150 cr.	1d8 *	-	-	-	-	Small	2 lb.	Bludgeoning
Unarmed Attack	-	1d3 *	-	X2	-	-	-	-	Bludgeoning
Grenade Weapons									
Concussion Grenade	95 cr.	1d10	20 ft.	-	-	20 ft.	Tiny	1 lb.	Projectile
Hand Grenade	50 cr.	2d8	10 ft.	-	-	20 ft.	Tiny	1 lb.	Projectile
Morph Gas Grenade	80 cr.	-	30 ft.	-	-	20 ft.	Tiny	1 lb.	Projectile
Smoke Bomb	25 cr.	-	30 ft.	-	-	20 ft.	Tiny	1 lb.	Projectile
Pistol Weapons									
Antique Slugthrower	100 cr.	2d6	-	X2	6	50 ft.	Small	1 lb.	Projectile
Minbari Holdout Laser	1,950 cr.	3d6	-	18-20/x2	special	30 ft.	Small	1 lb.	Energy
Multi-Part PPG	950 cr.	2d6	-	19-20/x2	20	60 ft.	Small	1 lb.	Energy
Narn Stun Gun	1,250 cr.	-	-	-	5	20 ft. max.	Small	1 lb.	Energy
Needler	250 cr.	1d3	-	-	1	15 ft.	Small	1 lb.	Projectile
PPG, Auricon EF-7	600 cr.	2d8	-	19-20/x2	12	60 ft.	Small	1 lb.	Energy
PPG, W&G Model 10	300 cr.	2d6	-	19-20/x2	6	50 ft.	Small	1 lb.	Energy
Rifle Weapons									
Grenade Launcher, Auricon Mk IX	750 cr.	**	**	**	10	100 ft.	Large	6 lb.	Projectile
PPG Rifle, Auricon EF-PR	800 cr.	2d8	-	19-20/x2	24	150 ft.	Large	4 lb.	Energy, Rapid Fire

* Causes subdual damage only.

** As grenade type

Ammunition

Ammunition Type	Cost	Weight
Antique Slugthrower Rounds (6 shots)	25 cr.	-
PPG Cap (12 shots)	60 cr.	-
PPG Rifle Cap (24 shots)	90 cr.	-
Tetrazyne Dart (1 dart)	145 cr.	-

Equipment

General Equipment Descriptions

Bedroll: Essential survival equipment for a lurker, this bedroll will ensure a good night's sleep wherever a character must lay his head. Consisting of a soft blanket and bedding, the bedroll can be rolled into a conveniently sized package.

Blanket: Cold nights and bad weather are unknown on Babylon 5, but those venturing away from the space station may be grateful of this thick water-proof blanket that will keep out all but the harshest chill. A character making use of a blanket will gain a +1 circumstance bonus on all Fortitude saves made against the effects of cold.

Breather Mask: This is a full face mask designed to filter out harmful gases and atmospheres. However, it also has its own self-contained 10 minute oxygen supply. If attacked by gas whilst not wearing a breather mask, a character must make a Reflex check at DC 15 in order to don it in time.

Carryall: This is a simple backpack that is strapped to a character's back, allowing the easy carrying of many small objects.

Chain, Steel: This 10 ft. length of steel chain has DR 20 and 20 hit points.

Changeling Net: These are highly illegal devices, normally of alien manufacture, though it is claimed that EarthForce R&D has functional prototypes. The changeling net comprises two separate devices. The first is a hand-held imager that is used to capture the three dimensional image. This requires the user to be within 10 ft. of the target and make a Technical (electronics) check at DC 15 to be successful. The second is a small harness worn about the torso that creates a three dimensional holographic image that will literally allow the user to appear as someone else, no matter what their race. The changeling net is, however, notoriously dangerous to the user as it relies on vast quantities of intense and unstable energy drawn from a poorly shielded fusion-based power source. This makes tracking a person using a changeling net exceptionally easy for any well-modulated sensor but also means that their use is typically restricted to suicide missions. For every hour, or part of, that a character uses a changeling net, a Fortitude save at DC 20 must be made. Failure will result in the character permanently losing one hit point.

Communicator: There are a range of personal communicators available to the characters on Babylon 5, from tiny throat mikes of extremely limited range, to powerful vehicle-mounted models capable of sending clear messages past the upper reaches of the atmosphere of a planet to spacecraft waiting in orbit. The maximum range of each communicator is listed by its entry in the table below. It should be noted that whilst any communicator may be set to a 'private' frequency to avoid interference, many military and security forces are capable of monitoring them all. Most corporations and military installations will have a wide communications network that can stretch across entire cities, continents or between worlds, boosting the range of relatively weak communicators to incredible distances.

Crowbar: Used by many unsophisticated criminals to defeat electronic locks, the crowbar may also be used as a crude club in an emergency.

Data Crystal: The computers of the Earth Alliance and many alien races typically use small data crystals to transfer information from one system to another without requiring a direct link. While only about an inch across, a data crystal is capable of storing just about any amount of audio, video and text information (the equivalent of fifty gigabytes) that a private civilian could ever require and only large corporations and military installations typically have need of many individual data crystals at any one time.

Energy Pod: A small universal portable power source, capable of being recharged from any main power grid or spacecraft. Based on advanced durilium technology, the pod can supply enough energy to power most small and medium-sized devices.

Fire Extinguisher: Designed to give a single powerful burst of fire-quenching foam, this small canister allows a character to fight fires. The use of a fire extinguisher will automatically put out one medium-sized fire.

First Aid Kit: This first aid kit contains bandages, painkiller hypos, slapper skin tabs and antiseptics, allowing a character to treat almost any injury. Each first aid kit is good for one use only.

Flashlight: A simple torch to provide illumination within darkness. Provides a beam of light that extends in a cone up to 200 feet long and 20 feet wide.

Gill Implants: Expensive and fairly painful to actually use, surgically implanted gills allow a person to survive in alien atmospheres without requiring a breather mask. One alternate atmosphere is selected (typically methane-based) when the gills are fitted beneath the skin around the subject's neck. From this point on, the subject will not suffocate when travelling through this atmosphere.

Grappling Hook: The grappling hook is a fixed metal multi-pronged hook attached to the end of a 50 foot line. A grappling hook can support 150 lb. of weight before snapping.

Hammer: A simple tool with a multitude of uses in mechanical, technical and computer fields. The hammer may be used as a club in an emergency.

Hand Computer: This is a small hand-held device that allows a user to interface with larger computer systems and communications networks, as well as store personal data. Hand computers can accept information from data crystals that are plugged in to them and are typically used as mobile terminals though they have sufficient storage capacity themselves to be used during extended periods 'in the field'.

Handcuffs: These handcuffs are moulded from toughened steel and are capable of holding a subject firm. An Escape Artist check at DC 30 must be made to be free from these handcuffs. They have DR 15 and 10 hit points.

Identicard: Issued to every citizen of the Earth Alliance and every alien visitor to a world, colony or outpost, an identicard is a small plastic device containing a small computer chip that holds a great deal of personal

information about the individual. Financial records may be stored (and the identicard then used as a credit chit), vital medical information, as well as details on where the individual has travelled in the past, their occupational history and criminal records. Any person within Earth Alliance territory is required to carry their identicard with them at all times, and present it to security personnel when asked.

Lock, Electronic: The standard measure to secure any box, container or door on Babylon 5, electronic locks can be relatively cheap, though many wealthier people are keen to invest in the very latest technology to protect their belongings. Any character with an electronic toolkit may bypass an electronic lock as a full round action by making a Technical (electronics) check based on the DC of the lock.

Lock, Mechanical: Virtually obsolete on Babylon 5, mechanical locks provide a measure of false security to the less wealthy. In practice, such mechanical devices operated by keys do little more than slow down a criminal intent on gaining entry to whatever it protects. Any character with a mechanical toolkit may by pass a mechanical lock as a full round action by making a Technical (mechanical) check based on the DC of the lock.

Recorder: Built around a small anti-gravitic power plant, the recorder is an automated device that can be programmed to follow a subject or be directly controlled via a terminal or hand computer. It records and relays audio and visual information, and is the standard equipment used by ISN news reporters. Up to three recorders may be simultaneously controlled via a hand computer, while more powerful systems can access the data streams of many more.

Rope, 100 ft.: Constructed of high tensile woven plasteen fibres, the common rope is still a tool of great use on a space station such as Babylon 5.

Scope: There are many different models of scopes available but they are all designed to accomplish the same function. Mounted upon any weapon of large size or greater, a scope incorporates telescopic lenses and laser range-finding to greatly increase the accuracy of any shot fired at extreme ranges. A scope will double the range increment to any weapon of large size or greater that it is fitted to. While the scope is used to do this, the weapon may not be rapid fired.

Silencer: A silencer will removes almost all sound of firing from any projectile weapon. Fitting a silencer is a standard action and will cause the weapon to not be heard at a range further than 10 feet but a silenced weapon may not be rapid-fired. Only projectile-type pistol or rifle weapons may be fitted with a silencer.

Toolkit, Electronic: Comprising of a set of high technology tools such as chip decoders, circuit analysis scanners and the like, the electronic toolkit is essential for any Technical (electronics) checks made to disable, repair or modify devices such as computer systems and electronic locks.

Toolkit, Engineering: Designed to allow a character to perform various repairs and modifications to high technology devices such as advanced weapons and vehicles, the engineering toolkit provides all the tools necessary. Technical (engineering) checks are made in conjunction with the engineering toolkit, the DC of which is assigned by the Games Master.

Toolkit, Mechanical: A set of basic and low technology tools with which to perform any mechanically-based task, such as repair a vehicle's engine, break through a mechanical lock or modify a simple weapon, by a Technical (mechanical) check whose DC is assigned by the Games Master.

Toolkit, Advanced: By using only the very latest models of tools and technological components, advanced toolkits provide a +2 circumstance bonus to Technical checks, as appropriate for the type of toolkit.

Tripod: A simple but weighty device designed to give maximum stability to heavy rapid firing weapons. The tripod is a simple foldaway plastisteel arrangement that can be fitted to any weapon of large size or greater. All rapid firing penalties to attack rolls made by the weapon are reduced, as detailed on p61. It takes a full round action to set up a tripod and make the weapon ready for firing.

Equipment

General Equipment

Item	Cost	Weight
Bedroll	35 cr.	3 lb.
Blanket	15 cr.	2 lb.
Breather Mask	60 cr.	1 lb.
Carryall	25 cr.	1 lb.
Chain, Steel	40 cr.	2 lb.
Changeling Net	14,500 cr.	8 lb.
Communicator, Throat Mike, 2 miles	80 cr.	-
Communicator EarthForce Wrist Link, 30 miles	200 cr.	-
Communicator, Hand Unit, 50 miles	250 cr.	1 lb.
Communicator, Backpack, 250 miles	700 cr.	6 lb.
Communicator, Vehicle Mount, 2,000 miles	1,450 cr.	80 lb.
Crowbar	10 cr.	4 lb.
Data Crystal	5 cr.	-
Energy Pod	950 cr.	2 lb.
Fire Foam	60 cr.	1 lb.
First Aid Kit	80 cr.	2 lb.
Flashlight	10 cr.	1 lb.
Gill Implants	1,800 cr.	-
Grappling Hook	35 cr.	2 lb.
Hammer	10 cr.	1 lb.
Hand Computer	2,950 cr.	4 lb.
Handcuffs	30 cr.	1 lb.
Identicard	-	-
Lock, Electronic DC 10	90 cr.	-
Lock, Electronic DC 15	150 cr.	-
Lock, Electronic DC 20	425 cr.	-
Lock, Electronic DC 25	800 cr.	-
Lock, Electronic DC 30	1,250 cr.	-
Lock, Electronic DC 40	2,700 cr.	-
Lock, Mechanical DC 5	30 cr.	-
Lock, Mechanical DC 10	50 cr.	1 lb.
Recorder	1,200 cr.	2 lb.
Rope, 100 ft.	70 cr.	4 lb.
Scope	150 cr.	1 lb.
Silencer	85 cr.	1 lb.
Toolkit, Advanced Electronic	500 cr.	3 lb.
Toolkit, Advanced Engineering	100 cr.	7 lb.
Toolkit, Advanced Mechanical	300 cr.	12 lb.
Toolkit, Electronic	200 cr.	3 lb.
Toolkit, Engineering	50 cr.	7 lb.
Toolkit, Mechanical	150 cr.	12 lb.
Tripod	200 cr.	8 lb.

Armour & Clothing Descriptions

Cold Weather Clothing: This is a heavy set of clothing designed to keep a character warm while enduring the worst cold climates to be found in the galaxy. Cold weather clothing grants a +5 circumstance bonus to all Fortitude saves made against the effects of cold. It may not be combined with a blanket.

Flak Jacket: The shell jacket is standard equipment for many security and comprises layers of toughened kevlar laminated to a thin alloy. The result, while heavy, provides a great deal of protection for those expecting to enter heavy combat. A character wearing a flak jacket will have his base speed reduced to 20 feet.

Magnetic Soles: These are simple boots that are used to stabilise a character in zero and low gravity environments. So long as the character is able to stand on a metallic surface, such as the deck of a spacecraft, he will never need to make a Balance check.

Minbari Battle Armour: Utilising highly advanced polymers and energy reflection materials, it is generally agreed that the battle armour usually seen worn by members of the Minbari warrior caste is the best personal protection credits can buy. Light and yet extremely durable, this armour is coveted by many agents throughout the galaxy but the dishonour it brings to the warrior caste to have an alien wear their prized possession is usually enough to convince others not to buy the rare few examples that surface on the black market. Any non-Minbari wearing battle armour will suffer a -2 circumstance penalty to all Initiative checks, as it will not be completely suited to their physiology.

Narn Battle Suit: Though originally an agrarian race, the Narns have quickly developed the ability to construct equipment designed for warfare and their battle suits are reflective of their general approach – inexpensive, durable and utterly functional. The battle suit provides its wearer with a solid degree of protection without being too restrictive and slowing movement. Despite its advantages, many races find that typical Narn physique makes their battle suits uncomfortable when worn for long periods of time and so they are generally only seen on Narns themselves. Any non-Narn wearing a battle suit will suffer a -2 circumstance penalty to all Initiative checks, as it will not be completely suited to their physiology.

Padded Armour: Padded armour normally covers the torso only and is constructed of toughened ribbing designed to spread the kinetic force of a blow across a wider area. Padded armour is of little use in a firefight, but can provide a measure of protection against knives and clubs.

Pressure Suit: Designed for use in hostile environments and the vacuum of space, the pressure suit (sometimes called an encounter suit) contains its own 12 hour air supply, magnetic soles for ease of travel in zero-g and a self-sealing outer layer that protects the wearer from small punctures. A character wearing a pressure suit will have their base speed reduced to 20 feet.

Armour & Clothing

Item	Cost	Weight	DR
Cold Weather Clothing	125 cr.	16 lb.	0
Flak Jacket	800 cr.	25 lb.	4
Magnetic Soles	95 cr.	1 lb.	0
Minbari Battle Armour	3,750 cr.	12 lb.	5
Narn Battle Suit	600 cr.	22 lb.	3
Padded Armour	250 cr.	18 lb.	2
Pressure Suit	950 cr.	32 lb.	1

Vehicle Descriptions

There are a vast range of vehicles available to both common citizens and military forces within the galaxy. Every civilised world builds its own versions of such vehicles, but the most frequently discovered are detailed here.

All vehicles detailed in the Babylon 5 roleplaying game have a collection of characteristics that allow players and Games Masters to tell exactly what each is capable of quickly and easily. A summary of these characteristics is presented below.

Size and Type: A simple listing of the vehicle's size in the d20 System, as well as its type – either surface vehicle, aircraft or spacecraft. Both define much of what a vehicle is capable of, as detailed in Chapter 3.

Hit points: How much damage a vehicle can sustain before it is made inoperable.

Defence Value: All vehicles have a base DV of 10, modified by their size and relative agility.

Damage Reduction: As with armour worn by characters, this score determines how much damage a vehicle can simply shrug off before it starts to lose hit points.

Speed, Acceleration and Deceleration: As detailed in Chapter 3, these scores determine how fast a vehicle is able to move.

Handling: This score is the bonus an operator of the vehicle may add to his Drive or Pilot checks when performing manoeuvres.

Sensor and Stealth: These two scores determine how easily a vehicle can locate potential enemies and how well it can avoid being detected itself.

Special Qualities: Some vehicles have special or unique traits that set them apart from others. Special qualities are fully detailed in Chapter 3.

Cargo: This is simply how much cargo and equipment a vehicle may carry under normal circumstances.

Crew and Passengers: All vehicles require crew members of some description, even if it is only a single driver or pilot. Also listed here are the number of passengers the vehicle can transport at any one time.

Weapons: Some vehicles are armed with a variety of weaponry with which to defend themselves from attack. For each weapon there is listed the fire arc in which it can target enemies, any bonus received from targeting computers, the amount of damage a successful hit causes, and its range increment in squares.

Craft: Larger vehicles sometimes carry smaller supporting craft used for shuttling and point defence duties. The types of vehicle commonly carried are detailed in this entry. The number in parentheses lists how many vehicles can be launched or detached in a single round.

Cargo Aircraft

Many worlds rely on small cargo aircraft to reach and supply distant cities and outposts located across treacherous terrain. Few advanced technologies are required to build these vehicles, especially for any spacefaring civilisation, and so they may be present in great numbers on worlds where the climate is favourable and large distances must be travelled.

Gargantuan Aircraft; hp 30; DV 8 (-4 size, +2 agility); DR 4; Spd 34; Acc 2; Dec 3; Han +2; Sensor +1; Stealth 15; Cargo 2,000 lb.; 1 Pilot, 10 passengers

Crawler

Favoured on desolate planets such as Mars, crawlers are large sealed vehicles capable of traversing any rough terrain, whether by virtue of over-sized wheels or tracks. They tend to be very slow but can carry a substantial cargo or passenger load for their size and are relatively inexpensive. A crawler's internal air supply will typically support all crew and passengers for up to twelve hours, though modified crawlers can sometimes be found with greater atmospheric capacities. A small airlock allows passengers to ride in comfort while still being able to disembark into hostile conditions in a pressure suit.

Gargantuan Surface Vehicle; hp 50; DV 6 (-4 size); DR 7; Spd 9; Acc 1; Dec 1; Han +0; Sensor +1; Stealth 14; Cargo 2,000 lb.; 1 Driver, 12 passengers

Core Shuttle, Babylon 5

Based on electromagnetic mono-rail technologies, the core shuttle system running almost the entire length of the Babylon 5 space station is the primary means for civilians and service personnel to traverse its full five mile length. Most journeys are made between the habitation

and garden sectors, though stops are placed strategically at regular intervals. Despite common misconceptions, the core shuttles are actually placed a little off-centre to the rotating station, to create enough gravity to stop passengers becoming disorientated. The core shuttle relies on its monorail system and so cannot move off this track. It is an automated system and so requires no crew.

Gargantuan Surface Vehicle; hp 40; DV 6 (-4 size); DR 4; Spd 12; Acc 1; Dec 1; Han +0; Sensor n/a; Stealth 11; Cargo 1,000 lb.; 16 Passengers

Expedition Rover

The expedition rover is the vehicle of choice for many Earth-funded exploration missions to other worlds. Fully sealed against alien atmospheres, the rover is an articulated vehicle supported by four over-sized all-terrain wheels that allow it to traverse the roughest of landscapes. The front cabin, which holds three crewmen, is connected by umbilical to the rear compartment which can be configured for any number of missions, including cargo, scientific research, sensor analysis or even troop transport. The expedition rover detailed below assumes scientific research is being performed, but the rear compartment can be reconfigured within an hour to either increase cargo to 3,000 lb. or passengers to 8.

Huge Surface Vehicle; hp 30; DV 8 (-2 size); DR 6; Spd 8; Acc 1; Dec 1; Han +1; Sensor +0; Stealth 15; Cargo 500 lb.; 1 Driver, 2 passengers

Ground Car

Whether powered by oil-based fuels, electricity or other, more efficient energy sources, ground cars are the primary means of transportation across the surfaces of many worlds. While there is almost an infinite variety of models available among the alien races, most are comparable in specifications.

Large Surface Vehicle; hp 15; DV 9 (-1 size); DR 4; Spd 22; Acc 2; Dec 4; Han +0; Sensor n/a; Stealth 14; Cargo 200 lb.; 1 Driver, 4 passengers

Vehicles

Item	Cost
Cargo Aircraft	45,000 cr.
Crawler	68,000 cr.
Expedition Rover	37,000 cr.
Ground Car	12,000 cr.

Spacecraft Descriptions

The many spacecraft plying the void between the stars across the galaxy are among the most technologically sophisticated constructions the various races are capable of. Without space travel, entire empires would fade and collapse, so most governments will ensure a great amount of resources are put into building the finest spacecraft they are able to construct.

Spacecraft Running Costs

All spacecraft, even the smallest shuttles, are insanely expensive to the common man, and few can hope to ever own one. The few lucky individuals who are able to amass the millions of credits necessary to purchase a spacecraft without being beholden to either a military or corporate power but even then, the expense is only beginning. Wherever a spacecraft travels, docking fees for space stations and planet-side spaceports will be necessary and every journey will require a spacecraft takes on new supplies and makes regular maintenance. The table below lists these costs for spacecraft of varying sizes. Any spacecraft carrying weaponry must double all costs listed below to account for specialised maintenance, permits, legal costs and often hard to find replacement parts and fuel cells.

Running Cost	Spacecraft Size	Credits
Docking Fees per day	Small	500 cr.
	Medium-size	1,750 cr.
	Large	2,250 cr.
	Huge	2,600 cr.
	Gargantuan	3,000 cr.
	Colossal	4,000 cr.
	Colossal II	6,000 cr.
	Colossal III	9,000 cr.
	Colossal IV	12,000 cr.
	Colossal V	15,000 cr.
	Colossal VI	20,000 cr.
Babylon 5 Docking Fees	Up to Gargantuan	6,500 cr.
Supplies & Maintenance per month	Gargantuan	5,000 cr.
	Colossal	10,000 cr.
	Colossal II	16,000 cr.
	Colossal III	25,000 cr.
	Colossal IV	50,000 cr.
	Colossal V	100,000 cr.
	Colossal VI	250,000 cr.

Most spacecraft can continue flying for up to three months without taking on new supplies, but they must be fully replenished before this period is over. After this time, the

spacecraft will have run out of fuel, food and atmosphere, and be utterly incapable of another journey until resupplied. Those wanting to make longer journeys can purchase extra months' worth of supplies. Each extra month's worth of supplies carried will use an amount of cargo space as shown on the table below.

Spacecraft of Huge size or smaller do not have any great endurance and are primarily designed for short-ranged missions. Such spacecraft may only travel for twenty-four hours without being resupplied and serviced, a process that will cost just 1,000 credits. They may not be stocked further to increase this duration.

Spacecraft Size	Cargo Space Required
Gargantuan	2,000 lb.
Colossal	4,000 lb.
Colossal II	8,000 lb.
Colossal III	12,000 lb.
Colossal IV	16,000 lb.
Colossal V	20,000 lb.
Colossal VI	25,000 lb.

Cargo Loader, Earth Alliance

Officially known as the *Majestic*-class, the cargo loader is a common sight around every heavily trafficked port and space station of the Earth Alliance. Able to carry three cargo pods simultaneously in its grapple claws, the loader is far more difficult to operate than a standard maintenance pod, but can unload half the entire load of a corporate freighter in just one trip. Any Earth Alliance outpost used as a trading station is likely to have at least a small complement of cargo loaders.

Gargantuan Spacecraft; hp 55; DV 7 (-4 size, +1 agility); DR 5; Spd -; Acc 1; Dec 1; Han +0; Sensor +0; Stealth 12; SQ Grapple; Cargo 100 lb. + 3 cargo pods; 1 Pilot

Cargo Pod

Several classes of commercial spacecraft in both the Earth Alliance and League of Non-Aligned Worlds are able to utilise standard configuration cargo pods which facilitate the ease of transference in space stations and spaceports. Cargo pods themselves come in a variety of configurations to allow for the transport of hazardous, liquid, temperature-sensitive or other specialised cargoes. Spacecraft able to carry cargo pods are so designated in their own descriptions.

Huge Spacecraft; hp 25; DV 8 (-2 size); DR 5; Spd -; Acc 0; Dec 0; Han +0; Sensor NA; Stealth 12; Cargo 50,000 lb.

Civilian Trader, Earth Alliance

There are dozens of different classes of ship used by private individuals to provide relatively cheap cargo carrying services, but most are similar in capability. Their small size allows for low running costs and also the ability to dock directly with most space stations, allowing for cheap cargo transfers that do not require extensive work within space. Still, most private traders live a hand-to-mouth existence and one poorly chosen job can often spell financial disaster.

Gargantuan Spacecraft; hp 65; DV 7 (-4 size, +1 agility); DR 7; Spd 20; Acc 4; Dec 2; Han +2; Sensor +1; Stealth 14; SQ Atmospheric Capable; Cargo 6,000 lb.; 1 Pilot, 3 Passengers

Weapons:
Light Particle Gun; Turret; Attack +1 (targeting computer); Damage 5+2d8; Critical 20; Range 2

Corporate Freighter, Earth Alliance

Operating at vastly inflated profits compared to those of the small-time mercantile companies, corporations are capable extremely large freighters into space, maximising on the value of the cargoes they carry between different worlds. This freighter is typical of many similar designs, being little more than a crew compartment and engines built around a framework that allows the carrying of eight universal cargo pods. Rather than experiencing lengthy delays at any port of call while cargo is unloaded, the freighter can simply detach its cargo pods and pick up the next consignment within a few hours. Some freighter captains have been known to drop their cargo pods while being pursued by raiders in an effort to increase speed though this is never encouraged by their employers. The second number listed for acceleration, deceleration and handling is to be used when cargo pods have been dropped.

Colossal Spacecraft; hp 200; DV 5 (-8 size, +3 agility); DR 8; Spd -; Acc 1/2; Dec 1/2; Han +1/2; Sensor +0; Stealth 13; Cargo 10,000 lb. + 6 cargo pods; 5 Officers/Pilots, 1 Sensor Operator, 6 Crewmen

Weapons:
Particle Beam; Turret; Attack +1 (targeting computer); Damage 5+3d8; Critical 20; Range 1

Craft (1):
4 Light Shuttles

Delta-V Light Fighter

Favoured by raiders and smaller military forces, the Delta-V (also called the Zephyr) can be found throughout the galaxy. Though lacking in the strengths of heavy fighters from the main races, the Delta-V is capable of atmospheric flight, thus greatly increasing its utility for minor military powers.

Large Spacecraft; hp 20; DV 12 (-1 size, +3 agility); DR 5; Spd 35; Acc 8; Dec 4; Han +4; Sensor +1; Stealth 15; SQ Atmospheric Capable; Cargo 8 lb.; 1 Pilot

Weapons:
Twin-linked Light Particle Gun; Boresight; Attack +0; Damage 2d8; Critical 20; Range 1

Flyer, Minbari

Perhaps the most common Minbari spacecraft seen outside of heavily travelled space lanes, the flyer is a small but extremely potent vessel. Armed with a single fusion cannon for defence, in the hands of a skilled pilot flyer can be a match for many of the front line fighters used by other races. It is designed primarily to ensure the safe passage of a single individual through space and its highly intelligent computer system allows most functions to be performed automatically, to the extent where a completely unskilled passenger can simply inform the flyer of where he wants to go and all navigational, docking procedures and even combat manoeuvres are performed without any further intervention.

Huge Spacecraft; hp 32; DV 14 (-2 size, +6 agility); DR 6; Spd 40; Acc 10; Dec 10; Han +6; Sensor +10; Stealth 34; SQ Artificial Gravity, Atmospheric Capable, Long-Ranged, Minbari Flight Computer; Cargo 400 lb.; 1 Pilot/Passenger

Weapons:
Light Fusion Cannon; Boresight; Attack +3 (targeting computer); Damage 3d8; Critical 18-20; Range 1

Frazi Heavy Fighter, Narn Regime

The most common fighter fielded by the Narns, the Frazi is capable of withstanding an incredible amount of damage though it lacks raw manoeuvrability. While only armed with relatively primitive particle guns, Narn scientists have greatly increased their raw power, making them lethal weapons.

Huge Spacecraft; hp 35; DV 12 (-2 size, +4 agility); DR 6; Spd 30; Acc 7; Dec 5; Han +3; Sensor +3; Stealth 15; SQ Atmospheric Capable, Grapple; Cargo 25 lb.; 1 Pilot

Weapons:
Twin-linked Particle Guns; Boresight; Attack +2 (targeting computer); Damage 3d8; Critical 20; Range 1

Hyperion Heavy Cruiser, Earth Alliance

The mainstay of the EarthForce fleet, the Hyperion is the spacecraft chiefly responsible for Mankind's vigorous expansion into the galaxy. Lacking the artificial gravity of many alien races and newer designs, the Hyperion often forces crewmen to spend several weeks adapting to weightless environments and requires the spacecraft to make regular stops to reacclimatise personnel.

Colossal II Spacecraft; hp 500; DV 6 (-10 size, +6 agility); DR 18; Spd -; Acc 4; Dec 2; Han +2; Sensor +3; Stealth 14; SQ Jump Point, Long-Ranged; Cargo 150,000 lb.; 4 Officers, 10 Pilots, 12 Sensor Operators, 38 Crewmen

Weapons:
Twin-linked Heavy Laser Cannon; Boresight; Attack +2 (targeting computer); Damage 80+8d10; Critical 19-20; Range 6
Three Medium Pulse Cannon; 1 Boresight, 1 Left, 1 Right; Attack +2 (targeting computer); Damage 10+2d10; Critical 19-20; Range 4; Rapid Fire
Twin-linked Medium Plasma Cannon; Boresight; Attack +2 (targeting computer); Damage 30+6d10; Critical 19-20; Range 2
Tri-linked Particle Beams; Boresight; Attack +2 (targeting computer); Damage 10+3d10; Critical 20; Range 3
Four Mk I Interceptors; 2 Front/Left/Right, 2 Rear/Left/Right; Attack +3 (targeting computer); Damage 10+2d10; Critical 20; Range 1; Rapid Fire

Craft (8):
6 Starfuries, 2 Light Shuttles

Light Shuttle, Earth Alliance

A standard utilitarian workhorse found across the colonies and outposts of the Earth Alliance, the shuttle is a basic but highly adaptable design that has gone relatively unchanged for many years. Originally envisioned as a light transport for Earth Force, its use has since spread to commercial operations though the relatively high cost of even used models still reserves it service to large corporations rather

than the common man. The shuttle is highly modular in nature and can be adapted to a variety of functions, with some military vessels even sporting a single uni-pulse cannon normally found on the Starfury heavy fighter.

Gargantuan Spacecraft; hp 40; DV 9 (-4 size, +3 agility); DR 6; Spd 25; Acc 5; Dec 4; Han +3; Sensor +0; Stealth 16; SQ Afterburners, Atmospheric Capable; Cargo 2,500 lb.; 1 Pilot, 3 Passengers

Maintenance Bot, Earth Alliance

A common sight around Babylon 5 and other Earth Alliance space stations, the maintenance bot is primarily a labour saving device, able to perform a myriad of minor repairs and visual inspections without requiring a human to don a pressure suit and enter the void. It is not a true robot as it still requires a human to perform its main functions from a control station but its high degree of intelligence allows it to automatically initiate its own movement, allowing even a relatively unskilled technician capable of operating it. The maintenance pod also carries a fire extinguisher capable of instantly putting out one huge sized fire, used to combat infernos that develop from accidents on the station or orbiting ships.

Small Spacecraft; hp 5; DV 15 (+1 size, +4 agility); DR 5; Spd -; Acc 1; Dec 1; Han +0; Sensor +0; Stealth 12; Cargo 0 lb.; 0 Crew

Maintenance Pod, Earth Alliance

Large repair jobs and the unloading of cargo in space is usually performed by small one man pods such as this. Equipped two manipulative mechanical arms, a small group of maintenance pods can unload even the largest cargo-carrying spacecraft in a short amount of time without it having to spend hours docking with a space station and being manually unloaded within. Maintenance pods are relatively easy to control though workers must still have

experience with operating spacecraft if they are to do so safely.

Large Spacecraft; hp 18; DV 9 (-1 size); DR 5; Spd -; Acc 1; Dec 1; Han +1; Sensor +0; Stealth 12; SQ Grapple; Cargo 10 lb. + 1 cargo pod; 1 Pilot
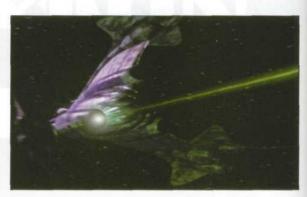
Nial Heavy Fighter, Minbari

The main front line fighter of the Minbari Federation, the Nial is an utterly lethal craft. Benefiting from the same stealth technology common to all Minbari vessels, the Nial is exceptionally manoeuvrable and is armed with three light fusion cannon, powerful enough to utterly destroy any craft of similar size and granting the ability to engage much larger ships. Though short-ranged, the Nial's advanced flight control system allows its pilot to complete many actions automatically, leaving him to concentrate on the most important tasks, a vital advantage in combat.

Large Spacecraft; hp 25; DV 18 (-1 size, +9 agility); DR 7; Spd 50; Acc 12; Dec 12; Han +8; Sensor +10; Stealth 36; SQ Atmospheric Capable, Minbari Flight Computer; Cargo 5 lb.; 1 Pilot

Weapons:
Tri-linked Light Fusion Cannon; Boresight; Attack +4 (targeting computer); Damage 3d8; Critical 18-20; Range 1

Nova Dreadnought, Earth Alliance

Once viewed as the ultimate weapon in EarthForce's arsenal, the Nova ensured victory in the Dilgar War. In recent years, however, it has been superceded by the newer Hyperion due to lack of space onboard for crew and weapon systems that are notoriously difficult to maintain. The Nova is still a respectable warship and can easily defeat raiders and the smaller vessels of the alien races.

Colossal III Spacecraft; hp 650; DV 2 (-12 size, +4 agility); DR 22; Spd -; Acc 3; Dec 2; Han +0; Sensor +1; Stealth

12; SQ Jump Point, Long-Ranged; Cargo 125,000 lb.; 4
Officers, 28 Pilots, 20 Sensor Operators, 42 Crewmen

Weapons:
Four Twin-linked Laser/Pulse Arrays; 2 Front, 2 Rear;
Attack +1 (targeting computer); Damage 20+3d10 laser/
10+2d10 pulse; Critical 19-20/20; Range 5 laser/2 pulse;
Rapid Fire on pulse only
Ten Laser/Pulse Arrays; 5 Left, 5 Right; Attack +1
(targeting computer); Damage 20+3d10 laser/10+2d10
pulse; Critical 19-20/20; Range 5 laser/2 pulse; Rapid
Fire on Pulse only
Four Mk I Interceptors; 2 Front/Left/Right, 2 Rear/Left/
Right; Attack +1 (targeting computer); Damage 10+2d10;
Critical 20; Range 1; Rapid Fire

Craft (6):
24 Starfuries, 2 Light Shuttles

Sharlin Warcruiser, Minbari

Often described as ugly by those veterans who had to face
them in the Earth/Minbari War, the Sharlin warcruiser is
a breathtaking sight with a blue graceful hull that radiates
pure menace. This is the primary front line spacecraft
of the Minbari Federation and it is generally agreed that
they are the most powerful vessels ever designed, with
the possible exception of Vorlon ships. Carrying two
full squadrons of Nial heavy fighters and possessing the
best stealth systems every seen, a Sharlin is fully capable
of defeating an entire fleet of ships from any other race
without taking any appreciable damage. Indeed, during the
Earth/Minbari War, many EarthForce officers quickly found
that the only reasonable way to defeat a Sharlin was to ram
it, a move that usually destroyed both spacecraft.

Colossal III Spacecraft; hp 725; DV 12 (-12 size, +14
agility); DR 22; Spd -; Acc 5; Dec 5; Han +2; Sensor
+14; Stealth 40; SQ Artificial Gravity, Jump Point, Long-
Ranged, Minbari Flight Computer; Cargo 195,000 lb.; 4
Officers, 28 Pilots, 20 Sensor Operators, 42 Crewmen

Weapons:
Four Neutron Lasers; 2 Front, 2 Rear; Attack +5 (targeting
computer); Damage 150+5d10; Critical 18-20; Range 8

Eighteen Fusion Cannon; 4 Front, 4 Rear, 5 Left, 5 Right;
Attack +5 (targeting computer); Damage 10+3d10;
Critical 18-20; Range 2
Electro-Pulse Gun; Boresight; Attack +5 (targeting
computer); Damage special; Range max. 1

Craft (12):
24 Nial, 4 Flyers

Shuttle, Centauri

Similar in concept to the shuttles of the Earth Alliance,
this vessel demonstrates the superior Centauri technology.
Though lacking the greater cargo space and transport
capability of other large shuttles, the Centauri model is
both well adapted for atmospheric flight and is well armed,
with a turbo-charged particle gun. It is also provides
greatly increased comfort over the shuttles of other races,
as befits any member of the noble houses and is capable of
being used as an interstellar vehicle via existing jumpgates,
though Centauri themselves would be extremely reluctant to
risk themselves during long journeys in such a fragile craft.
Standard throughout both Centauri military and merchant
fleets, this shuttle may also be found throughout the League
of Non-Aligned Worlds, as the Centauri Republic is keen

to capitalise on trade agreements based around other governments' desires to acquire such advanced technology.

Gargantuan Spacecraft; hp 45; DV 11 (-4 size, +5 agility); DR 7; Spd 32; Acc 6; Dec 4; Han +3; Sensor +3; Stealth 19; SQ Atmospheric Capable; Cargo 3,000 lb.; 1 Pilot, 5 Passengers

Weapons:
Light Particle Gun; Boresight; Attack +2 (targeting computer); Damage 2d10; Critical 20; Range 1

Shuttle, Earth Alliance

Slightly larger than the light shuttle, this vessel lacks the atmospheric capabilities of its counterpart but is able to bear a far heavier payload. It is typically used to ferry passengers and cargo from large ships to the docking facilities of Earth Alliance colonies and space stations, though it is also capable of transporting its crew great distances between the stars by utilising jumpgates, and doing so in relative comfort.

Gargantuan Spacecraft; hp 50; DV 10 (-4 size, +4 agility); DR 7; Spd -; Acc 3; Dec 2; Han +2; Sensor +0; Stealth 13; Cargo 5,000 lb.; 1 Pilot, 24 Passengers

Space Liner, Earth Alliance

An extremely large vessel, the liners used by Earth Alliance corporations are incredibly expensive to run but are capable of carrying enough passengers and cargo between the stars that most civilians can afford to make the occasional trip for business or leisure. As a marked difference between the need for comfort and the utilitarian approach of military ship designers, this liner was the first production Earth Alliance ship to have artificial gravity, generated by a rotating hull section. Before this time, artificial gravity had only been attempted on immobile space stations. Liners are manufactured to be fairly luxurious, though their running costs ensure that this level of quality and comfort is rarely maintained for long and so many become pure workhorses, travelling between different worlds and generating profits for their owners.

Colossal V Spacecraft; hp 1,200; DV 3 (-16 size, +9 agility); DR 9; Spd -; Acc 1; Dec 1; Han +0; Sensor +0; Stealth 12; SQ Artificial Gravity; Cargo 275,000 lb. + 4 cargo pods; 3 Officers, 4 Pilots, 4 Sensor Operators, 18 Crewmen, 512 passengers

Weapons:
Four Particle Beams; 1 Front, 1 Rear, 1 Left and 1 Right; Attack +1 (targeting computer); Damage 5+2d10; Critical 20; Range 2

Craft (1):
4 Shuttles

Starfury Heavy Fighter, Earth Alliance SA-23 Mitchell-Hyundyne
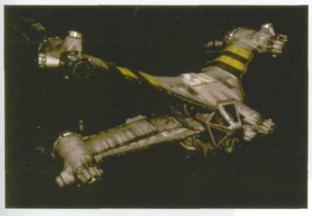
Often regarded as the first line of defence for many Earth Alliance installations and outposts, the Starfury has undergone many revisions and upgrades throughout its service history, but remains a frontline non-atmospheric fighter capable of retaining space-superiority. Its unique X-foil design, which mounts the pilot in an upright position to reduce the effects of high-gravity manoeuvres, allows for superb agility in space combat but the Starfury is often found wanting in more specialised missions as it is utterly incapable of entering a planetary atmosphere. However, with main armament comprising two forward firing JC 266 20-megawatt uni-pulse cannon controlled by a Duffy 1018 MJS smart targeting computer, it is a craft capable of successfully battling almost any alien fighter. Two lighter raid-firing pulse cannon are also mounted in the wing roots above the pilot's position, though restrictions in the Starfury's fusion reactor output means both sets of weapons may not be fired simultaneously.

Huge Spacecraft; hp 30; DV 15 (-2 size, +7 agility); DR 6; Spd -; Acc 10; Dec 6; Han +6; Sensor +2; Stealth 16; SQ Afterburners, Ejector Seat, Grapple, Pivotal Thrusters; Cargo 10 lb.; 1 Pilot

Weapons:
Twin-linked Uni-Pulse Cannon; Boresight; Attack +2 (targeting computer); Damage 4d8; Critical 19-20; Range 1

Twin-linked Light Uni-Pulse Cannon; Boresight; Attack +2 (targeting computer); Damage 2d8; Critical 19-20; Range 1; Rapid Fire

Sunhawk Battlecruiser, Drazi

Possibly the most common military ship of the Drazi Freehold, the Sunhawk is sleek, agile and capable of battling toe-to-toe with the capital ships of most other races when deployed in squadrons. The Sunhawk is most often encountered on patrol around Drazi colonies or escorting important convoys, duties this vessel excels at. Its combination of speed and firepower also make it suitable for preliminary strikes against hostile powers, despite its relatively small size.

Colossal II Spacecraft; hp 400; DV 9 (-10 size, +9 agility); DR 15; Spd -; Acc 5; Dec 3; Han +3; Sensor +4; Stealth 18; Cargo 16,000 lb.; 2 Officers, 4 Pilots, 5 Sensor Operators, 4 Crewmen

Weapons:
Particle Cutter; Boresight; Attack +3 (targeting computer); Damage 25+5d6; Critical 20; Range 3

Two twin-linked Particle Blasters; 2 Boresight; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 3
Twin-linked Particle Beam; Boresight; Attack +3 (targeting computer); Damage 10+3d10; Critical 20; Range 2

Craft (1):
2 Light Shuttles

T'Loth Assault Cruiser, Narn

The T'Loth is an old ship among Narn fleets, with some vessels dating back to their first explorations of space. However, it is brutally effective and designed specifically to dominate entire star systems of weaker races. Though lacking the latest technology, the T'Loth is equipped with Frazi heavy fighters and enough troops to stage strong beachheads on the surfaces of any planet it orbits.

Colossal III Spacecraft; hp 550; DV 6 (-12 size, +8 agility); DR 18; Spd -; Acc 3; Dec 1; Han +1; Sensor +3; Stealth 16; SQ Jump Point; Cargo 87,000 lb.; 16 Officers, 32 Pilots, 12 Sensor Operators, 54 Crewmen, 500 troops
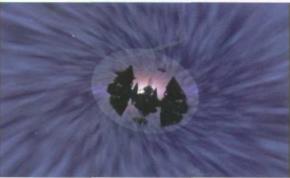
Weapons:
Two twin-linked Heavy Plasma Cannon; Boresight; Attack +3 (targeting computer); Damage 75+8d10; Critical 19-20; Range 3
Six Light Pulse Cannon; 2 Boresight, 1 Left, 1 Right, 2 Rear; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Craft (6):
12 Frazi heavy fighters, 12 Shuttles

Transport, Vorlon

The Vorlons are the most technologically advanced race yet encountered in the galaxy and even their transports, while rarely seen, are wonders to behold. Like all Vorlon vessels, the transport is a product of extremely advanced bio-technology – in a strange way, it is alive and sentient and they seem capable of flying themselves without direction

of the Vorlon normally carried. Despite being classified as a transport, this spacecraft is fully capable of defending itself against almost any attack, with its superior stealth, durability and weapon systems keeping it safe from harm.

Gargantuan Spacecraft; hp 85; DV 12 (-4 size, +6 agility); DR 16; Spd 45; Acc 8; Dec 8; Han +6; Sensor +18; Stealth 40; SQ Adaptive Armour, Artificial Gravity, Atmospheric Capable, Jump Point, Living Ship; Cargo 1,000 lb.; No crew required, 4 passengers per 250 lb. of cargo space available

Weapons:
Discharge Gun; Front; Attack +5 (equivalent to targeting computer); Damage 100+4d10; Critical 17-20; Range 2
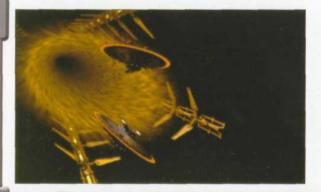
Xorr War Saucer, Vree

One of the oldest ships in the Vree Conglomerate military the war saucer is outclassed by most modern capital ships but still retains an incredibly degree of agility that keeps it in service. The flat saucer shape often confuses enemies in battle and, like many Vree spacecraft, the war saucer can quickly change direction to face new threats with ease. This, combined with main weaponry mounted on two turrets, can make the war saucer give caution even to captains of far larger vessels.

Colossal II Spacecraft; hp 380; DV 10 (-10 size, +10 agility); DR 17; Spd 38; Acc 5; Dec 5; Han +8; Sensor +5; Stealth 23; SQ Artificial Gravity, Atmospheric

Capable; Cargo 12,000 lb.; 1 Officer, 2 Pilots, 7 Sensor Operators, 2 Crewmen

Weapons:
Twin-linked Antimatter Cannon; Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20; Range 5
Antimatter Cannon; Turret; Attack +2 (targeting computer); Damage 30+5d8; Critical 19-20; Range 5
Two twin-linked Antiproton Guns; 1 Front/Left/Rear, 1 Front/Right/Rear; Attack +2 (targeting computer); Damage 15+2d10; Critical 19-20; Range 2

Craft (1):
Light Shuttle

Spacecraft

Item	Cost
Cargo Loader	3,250,000 cr.
Cargo Pod	275,000 cr.
Civilian Trader	18,000,000 cr.
Corporate Freighter	54,000,000 cr.
Delta-V Fighter	10,000,000 cr.
Light Shuttle	6,000,000 cr.
Maintenance Bot	300,000 cr.
Maintenance Pod	1,500,000 cr.
Shuttle, Centauri	12,000,000 cr.
Shuttle, Earth Alliance	9,500,000 cr.
Space Liner	127,000,000 cr.

Spacecraft Crews

In many cases, the Games Master will not need to detail every crew position on a spacecraft, which can be quite a chore for the larger vessels. Instead, he can assume an average level of competence among whole crews, based on their level of experience.

The table below can be used to determine the capabilities of crews on board spacecraft of all races. Both the skill levels and base attack bonuses indicated on the table include skill ranks, ability bonuses, appropriate feats and other modifiers. However, Games Masters can safely ignore such considerations, simply using the table below for all attack rolls and skill checks required by the spacecraft in his scenarios.

'Commander, we've just finished a security scan. The Minbari's coming with its gun ports open. She's armed for a fight.'

Lieutenant Corwin

Race	Crew Experience							
	Green		Line		Veteran		Elite	
	BAB	Skills	BAB	Skills	BAB	Skills	BAB	Skills
Centauri	+2	+5	+3	+8	+6/+1	+10	+9/+4	+12
Drazi	+2	+4	+4	+6	+6/+1	+8	+9/+4	+10
EarthForce	+3	+6	+4	+9	+8/+3	+12	+11/+6	+15
Minbari (Warrior Caste)	-	-	+5	+9	+9/+4	+14	+14/+9/+4	+18
Narn	+3	+5	+4	+7	+7/+3	+9	+11/+6	+12
Raiders (Human)	+2	+4	+3	+6	+6/+1	+8	+9/+4	+11
Vorlon	-	-	-	-	-	-	+18/+13/+8	+25
Vree	+2	+5	+3	+7	+6/+1	+8	+9/+4	+11

Vehicle Weapon Descriptions

Though the actual characteristics of otherwise similar weaponry may vary between different vehicles (the fusion cannon on a Minbari Sharlin warcruiser, for example, is far more powerful than those found on their flyers), they will still have many traits and special rules that remain identical. A full listing of all the weapons found on various vehicles throughout the galaxy can be found below.

Antimatter Cannon: Similar in operation to plasma weapons, the antimatter cannon uses the same electromagnetic containment field but fires tiny amounts of carefully manufactured antimatter that causes tremendous damage as it reacts with the hull of a target. This weapon is now over fifty years old, however, and rumours abound of a new version the Vree have been developing that has a staggering rate of fire that ill prove lethal to fighters and other small spacecraft.

Antiproton Gun: The forerunner of the antimatter cannon, the antiproton gun is much smaller but is based on the same destructive technology and later versions have a slightly enhanced rate of fire. It is typically used by the Vree on their vessels as a secondary weapon, though new classes of military ships are beginning to phase them out altogether.

Discharge Gun: Found only on Vorlon spacecraft, the discharge gun is powered by the incredible bio-electricity of its vessel, resulting in a weapon capable of blasting through almost any defence. Larger versions of this weapon, so far seen only on Vorlon warships, can easily slice another ship in half, destroying it utterly. For the purposes of Earth Alliance interceptors, the discharge gun counts as a laser.

Electro-Pulse Gun: Unique to the Minbari, the electro-pulse gun emits a blast of electrical static that can rip through any defensive screening or armour and disrupt an enemy ship's vital control systems. The effects on a small craft such as a fighter is devastating. Any spacecraft of huge size or smaller struck by the electro-pulse gun will immediately be disabled (reduced to 0 hit points). While its hull be unscorched by weapons fire, its computer systems will be fried and its power plant shut down. Larger spacecraft will immediately suffer one random critical hit of heavy damage.

Fusion Cannon: Fusion cannon are a common sight on Minbari vessels, forming the main armament on their fighters and the secondary weaponry of larger spacecraft. By agitating the atoms of any material directly in their path, fusion cannon are capable of simply bypassing a lot of the armour mounted on the ships of the younger races making this a lethal, if short-ranged, weapon. The Damage Reduction of any target struck by a fusion cannon will be halved for the purposes of calculating this weapon's damage.

Interceptors, Mk I: The Mk I interceptors developed by the Earth Alliance are used primarily to intercept and defeat incoming fire during battle, though they can also serve as a ready means of point defence against fighters. Interceptors may be fired in one of three modes.

Interceptors, Mk II: These interceptors are a development of the Mk I. Though far more effective in defending the spacecraft they are mounted on, they draw much more power and so can only be mounted upon the largest vessels. In all ways they operate in an identical manner to Mk I interceptors. When in Matrix Mode, Mk II interceptors grant a +40 bonus to Damage Reduction, granting a further

Equipment

bonus of +10 for every additional interceptor using this mode in the same fire arc.

Laser Cannon: The laser cannon is one of the most common weapons mounted on large spacecraft and they are used by many different races. The primary component of any laser based weaponry is the focussing lens, as this defines both the amount of power that can be channelled through the laser and the range that the beam of light remains coherent. Most races have considerable experience in developing laser technologies and so this weapon has set the standard for long ranged duels between spacecraft.

Laser/Pulse Array: Unique to some older ships within the Earth Alliance, this array was an attempt to marry laser and pulse technologies together so that individual weapon systems could draw from the same power plant. In this way, any combat vessel would be adequately equipped to fulfil a multitude of roles in battle. Though effective in increasing the versatility of a spacecraft, these arrays have subsequently proved to be extremely troublesome to maintain and so have fallen out of favour. Each round, a laser/pulse array may fire either as a laser or a pulse cannon, as shown in the ship's description. It may not fire as both within a single round.

Neutron Laser: This is widely regarded as the most deadly weapon ever developed by the younger races. Famed as being the primary weapon of the Sharlin warcruiser, the neutron laser is extremely long-ranged and is capable of almost slicing a smaller ship in two. It is this weapon that makes Minbari fleets almost undefeatable and some military tacticians have spotted the similarities between the neutron laser and the incredible beam weapons occasionally seen used by the Vorlons. Neutron lasers ignore interceptors in Matrix Mode.

Particle Beams: Firing an intense stream of neutralised particles at a target, this weapon can almost flay the hull of a lightly armoured ship though it is of less use against dedicated warships. However, it draws lightly from a ship's power plant and is capable of being maintained by even inexperienced technicians.

Particle Blaster: This weapon is very similar to the Earth Alliance pulse cannon and has seen use throughout the League of Non-Aligned Worlds, particularly within the Drazi Freehold. Gathering packets of particles before releasing them in one explosive blast, it is nevertheless not as efficient as the human designed weapon and it effects rapidly drop off with range.

Particle Cutter: The pinnacle of Drazi-designed particle technology, the cutter is a larger version of the particle beam with a far superior focusing lens. Though still giving much away in terms of range against the main weapons of other capital ships, the particle cutter can pierce the thickest armour with a good hit, tunnelling through metres of plating to strike at vital structural targets.

Particle Gun: This is a much lighter version of the particle beams found on larger warships and often forms the main armament of cheap fighters or is retrofitted on shuttles to give them an offensive capability. Though deadly enough in fighter duels, the particle gun lacks sufficient energy to punch through the armoured hulls of most warships.

Plasma Cannon: By utilising a magnetic containment field, raw plasma can be manufactured and fired at targets, literally burning through any defences. The weapon is primarily limited by the power of its containment field, as plasma will simply dissipate when the field breaks down, resulting in this weapon being very short-ranged. Any target that comes into its sights though, is likely to be dealt a great deal of punishment.

Pulse Cannon: The pulse cannon is a further development of the particle gun. Rather than firing a constant stream of weaker particles like its forerunner, the pulse gun gathers them in packets before releasing them in one explosive shot. The pulse cannon can do this extremely rapidly, letting loose several rounds of fire while other weapon systems are still recycling or recharging.

Uni-Pulse Cannon: This is a far lighter version of the pulse cannon, normally reserved for fighters and shuttles. It has a far lower rate of fire but enables even small spacecraft to potentially deal serious damage to warships.

Telepaths

It is likely that telepaths have existed for millennia but it is only within the past two centuries that many races have begun to both keep records of their growing numbers and officially use them within military and governmental capacities. They are, however, still rare individuals whose talent is to be cherished and never squandered. Only one in every thousand humans, for example, has any telepathic potential and most of those are extremely weak and may be completely unaware of their gift.

'I don't trust telepaths. Never have; never will.'

Michael Garibaldi

Every race except the Narn contains a small telepath population, most of whom guard this precious resource jealously. It is said the Narn once had telepaths on their homeworld before they were all wiped out a thousand years ago by an unknown force, thus effectively removing all possibility for the telepathic gene to breed strong and true. The Narn are acutely aware of this terrible disadvantage they face when they confront enemy powers who do have telepaths, but so far all attempts by them to merge the telepathic genes of other races into their own have failed.

To be a telepath means to be special among your own kind. With practice, a telepath can literally read the mind of another to discover their innermost thoughts and secrets. He will constantly hear a background 'noise' whenever near other beings as their thoughts are continually broadcast and merge together, meaning a telepath will rarely know true silence. Many learn rhymes or engage in shallow meditation to keep these voices at bay and to stop them accidentally picking up on stray thoughts broadcast by non-telepathic individuals, or mundanes as they are sometimes known. Telepaths will block out stray thoughts as a matter of course, though strong emotions from others can sometimes slip through no matter how practised the telepath is. Some races, such as the Minbari, openly welcome telepaths among their own race as such individuals can do much to serve society as a whole. Others, however, retain a deep suspicion of all telepaths who do, after all, make the ideal blackmailers – a single stray thought can be instantly picked up by a telepath and with it, your deepest secret. Nowhere is this paranoia more evident than among the humans, who have always valued privacy in their cultures, something a telepath can utterly destroy. All human telepaths, therefore, are required to join the Psi Corps, an institution designed to train telepaths to maximise their own potential and yet safeguard the privacy of the mundanes. Human telepaths have few choices and yet are encouraged to still believe their talent is a valuable gift that sets them far apart from the rest of humanity.

Using Telepaths

Only characters with levels in the telepaths class may use the rules within this chapter. Narn characters may never use these rules, as they lack the gene responsible for awakening telepathic ability within an individual.
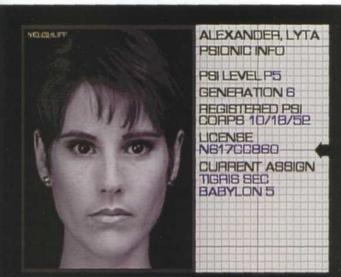
Using a Telepathic Ability

Telepaths gain access to new telepathic abilities as they increase in level, though certain abilities have prerequisites which must be met before they may be selected. These prerequisites are normally based on P-Rating and other telepathic abilities gained in the past. However, all telepaths begin at 1st level with access to the accidental scan, mind shield, sense telepathy and warning telepathic abilities.

Every telepathic ability detailed in this chapter has a listed P-Rating and only telepaths of this P-Rating or higher may use the ability – weaker telepaths simply do not have the mental strength to even attempt it. A telepath can use a telepathic ability as a standard action, as if making an attack. Using a telepathic ability does not provoke an attack of opportunity but inflicts one point of subdual damage upon the telepath, whether the ability is successful or not.

There are rarely any outward signs of a telepath using an ability and, unless otherwise stated in the ability's description, mundanes will never know it is being used. Any other telepath of the same P-Rating or higher witnessing another using an ability, however, will know instantly which ability is being attempted.

Once a telepath has chosen to use an ability, he must succeed in a Telepathy check at the DC

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listed in the ability's description. If he fails the Telepathy check, his attempt at using the ability has failed though he will be free to try again in his next action. Success will result in the ability working as detailed in its description. Either way, he will suffer one point of subdual damage.

Few telepaths are skilled at gaining access to and delving within alien minds. The thought processes of other races can be extremely cold and disturbing, making the use of telepathic abilities far more difficult. Any Telepathy check made to use an ability against a subject of a different race to the telepath will suffer a –4 circumstance penalty.

Range

Each ability has a maximum range listed in its description which will often force a telepath to move close to his subject in order to successfully use his talent. The various ranges of abilities are detailed below.

Self: Abilities with a range of self may only be used upon the telepath using them.

Touch: Such abilities require a telepath to actually touch the subject in order to function. Some telepaths, especially humans belonging to the Psi Corps, wear gloves to avoid accidental contact with mundanes. Wearing gloves when using a touch based ability inflicts a –2 circumstance penalty on the Telepathy check to use the ability. Note that touching a subject requires prolonged contact – simply brushing against or hitting them will not work. The telepath must be able to touch his subject for the entire duration of the ability for it to succeed.

Line of Sight: Most telepaths need to work on a line of sight to their subject in order to successfully use their abilities. Such abilities require not only for a telepath to be able to actually see the subject but also that they can readily make a telepathic connection – in practice this means a line of sight ability has a maximum range of 100 ft. Actually touching a subject can greatly enhance the ease of which a telepath uses his abilities. A line of sight ability where

the telepath actually touches his subject is granted a +4 circumstance bonus to its Telepathy check (this bonus is reduced to +2 if the telepath is wearing gloves).

Close: Powerful telepaths may be able to use certain abilities without requiring touch or line of sight. Such abilities have a maximum range of 25 ft. + 5 ft. for every two levels of P-Rating the telepath possesses. These abilities may be used through solid objects and other people, though a thin sheet of lead will always block a telepathic ability.

Medium: As with close range abilities, except the range is extended to 100 ft. + 10 ft. per level of P-Rating the telepath possesses.

Long: As with close range abilities, except the range is extended to 400 ft. + 40 ft. per level of P-Rating the telepath possesses.

It should be noted that exceptionally powerful telepaths with a high P-Rating can greatly increase the range of their abilities, to the extent where those that normally require touch or line of sight may be used with neither (as close, medium or long ranged abilities). Where this is possible, the ability will have several P-Ratings and their respective ranges detailed in their description.

Saving Throws

Any living creature that is subjected to a telepathic ability, be they telepath themselves or mundane, may make a Will saving throw to resist its effects. A subject may always choose to forego its Will save, willing allowing the telepathic ability to take effect.

The Will save against any telepathic ability is made at a DC equal to the telepath's P-Rating + the telepath's class level + the telepath's Charisma modifier.
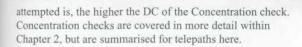
Mundanes will soon come to realise that defending against telepathic abilities is extraordinarily difficult and only the most resilient of individuals are likely to succeed. It is this ease of use in their talent that has led many telepaths to become arrogant and superior when confronting mundanes, but has also led to their persecution in the past.

Concentration

To use a telepathic ability, a telepath must concentrate. If something interrupts a telepath's concentration while using an ability, such as an attack, an earthquake or another telepath using an ability on him, he must make a Concentration check or automatically fail his Telepathy check. The more distracting the interruption and the more powerful the ability being

Telepaths

attempted is, the higher the DC of the Concentration check. Concentration checks are covered in more detail within Chapter 2, but are summarised for telepaths here.

Any Concentration check made to avoid distractions while using a telepathic ability is made at a DC of 10 + the required P-Rating of the ability being attempted.

If the telepath suffers any damage from the distraction, the amount of damage dealt is added to the DC of this Concentration check.

Some telepathic abilities may last for more than one round, such as a continual deep scan. Such abilities will be listed as having Concentration: Yes in their description. When using these abilities, a telepath need only make one Telepathy check for it to succeed. The ability will automatically continue to function every round thereafter that the telepath maintains concentration, though any hostile subject is permitted to make a new Will save each and every round.

A character may instantly cancel any ability he is currently using as a free action.

Multiple Subjects

Some telepathic abilities may be used on multiple subjects simultaneously, though this is extremely difficult and only the most skilled of telepaths may even attempt it. Every additional subject of an ability inflicts a cumulative –2 circumstance penalty to the Telepathy check required to use it successfully. If this check is failed, none of the subjects will be affected by it.

Continuous Abilities

Games Masters should be aware that three of the telepathic abilities detailed here, accidental scan, danger sense and mind shield, are considered to always be in operation (though the telepath needs to have acquired danger sense in the first place). They may not be activated voluntarily and the Games Master should make secret Telepathy checks at the appropriate times to gauge the success of any player with a telepath who is capable of using these two abilities.

Telepathy Check Summary

A table of the most common modifiers that are applied to Telepathy checks is detailed below. A Games Master may rule other factors can affect a Telepathy check and some scenarios will include such information as well.

Situation	Telepathy check modifier
Using ability on race other than telepath's own	-4
Wearing gloves while using touch ability	-2
Touching subject while using line of sight ability	+4
Touching subject but wearing gloves while using line of sight ability	+2
Multiple subjects (for each additional subject)	-2 per

Hyperspace

It is a secret well kept from mundanes but telepaths travelling through hyperspace will find the range of their telepathic abilities greatly increases to staggering levels. No one is quite sure why telepathic abilities increase so much when in hyperspace but then, there is much about that strange realm that the young races do not understand. The normal ranges of abilities are increased when a telepath is in hyperspace, as detailed below.

Normal Range	Hyperspace Range
Touch	No change
Line of Sight	True Line of Sight *
Close	X5 normal
Medium	X10 normal
Long	X20 normal

* Line of sight abilities in hyperspace have no practical range limitations – if the telepath can physically see his subject, he will be able to use his ability on it.

Telepathic Abilities

Listed below are the most common abilities any telepath can use, so long as they are of the required P-Rating. More specialised abilities and those unique to certain races will be covered in future releases for the Babylon 5 roleplaying game.

Accidental Scan

P-Rating: P1
Range: Touch
Telepathy Check: DC 20
Concentration: No
Multiple Subjects: No

It is for this ability alone that humans especially have segregated telepaths in their society and forced them

to wear gloves whenever they move among mundanes. Telepaths learn at an early stage in their development how to keep back the constant noise they hear from other people's minds, usually by running little rhymes or reciting well-rehearsed chants. However, accidents can always happen and if a telepath should make physical contact with another person, there is always the risk that a stray thought can literally jump into his head. The subject will have no knowledge that this has happened and the telepathy will know what the subject is currently thinking, as well as actually feeling his present emotional state. This is equivalent to a surface scan but lasts only as long as the telepath maintains contact with the subject.

Accidental scan is considered to be continually operational. Whenever the telepath comes into physical contact with any sentient being, the Games Master should make a secret Telepathy check to determine whether the telepath's accidental scan is triggered. This is considered a free action and may be used even when the telepath is surprised or caught flat-footed. Extremely strong emotions, such as rage and terror, are far easier to slip through a telepath's defences. If the subject is under such strong emotions, a +4 circumstance bonus is applied to the secret Telepathy check. Gloves apply their normal penalty to the Telepathy check required for accidental scans. At his discretion, the Games Master may make a Telepathy check for accidental scans even if the telepath is not in physical contact with the subject – however, only powerful emotions can cause this to happen. This is not a true scan and the telepath is likely to gain very little information from a subject even if this ability is used successfully. The emotional state of the subject will generally be determined, as will any strong pictures phrases in their mind that they are currently focussed upon.

Communication

P-Rating: P2
Range: Line of Sight (P7 Close, P9 Medium, P11 Long)
Telepathy Check: DC 12
Concentration: Yes
Multiple Subjects: Yes

By focusing his thoughts, the telepath is able to project an entire message into the mind of another being. Up to twelve words may be sent each round that concentration of this ability is maintained. If multiple subjects are being communicated to in this way, they will all hear the same message.

Danger Sense

P-Rating: P8
Prerequisite: Locate mind, surface scan
Range: Long
Telepathy Check: DC 20
Concentration: No
Multiple Subjects: No

The most powerful telepaths are continually tuned into the thought waves of those around them, even if they are not consciously aware of this at all times. Thoughts that revolve around harming the telepath filter through particularly quickly, allowing him to react to danger before any trap or ambush is sprung.

Danger sense is considered to be continually operational so long as the telepath has learned to use this ability. Whenever the telepath is threatened by any sentient being, the Games Master should make a secret Telepathy check to determine whether the telepath's danger sense detects the threat. This is considered a free action and may be used even when the telepath is surprised or caught flat-footed. The telepath will not be able to identify the source, nature or direction of the threat, only that he is in great personal danger. Danger sense will not function against completely automated threats such as drones or mechanical traps.

Daze

P-Rating: P7
Prerequisite: Surface scan
Range: Line of Sight
Telepathy Check: DC 14
Concentration: Yes
Multiple Subjects: Yes

Burrowing past the conscious mind, the telepath is able to send the subject into a dream-like state much like a shallow sleep. The subject will be unable to take any actions while held in the daze and to observers will appear to simply stare off into the distance.

Deep Scan

P-Rating: P5
Prerequisite: Surface scan
Range: Touch (P12 Line of Sight)
Telepathy Check: DC 16
Concentration: Yes
Multiple Subjects: No

This is one of the most renowned and feared of all telepathic abilities. While performing a deep scan, a telepath is able to rummage through the entire contents of a subject's mind, examining all their secrets, lies and ambitions. The successful use of the deep scan ability will effectively allow a telepath to ask his subject one question every round which must be answered truthfully, though this is done telepathically. A telepath may attempt to maintain his concentration to perform a sustained deep scan whereby multiple questions may be asked over successive rounds.

A deep scan is extremely uncomfortable for the subject, both physically and emotionally, as the telepath penetrates into his mind, searching for information. This automatically deals 1d3 points of subdual damage, ignoring any Damage Reduction, to the subject. Any subject trying

to resist the deep scan by making a Will save will also automatically suffer 1d6 points of damage, ignoring any Damage Reduction, every time the saving throw is failed.

False Memory Implantation

P-Rating: P12
Prerequisite: Deep scan
Range: Touch
Telepathy Check: DC 25
Concentration: Yes
Multiple Subjects: No

Many mundanes believe that tales of false memory implantation by telepaths is mere rumour. However, it is well within the realms of possibility for the greatest and most accomplished telepaths. False memory implantation is an extremely difficult ability to perform correctly and it is very time-consuming. However, if successful, it will allow a telepath to wipe the memories of a subject, or give him entirely new ones that will be indistinguishable from reality.

False memory implantation requires far more time to perform that other telepathic powers. Instead of maintaining concentration every round, a telepath must maintain the power for ten minutes for every one hour he wishes to alter of the subject's memories. The subject is permitted to make a Will save to resist the ability every ten minutes – success will result in the entire false memory

implantation being rendered useless, with the telepath being forced to start all over again if he wishes to succeed.

Naturally, the subject must be restrained throughout the false memory implantation. The telepath will typically remove all memory of the subject being captured and restrained as part of the false memory.

Jamming

P-Rating: P10
Range: Medium (P12 Long)
Telepathy Check: DC 16
Concentration: Yes
Multiple Subjects: No

Powerful telepaths are capable of broadcasting telepathic 'static' over some considerable distance, which effectively jams the use of any other ability, rendering weaker telepaths powerless. While a telepath maintains this jamming, every other telepath suffers a circumstance penalty to all Telepathy checks equal to the jamming telepath's Charisma modifier + the amount by which he succeeded in the Telepathy check to perform the jamming in the first place.

A telepath entering an area which is being telepathically jammed in this way will no longer hear the 'voices' of sentient beings that constantly plague their lives. However, the effect is very subtle and not all telepaths will realise they are being jammed until they try to use an ability. A telepath who enters an area being jammed may make a

Telepathy check (DC 15) every round to realise they are being jammed. The Games Masters should make this check in secret.

Locate Mind

P-Rating: P6
Range: Close (P7 Medium, P9 Long)
Telepathy Check: DC 24
Concentration: Yes
Multiple Subjects: No

For telepaths used to abilities that require touch or line of sight, locating one specific mind beyond their physical senses can prove incredibly difficult. Casting their mind over a wide area, they can search for specific thought patterns, honing in on the person they seek.

A telepath using locate mind must have at least met the person he is searching for in order for this ability to work – simply searching at random for an unknown mind will automatically fail. He will be able to locate the position of the subject to within 30 ft. of their actual location, and can maintain concentration to continually track them over the course of several rounds.

Mind Mirror

P-Rating: P4
Range: Self
Telepathy Check: DC 18
Concentration: Yes
Multiple Subjects: No

By blanking his thoughts, a telepath can turn his mind into a psychic void, rendering him all but invisible to other telepaths. This is often the ultimate defence for weaker telepaths who have no chance of resisting the mental probing of stronger counterparts – by using mind mirror, a telepath can escape detection and thus leave no mental patterns for another telepath to lock on to and exploit. When mind mirror is successfully used, the telepath is immune to locate mind and sense telepathy. In addition, he will not trigger the danger sense of another telepath while mind mirror is in operation.

Mind Shield

P-Rating: P1
Range: Self
Telepathy Check: DC 17
Concentration: Yes
Multiple Subjects: No

Part of every telepath's initial training is the construction of vast mental fortresses and walls designed to halt the effect of any ability used by another telepath. Mind shield is used for a telepath's own protection.

A telepath benefits from mind shield, gaining a circumstance bonus to their Will save against any other telepathic ability equal to the amount by which the Telepathy check succeeded to use mind shield. A telepath of P5 or higher is considered to be continually using mind shield. Whenever the telepath is subject to another telepathic ability, the Games Master should make a secret Telepathy check to determine the current strength of the telepath's mind shield. This is considered a free action and may be used even when the telepath is surprised or caught flat-footed.

Nerve Stimulation

P-Rating: P9
Prerequisite: Surface scan
Range: Line of Sight
Telepathy Check: DC 20
Concentration: No
Multiple Subjects: Yes

The direct stimulation of nerves is an exacting ability that few telepaths can successfully master. For the gifted, however, comes the ability to simulate actual physical contact by pushing nerve endings, making the subject feel as if they had been slapped or punched. This is often confused with telekinesis, but is performed purely through telepathy.

Any subject failing their Will saving throw will automatically sustain 1d3 points of normal damage, ignoring any Damage Reduction. In addition, they will also step 5 ft. away from the telepath as part of a normal reflex response to the attack.

Pain

P-Rating: P5
Prerequisite: Surface scan
Range: Line of Sight (P6 Close, P8 Medium, P10 Long)
Telepathy Check: DC 18
Concentration: Yes
Multiple Subjects: Yes

A terrible ability that few telepaths take lightly, this directly targets the pain centres of a subject's brain causing terrible agony for a limited period of time. However, during this time they will be utterly incapable of performing any organised action, consumed with the agony ravaging their mind.

Any subject failing their Will saving throw against this ability will automatically sustain 1d6 points of subdual damage, ignoring any Damage Reduction, for every round the telepath maintains his concentration. Telepaths of P8 or higher may choose to inflict 1d8 points of subdual damage, while those of P10 or higher may choose to inflict 2d6 points instead. A subject under the effects of pain will be unable to take any action, as with the daze ability.

However, their agony will be obvious to anyone witnessing this attack.

Reality Fabrication

P-Rating: P11
Prerequisite: Deep scan
Range: Line of Sight
Telepathy Check: DC 22
Concentration: Yes
Multiple Subjects: No

By accessing the conscious mind of a subject, the telepath is able to manipulate nerve endings and brain patterns to completely alter a subject's perceptions. On successful use of this power, the telepath can take over a subject's senses, choosing what he sees, hears, tastes, smells and feels. While this ability is in effect, the telepath can literally create an entirely new reality for his subject. For example, the telepath could potentially alter his appearance as far as the subject is concerned, cause the subject to hear suspicious noises that require investigation or cause the subject to have an entire conversation with someone who does not exist.

Second Sight

P-Rating: P7
Prerequisite: Locate mind
Range: Close (P9 Medium, P11 Long)
Telepathy Check: DC 18/22
Concentration: Yes
Multiple Subjects: No

Penetrating into the mind of another, the telepath may use second sight to see and hear everything his subject does. The DC of the Telepathy check to use second sight is 18 if the subject willingly allows the telepath into his mind, or 22 if they resist or are unaware of the telepath's attempt. If the telepath has any special skills or capabilities with regards to sight and sound, they will not apply with the use of this ability - only what the subject sees and hears himself will be noticed. Any Listen or Spot checks, for example, will use the subject's skill, not the telepath's.

Sense Telepathy

P-Rating: P1
Range: Line of Sight (P6 Close, P8 Medium, P12 Long)
Telepathy Check: DC 14
Concentration: Yes
Multiple Subjects: No

By using this ability, a telepath will be able to track down and locate the threads of telepathic fingerprints every telepath leaves behind when he uses his talent. A telepath using sense telepathy may use the ability in one of three ways.

⑤ By directing the power at a specific individual, the telepath will instantly know whether they are telepathic themselves and their P-Rating, if they are of the same or lower P-Rating as the telepath.

⑤ By casting his mind around his immediate location, the telepath will be able to tell if anyone has recently used a telepathic ability in the area recently. The area covered by this is the range of the ability (governed by the P-Rating of the telepath himself) but it will only be able to tell him if telepathy has been used in the areas, not what or by whom. These psychic traces will last for an amount of hours equal to the P-Rating of the telepath who used an ability in the area.

⑤ By performing a deep scan immediately before using sense telepathy, the telepath can probe the mind of another. In doing so, he will be able to tell if their mind has been affected by another telepath and who that telepath was, if they have met in the past. The psychic traces left in another's mind will remain for an amount of hours equal to the P-Rating of the telepath who used an ability on them.

Surface Scan

P-Rating: P3
Range: Line of Sight (P10 Close)
Telepathy Check: DC 16
Concentration: Yes
Multiple Subjects: No

This is one of the most well known and used of all telepathic abilities. By lightly scanning the surface thoughts of a subject, the telepath will cause no pain or discomfort and yet be able to read whatever the subject is currently thinking and actually feel the emotions they are currently sensitive to. This is commonly used by commercial telepaths in negotiations to verify whether someone is telling the truth or not, but anything the subject is currently thinking will be noticed. Only surface thoughts may be picked up with a surface scan and a deep scan will be required to discover any information the subject is not currently thinking about.
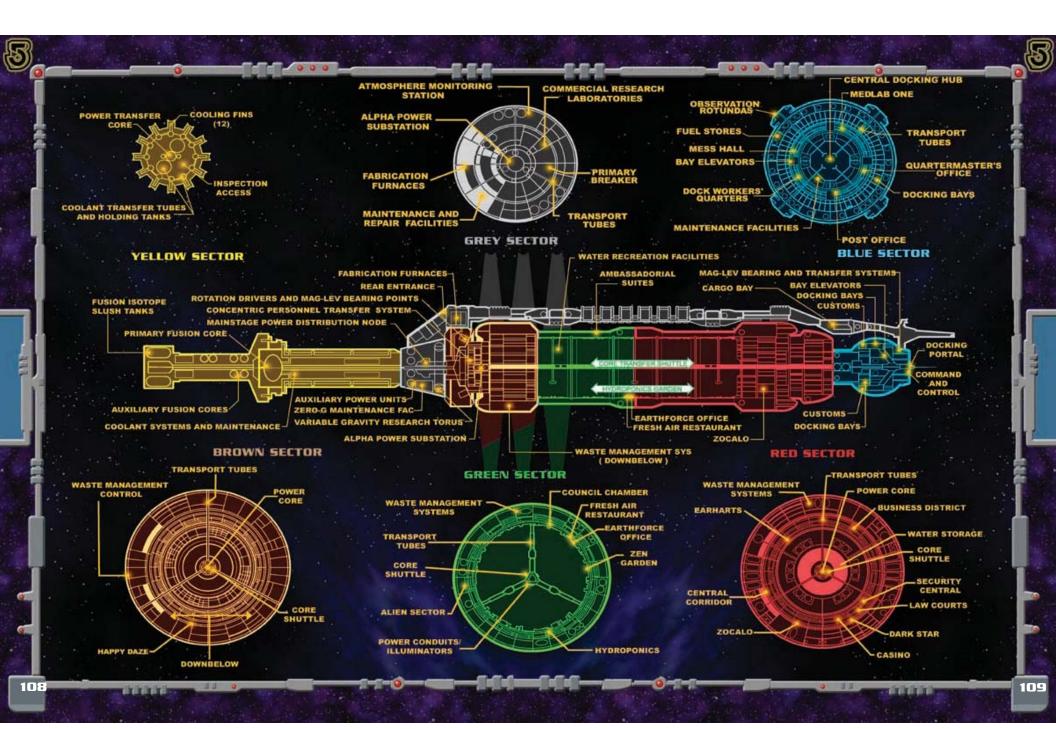
Warning

P-Rating: P1
Range: Line of Sight (P6 Close, P8 Medium, P10 Long)
Telepathy Check: DC 10
Concentration: No
Multiple Subjects: Yes

By focusing his thoughts, the telepath is able to project a single word into the mind of another being. Typically, this is used to telepathically shout a warning, though any one word message may be sent through the use of this ability. If multiple subjects are being communicated to in this way, they will all hear the same warning. A telepath of P5 or higher may use this ability as a free action.

YELLOW SECTOR

POWER TRANSFER CORE
COOLING FINS (12)
INSPECTION ACCESS
COOLANT TRANSFER TUBES AND HOLDING TANKS

GREY SECTOR

ATMOSPHERE MONITORING STATION
COMMERCIAL RESEARCH LABORATORIES
ALPHA POWER SUBSTATION
FABRICATION FURNACES
MAINTENANCE AND REPAIR FACILITIES
PRIMARY BREAKER
TRANSPORT TUBES

BLUE SECTOR

CENTRAL DOCKING HUB
MEDLAB ONE
OBSERVATION ROTUNDAS
FUEL STORES
MESS HALL
BAY ELEVATORS
DOCK WORKERS' QUARTERS
TRANSPORT TUBES
QUARTERMASTER'S OFFICE
DOCKING BAYS
MAINTENANCE FACILITIES
POST OFFICE

FUSION ISOTOPE SLUSH TANKS
ROTATION DRIVERS AND MAG-LEV BEARING POINTS
CONCENTRIC PERSONNEL TRANSFER SYSTEM
MAINSTAGE POWER DISTRIBUTION NODE
PRIMARY FUSION CORE
FABRICATION FURNACES
REAR ENTRANCE
WATER RECREATION FACILITIES
AMBASSADORIAL SUITES
MAG-LEV BEARING AND TRANSFER SYSTEMS
CARGO BAY
BAY ELEVATORS
DOCKING BAYS
CUSTOMS
CORE TRANSFER SHUTTLE
HYDROPONICS GARDEN
DOCKING PORTAL
COMMAND AND CONTROL
AUXILIARY FUSION CORES
ZERO-G MAINTENANCE FAC
VARIABLE GRAVITY RESEARCH TORUS
COOLANT SYSTEMS AND MAINTENANCE
AUXILIARY POWER UNITS
ALPHA POWER SUBSTATION
EARTHFORCE OFFICE
FRESH AIR RESTAURANT
WASTE MANAGEMENT SYS (DOWNBELOW)
ZOCALO
CUSTOMS
DOCKING BAYS

BROWN SECTOR
GREEN SECTOR
RED SECTOR

WASTE MANAGEMENT CONTROL
TRANSPORT TUBES
POWER CORE
HAPPY DAZE
DOWNBELOW
CORE SHUTTLE

WASTE MANAGEMENT SYSTEMS
TRANSPORT TUBES
CORE SHUTTLE
ALIEN SECTOR
POWER CONDUITS/ILLUMINATORS
COUNCIL CHAMBER
FRESH AIR RESTAURANT
EARTHFORCE OFFICE
ZEN GARDEN
HYDROPONICS

WASTE MANAGEMENT SYSTEMS
EARHARTS
TRANSPORT TUBES
POWER CORE
BUSINESS DISTRICT
WATER STORAGE
CORE SHUTTLE
SECURITY CENTRAL
LAW COURTS
DARK STAR
CASINO
ZOCALO
CENTRAL CORRIDOR

All Alone in the Night

The Babylon 5 diplomatic station is a city in space, located within neutral territory in orbit around Epsilon 3, a desolate and uninhabited planet. Designed as a political meeting place for all races of the galaxy, its goal is to prevent war through negotiation, compromise and the active promotion of peace. However, it is also a vibrant and rich marketplace, attracting traders and merchants from hundreds of worlds to meet and do business. Babylon 5's success has ensured its place in the galaxy, as a centre for alien races to meet, engage in politics and further understanding between them.

As implied by its name, Babylon 5 is the fifth space station spawned by the Babylon Project, all of which were constructed after the Earth/Minbari War in order to avoid such conflicts taking place in the future. Babylon 1, 2 and 3 (the first was actually called the Babylon Station) were destroyed during construction, either through structural failure or sabotage by terrorists opposed to humans forming closer relationships with alien governments. Babylon 4 simply disappeared without trace twenty-four hours after it went on line and its fate remains one of the galaxy's greatest mysteries. EarthGov initially resisted efforts by certain senators to fund a fifth station after the

disappearance of Babylon 4 as the entire project seemed ill-fated, with many humans beginning to believe in the 'Babylon Curse'. However, the goals of the Babylon Project were still worthwhile and, many felt, more needed than ever. Diplomacy among the major races of the galaxy, including the Minbari, acquired additional funding so Earth would not have to bear all costs of construction alone and so Babylon 5 was finally approved and built in the same system its predecessor, though in orbit around another planet, Epsilon 3.

Few believed Babylon 5 would share any greater success than the previous stations but, against all odds, it went online in late 2257. Already, the station has experienced disasters and potentially explosive diplomatic situations, including a threatened attack by an entire Vorlon war fleet in retaliation for the attempted assassination of their first ambassador, Kosh. Led by Commander Sinclair and supported by the ambassadors of many governments, the station personnel on board Babylon 5 have proved to be dedicated to their task and, thus far, have cleanly dealt with every emergency situation they have faced. Back on Earth, many still doubt Babylon 5 will survive long, and will soon be claimed by either destruction or financial cutbacks made by a government already pouring billions of credits into other avenues of space exploration. As the station enters the year 2258, it is set to face many more trials in its mission of peace.

Babylon 5 Technical Specifications

Length: 7,962 metres
Diameter: 840 metres
Solar Panel Span: 2,070 metres
Displacement: 2.5 million metric tons
Gravitation: 0g – 1.41g
Typical Gravitation: 0.9g – 1.35g
Cargo Capacity: 20,000 metric tons per 24 hour period

Dock Workers: 1,500
Station Personnel: 6,500
Transient Population: 250,000

Arriving on Babylon 5

With an average of fifty to one hundred ships arriving every day through the jumpgate, all bringing visitors and cargo, Babylon 5 is a hub for diplomats and traders. On any given day, the station is a thriving and bustling environment, with visitors constantly streaming through customs, bargaining in the Zocalo or taking advantage of the multitude of facilities available on board Babylon 5.

Whether arriving by shuttle from a large space liner or warship, or travelling on board a smaller spacecraft, a visitor will enter Babylon 5 through the Docking Portal and proceed through the Central Docking Hub that links sixty pressured holding bays to space outside. From here, any cargo is unloaded by the army of dock workers living on the station while passengers disembark and make their way through customs, monitored by EarthForce security teams. Once identified and scanned for weapons or other illegal goods, the visitor is now free to travel through the station though certain areas, particularly in Blue and Green Sector, remain off-limits to unauthorised personnel. This still leaves many areas to explore, with hotels, bars, casinos and shops all supporting a thriving leisure industry on Babylon 5. Few visitors stay long, as space travel can be incredibly expensive, with most arriving and then departing with business complete within just a few days. There are few permanent residents on Babylon 5 aside from station personnel and lurkers in Downbelow who have no money to leave the station anyway.

The vast majority of personnel on the station are human, though aliens can also find work in civilian areas, often in business and diplomatic areas such as translation, information gathering and menial tasks. Though operated by EarthForce, most of the eight thousand personnel are actually civilian contractors, performing the myriad of tasks vital to keeping the station functional, including unloading cargo, sanitation, maintenance and food preparation. More sensitive or vital duties, such as weapons technicians, command staff and security are all EarthForce, however.

The Command Staff

The most senior EarthForce officers on board Babylon 5 form the Command Staff, and have become well known personalities because of both their position and actions since the station went on line. In overall command is Commander Jeffrey Sinclair, a surprisingly junior rank for such an important position on board a diplomatic station. He is assisted on station operations by Lieutenant Commander Susan Ivanova, a bright and extremely capable first officer from the Russian Consortium. The immediate Command Staff is rounded off by Chief of Security Michael Garibaldi and Chief of Medical Staff Dr Stephen Franklin. Technically, their immediate aides are also considered part of the Command Staff, but together these four have final authority on Babylon 5 and have become well respected by those serving beneath them.

Dockers' Guild

By far the largest workers' union on board Babylon 5, over 1,500 dockers belong to the guild, headed by their foreman Neeoma Connoly (see p213). Bound by government contract and forbidden by law to strike, despite being civilians, relations between the Dockers' Guild and the Command Staff have always been strained as financial cutbacks from EarthGov have consistently cut into the dock working budgets. Life has become hard for the workers and though they are considered an essential component of Babylon 5, being responsible for the loading and unloading of all the cargo that passes through the station, they are understaffed and over-scheduled to the extreme. Miss Connoly has warned that an accident is bound to happen soon, citing the fatigue her workers are constantly experiencing and the poor quality of dockside equipment. Commander Sinclair is sympathetic to her wishes but is in no better position to alter the station's budget than she is.

Transport Association

Steadily growing in membership, the Transport Association is a collection of freelance pilots and ship captains who have grouped together to form an ad hoc union in order to gain a better bargaining position against EarthForce directives. In reality, the Transport Association has little real power, as members have too many interests of their

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Command Staff of Babylon 5

Commander Jeffrey Sinclair

Chief of Security Michael Garibaldi (Security & Surveillance)	Lieutenant Commander Susan Ivanova (Command & Control)	Chief of Medical Staff Dr Stephen Franklin (Medlab)

C & C

BABCOM
UNIT

BABCOM
UNIT

CONSOLE

ENTRANCE

BABCOM
UNIT

CH.

COMMANDERS
OFFICE

BABCOM
UNIT

CONSOLES

Command and Control

The nerve centre of the entire station is Command and Control, also known as C&C or the Observation Dome. From here, EarthForce officers can monitor and regulate every aspect of Babylon 5's operation quickly and efficiently. This is the main territory of the stations first officer and Lieutenant Commander Ivanova spends much of her time here, ensuring the station runs smoothly, cataloguing incoming ships and bringing major problems to the attention of her Commander. Being responsible for the fate of every sentient being on the station is often a stressful exercise and all technicians and officers assigned to Command and Control are forbidden to work double shifts and are regularly monitored by Medlab staff for stress-related illnesses.

Principally, the officers in Command and Control keep a constant watch on environmental controls, jumpgate operation, navigational assistance, security patrols, the defence grid and sector surveillance, with dedicated and trained personnel for each. From their stations, officers and technicians can perform a variety of tasks, affecting the entire station, from routine maintenance to focused scans in specific sectors. Only authorised personnel are permitted within the Observation Dome, and even ambassadors will be politely, but firmly, removed.

own to organise any serious action in response to treatment felt to be unfair – even if some pilots refused to fly cargo into Babylon 5, there will always be others willing to earn a few easy credits. However, it does provide a collective voice with which to take issues to regular monthly meetings with the Command Staff, normally headed by Lieutenant Commander Ivanova. In addition, there are other benefits of joining for regular visitors to the station, such as preference over docking bays and maintenance schedules, and a discount to the fees charged by EarthForce for use of Babylon 5's facilities.

Any pilot or captain scheduled to visit Babylon 5 more than three times in any six month period, or able to demonstrate a similar track record in the past, may apply to join the Transport Association. The membership fee is a nominal 1,000 credits per year, which entitles members to a 10% discount on all station docking fees and permission to attend regular monthly meetings with a member of the Command Staff to raise issues and vote upon them.

Jumpgate Operation

One of the principle duties of Command and Control is to operate the jumpgate also in orbit around Epsilon 3, and aid ships travelling to and from Babylon 5 via a system of beacons that provide an invisible navigation grid outside the station.

The use of jumpgates is covered more fully on p148, but the security systems of Babylon 5 are programmed with a series of defensive measures to make it far more difficult for unauthorised ships to enter the Epsilon system. Any officer within Command and Control gains a +5 equipment bonus to opposed Technical (space travel) checks made to deny a ship access to the jumpgate. However, as it serves a diplomatic station open to all races, the jumpgate is left open except under the most extraordinary circumstances.

Ships moving to within one mile of Babylon 5 are required to submit to the station's control in order to facilitate the movement of dozens of vessels within the same area, all

employed, allowing an extensive amount of data to be collected. Within a minute, the officers of Command and Control will be able to determine how many life-signs are on board any given vessel, what its offensive capabilities are, and even the output of its power plant, allowing them to make judgements on whether the target is preparing for a fight or not.

In addition, Command and Control can also access the Hyperspace Early Warning System (HEWS) that constantly scans for traffic arriving through hyperspace, comparable to those employed in the defence of large colonies and some homeworlds. Nominally, this detection system allows the tracking of incoming targets in hyperspace up to two days in advance, though in practice this is rarely the case. Any vessels wishing to avoid detection can take advantage of hyperspace eddies and gravitational waves in order to misdirect sensors, reducing the average detection time of any real threat to a couple of hours or even less. HEWS cannot provide anything like the detail of information available to Command and Control through the tracking units in normal space, and generally provides only a 'silhouette' an identifiable signature that the Central Computer can match with its archives to determine the class of ship approaching.

Babylon 5 also has many internal scanners and sensors that can be fine-tuned to search for specific energy signatures. However, the efficiency of these is greatly impaired by the sheer number of structures and life-signs on board and so skilled operators are required to get the very best results. In 2258, the interior sensors of Babylon 5 are incapable of pinpointing life-signs from within large groups or the firing of a single PPG. They can, however, automatically register large numbers of life-signs gathering in abnormal patterns (large groups are expected in the Zocalo, for example, but a riot starting elsewhere in Red Sector may be quickly detected) or a protracted firefight. Unusually high energy readings will be detected almost instantly. Plans have been made to upgrade Babylon 5's internal sensors but so far, budget constraints have halted any upgrading.

trying to enter or leave the station. During busy periods, ships will be allocated to stationary orbits near beacons to avoid becoming navigation hazards to other spacecraft, where they will wait until cleared for entry to either the station or the jumpgate. Large vessels, such as liners or freighters, are brought into the one mile boundary in order to unload their cargo or disembark passengers via shuttles, and then positioned in orbit away from Babylon 5 and the transit routes to and from the jumpgate. With anything from fifty to a hundred new ships arriving each day and dozens more already in orbit at various locations around the station, it soon becomes clear just how much training is required to prepare an EarthForce officer for duty in Command and Control, and how stressful this kind of work can be. Since Babylon 5 first went on line in 2257, there have been no incidents of collision or near-collision between visiting spacecraft, a fact of which all the crew on board are proud.

Sensor Scans

Command and Control have access to a multitude of sensors and scanners to warn of incoming threats and provide superior surveillance capabilities. These are constantly monitored by the Central Computer, with any anomalies immediately reported to the appropriate station in the Observation Dome to be dealt with by the officer in charge.

Externally, Babylon 5 utilises XP-7 tracking units, standard to many EarthForce military ships. However, the station enjoys the parallel operation of several units, a system denied to the all but the largest warships, and are further boosted in range and capability by relays tied into the navigation beacon network. These allow the officers of Command and Control to constantly monitor all space traffic in the vicinity, even permitting them to make sensor scans behind the shadow of Epsilon 3, an area blind to ships orbiting with Babylon 5. Once a vessel arrives within the navigation network, the full array of scanners can be

Using Babylon 5

The Babylon 5 diplomatic station is too large to be represented as a spacecraft as detailed in Chapters 3 and 4, and would be virtually impossible for an attacker to actually destroy (with the possible exception of a Minbari or Vorlon warfleet. . .). However, it is certainly possible for an attacking spacecraft to cause serious damage and even breach the hull. Though automatic pressure doors would close to minimise the affects, and repair crews be assigned

MAINTBOT 06

⑤ Two quad-linked Particle Beams; Attack +2 (targeting computer); Damage 10+3d10; Critical 20; Range 3

⑤ Eight Particle Beams; Attack +2 (targeting computer); Damage 5+2d10; Critical 20; Range 3

⑤ Four Mk I Interceptors; Attack +3 (targeting computer); Damage 10+2d10; Critical 20; Range 1; Rapid Fire

Spacecraft Complement

Babylon 5 has the following spacecraft permanently assigned to it, either kept within docking bays, the Cobra Bays, or parked in a safe orbit at a distance from the station.

37 Starfuries divided into Alpha, Delta, Zeta and reserve squadrons
10 Heavy Shuttles
8 Cargo Loaders
4 Heavy Shuttles
36 Maintenance Bots
21 Maintenance Pods

to patch the damage, the loss of life and facilities would certainly be noticeable to residents on board.

Damaging the Station

Every section of Babylon 5 is assumed to have Damage Reduction 18 and 250 hit points. Once this damage has been scored, an area of the hull will be breached. However, Command and Control can close blast doors to protect the stations most vital systems, such as the Observation dome itself, Docking Portal and fusion reactor, increasing the Damage Reduction score to 24 in these locations. Attacking Babylon 5 is thus an act of futility, though as a distraction or diplomatic gesture, some have certainly considered it.

Sensors

Boosted by the navigational network, the XP-7 tracking units on board Babylon 5 grant Command and Control a Sensor score of +5.

The Defence Grid

Though its main mission is as a diplomatic station, the Earth Alliance was well aware of the hazards an outpost may face when situated in the midst of sometimes hostile alien governments in neutral territory. The Defence Grid is therefore a formidable deterrent to any would-be attackers and while it does not have the capability to take on a major warship, few are willing to try their luck.

As most weapons are mounted on the rotating sections of the station (the motion of which is automatically compensated for by the targeting systems), Babylon 5 is assumed to be able to fire those listed below into multiple facings simultaneously. For example, an attacking warcruiser in the left fire arc could be fired upon by eight particle beams in the same round as another warcruiser in the right fire arc was fired upon by another eight particle beams. However, Babylon 5 does not have a front or rear fire arc, instead it has 180° to the left and right.

The Defence Grid on board Babylon 5 in 2258 has the following weaponry.

Diplomacy

Despite being a thriving centre for trade, Babylon 5's primary mission is one of diplomacy. After the devastation caused during the Earth/Minbari War, which threatened to wipe out humanity altogether, a consensus grew among many races that they could no longer afford the mistakes of the past. From now on, races and governments would begin to resolve their differences peacefully, through negotiation and compromise rather than by gun and warship. There are still those who believe this is hopeless idealism but the construction of the Babylon Stations has signalled at least the beginning of a new age of peace and prosperity in the galaxy, in spite of the multitude of different self-interests that threaten ruin.

The Ambassadors

At the start of 2258, Babylon 5 is home to ambassadors from all the major races and those within the League of Non-Aligned Worlds, though there is a small but growing number of representatives hailing from independent worlds seeking to gain a louder voice in galactic affairs. It is the role of each ambassador to both gain the best position of advantage for his own government, while at the same time ensuring other races do not increase their own influence, but while many have grown increasingly cynical of diplomatic processes, there are still enough who truly believe in the stated goals of Babylon 5.

The Earth Alliance is represented on Babylon 5 by senior EarthForce officers, usually Commander Sinclair himself, though Lieutenant Commander Ivanova acts as his aide and may de deputised to speak on his behalf. The other major governments have all sent ambassadors to speak for them on Babylon 5 including, surprisingly, the Vorlons who up

LEAGUE SEATING

LEAGUE SEATING

SEPAKER'S FLOOR

TABLE

AIDE SEATING

MAIN AMBASSADORIAL SEATING

AIDE SEATING

PARTITION

to now have had no long-term contact with other race. The current representatives of the major governments at the beginning of 2258 are listed below.

- ⑤ EarthForce Commander Jeffrey Sinclair
- ⑤ Minbari Ambassador Delenn
- ⑤ Narn Ambassador G'Kar
- ⑤ Centauri Ambassador Londo Mollari
- ⑤ Vorlon Ambassador Kosh

In addition to these individuals, Babylon 5 is also home to many ambassadors from the League of Non-Aligned Worlds and other independent governments.

Under the terms of the Babylon 5 Treaty made between the Earth Alliance and alien governments, all diplomatic quarters are considered to be foreign soil, with Earth having no jurisdiction over what happens within them. In addition, this diplomatic privilege extends to the ambassadors, their aides and staff as well, and they may not be arrested or detained for any reason by EarthForce personnel. In practice this is rarely abused, aside from the occasional smuggled weaponry or other illegal items within sealed diplomatic pouches, and any 'incidents' in which ambassadors are involved are usually paid for through

reparations from their diplomatic budgets or personal accounts.

The Babylon 5 Treaty also stipulates the core trade agreements all governments must adhere to when conducting mercantile business on the station, including trade tariffs and restricted goods. Illegal items such as Earth Alliance proscribed drugs, restricted biogenetic material and weaponry may not be brought on to the station under any terms, but alien governments are free to trade in such material without prejudice so long as all cargo transfers between ships take place in orbit outside of the station. Negotiations for such goods, however, may be freely conducted on board Babylon 5. Occasionally, governments will raise specific objections to the Babylon 5 Advisory Council in order to stop rivals trading in these goods off-station but, to date, none have been successful.

The Babylon 5 Advisory Council

Though ambassadors and other representatives of governments regularly meet to discuss private business on the station, such as the negotiation of trade treaties and jumpgate access, major issues may be brought by any involved party to the Babylon 5 Advisory Council whereupon they are addressed and then voted upon to gain an ostensibly fair resolution. This commonly involves territorial disputes among the League of Non-Aligned Worlds and, more recently between the Narn and Centauri governments, but any issue involving two or more governments may be brought before the Council.

The Advisory Council is made primarily of the five major governments – human, Narn, Centauri, Minbari and Vorlons, each of whom have a single vote on any issue brought before them. The smaller governments and alliances of the League of Non-Aligned Worlds do not wield the power of the 'Big Five', as the major races are sometimes known but collectively receive one vote between them. Members within the League are deputised to speak

CHEAP ROOM

CH.

TABLE

BED

CH.

TABLE

CH.

COUNTER

LIGHT PANEL

visitors to the station quickly learn how to access these facilities to their best advantage, making Babylon 5 literally a home away from home.

Quarters
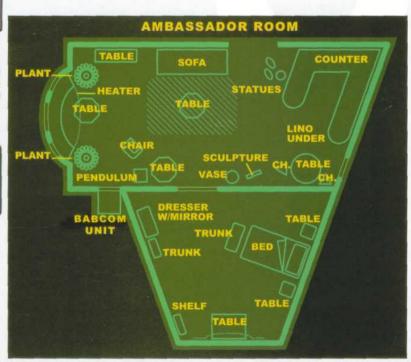
There are a multitude of living quarters available on Babylon 5, from the comparatively luxurious quarters of the ambassadors and Command Staff to the often dirty and ill-maintained habitation areas found in Downbelow. EarthForce officers used to spaceborne life are often pleasantly surprised at the size of quarters they are allocated and service on the station is often regarded as 'cushy' by those on warships. This is by no means standard on Babylon 5, however, and most quarters are far more modest in both size and facilities. Visitors renting quarters for short

for all their governments and in 2258, Abbai Ambassador Kalika tends to hold sway in this role, though both the Drazi and Brakiri governments are beginning to gain political influence. During these meetings, the Council Chambers are sealed and made secure so ambassadors and their immediate aides may be permitted to resolve issues without interference from other parties.

Facilities

From leisure activities and communications, to medical care and credit exchange services, Babylon 5 offers a wealth of facilities to its visitors and personnel, catering for almost every need imaginable, whether human or alien. Regular

periods of time normally avail themselves of the myriad of bars and restaurants on the station for food services. Those looking to conduct business in their own living space are usually directed to the various hotels located in Red Sector whose room services vary with what the visitor is prepared to pay for luxury. Newcomers to Babylon 5 are often shocked, even outraged, at the prices demanded for temporary accommodation though few remember that on a space station of limited size, all space is at a premium.

All quarters follow a standard template and consist of a living area, bathroom and sleeping quarters, with the former serving as an office and conference room in the

Ambassadorial Wing. All quarters except those in Downbelow will feature at least one terminal which is linked into the station's central computer and can access BabCom freely and StellarCom for a charge. This terminal may be voice activated as well as operated manually, and governs the use of every aspect of the quarters, including the main door, lighting and even beverage preparation. Bathroom facilities in the quarters of ambassadors and the Command Staff support fresh water showers, though everyone else has to make do with vibe showers which utilise sonic systems to regulate hygiene for their users, as the water reclamation system of Babylon 5 cannot handle heavier use.

In addition, many quarters can be refitted to support alternate atmospheres so that alien visitors may relax without the aid of breather masks and encounter suits necessary for travel elsewhere in the station.

AMBASSADOR ROOM

TABLE

SOFA

COUNTER

PLANT

HEATER

STATUES

TABLE

TABLE

LINO UNDER

CHAIR

PLANT

SCULPTURE

CH. TABLE

TABLE

VASE

CH.

PENDULUM

DRESSER W/MIRROR

BABCOM UNIT

TABLE

TRUNK

BED

TRUNK

SHELF

TABLE

TABLE

Alone in the Night

When Babylon 5 first went on line, such quarters were restricted to a part of Green Sector nicknamed the Alien Sector, though financial boosts from other governments has allowed the Earth Alliance to extend these facilities across all the habitation zones and so avoid aliens being segregated from humans and each other. It takes just a few hours to reconfigure quarters for alternate atmospheres, though maintenance crews on the station are currently understaffed and so delays of a few days to make the necessary adjustments are not uncommon.

No quarters on Babylon 5 are privately owned, and all rents drawn from their use go directly to the Earth Alliance, where they are monitored and then redistributed back to the station via the Babylon 5 Senate Oversight Committee. The table below demonstrates typical cost a visitor to Babylon 5 can expect to pay for renting quarters, though those expecting to spend a long time on the station are advised that it is possible to bargain for better deals if they are willing to make larger payments in advance.

Quarters	Cost per Week
Downbelow	100 cr.
Brown Sector – small	350 cr.
Brown Sector – medium	475 cr.
Red Sector – small	500 cr.
Red Sector – medium	700 cr.
Red Sector – large	950 cr.
Blue Sector - small	750 cr.

Airlocks

There are many secure airlocks scattered across the hull of the station to allow for easy maintenance access to the exterior skin. All are closely monitored by security and are subject to frequent patrols, as there are all too many criminal elements on board who may take the opportunity to dispose of the body of a victim by ejecting it into space. Airlocks are of varying sizes, from those large enough to be able to bring on board maintenance pods, to others just large enough for one man to pass in a pressure suit. Many safety systems are built into the airlocks on Babylon 5 to prevent accidents such as individuals being spaced without a pressure suit, and each operation in their use has to be confirmed in triplicate, within the airlock itself if a life-sign is detected, before atmosphere can be drawn out and the outer doors opened. These standard operating procedures take no less than two minutes to activate and the security systems preventing unauthorised access can be incredibly hard to break through (Technical –electronics check at DC 30 to succeed).

Of far easier access to those seeking to eject material illegally into space are the zero-g airlocks in the cargo bays of Blue Sector. Though nominally under the same security controls as the other airlocks scattered across the station, those in the cargo bays are busier by far with dock workers and incoming shipments constantly streaming through them. Regular security sweeps have kept any illegal incidents to a minimum, forcing smugglers to use the more standard of brining in illegal items alongside other cargo, but as Babylon 5 grows steadily busier with more ships visiting, total regulation may prove impossible.

Contrary to popular belief, materials ejected into space through an airlock do not simply float off into the void, never to be seen again. Babylon 5 has enough mass to create a weak gravitational pull that will cause any unpowered object to be brought back into contact with its hull, where it will be soon detected by regular scans and maintenance bots.

The Central Computer

The Central Computer on board Babylon 5 uses the latest in hybrid silicon technology available to the Earth Alliance. With a fifteen hundred terabyte main database, it controls and monitors all the station's functions, from environmental control and the targeting of the defence grid, to BabCom interfaces and habitation facilities within quarters. The Central Computer also keeps Earth Standard Time for the entire station, as well as monitoring currency rates from across the galaxy to provide the necessary data for the Credit Exchange Machines located throughout public access areas. Response times for service requests are measured in picoseconds, even from ordinary terminals, but complex Inter-Web searches that also utilise databases on Earth can take several hours, depending on the criteria used to find information. However, such searches are completely automated and so long a user is willing to wait a few hours, he can generally find out anything he requires, so long as security clearances are not necessary for sensitive military, intelligence, or diplomatic data. The Central Computer can handle several million simultaneous access functions at any one time and is fully upgradeable, allowing it to cope with the influx of visitors to Babylon 5 every day.

When first installed, civilian contractors experimented with a variety of personality matrices to grant Babylon 5 a character all of its own but they were quickly off lined, as they simply did not work. However, for an extra charge (250 cr.) visitors can access the subroutines still buried within the Central Computer's database to have these personalities made available to the terminals in their quarters. However, this is not widely advertised for few who have adopted the service chose to continue with it for more than a few hours, as the personality matrices, without exception, become incredibly irritating once the novelty has worn off.

BabCom

Forming the station's own internal communications network, BabCom is permanently active. As well as piping in over a thousand entertainment and educational channels from off-station, such as the ISN news channel, BabCom

also controls the thousands of communications channels required for station operation. This includes the EarthForce and security network, as well as quarters-to-quarters communications that visitors may access through their terminals. Several corporations and larger organisations rent out a set number of frequencies on a semi-permanent basis in order to create their own communications network within BabCom, so duplicating the link access enjoyed by EarthForce personnel. Other than this, no charges are made for access to BabCom, as running costs are subsumed into docking fees and rents from quarters.

Aside from the terminals in almost every quarters on the station, the most visible aspect of BabCom are the wrist links issued to all EarthForce personnel. Each link is bonded to the back of the wearer's wrist by a molecular agent that adheres to skin but not other surfaces. Operation is normally performed via voice command, though manual operation is also possible when silence is desired. Through their links, EarthForce personnel are able to access the entirety of BabCom, though complex Inter-Web searches, while possible via a link, are far easier on a terminal. Though links themselves are short-ranged communications devices, there are a staggering amount of relays throughout the station granting almost complete blanket coverage, though the heavy engineering structures within Grey Sector have been known to cause interference from time to time. EarthForce personnel also have a complete voice mail service which is normally downloaded via the terminals in their quarters, though it too can be accessed via links.

StellarCom

StellarCom is the main backbone of communications across the entire Earth Alliance and is linked into from Babylon 5 via BabCom. Utilising a gigantic network of tachyon relays spread throughout space, StellarCom is a huge invisible structure binding all the colonies and outposts of the Earth Alliance together, and it has a lot of redundancy built in. If one tachyon relay malfunctions or is disabled, others will automatically take over its functions and continue accepting, boosting and transmitting data without any loss of signal. StellarCom is partitioned between civilian and military access, and EarthForce relies on it to keep in contact with all of its military vessels, wherever they are in the galaxy, with links into alien communications networks making this possible. It is the role of Explorer class ships to expand this network in addition to creating new jumpgates, as they venture ever further out into unknown space.

The use of tachyon technologies to enhance long ranged communications between the stars and ships in deep space has been adopted by nearly every race in the galaxy, making compatibilities between the different networks somewhat easier for engineers and technicians to negotiate. In addition, it allows for near-simultaneous communications to take place, even across several light years, and so a visitor to Babylon 5 may keep in contact with friends and family on Earth just as easily as if they were in the same building.

By the same token, outposts under attack may broadcast distress signals that can be heard and reacted to almost immediately. Elements of StellarCom may be temporarily disabled by EarthForce, though this is rarely done and only in the event of major military operations.

All EarthForce military outposts and ships (including Babylon 5) have access to their own Gold Channels via StellarCom, emergency use communications that are given the highest priority through the tachyon relays and are heavily encrypted to avoid interception. Access is only permitted with appropriate diplomatic or security clearances and few are even aware they exist. On Babylon 5, only ambassadors and the Command Staff know of this facility, and Gold Channel use is closely monitored to prevent unauthorised access.

Any terminal on Babylon 5 may access StellarCom and all spacecraft are equipped with the appropriate tachyon transmitters. The cost to access this service is 100 cr. per minute from a terminal, while spacecraft pay a subscription which is assumed to be part of their normal maintenance costs.

Medical Facilities

All medical services on the station are provided for by five fully-equipped Medlabs, two of which are located in Blue Sector, with smaller facilities based in Red and Green Sectors. Medlab 1 is considered to be the primary medical treatment facility and is where most emergency cases are routed to unless it is already overcrowded. It is here too that the Chief of Medical Staff, Dr Stephen Franklin, can usually be found practicing his skill.

Medlabs aim to treat all ailments for all species on Babylon 5 and there are many trained xenobiologists within the medical teams skilled at curing the illnesses of many aliens, from Narn to Pak'ma'ra. Medical care on the station is not, unfortunately, a free service though Dr Franklin is quickly gaining a reputation for using his own discretion as to how resources should be allocated from Babylon 5's medical budget. Very few severe cases will ever be turned away, even if the suffering patient is lurker with no financial history at all. The various costs for medical care are listed below, though many regular visitors to Babylon 5 will take out medical insurance that will cover them for all eventualities, not least because the station has a reputation for being dangerous at times. All EarthForce personnel and permanent civilian contractors on the station are automatically covered by this insurance.

MEDLAB

CONSOLE

CONSOLE

CONSOLE

TO INFIRMARY

ISOLAB

BED

MEDCART

BED

MEDCART

MEDCART

TECH ISLAND

SINK

CONSOLE STATION

ENTRANCE

CABINET

Medical Service	Cost
First Aid	150 cr.
Long Term Care (per day)	850 cr.
Treatment of Poison, Radiation or Disease	600 cr.
Medical Insurance (1 year)	495 cr.

Medlab 1 is a fairly extensive facility and includes an hermetically sealed Isolab which is used to treat patients requiring alternate atmospheres or those with infectious diseases who must be quarantined from the rest of the station. In addition, it also contains Babylon 5's main medical research laboratory, which is used to study new alien diseases and biologies, as well as the implications of cross-species infection, a growing threat in these days of free trade and diplomacy.

Though a sizeable number of beds are available between all the Medlabs, none are really set up for difficulty or highly unusual medical cases requiring extreme long periods

of rest. When patients arrive with more complex ailments, the medical staff of the station will normally do there best to stabilise the illness before the patient is moved to more specialised facilities off-station, usually either on Earth or the patient's own homeworld.
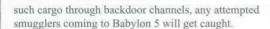
Despite having suffered severe budget cutbacks, along with every other service on Babylon 5 aside from defence, the equipment in the Medlabs is far superior to those typically found in other medical facilities on ships or colonies. All Medical checks made within Medlab gain a +2 equipment bonus.

Law and Order

Babylon 5's internal peace and order is regulated by a six hundred strong security force, headed by Chief of Security, Michael Garibaldi. Each security officer has wide ranging powers but all follow the rules of due process, ensuring fair treatment for all races who visit Babylon 5, as well as the successful prosecution of apprehended criminals.

The first contact any visitor to the station will have of the security force is in customs, where officers process new arrivals, issue or update identicards and prevent the importation of illegal goods, be they drugs, weapons or other Earth Alliance proscribed items. All incoming passengers and cargo are scanned and checked, in theory providing a secure barrier against all smuggling. In practice, this is far from the truth and criminal gangs in Downbelow grow rich on a steady stream of illegal items, smuggled in through various loopholes and gaps in security measures. This, however, takes a great deal of planning, organisation and skill, and it is virtually impossible for the ordinary traveller to bring in illegal goods past the scanners covering every entry into the station in the customs area. These scanners are highly sophisticated and are able to analyse a variety of energy, metal composition and chemical readings in microseconds, permitting security officers to keep a high throughput of incoming visitors while filtering out those attempting to smuggle goods on board – unless extraordinary means are taken to bring in

Alone in the Night

such cargo through backdoor channels, any attempted smugglers coming to Babylon 5 will get caught.

All security officers on board Babylon 5 go through a nine-month training programme, normally taking place off-station though some come directly from EarthForce ground forces, and have the following powers to conduct their investigations and arrests.

5 Any security officer may stop and detain anyone not covered by diplomatic privilege when suspected of committing a crime.

5 Upon gaining evidence suggestive of guilt, security officers may enter quarters and spacecraft to search for and seize compelling evidence.

5 All security officers are empowered to arrest suspects, with or without a warrant. However, those covered by diplomatic privilege must be set free as soon as that identity has been established.

5 Arrested suspects may be detained and questioned for a period of up to twenty-four hours before specific charges must be brought against them.

5 Security officers have the power to obtain sensitive and personal evidence during investigations, including finger and DNA prints, stomach contents and other body samples.

5 Security officers are also permitted to enter sensitive parts of the station off-limits to civilians and other personnel. Some locations, however, require additional clearance from the Security Chief or Commander before they may be entered.

5 As well as criminal law, security officers are expected to uphold commercial and other licence-holding laws as well, governing the activities of traders, missionaries and other specialised visitors.

Weighed against these powers are several well-defined supervisory and complaints procedures to safeguard civilians from security officers who choose to act in a manner best described as 'overenthusiastic in pursuit of their duties'. At any time, a security officer must be able to justify the nature of his actions, following codes of conduct taught during training. In particular, a security officer must make any suspect's rights completely clear, as well as the boundaries for his own powers, no matter whether they are human or alien. In addition, clear and comprehensive records must be maintained for every arrest and investigation undertaken. Anyone is free to make a complaint against a security officer and, despite the belief many aliens have that humans always choose to stick together, both Garibaldi and Sinclair take such matters very seriously, often suspending accused officers immediately as the investigation takes place.

Babylon 5 operates under Earth Alliance law though there are exception. Different races are judged by the laws that apply to their own species and culture, so long as any potential infringements are kept within their own society. For example, there are conditions (many of them, in fact)

where one Drazi is legally allowed to assault another, even if serious injuries are caused. Under these circumstances, security officers would not be permitted to arrest the offender. However, if damage was caused to property during the assault or a member of another race were assaulted instead, then the full weight of Babylon 5 law would be applied. This is a complex situation and Babylon 5 has had its fair share of misunderstandings already, but it is in the interests of both the Command Staff and the ambassadors to resolve any jurisdictional disputes quickly.

Omsbuds

In order to enact the laws kept by the security officers, Babylon 5 maintains its own system of courts and judges, known as Omsbuds. Contrary to the practices of other Earth Alliance colonies and outposts, Babylon 5 does not use a jury to try criminals brought before the court, as most civilians are part of the transient population that moves through the station on a daily basis, having no time to sit through protracted trials, and station personnel cannot be used in such a role because of possible conflicts of interest. Instead, Omsbuds are used, human adjudicators who are presumed by law to be completely neutral, something testified to by the Babylon 5 Treaty signed by all ambassadors coming to the station.

At this time, there are two Omsbuds working on the station, Wellington and Zimmerman. Together they try all criminal cases brought before them, as well as resolve any civil disputes arising from civilians or station personnel. Evidence is critically examined by the Omsbuds and, as Garibaldi quickly realised, owe their loyalty to the rule of law rather than the Earth Alliance. As such, the law courts are gaining a good reputation for fairness among aliens who have spent any large amount of time on the station.

There are a variety of punishments that may be imposed for those transgressing the law, though Babylon 5 has its own unique restrictions that have forced the Omsbuds to be a little more flexible in their sentencing than they would otherwise be on Earth or Mars. The station has no room at all for permanent prisoners, with security stations only possessing holding cells for suspects awaiting trial. In addition, the telepaths used by many alien races in legal proceedings are not permitted by the Earth Alliance. Under no circumstances may telepaths be used to ascertain the guilt of suspects, nor may any evidence gained by telepathic scans be admissible in court – such an action would violate all principles of due process. Most crimes, however, are petty in nature and easily resolved through the use of fines, compensation, seizure of goods, extradition or banishment from the station.

More serious crimes are punishable by imprisonment, spacing or brainwipe. As Babylon 5 has no permanent facilities for locking up sentenced criminals, prisoners are shipped to other Earth Alliance colonies, usually Earth itself. However, the Command Staff have begun noticing

Located away from the main hull, each shelter is well armoured and contains enough provisions to support several hundred humans and aliens for at least five days. These shelters are designed to keep civilians safe during times of crisis, such as attack, invasion and natural disaster. To date, the alert to call civilians to the shelters has not been issued but every visitor is made aware of the nearest shelter to his quarters and intended places of business or pleasure upon arrival, and they have been placed so that, in theory, no civilian should be more than ten minutes travel from one no matter where they are on the station. However, computer projections suggest that, in practice, only 60% of the civilian population would find their way into a shelter within half an hour, and to move every sentient into a shelter could take as long as four hours – and this is without taking the lurkers of Downbelow into account.

a growing reticence within EarthGov to accept prisoners at their own expense, and so this has become another drain on Babylon 5's dwindling budget. Spacing, the act of placing a criminal within an airlock and overriding its safety systems to flush them into space without a pressure suit in order to die a truly agonising death, is only permitted for convictions of mutiny or treason. Gradually, capital punishment is being replaced by brainwipes, now possible through advanced neurological technologies. This is the death of personality, the eradication of the existing mind to be reprogrammed with a new set of memories dedicated to serving the community previously harmed by the criminal's actions. The subject is first scanned by a licensed Psi Corps telepath trained in criminal procedures, who wears a black band across their Psi Corps insignia for this purpose, so a comparison scan can be made after the brainwipe to ensure the new personality has taken hold. The sophisticated equipment required to carry out brainwipes is kept within a secure vault in Medlab 1 and only released by order of the Omsbuds. After the procedure has been performed and judged successful by the Psi Corps representative, the criminal is taken far from the area of the original crime to be given a new life serving others.

The system of brainwiping has been heavily criticised in many areas of the Earth Alliance. While brainwipes provide a system of justice that ensures criminals are made to work for the good of the society they have harmed and is ostensibly more humane than execution, some contend that the death of personality is immoral in its own right. Some circumstantial evidence has surfaced that the new personalities do not always take permanent hold and old memories can resurface, though conclusive proof has yet to be produced. In addition, some believe that brainwipes allow the criminal to escape justice altogether, much preferring the quick and final solution of execution.

Shelters

Within every sector of Babylon 5 are several safety shelters for emergency use by the civilian population of the station.

The Universe Today

Available throughout the Earth Alliance, The Universe Today is the best selling newspaper produced on Earth. With new editions published daily and distributed via StellarCom to every Earth colony, as well as some alien worlds, The Universe Today is available by subscription (100 cr. per month or 1,000 cr. per year) allowing it to be accessed wherever readers travel. Most readers will review copies on computer terminals but better equipped Earth Alliance outposts, such as Babylon 5, have Universe Today vending machines that dispense paper-based hardcopies, which are recycled whenever a new issue is requested. The Universe Today was the first of the Earth Alliance's newspapers to offer a personalised issue, where readers may set preferences to gain greater information on specified events, personalities, races or sports. It was this feature that assured the paper's popularity, literally taking it to the stars.

A Guided Tour

The Babylon 5 diplomatic station is a maze of corridors and levels, sometimes confusing even personnel who have served since it went on line. To aid visitors in navigating the superstructure to find quarters, leisure facilities and business negotiations, Babylon 5 is divided into six colour-coded sectors, each with a dedicated purpose to station operations as detailed below.

Blue Sector – Operations, Customs, Personnel Quarters, Docks
Red Sector – Habitation, Commercial
Green Sector – Ambassadorial Wing
Brown Sector – Life Support, Waste Recycling

Grey Sector – Engineering, Rotation Drivers
Yellow Sector – Fusion Core, Power Management

Movement on Babylon 5

Sectors are subdivided further down into levels and decks to give a specific location – Red 3, for example, or Grey 14. Movement between sectors and decks can be attempted by foot but, for the convenience of visitors, core shuttles run the length of the habitable sectors and transport tubes travel between decks, with an aim of causing the minimum of waiting times. Core shuttles are designed to be spacious with seating for ten passengers and standing room for sixteen more though transport tubes have standing room only for eight human-sized passengers.

Travelling between two adjacent sectors will typically take twenty minutes on foot or three minutes by core shuttle. Thus, a journey all the way from Blue Sector to Yellow Sector would take nearly an hour and a half on foot but only twelve minutes by core shuttle. However, the typical waiting time for a core shuttle travelling in the desired direction usually takes 2d6 minutes. Three monorails run the entire length of the core shuttle service and, aside from regular maintenance programmes, all three are in constant operation, twenty-four hours a day.

Transport tubes provide quick and easy access to any deck or level in a sector and are placed so that an individual should be no more than a few minutes walk away from one at any one time. Waiting times for a transport tube typically run to 1d6 minutes but once on board, a visitor can travel to any level the tube runs through in the sector within a minute.

Both the transport tubes and the core shuttles are free for public use though access may be restricted by security during emergency situations such as terrorism, fire and the breaching of the station's hull. They may also both be stopped during operation by security officers and members of the Command Staff but this authority is never taken lightly, as too many people use the transit systems of the station for them to be out of action for long.

Security Response Times

Locked inside a spinning metal structure for days on end can fray the tempers of even the most veteran of spacehands, and so the security officers of Babylon 5 keep a ready alert for any potential trouble and will do their best to react to any reported emergency.

However, Babylon 5 has an incredible amount of floor space for them to cover and the limited numbers of security teams mean they cannot be everywhere at once.
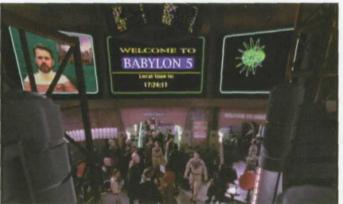
How quickly a security team responds to an emergency or confrontation anywhere in the station will depend a lot on which sector it is taking place in. Though security posts are present throughout Babylon 5, preference tends to be given to emergencies taking place in secure areas such as Blue or Green Sector, while those occurring in Downbelow may never be responded to. The table below shows typical response times for a security team by sector, though the Games Master if free to modify these times if he feels there is good reason for security to respond particularly quickly or slowly. Once at the scene of the problem, the security officers present will rapidly assess the situation and determine whether further teams should be called in. If reinforcements are required, they will likely appear within half the time listed below, as priority is always given to other security officers in danger. Game information for security officers on board Babylon 5 can be found at the end of this chapter.

Sector	Average Response Time	No. of Security Officers
Blue	1d4 minutes	1d3+1
Brown	2d6 minutes	1d4
Downbelow	2d10+10 minutes	2
Green	1d4 minutes	1d2+1
Grey	2d10 minutes	1d2
Red	3d6 minutes	1d4
Yellow	3d6 minutes	1d3

Blue Sector

In many ways, Blue Sector (sometimes called the Command Sphere) is the centre of Babylon 5, though few visitors will ever see much more of it than their docking bay and customs. It is here that EarthForce operations are conducted, all run from Command & Control (also called the Observation Dome by EarthForce personnel) located just below the docking portal. All the facilities for handling incoming ships, including docking bays, dock workers and cargo transfer terminals are also found in Blue Sector, along with the private quarters for EarthForce personnel

and many of the permanent dock workers. Most of Blue Sector is restricted, with only authorised persons allowed free access to all areas. Everyone else will be confined to their own docking bay, customs, observation rotunda and the Central Corridor.

Cargo Bay

This is the busiest area on Babylon 5, with over 1,500 dock workers, security guards, maintenance crews and ship crewmen all working together to transfer cargo to and from ships in orbit around the station. The loading facilities can handle almost any configuration of cargo transport, though the processing of standard Earth Alliance cargo pods is by far the quickest and so during hectic periods of over-scheduling, ships carrying these are often given priority over alien vessels – not out of prejudice, but simple expediency.

The cargo bay is a massed, sprawling construction, extending into the spine of the station, with elements stretching down into Blue Sector almost to the Central Docking Hub. Within the docking bays, a high throughput of arriving ships guarantees a hectic schedule for dock workers during peak times but it is within the spine that the majority of cargo is brought on board from large freighters waiting in orbit around the station. It is here that high volume traffic is routed, as well as cargo pods that must be kept in zero-g, away from the rotating parts of Babylon 5. The familiar hard docking mooring clamps that extend in front of the station are used to facilitate the movement of cargo pods brought in by maintenance pods and cargo loaders from freighters, where they await rotational scheduling that will bring them into the cargo bay. From there, cargo pods are scanned, catalogued and routed to storage bays where they await processing, either to within the station itself or to other ships waiting in orbit once traders on board have sold their merchandise. With various trade tariffs placed on each type of cargo that arrives on the station, the cargo bay generates the main source of revenue for Babylon 5 and has allowed it to continue operating with far less funding than was first dreaded by EarthGov. The

Dockers' Guild appreciates their position as a fundamental part of the station's operation and has begun negotiating better conditions for its workers, including more contractors and upgraded dockside equipment to cope with the growing number of ships that come to Babylon 5 every day.

Central Corridor

The Central Corridor is a wide access way that runs around the entire circumference of Babylon 5 between Blue and Red Sectors. It is a twenty four hour hub of activity with several small traders and cafes situated along its walls to take advantage of the large amount of pedestrian traffic that constantly streams through. Access points throughout its length allow easy travel between locations within Red and Blue Sectors and the constant stream of visitors going to and from customs to other parts of the station are the main targets for the traders who ply their business here. Security retains a high presence in the Central Corridor as thieving from traders and even muggings are not unknown.

Using the Central Corridor to travel between locations situated in Blue and Red Sectors on foot will reduce travel times to fifteen minutes, rather than twenty.

Central Docking Hub

Comprising a complex system of tunnels and lifts that direct ships to and from the Docking Portal and bays, the Central Docking Hub is a marvel of engineering design though it takes up a lot of available space in the Command Sphere. As ships enter the Docking Portal, they surrender control to Babylon 5's Central Computer, which then automatically routes them through the hub and into their allocated docking bay. With sometimes over one hundred vessels using the hub every day, it is imperative that the systems governing their movement are fully maintained at all times, and Babylon 5 has a spotless operating record as it moves into the year 2258.
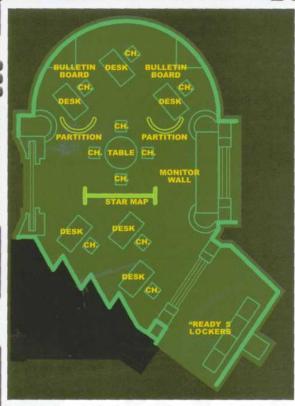
Cobra Bays

Located within the support struts behind the Command Sphere are the Cobra Bays, which house the Starfuries that form the defence force of Babylon 5. Three main squadrons (Alpha, Delta and Zeta Wings) of seven Starfuries each are housed within the Cobra Bays and their pilots can be put on scramble alert to launch from the station within two minutes. At least one squadron is always on this alert status in order to react to any immediate dangers to the station and the others can be quickly brought up to reinforce their fellow squadron if under heavy attack. Once launched, Starfuries are recovered via the Docking Portal as with other spacecraft, then re-routed back to the Cobra Bays, a process that takes around half an hour.

Civilian access to the Cobra Bays is severely restricted, with only EarthForce technicians being permitted to work on either the Starfuries or their launching stations.

Though each squadron on the station nominally has seven Starfuries as a full front line complement, another sixteen Starfuries and qualified pilots (including Commander Sinclair, Lieutenant Commander Ivanova and Security Chief Garibaldi) are also present on Babylon 5 to act as reserves and replacements. In an emergency, these Starfuries can be loaded into the Cobra Bays within five minutes of primary launches.

Starfuries launched from the Cobra Bays take advantage of automated systems and the station's own rotation to exit into space quickly and safely. No Pilot check is required to launch a Starfury from a Cobra Bay, and the fighter will automatically begin travelling at speed 4 directly away from the station. All four Cobra Bays are designed to throw their Starfuries into space and make them combat capable in the minimum amount of time. Each Cobra Bay can launch its entire squadron in one round.

Command and Control

Officially called the Observation Dome, Command and Control is situated just under the Docking Portal. It is the nerve centre of the entire station and from here, every operation of Babylon 5 can be monitored and controlled by a team of highly experienced officers and technicians. A member of the Command Staff is required to be present at all times in order to handle any emergency situation. However, once every thirty-six hours Command and Control is placed on standby mode, during which time it undergoes various automatic maintenance duties which last up to two hours. Command and Control will be deserted during this time though it can always be fully crewed within minutes if an emergency should arise.

Full details of the duties and capabilities of Command and Control may be found on p112.

Customs

The first thing any visitor sees of Babylon 5 after they leave their docking ship is the customs area, staffed by security guards trained at filtering innocent travellers from smugglers and wanted criminals. Thousands of people file through customs everyday, usually without incident, and so security aims to take any arrested individuals away to be processed without causing a delay or backlog. A small restaurant is located just within the customs area, and serves as both a meeting place and lounge for those enduring long waits for their visitors due to delayed transports or over-scheduled docking plans.

Full details of the security stations in the customs area can be found on p119.

Docking Bays

Located within the Command Sphere are sixty pressurised docking bays, all connected to the Docking Portal via the Central Docking Hub. Most docking bays are accommodated in a huge ring that runs the circumference of the Command Sphere, with ships positioned by a system of lifts and tubes upon entering the station, and passengers disembarking through a terminal that leads straight to Customs. However, twelve docking bays have their own sealed compartments and are used to hold the personal craft of ambassadors, sensitive EarthForce military ships and the few businessmen willing to pay extortionate rates in order to maintain the secrecy of their negotiations. Nominally,

any visiting ship is permitted to use a docking bay, though those who have not filed travel routes with Command & Control prior to arrival may be required to wait in orbit outside the station until one becomes vacant. EarthForce reserves to right to refuse access to any ship believed to contain hazardous materials, illegal goods or criminals. Ambassadorial ships, however, enjoy normal diplomatic privilege and so may never be searched or detained, a state of affairs that some diplomats have taken advantage of in the past.

The majority of the Dock Workers can be found unloading cargo in these docking bays, and so the area is a constant hive of activity. Cargo is unloaded from incoming ships and then either transferred to other vessels, routed to transfer terminals for processing or taken directly to Red Sector for sale. Despite over 1,500 dock workers being employed by the station, their guild often complains about over-scheduling and the necessary maintenance of dockside equipment, problems Commander Sinclair is all too aware of but unable to correct due to a lack of funding from Earth Central.

Only spacecraft of gargantuan size or smaller can be handled by the docking facilities on board Babylon 5, and so most large space liners and warships will use shuttles and other landing craft to gain access to the station. Visitors are charged 6,500 credits per day (or part of) their ship uses a docking bay, though those wanting a sealed bay will face charges of up to 20,000 credits per day and are advised to reserve such space at least a month in advance, as only twelve such bays are available.

Docking Bay 13

One of the sealed docking bays, Bay 13 is the location in which Vorlon Ambassador Kosh keeps his personal transport. Soon after Kosh arrived on Babylon 5, dock workers began refusing to go anywhere near Bay 13, claiming that they had started having dreams about the Vorlon transport, and that it had begun talking to them in their sleep, though none elaborated on these claims. However, it has become apparent that the Vorlon transport needs no maintenance and so Bay 13 has been restricted to all personnel not within the Command Staff.

Docking Portal

The Docking Portal is the main entry into the station for incoming ships, routed from here, through the Central Docking Hub and then on to their allocated bay. Located on the central axis of the spinning section of Babylon 5, ships must match the rotation of the station, a process taken over by the Central Computer when vessels surrender navigation to Command and Control. The Docking Portal is automatically sealed when the station's blast doors are activated, and it can also be closed by Command and Control to deny access to any rogue ship trying to enter the Central Docking Hub without authorisation. All ships entering the Docking Portal are rigorously scanned by Babylon 5's sensor arrays to confirm they are not carrying any proscribed substances or illegal weaponry.

Only spacecraft of Gargantuan size or smaller may enter the Docking Portal, as so gain access to Babylon 5. Larger vessels must stay in an orbit allocated to them by Command and Control, their crew and passengers entering the station by shuttle. Most ships of this size carry their own smaller landing craft but Command and Control can offer the use of the station's own shuttles and pilots if necessary, at a cost of 2,000 credits per necessary trip.

Medlab

Officially known as Medlab 1, this is the largest of the five medical facilities on board Babylon 5, and contains the Isolab and a research laboratory as well as patient services. Under the leadership of Dr Stephen Franklin, patients are treated quickly and efficiently, with few needing to stay for long-term care and, to the relief of alien visitors to the station, the biologies of species other than alien are rarely a hindrance to the skilled staff of Medlab. The full details for the Medlab facilities on Babylon 5 can be found on p118.

Mess Hall

The Mess Hall has facilities for the feeding of up to one hundred at any one time and is open for use by all EarthForce personnel serving on the station. However, it has never enjoyed a high reputation for good food and so it remains busiest at the start of shifts, with officers often taking breakfast here but enjoying better fare in one of the many cafés or restaurants on Babylon 5.

Observation Rotunda

There are four Observation Rotundas, mounted on the Command Sphere support struts ahead of the Cobra Bays. They are large circular constructions mounted on the exterior hull of the station, designed to give an unrestricted viewpoint into space, and are often booked out for private ceremonies and political meetings by both corporations and ambassadors. This generates a strong revenue stream for the station's operation and, so far, public access is restricted though anyone private individual is free to pay the fees to hire an Observation Rotunda. During quiet hours, they are often used as a relaxation area for diplomats and EarthForce personnel.

Post Office

In terms of communication for the residents and serving personnel on the station, the Post Office can be more important than StellarCom. Talking to friends and loved ones may make an EarthForce officer's day, but getting a surprise package containing items hard to find on the station (fresh foods are particularly well received) can make their entire week. All packages are scanned and reviewed by customs before being passed on to the Post Office, located just off the Central Corridor. The transport contracts for these packages is granted only to a few trusted corporations and is partly subsidised by EarthGov.

Packages sent through the Earth Alliance Postal Service cost 95 credits per lb. for every jump that must be made to reach the destination, with delivery times taking roughly a fortnight. This can be reduced to a week or less by using an expensive express service costing 495 cr. per lb. though this is only available for destinations a single jump away.

The maximum weight of packages is commonly restricted to 50 lb. though serving EarthForce personnel can get special dispensation from their commanding officers for larger packages. It should be noted that the Earth Alliance Postal Service only delivers packages to its own offices and recipients must travel to the Post Office in order to pick them up. On Babylon 5, recipients of packages will usually be notified of an arrival via the BabCom service on their quarter's terminal.

Quartermaster's Office

Located nearby the Post Office for logistical and security reasons, the Quartermaster's Office is the central repository for all EarthForce equipment on Babylon 5, before it is distributed to different departments and personnel. Within its storerooms can be found supplies of almost any nature, from power pods and PPG caps to pens and paperclips. Due to the obvious value of stock, security is as tight here as it is in the Post Office and, to date, no one has successfully robbed the Quartermaster of anything beyond the occasional EarthForce officer pushing his quoted allowance. All weaponry, however, is kept in secure armouries within security stations all over Babylon 5, which are perhaps the only impregnable locations on the station.

Red Sector

This is the principal public service area and contains the vast majority of available quarters on board Babylon 5. In addition, Red Sector is also features hotels, casinos and many bars, as well as housing the greater portion of the hydroponics garden responsible for replenishing the station's oxygen supplies. It is possible for a visitor to have all his needs met without being required to leave Red Sector, though few treat Babylon 5 as a holiday destination and business is often conducted elsewhere in the station.

Business District

The Business District runs from Red 7 to Red 28, and comprises a loose collection of hotels, bars and a small number of shops and stores, all serving the main habitation centres of Red Sector. The area is ripe for expansion, and new business concerns are moving in almost by the week, as Babylon 5 continues to grow in prosperity and demonstrate to the entire galaxy the success of its mission.

Charges for hotel rooms typically run between 100 to 600 credits per night, depending on the quality of service being offered and even the lower class establishments are reasonably luxurious by the standards of most races. Many visitors to Babylon 5 spend just a few days on board and so even these high charges (twice as expensive as a typical on-planet hotel) tend to be more acceptable than those demanded for

POST OFFICE

PARCELS

PARCELS

COUNTER

GATE OVER

CUSTOMER SERVICE AREA

COUNTER

PARCELS

quarters. In addition, the services provided by the hotels tend to be very good, with all rooms given BabCom terminals with access to StellarCom if required.

Casino

The Casino is the largest gambling establishment on Babylon 5, though there are dozens of smaller ones supporting multitude of games from worlds throughout the galaxy spread throughout Red and Brown Sectors. The majority of games available here are mainly those brought by the management from Earth, and so patrons are mostly human though visitors of other races, especially the Centauri are increasing in number. Wheels of fortune, cards and other games of chance are all popular, with several tables reserved for those willing to bet high stakes against the house. The operation of the Casino is strictly monitored by security and, in return, has the endorsement of the Earth Alliance. Though the odds of each game are naturally stacked against patrons, they do at least have the assurance of not being out-righted cheated, a guarantee not in place among other gambling establishments.

EarthForce personnel are permitted to take part in the games within the Casino, but are restricted to no more than 50 credits per week for gambling, primarily to ensure no debts are accumulated which could later be used for blackmail purposes and so compromise station security. Telepaths allowed to visit the Casino but are strictly prohibited from gambling, for obvious reasons.

Dark Star

The Dark Star has gained a poor reputation as a sleazy dance bar though it is largely undeserved and tells more of people's preconceptions than of the way it is run. Specialising in human and Centauri exotic dancers, the Dark Star also supports a thriving poker scene and many gamblers soon find their way to the tables during their visit to Babylon 5. Cheating is not tolerated in the Dark Star and, while brawls are uncommon, every regular is willing to help oust newcomers who push their luck just a little too far. Interference with the dancing girls is also strongly discouraged by regular patrons.

The bar is also known for being a place where the more powerful criminal bosses of the station come to discuss business, as the Dark Star is considered neutral territory no matter what disputes or grudges they have between each other. This does not stop them from bringing bodyguards, however, and new arrivals to the station are advised to watch who they speak to when in the bar, and how. A frequent visitor to the Dark Star is Centauri Ambassador Londo Mollari, who enjoys watching the exotic dancers and is a keen poker player.

Earharts

Named after the American aviator of the 20th Century who became the first woman to pilot an aircraft across the Atlantic Ocean on Earth, Earharts is the officers' lounge on Babylon 5, and is open to all EarthForce officers and their friends. It has a fully stocked bar and can get quite noisy in the evening when the majority of shifts end, and so officers looking for a quieter setting are encouraged to go elsewhere. Regular celebrations are organised by the Command Staff to herald diplomatic milestones or newly gained commissions and promotions, ostensibly to continue the station's high level of morale, and this has helped develop the strong sense of loyalty EarthForce officers serving on Babylon 5 have towards one another. Visitors will note that the crests of every major EarthForce ship that has voyaged to the station adorn the walls, a common tradition in many officers messes throughout the Earth Alliance.
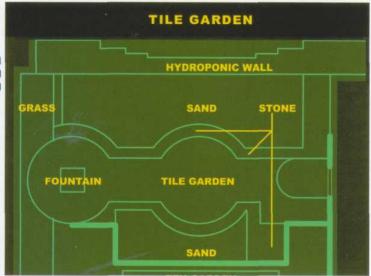
There is a rule within Earharts that no officer is permitted to bring official business into the officers' lounge, on pain of buying a round for the entire bar. Though regarded as a joke, long-serving officers are deadly serious about enforcing this entirely unofficial rule, and many young officers have seen their month's salaries decimated in one night to the good-natured jeering of their comrades.

The Jovian Sunspot

Originating from the Zeus bar on the Io Transfer Station, the Jovian Sunspot has swept through the Earth Alliance to become a favoured cocktail by many. Traditionally, a Jovian Sunspot is served in an old-fashioned cocktail glass, with ingredients added in the following order.

- Ice
- 60ml / 2 fl oz Cream of Coconut
- 3 tbsp Bottled Cranberry-Apple Juice
- 2 tbsp Vodka
- 2 tbsp Orange Juice

TILE GARDEN

HYDROPONIC WALL

GRASS   SAND   STONE

FOUNTAIN   TILE GARDEN

SAND

Hydroponics Garden

The Hydroponics Garden stretches across Red and Green Sectors, and is nearly one and half miles in length, forming an inner core to Babylon 5 penetrated by the core shuttles and maintenance access ways. The main purpose of the Garden is to serve as the most efficient atmosphere processor possible with Earth Alliance technology, as even in the 23rd Century plants are still the best source of oxygen production. However, the aesthetic qualities of the Garden have not been ignored in favour of the pragmatic, and many visitors spending long periods of time on Babylon 5 will come here for relaxation, leisure or simply in order to see something other than grey metal walls.

The system of hydroponics is defined as growing plants without soil, typically using a mixture of water soluble nutrients fed directly into roots. This avoids the cost of transporting millions of tons of soil across space which will likely require replacing every few years due to inevitable over-farming. There are several variants to this technology, the most common of which is aeroponics, where plants are grown in a weightless environment within a cloud of water vapour. This system is generally used on board spacecraft and the centre sections of Babylon 5.

As well as vast areas set aside for plants used in oxygen production, the Garden also contains a small amount of woodland, farms, orchards, artificial lakes, a baseball pitch and a mosque. Beneath the Garden, forming a barrier between it and the living quarters in Red Sector, are twenty metres of storage and silage units, support systems, and water and waste reclamation units. Birds and insects have been introduced into the Garden in order to facilitate the growth and pollination of plants but several species have since crossbred with others brought to Babylon 5 by visiting transports, and have now proved to be something of a headache for maintenance crews to keep under control. However, the sounds of birds and insects is noticeable in the less developed regions of the Garden and many claim they add to its authenticity, truly allowing Babylon 5 to become a home away from home. Day and night are artificially created through the advanced lighting systems that duplicate true sunlight throughout the Garden, following Earth Standard Time.
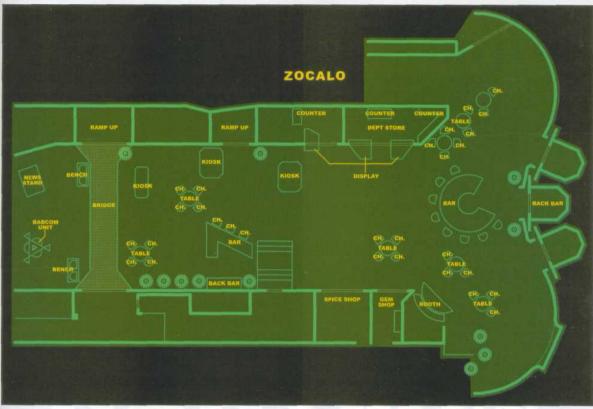
Law Courts

There are three law courts available on Babylon 5, though only two are in use at any one time by the Omsbuds. Each is supported by a small holding area run by security officers to detain prisoners before trial and every visitor is scanned before entry to ensure no weapons are brought into trial proceedings. The public galleries of the law courts are not large but few major trials are prosecuted on Babylon 5 (more drama takes place in the Council Chambers which are sealed against public access), so overcrowding is rarely a problem. Omsbuds Wellington and Zimmerman, being the only official legal adjudicators on the station, like to keep a tight schedule during proceedings but have also gained a reputation for hard fairness in the application of the law in the cases set before them.

ZOCALO

More details on the Law courts and the justice system of Babylon 5 can be found on p120.

Sanctuary

Located at the base of one of the support struts surrounding the Command Sphere, the Sanctuary is a larger version of the Observation Rotundas and is used to host larger gatherings. Unlike the Rotundas, however, the Sanctuary is open for public access at all times when it is not booked. There is enough space to host gatherings of over one hundred individuals in somewhat cramped circumstances.

Security Central

Though the security forces of Babylon 5 have stations throughout all sectors, including customs and the ambassadorial wing, it is from Security Central that patrols are co-ordinated and the majority of holding cells are located. From the main office, the Security Chief can monitor SecureCams throughout the station, co-ordinating security teams to where they are most needed in emergencies and accessing Earth Alliance databases during complex investigations.

Thirty holding cells are based here, three times as many as other security stations, with a full team guarding and monitoring any prisoners at all times. In times of civil disturbance, such as riots or strikes, Security Central can be sealed from the rest of the station with armoured blast doors, ensuring that teams elsewhere can still be properly co-ordinated even if these headquarters come under direct attack.
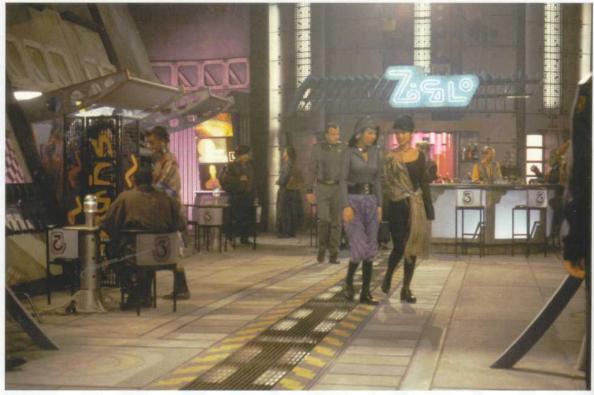
Zocalo

The Zocalo (a word meaning 'great marketplace') is one of the most heavily populated areas of Babylon 5, for it is here that many small traders gather to sell items and services from a hundred worlds. Businessmen come here for souvenirs, thieves and pickpockets come to steal and station personnel come to make essential purchases. It forms a natural meeting place for any visitors to the station and so a number of cafés and bars (such as the famous Dug Out, a sports-themed bar) have also sprung up since Babylon 5 went on line. The Zocalo never closes, and the most successful traders hire additional staff to cover off-peak periods that can still take advantage of the constant stream of visitors coming through customs and into the rest of the station, making it a truly twenty-four hour market.

Almost anything may be purchased in the Zocalo, if one knows where to look, and with over fifty traders selling at any one time with more room being set aside to further expand the market, this is not always an easy process. Several traders are known to work just outside of the law, with false permits, licences and even contraband being sold under counters, though security makes regular sweeps to cut down this kind of trade. In addition, visitors are warned

to keep an eye on their identicards and credit chits at all times, as thieves and pickpockets make a handsome living of their own by targeting new arrivals who are often a little overawed by this city in space. However, careful perusal of the small traders located here can provide a long-term resident of Babylon 5 with a multitude of bargains and rare alien items that would be extremely difficult or expensive to obtain elsewhere. Many EarthForce personnel and ambassadors have developed exotic tastes from time spent shopping in the Zocalo, experiencing alien food, drink and entertainment from the traders. The main goal of Babylon 5 is to promote peace and greater understanding through diplomacy but it may fairly be said that there is nowhere on the station that different races come closer together than in the Zocalo.

Traders of the Zocalo

The Pawn Shop
Galactic Boutique
Book Universe
The Dug Out
Earth History Exhibition
Eclipse Café
Finagle's Place
Glory Shop
The Green Tiger
Liquid Bliss

Green Sector

Green Sector is the diplomatic wing of Babylon 5 and so forms a central hub of activity for the station, as this is where all the ambassadorial quarters and facilities are located. With the main ambassadors and diplomatic personnel from all the main races and League of Non-Aligned Worlds located here, security is very tight and the only public access permitted is to the hydroponics garden that extends through Green Sector, including the park, maze and Zen Garden. However, ambassadors can grant access to civilians with whom they intend to do business, and diplomatic privileges can sometimes mean there is very little EarthForce personnel can do to restrict visitors. Communal offices, meeting rooms and the Council Chamber are all available to ambassadors, as only the major races are automatically granted full diplomatic facilities in their own spacious quarters. With more races arriving on Babylon 5 every year, there simply is not enough room to provide the same level of services to every ambassador, and it is often those within the League of Non-Aligned Worlds who find they must share facilities.

Alien Sector

The Alien Sector was originally conceived as a way of keeping all requirements for alternate atmospheres in private quarters to a restricted part of the station, for ease of maintenance and configuration. A range of quarters were originally set aside for the use of aliens who could not survive in standard atmospheres without

breather masks or encounter suits, but it was soon felt to unnecessarily segregate these races from the rest of the station. With additional funding contributed by various alien governments, mostly from within the League of Non-Aligned Worlds, more quarters throughout Red Sector were refitted to provide sealed alternate atmospheres upon request. The Alien Sector is still in operation and is even desired by some races who enjoy their privacy, but it is gradually being wound down to fully integrate all aliens with the rest of the station's population.

Council Chamber

Acting as the diplomatic centre of the station, the Council Chamber is where the Babylon 5 Advisory Council, comprising all the ambassadors present on board, meets to discuss any issues its members raise. Seating at the main table is provided for the five major governments (Earth, Centauri, Minbari, Narn and Vorlon), facing the representatives of the League of Non-Aligned Worlds in a gallery across the speaking floor. The Council Chambers are sealed by security whenever a meeting is in session, though they are available for ambassadors to use for private meetings at all other times, though most prefer to conduct business in more refreshing surroundings, such as the Garden, Observation Rotundas or even one of the many bars and restaurants available on the station.
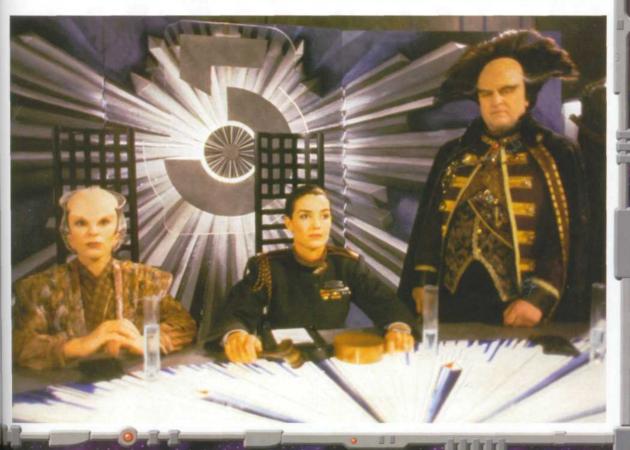
The role of the Council Chambers and diplomacy on the station are covered in greater detail on p114.

EarthForce Office

This is the central hub of EarthForce authority on Babylon 5, the personal working place of the commander of the station, currently Jeffrey Sinclair. It is here he will conduct meetings with officials and ambassadors, as well as plough through the mountains of paperwork that come with the job. Overall, the office seems sparse with little more than a desk for the commander to work behind, chairs to seat visitors, and the EarthForce seal mounted on a wall behind him. Across from the commander's desk is a portal that provides a stunning view across the entire length of the Garden, overlooking the Fresh Air Restaurant. It is also has direct links to both BabCom and StellarCom, including fast access to a variety of Gold Channels for communications to EarthGov and EarthForce.

Hydroponics Garden

Though the Hydroponics Garden takes up much of Red Sector, a portion of it extends into Green Sector and beyond, and is the only part of this sector that remains open to public access. Within this part of the Garden can be found a Japanese stone garden (unofficially called the Zen Garden), a public park and a hedge maze. Those hoping to court an ambassador without an appointment are advised

EARTHFORCE OFFICE

WINDOW

TABLE

CH.

TABLE

SOFA

CH.

TABLE

STAND

COFFEE
SERVICE

CH.

CH.

DESK

SHELVES

SHELVES

CH.

to spend a great deal of time in this part of the Garden, as many diplomatic representatives are known to spend time here after difficult negotiations. Security teams commonly patrol this area, however, in order to protect visiting ambassadors from harm.

Brown Sector

This is the location of Babylon 5's industrial area, where waste recycling systems and life support manage vital functions necessary to the continued up keep of the station. It is a dark and foul place, reeking of treatment chemicals and raw waste. Much of Brown Sector is taken up by an undeveloped area of the station known as Downbelow has its greatest area here, home to lurkers, criminals and nine-tenths of the crime rate on board Babylon 5. Visitors are cautioned not to enter Brown Sector without a security escort.

Downbelow

Throughout its construction, Babylon 5 was victim to both ongoing financial cutbacks and dwindling political will. The result was several undeveloped parts of the station that had been set aside for expanding facilities and then cancelled when the credits were no longer available. Downbelow is the name given to the largest of these areas in Brown Sector. It is an unpleasant and dirty place, as many of the station's waste management systems are in operation here.

Many, both human and alien, come to Babylon 5 hoping for a new start and a new life among the stars but, for most, their dreams fail to come to reality. Trapped on the station, they are forced to take part time jobs for low pay and when

these dry up, they are ejected out of their rented quarters. With no money remaining to return to their homeworlds, they are forced to become lurkers in the undeveloped parts of the station, sleeping rough and scavenging for food just to survive. With resources required elsewhere, security teams make few patrols in the several square kilometres that form Downbelow and so the crime rate has soared, with many of the station's criminals operating from the scattered shantytowns that lurkers congregate together to create. The strongest and most intelligent lurkers can make a good living in Downbelow, however, and there are several illegal brothels, drug emporiums, bars and other diversions. In addition, the extortion rackets that plague the smaller traders of Brown and Red Sectors from time to time are usually run by criminal gangs based in Downbelow. After thievery and scavenging, barter is the most common form of trade and acquisition of goods in Downbelow. Raw credits do not always have the same power among lurkers as they do elsewhere on the station – after all, credit chits cannot be eaten and do not keep the homeless warm.

Downbelow is a dangerous place with muggings and murder common both among the lurker residents and visitors who dare to tread in Babylon 5's underworld. Even security officers will not travel alone and public access, while not restricted, is severely discouraged.

Happy Daze

It is said that those calling the Dark Star a dive have not seen the Happy Daze. It is a less than well regarded bar located in Brown 5, its dark and smoky atmosphere drawing in unsavoury elements who are interested in little else other than seeking the happy void of drunken oblivion. Despite the intimidating demeanour of the clientele to a first time visitor, very few fights ever develop in the Happy Daze, as patrons are typically too drunk or too wrapped up in their own problems to bother anyone else. The drinks served, however, are extremely potent and while they would insult a connoisseur, the beverages here can guarantee unconsciousness within an hour at an extremely affordable price. Lurkers who manage to scrape together a few credits are known to visit the Happy Daze bar, if only to escape from Downbelow for just a few hours before their money runs out and they are forced to return.

Grey Sector

Located to the aft of the station and stretching across much of its spine is Grey Sector, which holds most of the engineering, power facilities and rotation drivers of Babylon 5. Only authorised EarthForce personnel and civilian engineers are permitted access to Grey Sector, though security is not as tight here as in Blue and Green Sectors. Much of Grey Sector is still incomplete due to EarthGov financial cutbacks during the construction of the station and it is a little known fact that Grey 17 is actually missing, an oversight on the blueprints of Babylon 5 not noticed until the main structural work in Grey Sector was

finished. Running for nearly two thirds the length of the entire station, the spine of Babylon 5 is also part of Grey Sector and does not rotate. Running up to Blue Sector's docking area, it contains engineering facilities that require zero-g, as well as the powerful thrusters necessary to keep the station in orbit should it ever be knocked out of position.

Commercial Research Laboratories

The Earth Alliance has managed to gain extra funding from Babylon 5 from corporations interested in the use of the zero-g research laboratories located within Grey Sector along the spine of the station. Such facilities are almost impossible to replicate on a planet's surface and only the very largest corporations can even consider pouring billions of credits into projects to create their own in space. Babylon 5 can provide the necessary conditions for zero-g research to any commercial organisation, though competition between corporations to reserve the time and space is becoming increasingly fierce, and the laboratories are already booked up three years in advance. This has prompted the Earth Alliance to increase the costs for using the facilities in the future. This all goes to providing another source of income and thus allowing the station to possibly become self-sufficient in later years, without being a permanent and massive drain on public taxes.

Fabrication Furnaces

Located towards the rear of Grey Sector are a small complex of fabrication furnaces used for the production of tools and spare parts required for the station's operation. Babylon 5 was never designed to be completely self-sufficient but the presence of this manufacturing facility, operated by civilian contractors, means the station is less reliant on incoming ships for basic items vital for basic functions.

Holding Tanks

Mounted on the exterior hull of Grey Sector, for safety reasons, are two specialised holding tanks designated for hazardous liquids and inert gases. Each has several sealed compartments to hold incoming shipments brought to the station, and they may be ejected into space in the event of disaster. Active safety systems can automatically flush gases or liquids if they become unstable and both tanks are heavily armoured against exterior attack.

Yellow Sector

Yellow Sector houses the giant fusion reactor and power management systems that drive the entire station, from the rotation drivers of Grey Sector to the lights of an ambassador's quarters. For obvious reasons, the reactor is constantly monitored by security teams and, as yet, there have been no breaches in security in this most sensitive of areas.

Fusion Reactor

Actually comprising eight separate Tokamac 790 high-energy reactors, the fusion reactor and its support systems take up nearly a third of Babylon 5's overall length, safely quarantined from the commercial and habitation sectors. All eight reactors are in constant use, providing a total energy output of over 4.7 Gigawatts, though up to two may be powered down for maintenance and reconfiguration without causing any disruption of services throughout the station, so long as the defence grid is not in operation. They are further supplemented by the continuous input of the six giant solar panels mounted on the exterior of the station.

Twelve cooling fins run the length of the fusion reactor on the outside of the hull and are restricted to EVA travel in pressure suits as only shielded spacecraft, such as maintenance pods, can approach them safely. Waste from the reactors is kept in a HazMat storage location in space, in a parallel orbit seven kilometres behind Babylon 5. All access to the fusion reactors and their support systems is closely monitored by security for they make obvious targets for terrorist activity, something Security Chief Garibaldi will take no chances on given the recent violence on Mars Colony.

Personalities of Babylon 5

There are many notable personalities to be found on Babylon 5, made famous by their work on the station. Games Masters are free to use these personalities in their own scenarios, utilising the characteristics and personality notes for each individual detailed below. It should be noted that the characteristics and abilities listed in this section describe the personalities at the beginning of 2258. Future sourcebooks will update these throughout all five years of the Babylon 5 television show and beyond.

Commander Jeffrey David Sinclair

'Ignore the propaganda. Focus on what you see. I have never seen the Minbari fight dishonourably. They would never pull a sneak attack.'

8th Level Human Officer (pilot)
Hit Points: 22
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 13 (+3 Reflex)
Attacks: +8/+3 melee or +9/+4 ranged
Special Qualities: Branch Specialisation (pilot), Rallying Call, Way of Command
Saves: Fort +3, Ref +3, Will +8
Abilities: Str 11, Dex 13, Con 12, Int 14, Wis 14, Cha 15

Skills: Balance +3, Bluff +11, Computer Use +10, Concentration +7, Diplomacy +11, Drive +3, Intimidate +8, Jump +1, Medical +6, Pilot +12, Sense Motive +11, Technical (space travel) +9

Feats: Dogfighter, Point Blank Shot, Spacecraft Proficiency, Vehicle Dodge, Weapon Focus (uni-pulse cannon), Weapon Proficiency (spacecraft weapons)

Standard Equipment: EarthForce wrist link, EF-7 PPG.

Born 3rd May 2218 on Mars Colony, Sinclair comes from a family originally hailing from England whose men have been fighter pilots since the Battle of Britain. Enlisting in EarthForce in 2237, he trained and quickly qualified as a pilot, joining active duty in 2240 and promoted to squad leader just one year later. Sinclair's fast rise through the ranks was noted by his superiors and smart money said he would make admiral one day.

His career began to flatten during the Earth/Minbari War. Despite having served with bravery and courage, as well as being one of only two hundred who survived the Battle of the Line, controversy has consistently surrounded his account of what happened during the final fight for Earth. With his squadron shot down within minutes of battle, Sinclair prepared to ram a Minbari warcruiser in a desperate

move but blacked out during the attempt and remembered no more until his Starfury was found drifting in Earth orbit a day later. In the light of the Minbari surrender just as they were about to assault Earth itself, together with Sinclair's own unusual story, suspicion and rumours abounded and he found his career in decline. It was therefore some surprise that he was assigned to the prestigious post of commander and military governor of Babylon 5, an assignment competed over by several prominent admirals and generals.

It seems that Sinclair's career has gained a new lease of life on Babylon 5 but he is a man haunted by his past. His experiences during the war have left a permanent scar and he now has a tendency to put his life on the line just a little too often to make his fellow officers comfortable.

By the end of 2257, he began to have his own doubts over what occurred during the Battle of the Line. After tracking down the rogue Minbari responsible for the attempted assassination of Ambassador Kosh, Sinclair was told that he had 'a hole in his mind'. Still puzzling over this riddle, Sinclair cannot help but wonder if it is not some reference to his missing twenty four hours during the Battle of the Line.

Lieutenant Commander Susan Ivanova

'No boom today. Boom tomorrow. There is always a boom tomorrow.'

6th Level Human Officer (fleet)
Hit Points: 18
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
DV: 14 (+4 Reflex)
Attacks: +6/+1 melee or +8/+3 ranged
Special Qualities: Branch Specialisation (fleet), Rallying Call
Saves: Fort +2, Ref +4, Will +6
Abilities: Str 10, Dex 14, Con 11, Int 13, Wis 12, Cha 16
Skills: Bluff +12, Computer Use +10, Concentration +6, Diplomacy +8, Drive +3, Intimidate +5, Medical +2, Pilot +11, Sense Motive +9, Technical (space travel) +5
Feats: Data Access, Improved Initiative, [[[Classified]]], Spacecraft Proficiency, Weapon Focus (uni-pulse cannon), Weapon Proficiency (spacecraft weapons)

Standard Equipment: EarthForce wrist link.

Susan Ivanova has enjoyed a successful military career within EarthForce and has gained her current position as Babylon 5's first officer through hard work and loyalty, without the help of a patron or being forced to compromise her high ideals and morals. She is proud of serving within EarthForce and distinguished herself while serving on Io.

Lieutenant Commander Laurel Takashima

'Tell them to get stuffed.'

5th Level Human Officer (fleet) / 1st Level Soldier
Hit Points: 20
Initiative: +0
Speed: 30 ft.
DV: 13 (+3 Reflex)
Attacks: +6/+1 melee or +6/+1 ranged
Special Qualities: Branch Specialisation (fleet), Rallying Call
Saves: Fort +3, Ref +3, Will +4
Abilities: Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 12
Skills: Bluff +5, Computer Use +6, Concentration +7, Diplomacy +3, Drive +2, Intimidate +6, Medical +1, Sense Motive +1, Survival +3, Technical (mechanical) +2
Feats: Data Access, Improved Unarmed Strike, Lightning Reflexes, Point Blank Shot, Quick Draw, Spacecraft Proficiency, Weapon Focus (PPG)

Standard Equipment: EarthForce wrist link.

Laurel Takashima was brought onto the station by Commander Sinclair, with whom she had worked along side on Mars Colony where she had joined the security force. Her time on Mars was not a happy one, for corruption during that time was rife throughout the security teams and often the only way to gain promotion was to bribe superiors. Within that environment, Laurel lost all hope of fairness and began to get sloppy in her work, putting the lives of other security officers in danger. It was Sinclair who taught Laurel to stop feeling sorry for herself and begin fighting back, but while staying within the rules. After successfully gathering evidence on several

It is her role to supervise all the day-to-day operations of the station, a job she performs with utmost efficiency. Her quirky sense of humour keeps the spirits high of all her colleagues, though strangers often mistake it for pessimism.

Born on August 30th 2230 in St. Petersburg, though educated overseas, Ivanova has had to cope with many tragedies in her life. Her mother, a telepath forced to take sleeper drugs, committed suicide when she was just a child and her brother, Ganya, was killed during the Earth/Minbari War where he served as a Starfury pilot. She joined EarthForce to follow in Ganya's footsteps, despite having been forbidden to do so by her father. Ivanova is now estranged from her father, her only remaining family, but this has given her incredible focus for her current position. Raised as a Russian Jew, Ivanova is proud to consider herself as both, though her dedication to career has left little time to reflect on either.

Ivanova has little time for any real personal life and, aside from associating with her colleagues during off-duty hours, rarely socialises much. Hating to show any kind of weakness, every officer who has served with Ivanova knows her to be loyal, honourable and extremely capable.

of her superiors, an action which instigated the clearing of corruption throughout Mars Colony security, Sinclair invited her to take a new posting on Babylon 5. Laurel was Babylon 5's original executive officer, though was reassigned to work on a classified mission at the end of 2257, after the attempted assassination of Ambassador Kosh.

Security Chief Michael Alfredo Garibaldi

'Commander, this little breach of security isn't going to affect my Christmas bonus, is it?'

2nd Level Human Officer (fleet) / 6th Level Soldier
Hit Points: 29
Initiative: +2 (+2 Dex)
Speed: 30 ft.
DV: 14 (+4 Reflex)
Attacks: +11/+6/+1 melee or +10/+5 ranged
Special Qualities: Branch Specialisation (fleet), Covering Fire

Saves: Fort +7, Ref +4, Will +6
Abilities: Str 16, Dex 15, Con 14, Int 13, Wis 12, Cha 12
Skills: Balance +5, Bluff +5, Climb +4, Computer Use +7, Concentration +6, Diplomacy +2, Intimidate +8, Listen +5, Jump +5, Pilot +6, Sense Motive +7, Spot +7, Survival +4, Technical (space travel) +3
Feats: Alertness, Data Access, Point Blank Shot, Rapid Aim, Spacecraft Proficiency, Weapon Focus (PPG), Weapon Specialisation (PPG), Weapon Proficiency (spacecraft weapons)

Standard Equipment: EarthForce wrist link, EF-7 PPG.

The son of a security officer, Garibaldi has served in a variety of postings across the Earth Alliance, and fought as a ground pounder in the Earth/Minbari War. Joining security teams after the war, he has worked in such colonies as Orion 4, Europa, Mars Colony and finally Babylon 5. It was while serving on Europa that he developed the drinking problem that has dogged his career ever since. He has been fired from five prior assignments due to his alcoholism but met Sinclair on Mars Colony where the two became firm friends. When Sinclair was awarded the post of commanding Babylon 5, he asked Garibaldi to go with him, knowing that the security officer's addiction to drink was beginning to come under control. Babylon 5 may well be Garibaldi's last chance of redemption.

Despite his personal problems, Garibaldi is a superb Chief of Security and has won the loyalty of the men under his command. No one knows Babylon 5 or its residents as well as he does and few criminals are able to escape justice for long. Those who continue to operate know that they do so only at Garibaldi's sufferance. It seems that he has finally begun to find a real purpose to his life on board the station. However, his 'colourful' service record continues to plague him and all too many people in EarthForce are extremely nervous of having such a character in an important position on the station. Sinclair has been forced to continually support his security chief from external pressures, but he accepts the extra work Garibaldi creates because he believes there is simply no one better to look after Babylon 5's security than him.

Doctor Stephen Franklin

'People come to doctors because they want us to be gods. They want us to make it better or make it not so. They want to be healed and they come to me when their prayers aren't enough. Well, if I have to take the responsibility, then I claim the authority too.'

5th Level Human Scientist
Hit Points: 10
Initiative: +1 (+1 Dex)
Speed: 30 ft.

of EarthForce when he refused to turn over his notes on Minbari physiology during their war with Earth.

Son of the almost legendary General Richard Franklin, he gained the post of Chief of Medical Staff on Babylon 5 through hard work, utter dedication and an incredible knowledge of xenobiology in all fields. However, he possesses a strong moral character and is willing to bend or break any rule if he can keep his oath to preserve all life. This trait can often cause a great deal of consternation for fellow EarthForce officers though he is also known as being a man who can be relied upon under any circumstances.

Doctor Benjamin Kyle

'So, if we screw up, it is only on our heads.'

9th Level Human Scientist
Hit Points: 14
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 12 (+2 Reflex)
Attacks: +4 melee or +4 ranged
Special Qualities: Peripheral Studies (xenobiology), Primary Area of Study (medical), Use Alien Artefact.
Saves: Fort +3, Ref +3, Will +10
Abilities: Str 10, Dex 11, Con 10, Int 15, Wis 14, Cha 11
Skills: Bluff +6, Computer Use +14, Concentration +11, Diplomacy +6, Knowledge (alien language) +10, Knowledge (alien life) +11, Knowledge (politics) +17, Knowledge (xenobiology) +16, Medical +17, Sense Motive +7, Spot +12, Technical (electronics) +14.
Feats: Alien Anatomy, Iron Will, Resist Scan, Skill Focus (knowledge – politics), Skill Focus (medical).

Standard Equipment: EarthForce wrist link, first aid kit, hand computer.

DV: 12 (+2 Reflex)
Attacks: +2 melee or +3 ranged
Special Qualities: Peripheral Studies (xenobiology), Primary Area of Study (medical), Use Alien Artefact.
Saves: Fort +1, Ref +2, Will +5
Abilities: Str 11, Dex 13, Con 10, Int 16, Wis 13, Cha 14
Skills: Appraise +5, Bluff +7, Computer Use +11, Concentration +6, Diplomacy +6, Gather Information +4, Knowledge (alien language) +11, Knowledge (alien life) +11, Knowledge (xenobiology) +16, Medical +12, Profession (ship's doctor) +7, Sense Motive +3, Spot +8, Technical (electronics) +10.
Feats: Alien Anatomy, Skill Focus (knowledge – xenobiology), Skill Focus (medical).

Standard Equipment: EarthForce wrist link, first aid kit, hand computer.

Not wanting to face a long internship on Earth after graduating from medical school, Franklin took to the stars, trading his services as ship's doctor for free passage to dozens of worlds. This was by no means an idle pastime after years of study, however, as he collated copious notes on the biologies of a multitude of races throughout the galaxy. This study put Franklin in good stead for his future career but nearly caused him to be arrested and thrown out

Dr Kyle was Babylon 5's first Chief of Medical Staff but was recalled back to Earth at the end of 2257. He is credited with having saved the life of Ambassador Kosh after the alien's attempted assassination, despite the Vorlon government's instructions to not perform surgery, and is to date the only known human who has actually seen a Vorlon beneath its encounter suit.

Kyle was reassigned to work directly beside President Santiago as the Head of Xenobiological Research in Earthdome, a position of considerable responsibility and prestige within the medical community. His replacement, Dr Stephen Franklin, is a great admirer of Kyle's work and arrived on Babylon 5 at the beginning of 2258.

Talia Winters

'I don't want to do this again. I was inside a killer's mind before, on the Mars Colony. There's gotta be another way.'

3rd Level Human Telepath (P5)
Hit Points: 12
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 12 (+2 Reflex)
Attacks: +2 melee or +3 ranged
Saves: Fort +0, Ref +2, Will +6
Abilities: Str 10, Dex 12, Con 9, Int 12, Wis 12, Cha 14
Skills: Computer Use +7, Concentration +5, Diplomacy +8, Intimidate +3, Jump +3, Knowledge (telepathy) +7, Listen +5, Sense Motive +6, Spot +6, Telepathy +8
Feats: Adaptive Mind, Defensive Block, Iron Will
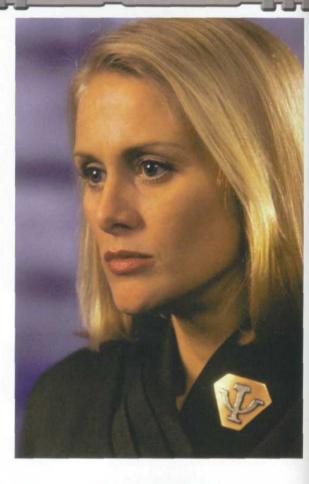
Standard Equipment: Psi Corps insignia and gloves.

After working on Mars Colony within the Political Bureau, Talia was assigned to Babylon 5 at the beginning of 2258 to replace Lyta Alexander as the resident commercial telepath. She is a proud member of the Psi Corps and is unwilling to break any of their rules and regulations.

Taken in and raised by the Psi Corps at the age of five, Talia never knew her parents and, like many other human telepaths, regards everyone within the Psi Corps as her family. She had an intimate relationship with her instructor, Jason Ironheart, but later married another telepath named Matt Stoner when the Psi Corps judged them to be genetically compatible, thus increasing the chance of her bearing telepathic offspring. This marriage was annulled, however, when Stoner lost his telepathic abilities.

Though having gained the attention of Michael Garibaldi, Talia has had trouble making friends on Babylon 5, due in part to her innate shyness but also to the fact that few are willing to get close to a telepath. This is especially true of Susan Ivanova, whom Talia quickly discovered has a grudge against all members of Psi Corps.

Lyta Alexander

'What I'm about to tell you cost two good men their lives. It nearly cost mine. This place is important to a lot of people. More important than you could possibly know.'

4th Level Human Telepath (P5)
Hit Points: 14
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 13 (+3 Reflex)
Attacks: +3 melee or +5 ranged
Saves: Fort +1, Ref +3, Will +5
Abilities: Str 11, Dex 14, Con 10, Int 13, Wis 13, Cha 16
Skills: Climb +6, Computer Use +3, Concentration +7, Diplomacy +2, Intimidate +7, Jump +3, Knowledge (telepathy) +7, Listen +4, Sense Motive +6, Spot +4, Telepathy +7
Feats: Adaptive Mind, Combat Telepath, Defensive Block, Far Telepathy

Standard Equipment: Psi Corps insignia and gloves.

Born on December 10th 2225, Lyta Alexander was the first resident commercial telepath assigned to Babylon 5.

Ambassador Delenn, of the family Mir

'I would never tell you anything that was not in your best interest.'

9th Level Minbari (religious) Diplomat
Hit Points: 15
Initiative: +4 (+2 Dex, +2 Minbari)
Speed: 30 ft.
DV: 17 (+7 Reflex)
Attacks: +5 melee or +6 ranged
Special Qualities: Contact x5, Government Resources, Improved Diplomacy *
Saves: Fort +6, Ref +7, Will +9
Abilities: Str 12, Dex 14, Con 12, Int 16, Wis 17, Cha 16
Skills: Appraise +9, Bluff +11, Computer Use +10, Diplomacy +19*, Gather Information +11, Intimidate +12, Knowledge (alien life) +11*, Knowledge (human society & culture) +13*, Knowledge (Minbari history) +14*, Knowledge (star systems) +11*, Listen +12, Sense Motive +15
Feats: Endurance, Great Fortitude, Lightning Reflexes, Resist Scan, Silent Tread
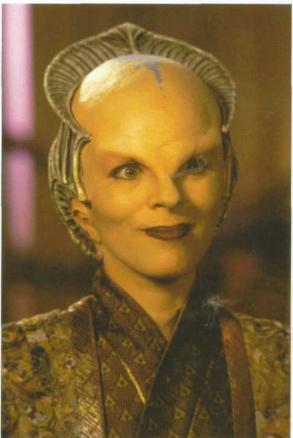
During the attempted assassination of Ambassador Kosh in 2257, she became the first telepath known to have ever scanned a Vorlon, as she tried to determine just how Kosh had been attacked. Though instrumental in uncovering an antidote to counteract the poison used in the attack, her testimony falsely implicated Commander Sinclair as no one knew at the time that the rogue Minbari assassin was using a changeling net. Lyta was recalled to Earth by Psi Corps in an effort to uncover what she had learnt about the Vorlon, though rumours persist that she subsequently escaped and is now hiding among the Mars Colony criminal and terrorist underworld.

Having interned as a field operative with the Psi Cops, Lyta changed to commercial telepath work. She has since learnt to work alone, without expectation of support from others. Fiercely independent, she is generally good-natured and willing to help those around her, courageously battling against any who would cause them harm.

A member of the Minbari religious caste, many on Babylon 5 suspect that Ambassador Delenn knows far more about galactic events than she openly admits. During her assignment to Babylon 5, Delenn has developed a close friendship with Commander Sinclair though even he is beginning to doubt her true motivations.

Delenn cares for the people around her and will go to great lengths to grant aid if someone is in trouble or danger. However, she also has a highly developed sense of personal honour that many find incomprehensible at times – Delenn has been known to focus on the 'greater good' at the expense of more personal matters whenever the two clash. During meetings of the Babylon 5 Council, Delenn is seen as a moderating force, albeit one who normally gets her own way when so directed by her government.

Ambassador G'Kar

'I will confess that I look forward to the day when we have cleansed the universe of the Centauri and carved their bones into flutes for Narn children. It is a dream I have.'

2nd Level Narn Diplomat / 3rd Level Officer (ground forces) / 4th Level Soldier
Hit Points: 25
Initiative: +1 (+1 Dex)
Speed: 30 ft.

DV: 13 (+3 Reflex)
Attacks: +12/+7 melee or +9/+4 ranged
Special Qualities: Branch Specialisation (ground forces), Contact x1, Covering Fire, Low-Light Vision, Rallying Call
Saves: Fort +8, Ref +3, Will +9
Abilities: Str 18, Dex 13, Con 17, Int 13, Wis 14, Cha 14
Skills: Climb +8, Computer Use +7, Concentration +10, Diplomacy +5, Gather Information +3, Intimidate +10, Listen +6, Pilot +4, Sense Motive +7, Spot +4, Survival +7
Feats: Blood Oath, Blood Rage, Point Blank Shot, Spacecraft Proficiency, Weapon Focus (PPG rifle), Weapon Proficiency (heavy weapons)

Since the Narn War of Independence that threw the Centauri occupation from their homeworld, Ambassador G'Kar has dedicated his life to furthering the cause of the Regime. As an adolescent, G'Kar watched his father die at the hands of the Centauri, hung from a tree because he had accidentally spilt hot Jala over a noble lady. Killing his first Centauri the next day, G'Kar became a noted resistance leader and was offered a position within the Narn ruling body, the Kha'Ri, when freedom was finally achieved and the Regime was born. When Babylon 5 was built, it was G'Kar who was chosen to speak for all Narns among the other races of the galaxy.

G'Kar's experiences in the War of Independence, like those of many Narns, have coloured his perceptions and he nurses a dark inner hatred of all things Centauri. He views the destruction of the Centauri Republic as not only a duty of all Narns but also a matter of galactic justice. When dealing with other races, G'Kar will always place the Narn Regime first, which has caused some diplomatic friction in the past. Many others see the Ambassador as compulsive and hot-headed but he has a highly developed sense of personal honour, refusing to see another Narn suffer if he is able to act.

Ambassador Kosh Naranek

'The avalanche has already started. It is too late for the pebbles to vote.'

Of all the alien ambassadors assigned to Babylon 5, it is the Vorlon Kosh who is shrouded in the greatest mystery. Before he arrived on the station, it is believed that only the Minbari had any form of contact with the Vorlon Empire and then only rarely. Kosh comes and goes from Babylon 5 as he chooses, on missions whose purpose none can guess at, and even his activities on board create consternation for other ambassadors and the Command Staff. He has a reputation for burying the truth within riddles and never revealing more than he deems fit for the younger races to know. What Kosh's greater mission is, and why the Vorlons have chosen Babylon 5 to reveal themselves at long last, nobody can even begin to speculate.

Ambassador Kosh's arrival on Babylon 5 represented the very first contact humans had ever had with a Vorlon but tragedy struck when a rogue Minbari assassin using a changeling net managed to poison the alien as soon as he left his transport. It was only the highly controversial actions of Lyta Alexander and Dr. Ben Kyle that saved the life of the Vorlon and avoided Commander Sinclair from being charged with his murder. However, the fact that Kosh was poisoned at all suggests that his encounter suit is little more than a disguise, further adding to the mystery surrounding this most enigmatic of aliens.

The full rules for using Ambassador Kosh will be detailed in the forthcoming *Vorlons and Shadows* sourcebook. For now, Games Masters may assume that Kosh (and, indeed, any Vorlon) is a telepath rated P15 whose encounter suit will protect him from any weapon short of a fusion bomb. In addition, Kosh may launch an energy attack against one target per round which will automatically deal 1d6, 2d6, 3d6 or 4d6 points of damage, as Kosh wishes, ignoring any Damage Reduction. In campaigns set within 2257 and 2258, the Vorlons should be used primarily as plot devices and foils for the players, never as direct enemies.

Ambassador Londo Mollari

'On the issue of galactic peace, I am long past innocence and fast approaching apathy. It is all a game, a paper fantasy of names and borders.'

5th Level Centauri Diplomat / 1st Level Officer (fleet)
Hit Points: 15
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 12 (+2 Reflex)
Attacks: +3 melee or +4 ranged
Special Qualities: Branch Specialisation (fleet), Contacts x3, Improved Diplomacy *
Saves: Fort +5, Ref +2, Will +6
Abilities: Str 11, Dex 12, Con 14, Int 13, Wis 10, Cha 15
Skills: Appraise +9, Bluff +7, Computer Use +7, Diplomacy +13*, Gather Information +10, Intimidate +8, Pilot +5, Sense Motive +7, Technical (electronics) +2
Feats: Data Access, Great Fortitude, Spacecraft Proficiency, Toughness, Weapon Focus (Coutari)

The Centauri Republic never viewed the post of ambassador to Babylon 5 a particularly safe position, as the other four stations had all been destroyed or disappeared, so it fell to Londo Mollari, a noble of low-standing, to represent their people among the other races of the galaxy. With little

waiting for him on Centauri Prime and a career in great decline, Mollari longs for a return to the 'good old days' of the Republic, when the Centauri dominated vast regions of the galaxy and he himself led the life of a young officer. Now cut off from the Royal Court and left to rot on board a human diplomatic station, Mollari spends much of his time gambling, drinking and enjoying female company.

Mollari married a young Centauri dancer when he was young but was forced to annul the marriage by his family, or face a loss of wealth and prestige. In her place, his family arranged marriages to three other noblewomen who came from politically important houses. Mollari cares for none of the three, nicknaming them Pestilence, Famine and Death, joking that their personalities could shatter entire planets, though never in their presence. However, knowing they wait for him on Centauri Prime motivates Mollari sufficiently to stay on Babylon 5.

Believing the Narns should have never been allowed to fight their War of Independence, much less win, Mollari clashed immediately with Ambassador G'Kar on the station though the Narn has so far managed to retain the upper hand. However, like many other Centauri, Mollari has seen his death in a dream. In this vision, he saw both himself and G'Kar twenty years in the future with their hands wrapped around each other's throats, squeezing the life out of their bodies. This knowledge has done nothing to deaden Mollari's wish for a subjugated Narn homeworld and a humbled G'Kar.

Diplomatic Attaché Na'Toth

'Chance favours the warrior.'

3rd Level Narn Soldier
Hit Points: 16
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
DV: 15 (+5 Reflex)
Attacks: +5 melee or +5 ranged
Special Qualities: Covering Fire, Low-Light Vision
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 15, Dex 14, Con 16, Int 11, Wis 12, Cha 10
Skills: Climb +2, Intimidate +6, Jump +2, Survival +2
Feats: Improved Initiative, Lightning Reflexes, Weapon Focus (PPG)

Speed: 30 ft.
DV: 13 (+3 Reflex)
Attacks: +3 melee or +4 ranged
Special Qualities: Contact
Saves: Fort +3, Ref +3, Will +3
Abilities: Str 15, Dex 16, Con 12, Int 15, Wis 11, Cha 10
Skills: Bluff +2, Computer Use +5, Diplomacy +4, Gather Information +4, Intimidate +3, Knowledge (probability) +7, Knowledge (history) +7, Knowledge (human society & culture) +5, Medical +4, Listen +4, Sense Motive +5
Feats: Great Fortitude, Toughness

Lennier's life on Babylon 5 has proved to be quite a shock after his prior life in temple on Minbar. Utterly faithful to Ambassador Delenn, Lennier has been trained to serve his people without question or hesitation and has proved to be a valuable assistant. He has a passion for history and takes any opportunity to learn the background of any other race on board the station, happily taking time to trade information with those who visit his ambassador whenever his duties allow.

His studies at temple on Minbar have made Lennier an incredibly knowledgeable individual, though he remains a little naive when confronted with all the wonders of Babylon 5. Some have managed to take advantage of

Appointed to represent the Narn Regime on Babylon 5 as Ambassador G'Kar's diplomatic attaché, Na'Toth is eager to serve her people in whatever way she can. Forgiving G'Kar's more outlandish eccentricities (having heard the rumours of his fascination with human women), she believes the ambassador has the safety and prosperity of their people at heart.

Much of her immediate family were killed on Hyach VII at the hands of Deathwalker during the Dilgar War, causing Na'Toth to take Chon-Kar, the Narn blood oath promising vengeance. Though her father was a disciple of G'Lan, her mother held no religious convictions and this has passed on to Na'Toth, who believes only in herself and the blind forces of chance.

Lennier, of the Third Fain of Chu'Domo

'Understanding is not required. Only obedience.'

2nd Level Minbari (religious) Diplomat
Hit Points: 9
Initiative: +5 (+3 Dex, +2 Minbari)

Lennier because of this, but his primary responsibilities to Delenn and the Minbari serve to keep him out of harm's way most of the time.

Vir Cotto

'It's a celebration of life. It comes from a time in our world history when two dominant species were fighting for supremacy. Our people, and a species we called Xon. At year's end we'd count how many of our people survived and we celebrated our good fortune!'

1st Level Centauri Diplomat
Hit Points: 6
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 13 (+3 Reflex)
Attacks: -1 melee or +0 ranged
Special Qualities: Contact (House Cotto)
Saves: Fort +1, Ref +0, Will +3
Abilities: Str 9, Dex 10, Con 12, Int 12, Wis 13, Cha 12
Skills: Bluff +3, Computer Use +5, Diplomacy +5, Gather Information +5, Knowledge (Centauri noble houses) +5, Knowledge (political etiquette) +7, Listen +5, Sense Motive +5

Feats: Skill Focus (knowledge – political etiquette)

Assigned to Babylon 5 as Ambassador Mollari's diplomatic staff, Vir Cotto quickly found himself far out of his depth. Rejected by his family and sent light years away to serve on the human diplomatic station, Vir has few illusions about his future and possesses little ambition. All he really wants is a small title with few responsibilities back on Centauri Prime with maybe a wife he can actually love. Receiving little respect from Mollari, who clearly has problems of his own, Vir has all but forgotten his dream, resigning himself to face events on Babylon 5 that he may never fully understand.

Vir is a personable individual who can easily make friends once past his sometimes clumsy demeanour. He does not possess the typical Centauri love for politicking and advancement of status, which alone has earnt him a small measure of respect among others on Babylon 5, though many tend to simply ignore him due to his low rank and station. This usually suits Vir just fine.

Sample Characters

There are many more individuals present on Babylon 5 at any one time than those who have achieved fame. Over one thousand dock workers toil everyday to load and unload cargo from incoming ships, security guards patrol the entire station keeping order, while many corporations and governments will prefer to bring their own commercial telepaths rather than use the station's resident. The Games Master can use the following sample characters as a guide to creating new personalities or as a quick and handy reference when he needs the characteristics of a character during a scenario.

Commercial Telepath

2nd Level Human Telepath P5; hp 10; Init +0; Spd 30 ft.; DV 10; +0 melee, +1 ranged; SQ None; Fort +0, Ref +0, Wis +4; Str 9, Dex 11, Con 10, Int 13, Wis 12, Cha 15
Skills and Feats: Computer Use +6, Concentration +4, Diplomacy +5, Intimidate +7, Knowledge (telepathy) +6, Listen +6, Sense Motive +5, Spot +5, Telepathy +7; Ability Focus (surface scan), Meditation

Dock Worker

3rd Level Human Worker (blue collar); hp 14; Init +1; Spd 30 ft.; DV 12; +3 melee, +2 ranged; SQ None; Fort +4, Ref +2, Wis +1; Str 15, Dex 12, Con 13, Int 11, Wis 10, Cha 9
Skills and Feats: Bluff +1, Climb +8, Computer Use +4, Concentration +5, Drive +7, Jump +8, Listen +1, Profession (dock worker) +9, Spot +1, Technical (engineering) +6; Endurance, Skill Focus (profession – dock worker), Toughness

Lurker

2nd Level Human Lurker; hp 10; Init +2; Spd 30 ft.;
DV 14; +2 melee, +3 ranged; SQ Lurker's Knowledge,
Survivor's Luck; Fort +4, Ref +4, Wis -1; Str 12, Dex 15,
Con 13, Int 11, Wis 9, Cha 10

Skills and Feats: Appraise +3, Bluff +3, Escape Artist
+5, Gather Information +4, Hide +6, Intimidate +3, Move
Silently +6, Pick Pocket +6, Search +3, Survival +4;
Lightning Reflexes, Run, Toughness

Market Trader

1st Level Human Worker (white collar); hp 6; Init +0; Spd
30 ft.; DV 10; +0 melee, +0 ranged; SQ None; Fort +1,
Ref +0, Wis +0; Str 10, Dex 11, Con 9, Int 12, Wis 13, Cha
15

Skills and Feats: Appraise +5, Bluff +9, Computer Use
+3, Diplomacy +4, Forgery +2, Intimidate +5, Profession
(trader) +5, Sense Motive +8; Skill Focus (bluff), Skill
Focus (sense motive)

Medlab Personnel

2nd Level Human Scientist; hp 7; Init +0; Spd 30 ft.; DV
10; +0 melee, +1 ranged; SQ Primary Area of Study
(medical); Fort +0, Ref +0, Wis +4; Str 9, Dex 11, Con 10,
Int 15, Wis 13, Cha 12

Skills and Feats: Bluff +4, Computer Use +7,
Concentration +4, Diplomacy +5, Knowledge (trauma
cases) +6, Knowledge (xenobiology) +4, Medical +9,
Profession (Medlab tech) +6, Sense Motive + 5, Spot +5,
Technical (electronics) +7; Data Access, Nerves of Steel

Standard Equipment: EarthForce wrist link, first aid kit,
hand computer

Security Officer

3rd Level Human Soldier; hp 16; Init +1; Spd 30 ft.; DV
12; +5 melee, +4 ranged; SQ Covering Fire; Fort +4, Ref
+2, Wis +0; Str 15, Dex 13, Con 12, Int 10, Wis 9, Cha 11

Skills and Feats: Intimidate +4, Listen +1, Spot +1, Sense
Motive +1; Point Blank Shot, Weapon Focus (PPG),
Weapon Focus (shock stick), Run

Standard Equipment: EarthForce wrist link, PPG, shock
stick

Thug

4th Level Human Lurker; hp 12; Init +5; Spd 30 ft.; DV
12; +4 melee, +4 ranged; SQ Lurker's Knowledge, Multi-
Skilled, Survivor's Luck; Fort +6, Ref +2, Wis +0; Str 13,
Dex 12, Con 15, Int 10, Wis 9, Cha 12

Skills and Feats: Bluff +5, Computer Use +3,
Concentration +4, Escape Artist +6, Hide +6, Intimidate
+8, Listen +4, Move Silently +6, Pick Pocket +4, Sense
Motive +4, Spot +4, Technical (mechanical) +4; Alertness,
Improved Initiative, Point Blank Shot, Weapon Focus (PPG)

Standard Equipment: Club or knife, PPG

MAJOR SYSTEMS AND GOVERNMENTS OF 2257

TAL-KONA'SHA
HURR REPUBLIC
GROME AUTOCRACY
LUMATI
ANTAREANS
GOLIANS
DRAZI FREEHOLD
ABBAI MATRIARCHATE
BALOSIAN
PAK'MA'RA
CORILLANI
CENTAURI REPUBLIC
HYACH GERONTOCRACY
BRAKIRI SYNDICRACY
NARN REGIME
IPSHA BARONIES
CASCOR COMMONWEALTH
GAIM INTELLIGENCE
MARKAR
SH'LASSAN EMPIRE
VORLON EMPIRE
VORLON HOMEWORLD
LLORT
YOLU
DESCARI
VREE CONGLOMERATE
EARTH ALLIANCE
KOR-LYAN KINGDOMS
TORTA REGENCY
CH'LONAS
KOULANI
DENETH
MINBAR FEDERATION
TIKAR
MORADI
TRAKALLAN
TOKATI
MINBARI PROTECTORATE
NORSA
IKLATH
TYCHOLA
MOGA

MAP KEY

- Neutral Uninhabited
- Neutral Inhabited/ Occupied
- Dead World
- Major Colony
- Minor Colony
- Quarantined World
- Major Race Homeworld
- Minor Race Homeworld
- Minor Jump Route
- Major Jump Route
- Restricted Jump Route
- VREE — Race
- MINBAR — System Name
- Territory Controlled By a Race

And the Sky Full of Stars

Beyond Babylon 5, there is a whole galaxy to explore, to see and to know. By boarding a transport, leaving the station and entering the jumpgate, the interstellar traveller opens an infinity of possibilities, visiting new worlds and encountering sentient aliens. This chapter takes an in-depth look at some of the worlds and races to be found beyond the Babylon 5 diplomatic station, allowing a Games Master to portray scenarios across the entire galaxy if he desires. Babylon 5 may soon become the centre of the galaxy but there is plenty of action to be found elsewhere.

The Galaxy of 2258

There are many alien races present throughout the galaxy, though many do not have vast, star-spanning empires. Restricted to just their homeworld and lacking jumpgate technology or space travel altogether, they can only gaze in wonder as visitors from the stars land on their worlds to explore, trade and sometimes exploit. A few become reliant on these visitors, bartering for passage on board their spacecraft in order to reach for the stars themselves.

Such races are rarely considered or taken seriously by those more advanced in technology and the galaxy is dominated by what has become known as the major races and the League of Non-Aligned Worlds. These are the most powerful governments with colonies spanning two or more worlds and trade treaties with other races, growing ever richer and more technologically sophisticated even as the lesser races fall further behind. The major races are generally considered to be the ever-feuding Narn Regime and Centauri Republic, the enigmatic Minbari Federation, the ancient Vorlon Empire and the newly emerging Earth Alliance. All of these governments have several star systems under their control and highly sophisticated militaries that vigorously defend their borders and ensure their positions of power within the galaxy are maintained. Though there still exist some small governments who cling fiercely to their independence, usually out of mistrust, views of racial purity or both, most of the minor races have formed an alliance known as the League of Non-Aligned Worlds, hoping to combine their collective needs and desires in order to compete with the larger governments on a more equal level.

Space Travel

The ability to travel across the light years to distant worlds is a watershed for any intelligent race. Once a race gains the technology to create colonies beyond its homeworld, it becomes an interstellar power to be respected and possibly feared by its neighbours, a far cry from the technologically backward primitives who have yet to discover the existence of hyperspace and the benefits of commerce with new worlds.

The most coveted spacecraft technology is that of artificial gravity, and most races are still unable to implement it into their designs. The larger ships of the Earth Alliance are able to create the effects of gravity on board through the use of rotating section, much like the Babylon 5 diplomatic station. However, this is only possible on their largest vessels and remains a weak point of every design in combat. Few races have achieved true artificial gravity, through the use of gravitic and magnetic principles ties to the main drive systems of their ships, principally the Centauri and Minbari. Both jealously guard their secrets as it grants them a great advantage in battle.

In order to avoid the years, even decades, required to travel to other star systems, the technologically advanced races of the galaxy utilise jumpgate technology, punching through real space in order to navigate through the alternate reality of hyperspace, cutting down travel times to hours or days. The vast majority of space travel uses these static jumpgates, though the larger vessels of several races possess power plants large enough to the generate colossal energies required to allow them to create their own jump points without being tied to the jumpgate network. This grants an incredible amount of freedom, allowing ships to enter star systems in hidden locations behind planets, away from prying sensors, or even in deep space between stars in order to co-ordinate secret cargo transfers or negotiations. However, even these ships are still required to lock on to the jumpgate beacon network in order to navigate hyperspace.

Jumpgate Procedure

The Earth Alliance gained jumpgate technology from the Centauri when the alien race first made contact with humans, first leasing the use of their own jumpgates and then selling their method of construction. From this point on, humans were free to explore the stars. However, no one really knows exactly who first created and built jumpgates. The Centauri are said to have found a deserted one in orbit around their homeworld, and many suspect it was the Vorlons who first created the jumpgate network that connects many star systems, with the younger races learning to create their own later. Other theories suggest that perhaps the Vorlons themselves, thousands of years ago, discovered ancient jumpgates built by an even older race who preceded them. Though the origins of jumpgates are less than clear, every major race in the galaxy possesses or leases their use to travel to other stars, create trade routes with other races and wage wars on their neighbours.

Jumpgates are three or four pronged structures powered by huge fusion reactors to literally punch a hole from real space into hyperspace and vice versa. A key component in their construction is Quantum-40, a rare mineral found on only a few worlds. As it is so hard to find and yet so necessary for space travel, governments and corporations

jealously guard the locations of any Quantium-40 mining operation, and many independent planetary surveyors have made their fortunes in discovering new sources of this mineral.

Any spacecraft has the capability to access a jumpgate, though those positioned around homeworlds and important outposts are often hardwired to allow their owners to deny access to particular ships, or even shut down the jumpgate altogether. Under normal circumstances, it takes one crewman on a spacecraft a full round action and a Technical (space travel) check (DC 10) to activate a jumpgate, creating either an entry or exit into hyperspace. A spacecraft must be travelling at speed 1 in the same square as the activated jumpgate in order to enter it. The spacecraft may hold the jumpgate open for one minute or until it enters or leaves hyperspace, whichever comes first. During this time other spacecraft are free to use the jumpgate if they are also in the same square and travelling at speed 1.
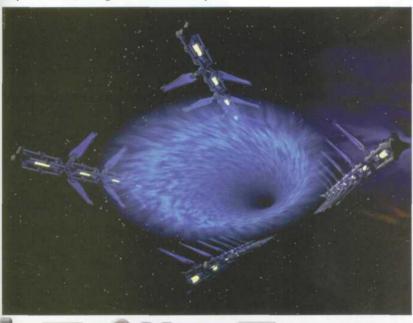
By default, jumpgates are set to handle spacecraft of up to Colossal VI size, though the struts may be moved apart to accommodate even larger objects, though this is extremely rare and draws heavily on the fusion reactors powering the jumpgate. Jumpgates can be powered down altogether in order to deny anyone access to them, a protective measure sometimes performed when a planet or colony is under siege. However, the tremendous energies contained within these structures cannot be simply switched off and so it takes two days to bring jumpgates to a dead state safely, and another four or five days to power them back up again. Instead, controlled jumpgates may be programmed to reject the access codes of incoming spacecraft, and so allow allies to use them safely, while enemies are kept at bay. To do this, an engineer must constantly monitor the

jumpgate for incoming traffic and then make an opposed Technical (space travel) check with the crewman of the ship attempting to activate the jumpgate. If he is successful, the jumpgate will reject the access codes and will not activate. If he fails, the jumpgate will activate as normal, allowing the ship to enter or leave hyperspace as it wishes.

Hyperspace

Once passing through a jumpgate or self-generated jump point, a spacecraft will enter the strange realm of hyperspace. This is a shadowy dimension of gravitational tugs and eddies that can throw a careless ship far off course, a place where the ordinary rules of physics do not always apply. An ever-shifting environment of plasma clouds, energy waves and magnetic surges with no fixed locations from which to draw navigational guidance, hyperspace is potentially a lethal domain to travel through and many ships have simply disappeared without a trace.

Every functional jumpgate also acts as a narrow-beam hyperspace beacon, allowing ships to lock on to their destination without getting lost. Even so, extreme caution must be used when navigating through hyperspace for if a ship loses track of these beacons for even a short period of time, it can be drawn hopelessly off course, away from established routes where it will be pulled further into gravitational tides. No ship ever lost in hyperspace has ever been recovered. Due to the fundamental importance the beacon network forms in the navigation of hyperspace, every spacefaring race has signed agreements and treaties that forbid the destruction of any jumpgate, even in the midst of war. Every newly created jumpgate strengthens the integrity of the network as a whole, while every one loss through senseless destruction weakens it, making space travel across the entire galaxy just a little harder.

The benefit of hyperspace, for all its dangers, is to dramatically shorten travel times between star systems. Journeys that may take years or decades in real space using even the fastest vessels can now be accomplished in hours or days by the smallest shuttle or free trader. The beacon network is inevitably stronger in some regions of hyperspace than others, though its signal varies on an hourly basis as it must compete with constant magnetic surges and gravitational inclines. There are, however, many travel routes between certain star systems that are far more stable than normal or have a wider range of beacons from which to draw navigational data. Conversely, others are known to be dangerous and there are a few ship captains who take the greatest risk of all, ignoring defined

travel routes but gaining the freedom to travel wherever they wish without being confined to set jump locations.

The vast majority of ships travelling through hyperspace will only chance the major jump routes, making several successive jumps to reach their destination if necessary. This has the disadvantage of taking longer than a more direct path but the risks are minimal and any experienced crew can expect to survive their journey through hyperspace without any mishap.

A ship travelling through hyperspace must have it navigator succeed in a Technical (space travel) check at a DC shown on the table below in order to successfully complete its journey without becoming lost. The DC ranges from 5 to 20, as appropriate for the type of jump route being travelled though only one check need be made for the entire journey. Ships choosing to avoid the designated jump routes will experience unpredictable travel times and must make a Technical (space travel) check at a DC of 25 to 30 (at the discretion of the Games Master, taking into account long journeys and rarely visited destinations) every day, or part of, they remain in hyperspace. For this reason, many ship captains avoiding jump routes will make a series of smaller jumps rather than attempting to risk their whole vessel in one large jump.

Extremely experienced crews (such as those who man Minbari warships) are able to stay within hyperspace for extended periods, holding station despite the constant gravitational tugs on their vessel. This is a difficult manoeuvre and requires a Technical (space travel) check once every hour it is attempted. Even harder to accomplish are the manoeuvres required in combat while maintaining the lock on of a narrow beam beacon and, to date, no battle has taken place in hyperspace that has not resulted in disaster for both sides. A Technical (space travel) check is required every round if a ship is involved in combat.

Any Technical (space travel) check failed while attempting to manoeuvre or navigate in hyperspace will result in the spacecraft losing its lock on of a beacon, sending it spiralling out of control. If another ship in the same square as the failing vessel still possesses a lock on to a beacon, this Technical (space travel) check may be retried in subsequent rounds. However, if no such help exists, the ship will move further away from the jump route, unable to get a precise fix on a beacon, until its power fades and life support is drained. Such ships are doomed and will likely be lost forever.

The table below shows the difficulty of travelling through hyperspace, as well as the average travel times for such journeys. Ships avoiding jump routes will experience variable travel times. This table also demonstrates how much a starfarer can expect to be charged for passage on an average commercial spacecraft, for each jump made. Note that some commercial spacecraft will make several successive jumps for longer journeys, while others may force the starfarer to change vessels after each jump – this is at the discretion of the Games Master and the scenario he is currently running. Luxury passage will cost two to three times the amount listed on the table, while those preparing to 'travel rough' in the holds of freighters and transports can expect reductions of a half to a quarter, though they will be responsible for their own food and sleeping arrangements.

Manoeuvre/Jump Route	Technical (space travel) check	Time Required	Travel Cost
Major Jump Route	5	12 hours to 3 days	750 cr.
Minor Jump Route	15	3 to 7 days	1,250 cr.
Dangerous Jump Route	20	5 to 10 days	1,800 cr.
Holding Station	20	-	-
Combat	25	-	-
Travel Outside Jump Routes	25-30	Variable	400 cr. per day

The Earth Alliance

Now spanning twenty-eight systems in a once insignificant area of space, the Earth Alliance is the cradle of Mankind's expansion into the galaxy and is already regarded as one of the superpowers despite its relative youth. Though lacking the technology of the Centauri and Minbari, as well as the raw energy of the expanding Narn Regime, the Earth Alliance has already made its mark on the galactic map and many neighbouring races are watching its continuing expansion cautiously. Though Mankind is not overtly warlike, it has already engaged in conflicts across many systems, with varying degrees of success.

In 2155, the speculations about intelligent alien life that had been common throughout humanity's history were finally answered when a small Centauri patrol arrived in the Sol system and instigated contact with a view to establishing trade links with their Republic. Up to this point, there had been indications of other civilisations in the galaxy and several deep space reconnaissance ships had been launched to span the void of real space, but finally conclusive proof of alien life had been established. Though the Earth Alliance itself had become the structure of government in 2122, Mankind had never really dispensed with its fractious nature or propensity for sovereign states, but a new optimism swept the globe with the confirmation of alien life and nations began to work together to harness the

opportunities the galaxy offered. In 2156, the Centauri built the first jumpgate in Earth's orbit, allowing human ships to begin exploring and trading with every nearby civilisation. Five years later, the Earth Alliance purchased jumpgate technology from the shrinking Centauri Republic and was finally free to go where it wished among the stars, driven by an innate wish to push the boundaries of the unknown to become the fastest expanding empire in the galaxy. For reasons of planetary security, the jumpgate in Earth's orbit was deactivated and a new one constructed near Io, from where approaching ships could be easily monitored, tracked and countered before they reached the homeworld.

As the Earth Alliance grew and began contacting more alien governments, so too did it become increasingly embroiled in their politics, particularly within the League of Non-Aligned Worlds, whose members the Earth Alliance most closely matched in military strength. A few minor conflict aside, humanity concentrated on building political relations rather than making aggressive gestures. However, the use of force became both politically expedient and necessary for planetary security in 2230 when the Dilgar began their aggressive expansion, invading the territories of many races in the League of Non-Aligned Worlds. The Dilgar were brutal and callous enemies, committing acts of horrific atrocity until the Earth Alliance recognised their expansion could one day target their own territory and so answered the

pleas of the League Worlds. With newly designed warships featuring the most advanced technology the Earth Alliance could fund, humanity entered the Dilgar War, allying itself with forces of the League. The Dilgar were duly driven back to their homeworld, where they were destroyed when their sun went supernova.

Earth's actions in the Dilgar War gained it a great deal of respect with many governments both in and out of the League, and this was quickly taken advantage of with the acquisition of contested systems and prosperous trade treaties that benefited the Earth Alliance as it quickly grew in size and power. A new age of human ascendance seemed certain and many believed that the entire galaxy lay ripe for conquest or exploitation. This arrogance was quickly paid for when the Minbari were encountered for the first time by an Earth exploratory division. A single mistake in misinterpreting the intentions of an unknown race resulted in the death of the revered Minbari leader, Dukhat, and the start of a war that would almost annihilate humanity. For nearly three years, Earth Alliance military forces met with constant defeat and entire colonies were lost as the Minbari fleets swept through what had been human-controlled space, destroying everything in their path. Not until the Battle of the Line around Earth itself was humanity reprieved, when the approaching Minbari inexplicably surrendered and withdrew back to their own Federation. The reasons for this surrender on the eve of victory has become the subject of much discussion throughout the galaxy, but the Minbari have offered no explanation.

Despite the incredible loss of life experienced during the Earth/Minbari War, it could be fairly said that the terrible tragedy was exactly what the Earth Alliance needed to refocus itself. A new consciousness developed on Earth, as a realisation dawned that perhaps Mankind could no longer afford the mistakes of the past. The Babylon Project was initiated primarily as a measure to prevent war in the future, a meeting place where all races could work out their differences without resorting to fleets and guns. Dogged by controversy and many failures, it has finally culminated in the Babylon 5 diplomatic station in orbit around Epsilon 3 in the Epsilon Eridani system.

'And we won. Not because we outfought them, not because we were luckier than them or stronger than them or smarter than them. We won because the damn Minbari let us win.'

Jeffery Sinclair

EarthGov

Based in EarthDome in Geneva, EarthGov is the democratic government body that presides over the entire Earth Alliance, across all colonies and outposts. At the centre

of EarthGov is the Senate, a collection of 120 elected representatives drawn from the main power blocs of Earth that have survived to 2258, such as the Indonesian Conglomerate and Russian Consortium. A president is elected from the ranks of the Senate, who serves as head of state and the commander in chief of the military, as well as chief ambassador to other races and worlds. Though every human inhabitant of colonies and outposts throughout the Earth Alliance are free to vote for a new president every five years (the length of the presidential term), it has become a source of tension that none have any representatives within the Senate itself, with all being chosen from political bodies on Earth alone. This has led some on various colonies, particularly Mars, to believe they are being treated as second class citizens in favour of native Earthers, and radical independence groups have begun to emerge in recent years.

EarthForce

The shining example of humanity's reach for the stars, EarthForce is the military arm of the Earth Alliance, and serves both in standing defence and peacekeeping operations. Headquartered in a complex known as Earth Central, also based within EarthDome, EarthForce is divided into two main service branches – Ground Forces and the Fleet. Both of these are under the command of the Joint Chiefs of Staff, advised by the Committee on Planetary Security with the final authority of the president. All outposts throughout the Earth Alliance, including Babylon 5, and many colonies fall under the jurisdiction of EarthForce rather than the civilian government, a state of affairs that has existed since the Earth/Minbari War and even humanity's first expansion into space.

In terms of personnel, the Ground Forces branch is the largest component of EarthForce, comprising tens of thousands highly trained troops capable of fighting wars on planets throughout the galaxy. Infantry units still have a valid role in the 23rd Century, and are used in policing duties, assaults and boarding actions against enemy ships or rebellious outposts. However, they are well supplemented by air and armour assets, as well as the Fleet who provide transport and heavy fire support.

Despite the size of the Ground Forces, it is the Fleet that swallows the lion's portion of the annual budget allocated to EarthForce, having access to the most potent technologies devised on Earth. The Earth/Minbari War had a profound effect on humanity as a whole, and political will was easily led to invest billions of credits into reconstructing and improving the military forces defending Earth and its colonies, especially its fleet. The highly capable *Hyperion* and *Nova*-class warships of the past are beginning to give way to the brand new *Omega*-class destroyers, much larger vessels of incredible potency that are becoming the mainstay of the Fleet. There are many pundits within Earth Central who believe that Earth now has the capability to fight on equal terms with any race in the galaxy, though

those on the front lines are far more cautious, knowing that Earth has a long way to go before it could even consider open war with the Narn or Centauri, never mind the technologically superior Minbari or Vorlons.
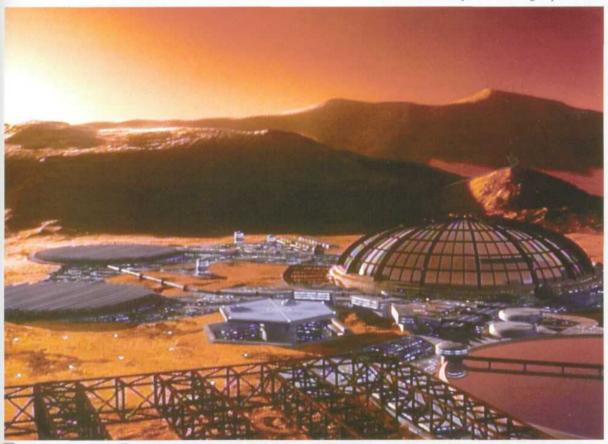
Mars Colony

The first off-world colony established by humanity was Mars in 2090, though it was to be destroyed in an horrific accident just nine years later. Undaunted, a further colony was established in 2105 which has since expanded to become the largest off-world interest of the entire Earth Alliance. Mars Colony now has a population of over a million and comprises four main domed cities located in Olympus Mons, Solis Planum and Xanthe Terra. The fourth, based in Syria Planum is EarthForce's military headquarters on Mars and, it is rumoured, supports a secret Psi Corps training facility.

Though the majority of civilians on Mars still have strong ties to Earth, there are a growing number who are native to the red planet and this rise in indigenous births has given rise to a planetary consciousness that separates it from the homeworld, spurred on by a growing resentment that Mars Colony was always treated in low regard by EarthGov. Even though its population had swelled, Mars still had no direct representatives within the senate. In 2200, a

referendum was held on the Mars Colony in response to increased taxes, which indicated a majority of its civilians wished for independence but this was summarily dismissed by both EarthGov and the Mars Provisional Government. Funding for Mars Colony was slashed time and time again by senators on Earth who felt that concerns on the homeworld should always come before those of the colonies. This culminated in 2251 when a restricted budget led directly to acute food shortages on the colony and the infamous Food Riots began, where ordinary civilians and workers on Mars were forced to take to the domed streets in order to demand basic necessities which had started to be rationed by Earth. The internal security forces of Mars had become lax and corrupt due to an incredibly low morale due, in part, to Earth's unwillingness to supply the colony with either appropriate funding or personnel. Thus, both the Ground Forces and the Fleet of EarthForce were forced to intervene to put down the separatists, and many deaths were caused by this use of military power.

Today, the Food Riots are anything but forgotten on Mars and while the colony itself is booming as several of the largest corporations on Earth moved their headquarters to the red planet in order to take advantage of tax relief made available by the provisional government, there is a hidden undercurrent which demands full independence. Terrorism is on the increased in the colony, with radical groups

such as Free Mars steadily moving away from peaceful demonstrations to more violent actions designed to hurt and cripple any Earth interest. There is little sympathy from the civilians on Earth itself, who have seen a rise in taxes designed to support colonies throughout the Earth Alliance, including the Babylon 5 station, though their ire is aimed at the highly visible Mars Colony, whose people are commonly regarded as troublemakers.

Other Colonies

As Earth's solar system was gradually explored and further colonies established, such as the transfer point of Io and the mining settlement of Ganymede, Mankind began to look to the stars for further expansion, a reality made possible by the intervention of the Centauri and their jumpgate technology. EarthForce competed with large corporations, such as Interplanetary Expeditions (IPX), to discover suitable worlds for colonisation and rich resources not present within their home solar system. The first of these out-system colonies to be permanently established was Proxima III which, fuelled by corporate interest, quickly grew into two large domed cities, similar to those found on Mars. Again, several corporations created their own facilities on Proxima, becoming the first truly interstellar business interests that Earth possessed. Free from many of the rules and regulations that bound them on Earth, such corporations found their huge investments quickly paid off, especially among the orbital manufacturing sector, who took advantage of Proxima's free orbit trajectories.

More colonies quickly followed, both in the initial expansion of the Earth Alliance and then through the free reign gained by goodwill at the end of the Dilgar War. Orion VII, located near both the Narn Regime and the Centauri Republic, became a key trading post and one of the largest markets in the Earth Alliance. The colonies within the Altair and Kapteyn systems both border the League of Non-Aligned Worlds and so see a great deal of traffic from aliens seeking to ally themselves with the expanding Earth Alliance, looking for work or business opportunities on one of the twenty-eight worlds governed by Earth. Not all colonies are highly developed, however, and some of the newly established ones, such as Tau Ceti and Myoto, are still very much frontier worlds, attracting humans who possess a pioneering spirit and the desire to create something worthwhile from the wilderness. Many of these are little more than EarthForce outposts but with a growing civilian workforce, there are many who wish to see their new homes grow and prosper into the size of Proxima III or even Mars.

Timeline of the Earth Alliance

The Earth Alliance has had a turbulent history as it has led humanity to the stars but it still remains the central form of government for over twenty systems and colonies. This is

a brief look at the pivotal events that have influenced and shaped the Earth Alliance since its formation.

2085
The Earth Alliance is officially created after the Third World War in an effort to stop further war between nations. This replaces the now defunct United Nations, with the Senate located at EarthDome in Geneva.

2101
A small series of scientific and military bases are established across Mars.

2116
The Committee on Metasensory Regulation is created in response to a growing number of telepaths, headed by Senator Lee Crawford. A year later, the Metasensory Regulation Authority is instituted to track, control and register the movement of telepaths.

2156
The Centauri Republic makes contact with Earth, claiming to be an immense interstellar empire. The is the first official alien contact humanity has ever had.

2161
The Metasensory Regulation Authority becomes the Psi Corps.

2164
The Earth Alliance establishes its first extrasolar colony in the Proxima system.

2169
768 colonists, led by John Carter and using Centauri jump technology, travel to Mars in a matter of hours to begin construction on MarsDome One, which would become the capital of the newly established colony.

2177
A bomb planted in MarsDome One almost destroys the entire colony. John Carter is among the dead.

2178
The Earth Alliance colony of Orion 7, in the Ross 614B system, is established.

2230
The Dilgar War begins through the League of Non-Aligned Worlds. Though later involved, the Earth Alliance does not initially commit any resources to fight the Dilgar.

2232
With the Earth Alliance playing a pivotal role, the Dilgar War is ended.

2245
The Earth/Minbari War begins following a mistake by an Earth Alliance exploratory mission.

2247

In an encounter within the solar system's asteroid belt, the EAS Lexington, commanded by Commander John Sheridan, destroys the Black Star, a flagship of the Minbari fleet.

2248

The Mars provincial government declares neutrality in the Earth/Minbari War, setting the tone of relations between the colony and EarthGov for the next decade. The Battle of the Line takes place, during which the Minbari finally surrender, ending the war.

2249

In retaliation for the declaration of neutrality during war, the Earth Alliance Senate votes to restrict supply shipments to Mars. The Free Mars movement gains strength. Construction begins on the Babylon Station, though its infrastructure collapses, destroying it utterly.

2250

The building of the Babylon 2 station commences though it is sabotaged and destroyed during construction.

2251

Food riots on Mars Colony, brutally suppressed by EarthGov forces. Babylon 3 is destroyed during construction by an explosion, giving rise to tales of a 'Babylon Curse'.

2252

Construction of the largest of the Babylon stations, Babylon 4, begins.

2253

President Luis Santiago is voted President of the Earth Alliance.

2254

Babylon 4 finally goes online, but mysteriously disappears just twenty four hours later.

2257

The Babylon 5 diplomatic station declared officially operational on Sunday July 4th.

Interstellar Network News

Though over a thousand entertainment and educational channels are available for public use throughout the colony worlds via StellarCom, Interstellar Network News (ISN) remains the most popular by far. This channel purports to bring true stories and reports from all over the galaxy to the viewer, though it still centres primarily on Earth colonies and interests. Though a commercial enterprise, ISN is a binding force of the Earth Alliance, allowing even the furthest colonies to hear the latest news from Earth as it happens. Humanity as a whole has begun taking a great interest in the affairs of other worlds, perhaps spurred on by

a sense that the mistakes of the past have been caused by sheer ignorance of alien powers.

Identicards

Every civilian of the Earth Alliance and any alien visiting an outpost or colony world is issued with an identicard, an electronic combination holding data on travel visas, personal and medical information, security clearances (if any) and financial records. Upon arriving at any new colony or outpost, the identicard is presented to security forces, usually manning customs stations, where it is automatically updated with travel information. This in turn is then logged in the colony's central database, which is periodically uploaded to the main Earth Alliance security records which can then be accessed by any authorised personnel throughout the galaxy. For the owner, the identicard means the freedom to travel in any unrestricted area of the Earth Alliance, and also functions as a credit transfer card, allowing purchases to be made with immediate deductions from the owner's personal accounts. If an identicard is lost or stolen, the civilian or visitor will be greatly restricted in their freedom of movement, though because of the regular updates made to the main databases of the Earth Alliance, a replacement is easily arranged at a nominal cost (usually in the region of 100cr.).
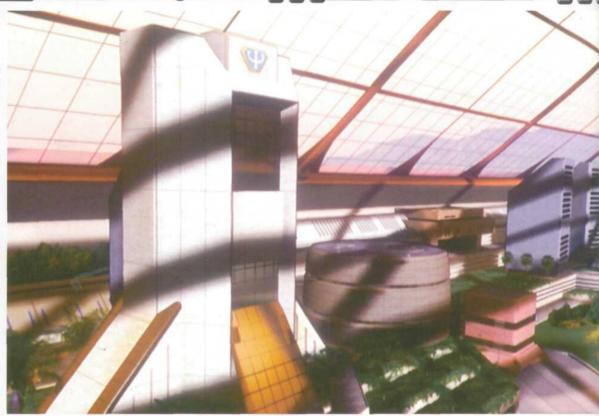
The Psi Corps

The existence of individuals with telepathic potential was officially recognised by the Earth Alliance in 2152, due in the main to the reports from the Committee on Psychic Phenomena. Those possessing the gene that allowed for the awakening of telepathic talent were soon ostracised by the rest of human society, who quickly realised that their privacy was at stake from individuals who could read their every thought. The Psi Corps was created to not only give telepaths a home among others of their kind, but also to protect society as a whole from telepathic influence. From this point on, human telepaths would be regulated and controlled, but also trained and well supported.

'Good ol' Psi Corps. You guys never cease to amaze me! All the moral fibre of Jack the Ripper. What do you do in your spare time? Juggle babies over a fire pit? Oops, there goes another calculated risk!'

Susan Ivanova

The headquarters of the Psi Corps is located in London, within the European Federation, though testing centres and offices are spread throughout the Earth Alliance, with major facilities in New York, Tokyo, Moscow and Syria Planum, on Mars. It is the duty of the Psi Corps to safeguard society by enforcing its rules to all human telepaths, but also to train those telepaths to be used in a variety of commercial,

military and scientific fields. Many rumours abound of the Psi Corps deliberately trying to expand the capabilities of its telepaths through inter-breeding, genetic research and drug related therapies, though this is usually put down to the paranoia common whenever telepaths appear.

Testing centres of varying sizes can be found in every major city and colony throughout the Earth Alliance, and they concentrate primarily on testing the telepathic potential of children within schools, a process that must be repeated as the talent sometimes remains latent until the onset of puberty. Whatever the age of the candidate, once telepathic potential has been established, three choices are presented. Most adults and virtually all children will be convinced to join the Psi Corps. The other two options presented to them, however, will be to either go to prison, where they can be segregated from the rest of society to prevent accidental scanning, or take sleeper drugs which suppress the their psychic talent. Membership to Psi Corps can be very appealing to a telepath who has, up to that point, been made to feel abnormal and even a little feared by those around them. Once part of the Corps, they will be looked after in every way, with free room, board and training provided while their talent in assessed, categorised and honed.

Sleeper Drugs

If a telepath chooses not to join the Psi Corps, they will not be permitted to remain at liberty where their talent may be used to invade the privacy of normals. Their whereabouts tracked at all times, such a telepath will be visited once every week to be given sleeper drugs that suppress their abilities by a Psi Corps specialist.

Once a dose of the sleeper drug has been applied, the telepath will not be able to use any of his abilities for the next ten days, though a Medical check (DC 20) may be made to fine tune the dosage in order to suppress telepathic talent for a shorter period, down to just a few hours. Larger doses are not recommended and generally lead to severe medical complications, or even death.

For every six months the sleeper drugs are taken, a Fortitude save (DC 12) must be made to avoid the depressive and sense-dulling side effects continued use has. Failure will result in the telepath permanently losing 1 point of Charisma. During this process, the telepath will gradually fade away, with many either trying to escape the clutches of Psi Corps, or committing suicide.

The tests telepaths will go through are long and hard, but they are only in preparation for the real training where their future assignments will be decided. Each will be graded in the telepathic talent and granted a P-Rating to indicate their psychic potential, as well as tested for telekinetic

abilities, an incredibly rare occurrence. Throughout this period, there are indoctrinated with the aims of the Corps and what it means to belong – as the motto says 'The Corps is Mother, the Corps is Father.' While this has the effect of binding all telepaths into one solid and loyal unit, there is some recognition that the Corps intentionally teaches its members to believe all other humans are inferior, labelling them normals or, more derisively, mundanes.

Another fact hidden from the outside world is that it can take years to successfully train for any P-Rating classification, even those of P5 or below who are seen in Earth Alliance and commercial duties everyday by the mundanes. Many burn out (up to half of all P5 trainees fail during Psi Corps sometimes brutal training), their minds torn and shaken from the rigours of the disciplines they are forced to endure and learn. These telepaths are quietly returned to the community where they are kept on heavy doses of sleeper drugs, while those whose minds are completely broken by the stresses they are forced to face are funnelled into prisons far from the eyes of mundanes. The Psi Corps tries, at all costs, to avoid mundanes learning about any mistakes made, preferring to handle any potentially dangerous situations purely within the 'family'.

Once initial training in scans and blocks has been accomplished successfully, telepaths enter an internship in one of the four branches of Psi Corps. The Alliance Corps seconds telepaths directly to the Earth Alliance, to serve in a variety of administrative and political roles, with a small number lucky enough to find themselves working alongside EarthForce officers. The majority of telepaths will end up working within Alliance Corps, overseeing negotiations, aiding criminal investigations and providing psychic support during military operations. Most will find the work undemanding, rarely stretching the use of their talents, though they usually rotate assignments regularly, and so there is always the chance they will be tasked with more strenuous duties, such as the verification of a mindwipe or active defence of a diplomat in alien territory.

The Training Corps is responsible for the refinement of telepathic capabilities of all members of Psi Corps, from new recruits to those involved in classified EarthForce missions. Only telepaths of P10 or higher are permitted to become instructors, though many from the Alliance Corps will rotate through training duties to partner with new recruits and lead them through the induction courses. The Commercial Corps is another large division within the Psi Corps, and generates funds through the hiring of telepaths to corporations to conduct business negotiations. This has become a standard feature of business on Earth Alliance colonies, with telepaths used to ensure parties come to mutually beneficial agreements. This is a relatively simple matter of scanning and verifying the truthfulness of claims made during business negotiations, though there are many in corporations who long for the days of swindling and double-dealing, all of which now must be done away from the watchful gaze of commercial telepaths. Most

commercial telepaths are of P5 or higher, though smaller companies are often forced to settle for lower grades. This is rarely a drawback, as there are few mundanes who can successfully lie to any telepath. A telepath on extended commercial work is required to pay 10% of all commission fees directly to the Psi Corps but is free to keep the rest for as long as they are on assignment, which may be several years. Fees for commercial work generally run in the region of 100-1,000 cr. per scanning session, varying with the complexity of the work and the wealth of the hiring corporation or private civilian.

The last branch of the Psi Corps is the smallest but, conversely, is also one of the best known. The Psi Cops are charged with ensuring all telepaths obey the rules and regulations of the Corps, whether they are members or not. They monitor the supply of sleeper drugs to those telepaths who have chosen not to join, as well resolve any breaches of law or security within the Corps itself. They are, however, most famous for the tracking down and capture of rogue telepaths, those who have decided to flee Earth controlled space when their talent manifests, or managed to escape the Corps. In deference to this higher responsibility, the Psi Cops are granted far greater latitude as a measure of expediency – when a telepath goes rogue, the privacy of all mundanes is at stake and there are few who question their methods so long as they are successful. All Psi Cops are rated P12 so they will, in theory, be able to deal with any other telepath on an equal footing. However, there are also many auxiliaries within the Psi Cops. Telepaths of P5 or greater may work as field operatives under the supervision of a Psi Cop, collating data and performing various administrative and investigative functions. Almost as dreaded as the Psi Cops themselves are the Bloodhound Units, telepaths of P10 or higher trained in search and sweep missions skilled at locating rogues who can then be brought down by a supervising Psi Cop.

Psi Corps Regulations

The leadership of the Psi Corps is well aware of the suspicion mundanes treat them with, but have learnt to use it to their advantage. Any serious problems that arise are dealt with strictly within the Corps, with no information leaking to the outside world. This in turn permits the Psi Corps to pursue its own agendas as it sees fit without too much interference from mundanes, who are content to lock all telepaths up within the Corps so long as they are free from telepathic prying into their private lives. To this end, the Corps takes the rules imposed upon its members very seriously, and vigorously enforces them through the Psi Cops, for so long as telepaths are seen to observe these regulations, mundanes are unlikely to ask more penetrating questions about the Corps' activities.

The price of telepathic talent for any human is to be granted fewer rights and privileges than other members of society. Upon its creation, it was recognised that the Psi Corps would require a great deal of regulation if both its members and society at large were to remain safe from one another.

The Psi Corps is, for example, forbidden from endorsing political candidates to its members during elections, or taking any political stance. Individual members have many limits placed on their personal freedom, and while commercial telepaths stationed on far-flung outposts and colonies of the Earth Alliance can enjoy something of a normal life, they are constantly surrounded by reminders of the organisation they belong to.

'That information is on a need-to-know basis, Commander. And you don't need to know.'

Alfred Bester

The following are the main rules that members of the Psi Corps are expected to follow at all times.

5 Upon arriving at any Earth Alliance colony or installation, a member of Psi Corps must log in with someone of senior command or governmental level.

5 Members must always wear both gloves and the Psi Corps insignia, in order to help avoid accidental scans and also to readily identify the telepath as such to others.

5 Members are required to submit to scans by Psi Corps representatives upon request.

5 Scanning is only permitted when authorisation has been granted by the subject, Psi Corps or legal bodies.

5 An unauthorised scan is grounds for disciplinary action, which could result in the member being ejected out of the Psi Corps. This will result imprisonment or enforced use of sleeper drugs.

When involved in criminal investigations, there are many more rules in place to restrict the use of telepaths.

Playing Human Telepaths

Players opting to try a human telepath have two clear choices for their character and, more than any other, should discuss this with other players and the Games Master to ensure they will fit in to the forthcoming campaign. They may choose to play either a member of Psi Corps or someone on the run, a rogue telepath or 'blip'.

Playing a member of Psi Corps will introduce many restrictions on what the player can or cannot do, but he will always have legitimacy. He will be free to travel throughout Earth Alliance worlds and colonies, and will have the chance to earn fees for commercial work. In addition, he will also have the immense resources of the Corps to draw upon when information or brute force is necessary, as the Corps always takes care of its own. The drawback to all of this is that the telepath will also be subject to all the rules and regulations of the Corps without exception, and may be required to fulfil specific missions when requested by the Corps. However, a member of Psi Corps will be free to interact with other characters, such as EarthForce officers, without them being required to turn him in to the Psi Corps.

On first sight, playing a rogue telepath trying to escape the Corps may seem to provide more freedom and excitement for a player. However, a player should be aware that he will have to smuggle himself into any Earth Alliance colony or obtain falsified identicards. If any Earth Alliance officials or EarthForce officers discover his true nature, the chances are he will be turned over to the Psi Corps. As if that were not enough, once the rogue has been identified he will have to contend with the Psi Cops and Bloodhound Units constantly dogging his tail – and they are very good at what they do.

A player simply looking to play a telepath who explores the galaxy, taking commissions as and when he wishes should consider playing one of another race, such as Centauri. Human telepaths do not have an easy life whatever they opt to do, and so players should be aware of the restrictions they will face. That said, the kind of trials they will constantly go through, whether members of Psi Corps or rogues, can make for some very interesting and dramatic game sessions and may be just the thing for a player looking for a real challenge.

The Centauri Republic

Once known as the Lion of the Galaxy, the Centauri Republic today is an empire in decline, with many of its people still hankering after their golden age of power even as they continue to lose worlds and colonies. Despite constant pressure from the Narn Regime, however, the Centauri are still one of the most technologically advanced races after the Minbari and Vorlons, and are regarded as a major diplomatic power – among the other governments, they probably still hold more influence than the expanding Earth Alliance, despite the old resentments many feel towards them.

'They are alone. They are a dying people. We should let them pass.'

Kosh

Over four hundred years ago, the Centauri Republic spread across the stars and its power was almost unmatched. The Minbari and Vorlons preferred to keep out of the affairs of other races, giving Centauri Prime free reign to dominate wherever it wished. Though they never strayed far into the region now controlled by the Earth Alliance, the Centauri

did take over (some might say enslave) many of the systems now in the League of Non-Aligned Worlds. They truly believed that they were civilising primitive cultures, providing law, technology and a place in the stars in return for tribute and the exploitation of resources and this more or less took place everywhere they explored. Many in the League still view the Centauri with extreme distrust but the presence of the Republic spurred many races to reach for the stars, including humanity.

It was the Narn who finally managed to throw off the yoke of enslavement and so began the shrinking of the Republic. As the Narn revolt grew, the Centauri were increasingly placed on the defensive and, one by one, worlds controlled by them rebelled against their masters and gained freedom. The Narn were to become terrible foes, for they had been treated worse than any other race in order to suppress their aggressive tendencies. Taking Centauri arms and equipment, they fought back, first on Narn itself and then throughout the stars. Centauri positions of power far from their homeworld became untenable to hold and so the Republic shrank to its current size, driven in the main by Narn forces. The Centauri are all too aware that it is the Narn responsible for their fall in power and there exists a general hatred for the race throughout even the civilian population. To a Centauri, brutally punishing a Narn for any infraction is as natural as the sun rising at

the start of the day, and many truly believe the Narn are not fully sentient or aware, justifying their cruel actions in the same way other races treat animals. Knowing of the deep-rooted hostility between Narn and Centauri, many in EarthGov believe it is only a matter of time before threats and political intrigue in the Regime and Republic break out into full scale war, a prospect the Earth Alliance would not relish if forced to choose sides.

Physiology

At first appearance, Centauri look much like humans, a fact they capitalised on when first making contact with Earth. Seeking to recapture their golden age in even a minor way, they claimed Earth was in fact a lost Centauri colony, a lie that almost worked until human scientists finally managed to obtain a sample of Centauri DNA to discover that, appearances aside, the species were completely different.

Centauri have a bi-pulminary system and have no major arteries anywhere in their bodies. Their right heart provides most of the muscle action to pump blood around their systems, while the smaller left acts as a filter, cleaning and restoring blood much in the same way as human kidneys do. Their reproductive systems differ wildly from humans as well, with males sporting six tentacles from their torsos (which some human xenobiologists have jokingly called tentisticularities), which are normally kept folded under

their clothing. These are prehensile to a certain degree and some Centauri males have learnt to control them with surprising finesse. Females have six slots or grooves on their back, set either side of the spine.

Another distinctive feature of Centauri physiology is not only the comparatively large number of individuals who display psychic talent, but also how these abilities manifest themselves. As well as telepaths who are skilled in scanning, many Centauri possess prophetic abilities. For most, they will manifest itself only in dreams, with visions of the Centauri's own death being the most common. Degrees of accuracy vary wildly with the individual but the fact that it exists at all is the subject of much debate among scientists of other races. For their part, the Centauri merely accept the fact, having lived with it since their race first evolved.

A few females have greatly enhanced prophetic powers, however, and can actually act as seers, receiving visions of the future concerning not only themselves but those around them. In the Centauri's current technologically enlightened age, many doubt the potential of these seers and it has become a largely honorary title. However, it is clear that a small number of Centauri females can make predictions with reasonable accuracy, though the interpretation of their visions hinders their usefulness, even among those who trust in their powers.

Noble Houses

Centauri society is fundamentally based around a system of noble houses, the greatest of whom can trace their roots back centuries to the formation of the Republic. This long history has made the Centauri respect the wisdom of tradition and so very little has been done to change the noble houses or how they interact with one another. Together, the noble houses control the political and economical interests of the entire Republic, the heads of each household commanding the greatest levels of respect from those below. They are divided into the Great Houses, which have the longest histories and greatest amount of power, and the Minor Houses, which tend to be relatively new or formed from splinters of a Great House which has succumbed to its enemies.

All houses are marked by their collective need for status and recognition, and this has led to the political machinations that characterise Centauri society as a whole. Power is everything to most Centauri and this is most often tied to positions granted by noble birth rather than actual accomplishment. Every Centauri tries to increase his power and rank within his own house. Each noble house tries to advance its position and influence over that of its rivals and it is through this complex interweaving of self-interest that the Republic itself stands. Nobles will make and break alliances with those in their own house and others, all with an aim of advancing in wealth and status. Marriage is a key component of this manoeuvring and many political alliances between houses are sealed with a strategic wedding. Centauri males are permitted (indeed, some are expected) to retain more than one wife at any one time, thus allowing them to forge several alliances in their lifetimes. Love is rarely considered or heeded by any except the very young, who are soon taught what it means to be a true Centauri, sacrificing their own meaningless pleasures for the greater good of themselves, their house and the Republic as a whole.

Females in Centauri society have no official power, and rank is the sole possession of males, reflected outwardly in the large hair crests of the males and bald styles of females. However, any outsider of Centauri politics would be extremely foolish to dismiss all females as mere ornamentation. Unofficial power and influence goes a long way in Centauri society and many noble born females are very wealthy, something that translates directly into power and the ability to make males do exactly as they choose. This also carries far less risk for those wishing to meddle in politics, as by working through an unwitting or blackmailed male, the female need not reveal herself to ridicule and loss of status.

It is true that there are many Centauri who do not belong to one of the noble houses, either through misfortune or sometimes an active choice to turn their backs on the political bickering and power plays that mark the race as a whole. These Centauri, if they do not find a place among other races on distant worlds outside of the Republic, are destined to become slaves of their own race, labourers or playthings for the nobles. Without a house or at least a patron to protect them, Centauri without a house are vulnerable to any who wish to exploit them.

The Emperor and Centarum

The entire Centauri Republic is governed by the Emperor and Centarum, which correspond roughly with the Earth Alliance's president and senate. However, the Republic is a monarchy and the emperor (currently Turhan) rules with absolute authority, the Centarum merely acting as advisors and wielding little actual power other than that granted by the Emperor's whim. Comprising the heads of the Great Houses, the Centarum is rife with political intrigue as each vies to gain the Emperor's ear and so gain a vital advantage over rivals and this can make the Centauri Republic incredibly difficult to deal with for other governments. The Emperor will rarely meet with the representatives of other races himself, deputising such duties to members of the Centarum. However, members of the Centarum often have little real power and are generally more concerned with their own status, meaning that any negotiations are fraught with political ploys and misdirections on the part of the Centauri, who are likely to report to their Emperor only what they believe he wants to hear.

Members of the Centarum gain the title Minister and all have specific duties within the system of government. Posts such as Minister of Planetary Security and Minister of Finance are all highly sought after positions and those holding the posts are well advised to watch their backs for jealous rivals are not above concocting false allegations designed to cause embarrassment and eventual resignation, or even direct assassination. These higher ranking Ministers, along with a few associated hangers-on, form the Royal Court, an inner circle of advisors to the Emperor, and the scene of the most intense political manoeuvring in the entire Republic. In many ways, the Centarum acts as a buffer for the Emperor, dealing with all the administrative duties of running an interstellar empire that need not concern him though strong Emperors have learnt to keep a very close eye on what their Ministers are doing at all times as direct challenges for leadership are not unknown. Between the Centarum and Emperor is the Prime Minister, a man of great power likely to have come from the oldest of Great Houses. It is his responsibility to relate all important information that arises from the discussions of the Centarum to the Emperor, as well as resolve any minor disputes between Ministers. Prime Minister Malachi, a close friend of Emperor Turhan, holds this post at the start of 2258.

Upon death or abdication, the Emperor's throne is passed to a direct son or other heir. However, when there is no clear line of succession, the Centauri Republic can be thrown into temporary chaos as the Centarum attempt to elect one of their own number to the throne. This is a fraught process

for any candidate as there is no higher symbol of power, wealth and status than being Emperor of the entire Republic and so it is understandably desirable to any true-blooded Centauri. The politicking between the Great Houses reaches new heights in these times, as they all move and countermove to ensure that either they or one of their close allies succeeds in becoming Emperor, all the while attempting to stop a hated rival from claiming the title. In the past, this has led to outright civil war. Though assassination has become relatively rare in the Republic, the chance to claim the throne is almost guaranteed to result in a number of arranged accidents for prominent members of the Centarum.

It is the Emperor, not the Centarum, who has direct control of the Republic's military forces, including its formidable fleet. Though much smaller with fewer worlds to protect than in the old days of the Republic, the Centauri still maintain one of the most powerful fleets in the galaxy. Their fleet features many old designs but it is a testament to Centauri engineering that such ships are still capable of fighting those of most other races on an equal footing.

Now the days of exploration and conquest are over for the Republic, there is little call for a large ground force, though following a long history and tradition, the Royal Guardsman still number tens of thousands and train for a multitude of roles. Most of these are domestic, and the Guardsmen serve as both a police force and as protection for the Emperor and higher ranking Ministers. In theory, members of the Guard are beyond the politics of their masters but in reality this could hardly be further from the truth. Within their own ranks they scheme and plot in order to gain promotion, and many retain loyalties to their own house, something that can be exploited by nobles if they require the Guard to look the other way when plotting the demise of a rival.

The Centauri Pantheon

The Centauri are unusual in that they are the only race in the entire galaxy to worship the Great Maker as creator of all things, and yet remain a polytheistic society. All other races that follow similar beliefs in the Great Maker view this with some horror, as the worship of other gods for them is considered a great taboo. However, the Centauri rest easily with their beliefs, and few pay more than lip service to their gods except in times of great need.

There are nearly fifty officially recognised gods within the Centauri pantheon, covering almost every aspect of society. Every noble house will adopt several deities, making them their household gods and, in a sense, defining the house in its approach to life, politics and business. Many gods have existed since before the formation of the Republic but others are relatively new additions, mainly Emperors who have been elevated to godhood in recognition of significant contributions they have made to their people. This is considered the highest honour that can be bestowed upon any individual and so houses who have Emperors in their history that have been subject to deification are suitably proud of this tradition. Within houses themselves, more gods are sometimes created to honour family members who have distinguished themselves in some way, though these are rarely recognised officially by other Centauri as gods. Several houses in the past have tried to force the Centarum to grant official status to some of these household gods, though none have been truly successful.

The Minbari Federation

Next to the Vorlons, the Minbari are generally accepted to be the oldest race in the galaxy, possessing technologies and insights far exceeding that of any other world. A deeply spiritual people, the Minbari have a reputation for keeping to themselves, avoiding interaction with the younger races while keeping to the tenants laid down by one of their greatest leaders, Valen, over a thousand years before. It is said that no Minbari has killed another for a millennium.

Spread across eighteen systems, the Federation is a major if secretive power within the galaxy and other governments have learnt to listen when Minbari speak. The homeworld, Minbar, is said to be one of the true wonders of the galaxy,

with heavy crystalline deposits that cause the planet to glisten and shimmer when viewed from space. The cities of the Minbar are carved directly out of crystal, carefully sculpted to catch the light of the sun, breaking it down into a myriad of colours. Minbari cities are ancient and unchanging, with many structures centuries old and some predating the time of Valen.

Minbari society is divided into three distinct castes, worker, warrior and religious, and every individual will owe fealty to one of these. The worker caste is responsible for all construction in Minbari society, from the greatest crystal buildings and massive warships to the smallest of ornamentations. Despite the vital role they play for all Minbari, those in the worker caste are often dismissed or ignored altogether by the other two castes, merely expected to fulfil their duties without question or hesitation. The warrior caste is responsible for the defence and protection of the entire Minbari Federation, while the religious caste safeguards the spiritual welfare and intellectual progression of the people, a vital role in this society.

Each caste is further divided into clans which comprise many different families. Minbari society is built upon these foundations, with individuals owing allegiance to their family, clan and caste, all in service of their people beneath the ruling body of the Grey Council. The rules and traditions of Minbari are based heavily on the teachings and wisdom of Valen, and have been passed down, unchanged, for a thousand years.

Though the Minbari Federation takes little interest in the affairs of other races, seeking to neither interfere nor expand their empire, every other race affords them a great deal of respect. The Minbari are by no means a people in decline like the Centauri and outside of the Vorlons, they possess the highest level of technology in the galaxy. The Earth/Minbari War that began in 2245 with the death of the revered leader Dukhat, was watched with dread fascination by other races as the full weight of the Federation's military strength became apparent. Smashing through every Earth Alliance fleet and colony with ease until they reached Earth itself, no race was willing to intervene in the fate of humanity, wanting to avoid the power of the Minbari being turned against their own ships and worlds. Though the Minbari's surrender at the Battle of the Line mystified everyone, with hindsight perhaps it was not so surprising, for the Minbari have a growing reputation for the unfathomable and never telling anyone the whole truth.

Physiology

Minbari are humanoids, on average a little shorter and more slender than humans. However, this seeming fragility belays an incredible and highly efficient physiology. Minbari tend to be noticeably stronger, tougher and faster

than the average human, able to endure incredible pain without slowing down or becoming incapacitated. This stamina makes them powerful foes in combat and there are few desperate enough to physically attack a Minbari without good reason or a powerful advantage.

Externally, Minbari are similar to humans though obviously alien. Most have no body hair at all, though some males have been seen with beards, and their skulls are crowned with large bony crests which continue to grow as the Minbari ages. Most also possess blue or purple patterns across their bare skulls, which appear to be unique to each individual.

The Grey Council

Said to stand between the darkness and the light, the Minbari are governed by the mysterious group known as the Grey Council, in accordance with the traditions laid out by Valen a thousand years before. Comprising nine members drawn equally from all three castes, the Grey Council rules from a Sharlin warcruiser known as the Valen'tha, travelling among the stars to where they are most needed in the Federation. Ostensibly this is to allow the Grey Council to govern all their worlds equally and fairly, but there are those who say they have become remote, cut off from the very people they are supposed to rule and protect.

Individual Minbari are not permitted to speak directly to the Grey Council and must instead petition their clan leaders, convincing them of the necessity of the request.

All issues put before the Grey Council are voted upon by members, with a simple majority vote needed to make a binding decision. With three members from each caste present, Valen ensured that no one caste could ever dominate Minbari society, as well as allow the collective wisdom of all three castes to be brought to bear on any problem. Though the Grey Council has final authority over all Minbari, all castes and clans are effectively self-governing, handling all the day-to-day administrative details that concern the general populace.

'Summoned, I come. In Valen's name I take the place that has been prepared for me. I'm Grey I stand between the candle and the star. We are Grey stand between the darkness ... and the light.'

Delenn

Religion

Unlike most other races, Minbari have no concept of gods or higher beings but instead have a deeper relationship with the greater domains of the universe. Individuals of great character and accomplishment may be treated with great reverence, particularly Valen and Dukhat, but the Minbari believe that the universe itself is aware and, in a way, sentient in a manner beyond true understanding. They claim that every sentient being is an intrinsic part of the universe, permitting it to become alive and begin the long process of trying to understand itself.

These beliefs are not widely known outside of the Federation though they have been discovered by a few humans who have taken it upon themselves to learn a little more about the race that nearly wiped their own kind out during the war.

A Life of Service

For a Minbari, regardless of caste, there is no higher calling than to serve, and those who demonstrate an absolute willingness to put others before themselves are clothed and fed by the rest of society, for their work will ultimately benefit many. Telepaths and true seekers especially are treated in this fashion, and they roam Federation worlds, doing what they can to help fellow Minbari whenever they can. Ambition and selfish desires are, in theory, extremely rare among the Minbari and positions of authority and rank are earned by merit rather than political manoeuvring. Disputes are resolved quickly and quietly, by clan leaders of necessary, whose decisions are binding and expected to be followed without question.

To a Minbari, personal and clan honour is everything and the writings of Valen make it very clear as to what is acceptable behaviour and what is not. Those few Minbari who work against these ideals and wilfully cause harm to others are never treated as criminals, but thought to be mentally ill or unstable, and thus in need of care and rehabilitation. Thus, they are treated as victims themselves and it is one role of telepaths to scan and recondition them to once again be full members of society, taking penance for their actions in the past. It is the cause of some humour among other races that the Minbari seem to have a ritual for everything in their lives but this is not so far from the truth. Such rituals allow Minbari to resolve disputes with each other and within themselves, providing a solid foundation created by Valen as to how their lives should be conducted. A Minbari will have few moral dilemmas to confront in his lifetime, as his actions are more or less dictated by his need to serve, as well as the rituals and traditions that have stood the test of time for a thousand years or more.

Valen

The basis of Minbari society today is built upon the teachings and writings of Valen, a great spiritual leader who united all three castes a thousand years ago to fight in a war against darkness that threatened to engulf the entire galaxy. Not much is known about Valen save that he led the Minbari to victory and also made many prophecies, some of which have already come to pass, and the Grey Council bases many of its decisions on these writings. Mysteriously, he is sometimes referred to as being a 'Minbari not born of Minbari', though the meaning of this has been lost over time.

Of great concern to the Grey Council in 2258 is the prophecy that the darkness would once again begin to spread across the galaxy and, to defeat it, the Minbari will have to unite with their 'other half'. However, some in the Grey Council are beginning to doubt the veracity of this prophecy or believe it belongs to another time.

The Narn Regime

Once a peaceful and agrarian race with a tradition of personal honour, the Centauri occupation of their homeworld changed the Narn forever. Coming to Narn over a hundred years ago, the Centauri promised the primitive natives technology, law and a route to the stars. Instead, they delivered only pain, injustice and enslavement, strip-mining Narn's natural resources to support the expansion of their Republic. During the occupation, the Narn learned to first resist, then fight in outright revolt that forced the Centauri off their homeworld. Capturing abandoned Centauri technology, the Narn quickly built their own weapons and ships, finding a new strength of purpose as they drove the Centauri out of many nearby systems to form their own great Regime.

Today, the Narn are a people on the rise for as the Centauri fail, they grow and expand yet further. A few forests have been replanted on their homeworld, but its resources still continue to be exploited at a punishing rate, this time to fuel the expanding Narn Regime. Spanning seventeen major systems, the Regime is now one of the major powers in the galaxy and shows no sign of slowing down, though colonies tend to be military outposts rather than civilian settlements. Its people remain aggressive and there still exists a bond between all Narn who have been forced to sacrifice greatly in the past to gain their liberty – most Narn will do almost anything for another. They covet any new technology or other advantage that can grant them a position of power over any other government. The initial expansion of the Narn Regime has slowed in recent years, as they have been forced to engage in diplomacy and trade rather than outright conquest but few are foolish enough to completely trust any Narn. Though lacking the more advanced technologies of the Minbari and Centauri, the Narn managed to steal much from their former masters and are driven by a thirst for vengeance, backed up by almost limitless manpower as all feel a sense of destiny propelling them forward into history.

Physiology

The Narn are a highly adaptable race, having evolved on a forest world which has become barren and desolate after the occupation. Their tough, leathery skin once served to protect Narn from the natural predators that once inhabited their world but now it guards against direct, blinding sunlight and the effects of heat stroke. Narns in general are extremely strong and tough, able to endure almost any adversity. Their enslavement has given the Narn a will to endure, even sacrifice, if their actions can benefit the rest of their people.

Females give birth to live young and it appears that there are certain compatibilities between human and Narn mating practices, though there are sufficient genetic differences that cross-species offspring are impossible. Upon giving birth, the female will pass the young to her mate who protects it within a pouch in his torso for a period of eight to nine months, whereupon it has sufficient awareness to begin looking after itself.

There are no Narn telepaths anywhere in the galaxy, and it seems as if they simply do not possess the gene required for the talent. There are legends that once, a thousand years ago, Narn telepaths did exist but they were all systematically wiped out by a great and terrible enemy. Whether this is true or not is a matter of a great deal of debate among the Narn but, at a tactical disadvantage to every other race who do possess telepaths, many have become obsessed with acquiring any kind of technology that will allow them to breed telepaths once more.

The Kha'ri

The ruling body of the Narn Regime is known as the Kha'ri, a large group of sponsored individuals dedicated to ensuring Narn is never again enslaved. Each member of the Kha'ri is known as a Counsellor and while none is considered to be overall leader of the Narn race, rank is defined by a series of eight circles, each charged with a separate set of duties

to govern the affairs of the Regime. As well as forming the government for all Narn, the Kha'ri also act as religious and spiritual leaders, providing guidance for their people in times of hardship and strife, as the tribal leaders did in ancient history.

The First Circle monitors and oversees the actions of all others, comprising of eight individuals who have proven their worth to the Regime. Without exception, all members of the First Circle are heroes of the Centauri occupation, those who demonstrated the ability to lead first a resistance movement and then a war of independence. They are as close to a single, unified leadership the Narn Regime has, for after living under the heel of a Centauri emperor, no Narn will tolerate a dictator again, no mater how benign.

The members of the Second Circle serve as liaisons, advisors and administrators between the First and subsequent circles and are responsible for the smooth running of the Regime. The Third Circle is comprised mainly of diplomats and it is from here the ambassadors to other worlds come, including the notorious Ambassador G'Kar. The other members enact the diplomatic policies of the First Circle and keep the entire Kha'ri informed as to the intentions and ambitions of other governments, an important role as it involves watching closely the actions of the hated Centauri. Though the Kha'ri has existed for centuries, the Fourth Circle is a relatively new addition, born during the Centauri occupation to directly control the strategic military forces of the Regime. Together these four circles form the Inner Kha'ri, permanently based in the Narn capital on their homeworld.

The members of the Outer Kha'ri have offices in the capital but their duties take them all over Narn and throughout the colonies of the Regime. The Fifth and Sixth Circles govern the day-to-day functions of differing cities and regions on both Narn and the colonies, while the Seventh and Eighth Circles are responsible for preserving Narn culture, once a valued role while the Centauri did everything they could to suppress it. Today, these scholars and priests often act as historians, delving into the Narn's distant past.

Membership to the Kha'ri is earnt by being sponsored by an existing Counsellor, usually after having performed a great service for the Regime, though convoluted politics are no rarer among Narn than they are in the Centauri Royal Court. Bribery and blackmail are also methods by which an ambitious individual may gain entry to the Kha'ri. Once sponsored, a candidate has to be ratified by the First Circle

interstellar stage, the Narn have had to expend a great deal of effort in matching the capabilities of the other major governments. To their benefit, the Narn have instigated universal conscription, as well as possessing the racial drive to succeed and gain a position where they can never be enslaved again. This has led to them strip-mining their homeworld for resources in a far more dedicated and systematic approach than the Centauri ever inflicted during the occupation, an irony lost on most members of the Kha'ri. In addition, the Narn were able to capture and study many forms

but so long as a position is vacant and there are no rivals put forward, this is usually a formality. All members of the Kha'ri are given religious instruction in addition to the training necessary for their allocated duties.

The Chon-Kar

One of the most renowned aspects of Narn society is the Chon-Kar, also known as the Blood Oath. Justice in Narn society is swift and final, with crimes against fellow Narn seen as heinous and to the detriment of the entire Regime. The Chon-Kar is an oath of vengeance, a promise made upon personal honour to hunt down those responsible for injustice and exact a terrible retribution. Inevitably, the result is death for the criminal.

It takes a great deal to instigate Chon-Kar, typically the murder of a family member or mate. The wronged party will swear vengeance on their own blood, declaring they will fulfil the Chon-Kar or face death themselves. This is a perfectly legal response to major crimes in Narn society though as the Regime spread to the stars incidents inevitably arose where Chon-Kar was placed on individuals of other races. This often causes friction on worlds where retribution from injured parties is considered vigilantism and outlawed. The Centauri in particular suffer from regular attacks of Narn attempting to fulfil Chon-Kar, for their occupation resulted in the deaths of millions of Narn and almost all survivors have had some members of their family butchered by Centauri cruelty. Chon-Kar is sometimes performed with a finely crafted ritual blade known as the Ka'Toc, though this is not a requirement to fulfil the Blood Oath – ultimately, it is the final outcome that matters to those suffering injustice, not the manner in which it is brought about.

Technology

One of the main aims of the Narn Regime is the acquisition of new technology. As a relative newcomer to the

of technology from the Centauri when they finally won their independence, granting them the ability to travel among the stars and build large and powerful warships.

Further technologies have been bought, bargained for and stolen, particularly from races among the League of Non-Aligned Worlds who are often happy to trade with anyone bringing them sufficient credits. However, the Regime still lacks many fundamental technological breakthroughs taken for granted by some other races, which are being intensely studied by their scientists. There has been a complete failure to understand the gravitic drives used in Centauri vessels, which the Narn have never been able to replicate, and the complete lack of telepaths among their people have caused some Narn to take extraordinary lengths in order to gain suitable genetic material. So far these efforts have been in vain though observers on Centauri Prime and Earth alike are sure it can only be a matter of time before the Narn find a way to accomplish their goals.

Spiritual Leaders

The Narn have no concept of gods or a full pantheon, instead gaining spiritual enlightenment from the lives and writings of individuals whom they believe have seen further than other Narn. These spiritual leaders, or prophets, often compile their thoughts and views of the Narn race into great books which are hand copied throughout the centuries to be read in modern times. The copying of these works is undertaken with great reverence and always completed by hand, with every scratch, mark and flaw duplicated precisely, so that readers can be sure that what they see is exactly what the prophet intended. From such books, Narns are able to give greater weight of their own lives, conducting themselves as their favoured prophet deemed appropriate.

The most well known Narn prophet is G'Quan, who lived on Narn a thousand years ago when a great darkness swept

over the homeworld in the form of an implacable enemy. Though the Book of G'Quan tells of the enemy landing on the homeworld's southern continent and taking little interest in the native Narns, it is also apparent that this same force was the one responsible for wiping out all telepaths of the race. Many other Narn follow the teachings of G'Lan, a prophet from an age so distant that it is impossible to tell exactly when he lived, though it is likely to be millennia in the past. Narn society was based, to a large degree, on the Book of G'Lan though G'Quan has been steadily adopted by more Narn after the Centauri occupation.

**'The gift of time.
The gift of life.
The gift of wisdom.
The gift of light.
For these things we are thankful.
For these things we pray**

G'Kar

The Vorlon Empire

Every government in the galaxy both fears and respects the Vorlons and keeps extensive files monitoring their activities – however, very little is actually within those files. What is clear is that they are a very ancient race, secretive in their motives and ambitions, and possessing technologies far in excess of anyone else in the galaxy. They are not merely centuries ahead of other races, but millennia. Before Ambassador Kosh arrived on Babylon 5 in 2257, no race had any contact with the Vorlon Empire though it is rumoured that they have had ties with the Minbari far in the past.

'The Vorlons are very secretive. They don't want anyone to know what they look like, what they breathe or how their biology works. I mean, who knows how much that suit is really necessary and how much is just camouflage to keep us from seeing what's inside.'

Susan Ivanova

Many expeditions have been sent into the Vorlon Empire to learn more about this enigmatic race but none have ever returned. On the few occasions the Vorlons have acknowledged the existence of these ships, they have merely stated that the expeditions met with an unfortunate accident and suggested that no others are sent. Some have theorised that the Vorlon Empire is surrounded by dangerous hyperspace currents and other navigational hazards that only the Vorlons themselves are able to negotiate, though others are certain more sinister events have taken place in order to preserve the secrecy of these worlds.

The Vorlons have thus become more myth than reality in the eyes of many races and many wild stories are told about them. There are tales of fantastic cities of unbelievable technology on their worlds and living ships miles across. It is even said that anyone seeing a Vorlon will be instantly turned to stone.

The only Vorlon seen by the other races, Ambassador Kosh, does much to maintain these underlying fears. Rarely leaving his quarters, even to attend meetings of the Babylon 5 Advisory Council, he consents to

see very few petitioners wishing an audience and travels everywhere in an encounter suit, ostensibly to protect him from the atmosphere of the station. It is presumed Vorlons are methane-breathers, but some are beginning to wonder just how necessary the encounter suit is, and how much it is just to cloak his true appearance.

The League of Non-Aligned Worlds

Created in 2215 soon after the Centauri left Narn and pulled back their occupation of many other worlds, the League of Non-Aligned Worlds was an attempt to give the minor races a greater voice in inter-galactic affairs. Instigated mainly by the Abbai, the League was designed to offer mutual military protection and as a means to restrict the activities of raiders who had become prevalent in many systems. In 2258, the League comprises nearly thirty different governments of varying sizes and power, with more joining every few months as new races are discovered and brought into galactic politics.

The League is often seen as a conglomeration of bickering and disparate interests with no fixed direction but, in truth, it has greatly bolstered trade for member governments, cut down raider activity drastically by giving them nowhere to hide and grants a voice in the Babylon 5 Advisory Council where more galaxy-changing decisions are gradually being made. Many within the League also remember the horrors of both Centauri occupation and Dilgar invasion and so despite the constant arguments and petty disputes, the League looks set to hold together in one form or another for many years to come.

The major races of the League of Non-Aligned Worlds are detailed in the remainder of this chapter. It should be noted that while racial traits are given for each, they are designed primarily as non-player characters under the control of the Games Masters. Players are free to use the races detailed here but should be warned that they are not balanced with those in Chapter One and will generally result in weaker characters.

The Abbai Matriarchy

Once in a position of great authority within the League, the Abbai have lost a lot of political ground to expanding races such as the Drazi and Brakiri. However, they are still accorded with some respect and often act as spokesmen for the entire League when negotiating with the major powers. The Abbai government is based around a matriarchal system, with educated females assuming roles of leadership in all levels of society. As a race, they are pacifist by nature and tend to concentrate on defence and economical expansion, which has sometimes forced them to give way under more dominating and aggressive governments. It is extremely rare to see Abbai fighting among themselves and they do not have the same history of internal strife

common to other races, possibly because over 90% of their homeworld, Ssumssha (located in the Abba system), is covered by water, thus relieving pressures of over-population and competition over natural resources.

The Abbai are amphibious aliens, equally at home on the land or in the water and their cities are often built on coastlines, extending down from the surface and under the waves. They prefer moist environments but are not unduly affected by adverse climates unless facing extreme dryness or heat.

Abbai Racial Traits

- +2 Dexterity, -2 Constitution: Abbai are a dextrous but not very hardy people.
- All Abbai are of medium size.
- Abbai have a base speed of 30 feet, both on land and while swimming.
- Being amphibious, Abbai can breathe normally underwater or any other liquid with a high oxygen content, and thus will not drown.
- Abbai are incredibly agile in the water, having spent much of their lives in this medium. They gain a +5 racial bonus to all Swim checks.
- When in hot climates, Abbai suffer double the normal amount of subdual damage and always count as if wearing heavy clothing.
- Automatic languages: Abbai and English.
- Favoured Class: Scientist. A multiclass Abbai's scientist class does not count when determining whether he suffers an XP penalty for multiclassing.

The Brakiri Syndicracy

One of the rising governments among the League of Non-Aligned Worlds, the Brakiri are ruled by profit-driven corporations formed from the original water clans who competed over precious resources long in their homeworld's past. Brakir is a dry world blasted by the direct rays of its sun, with cities built around to few natural sources of water, though with the advent of space travel and mining of other planets in the system, the pressures of life on this world have eased. Even so, the Brakiri are still a nocturnal race, learning to work during the darkness to avoid the blinding glare and withering heat of the sun.

Humanoid in appearance, the Brakiri have evolved incredible night vision and tough leathery skin, allowing them to survive and prosper in the rigours of their homeworld. However, they have demonstrated a remarkable ability to adapt to other environments, permitting them to colonise other worlds and move around other races with ease. Brakiri are superb traders and despite their relatively small foothold of systems within the League, they have gained a great measure of political influence through mercantile treaties with many other races. A side effect of this is that technological development among the Brakiri has been stymied and very few scientists are to be found in their population, for they have found it easier

to trade and barter new developments rather than spend many years in research. This has gained the Brakiri a poor reputation among some other races in the League who view them as parasites living off the efforts of others, even though their strong trade links with other worlds made them invaluable in helping to bind the League together in the first place.

The Drazi Freehold

Spanning a dozen systems, the Drazi Freehold is, by far, the largest empire within the League of Non-Aligned Worlds. Drazi society is based on the concept of conflict, with a tradition of belief that those who are physically stronger must also be wiser or at least possessed of greater cunning. Disputes of any sort are typically resolved with non-lethal brawling which in itself is the subject of much enjoyment to the Drazi. This culminates in the battles for leadership of the entire Freehold, with Drazi randomly dividing themselves into two sides who then fight for dominance over a period of nearly four years – the side who achieves the most victories throughout the Freehold and other Drazi communities beyond will become the new leaders until the process is repeated some eight years later. These principles have led many from the major races to disregard the capabilities of the Drazi, viewing them as simple and unenlightened. However, this quite ignores the fact that the Drazi form the largest and most powerful government in the League by far, and that it may only be through virtue of their weak political structure that they do not rival the Narn Regime and Earth Alliance, taking their place as one of the major races of the galaxy.

Drazi are short reptilian-like people, and are extremely strong for their size. They are built for brawling and rarely enjoy anything as much, even if they are on the losing side. Their thick scaled skins protect them from the worst that can be taken from fist and foot, so serious injuries from brawls are extremely rare. There is little social innovation among the Drazi, and they are as much prisoners to their history and traditions as any other race in the galaxy. This can even be seen in the designs of their cities, which are still built with extremely narrow and winding streets, an effort in the past to hinder attackers and invaders. Today, it merely hinders travel and commerce but still the design persists with little effort to change the traditions that have existed for generations.

Crowning

This is a popular drinking game among the Drazi, though participation by other races tends to be ill-advised, as they often lack the durability to avoid serious injury.

During a game of Crowning, two Drazi sit opposite each other at a table which has a square drawn in its middle. The Drazi attempt to flip coins into the square (Dexterity check DC 12), taking a drink and earning a point for every coin that lands in the square. The first participant who scores

ten points is allowed to break the bottle over his opponent's head.

The Gaim Intelligence

The Gaim are one of the strangest alien races to be found anywhere in the galaxy, defying conventional understanding of politics, trade and warfare. Ruled by Queens who are often centuries old, the Gaim are often assumed to be insectoid-based lifeforms and though they share many physical traits with the primitive organisms of other worlds, this is far from correct – in truth, the Gaim are beyond the experience of any other race. The Queens are masters of genetic alteration, and are able to create the millions of workers necessary to fulfil every role demanded by society, engineering each precisely to create workers, soldiers, diplomats, and scientists as needed.

The Queens appear to have no desire for conquest or the exploitation of others and the Gaim Intelligence has yet to develop any colonies larger than simple mining outposts beyond its homeworld. They are relative newcomers to the League and engineered diplomats sometimes find it difficult to understand the politics and power plays of other races though they learn quickly. Their militaries are small but slowly expanding, concentrating on defensive forces for their homeworlds after the experiences of Dilgar invasion, rather than armies and fleets of conquest.

Gaim Racial Traits

- ⑤ +2 Constitution, -4 Charisma: Gaim are extremely tough, able to shrug off many adversities others would succumb to. However, they have virtually no empathy with other races.
- ⑤ All Gaim are of medium size.
- ⑤ Gaim have a base speed of 30 feet.
- ⑤ The Gaim have utterly alien minds, making them impervious to the efforts of telepaths from other races. Gaim will automatically succeed in any Will saving throw made to resist the effects of a telepathic ability.
- ⑤ Gaim are methane breathers and will suffocate in normal atmospheres if they do not wear breather masks or encounter suits.
- ⑤ The Gaim have a hard chitinous skin, granting a natural Damage Reduction 2. This stacks normally with any armour worn.
- ⑤ Automatic languages: Gaim. The Gaim language is impossible for other races to mimic, just as their languages are impossible for the Gaim to master. No other race may learn Gaim and no Gaim may learn any other language. Communication must therefore take place through the use of translators.
- ⑤ Favoured Class: None. Gaim are engineered to fulfil specific roles within their society and so may never multiclass.

The Markab Theocracy

Possessing only two small colonies beyond their homeworld, the Markab are a peaceful race who value both personal and racial privacy. Scandal is avoided at all costs in Markab society and they believe themselves to be a very moral people, tending to segregate themselves from outsiders in the past so as to avoid any contagious taint of sin. As the Markab took to the stars, they were forced to make compromises to this ideal in order to trade and gain a voice in interstellar affairs, but they remain guarded, suspicious and private, seeking only to better their society rather than create huge star-spanning empires or gain wealthy trade treaties. They are led by holy men voted into power by the general populace who believe them to be the wisest of their race.

Markab are a humanoid race with thick leathery skin and hard bony plates protecting the back of their skulls. Over two billion live on their homeworld, with three million more spread throughout their two colonies, all represented on Babylon 5 by Ambassador Vashaa.

Markab Racial Traits

- All Markab are of medium size.
- Markab have a base speed of 30 feet.
- Markab are very moral people not easily swayed by adversity or the will of others. They gain Iron Will as a bonus feat.
- Automatic languages: Markab and English.
- Favoured Class: Worker. A multiclass Markab's worker class does not count when determining whether he suffers an XP penalty for multiclassing.

The Pak'ma'ra

To the eyes of other races, the Pak'ma'ra are lazy, disgusting and smelly, eating only carrion – even that of their own race at times. With questionable hygiene and an appearance that generates disgust among others, Pak'ma'ra tend to be ignored wherever they go, assumed to be part of whatever underclass exists on the worlds and colonies they travel to. They certainly have a very different out look on the universe and do not perceive things in the same way as others. On the other hand, it is a rarely known trait that Pak'ma'ra do not often lie or steal and are willing to help almost anyone in distress. They are highly individualistic and have no set form of government as such a concept is almost incomprehensible for them. This has caused problems in the past when other governments have tried to negotiate treaties for trade and territory with the Pak'ma'ra as there is no identifiable structure within their society that gives rise to overall leaders. Even the Pak'ma'ra representative for the League of Non-Aligned Worlds holds little authority over others of his kind, though he is charged with making decisions that affect their homeworld, Melat, on the border of the Drazi Freehold and Centauri Republic.

Though the Pak'ma'ra lack much of the technological innovation common to other races, the large quantities of Quantium-40 on their homeworld has allowed them to trade for ships, weapons and other items that have permitted the safety and protection of Melat. Because of the valuable resources of their homeworld alone, the Pak'ma'ra were welcomed into the League of Non-Aligned Worlds with open arms by governments keen to exploit this race and so push ahead with their jumpgate construction. However, as time went on the less pleasant aspects of their race became more apparent and now the Pak'ma'ra have few real allies among the League, though there are those in other governments who steal themselves to sway Pak'ma'ra votes in political negotiations.

Pak'ma'ra Racial Traits

- +2 Constitution, -4 Charisma: Pak'ma'ra are extremely strong for their size but rarely consider the consequences of their actions.
- All Pak'ma'ra are of medium size.
- Pak'ma'ra have a base speed of 20 feet.
- Pak'ma'ra are all but ignored by other races which can prove useful at times. A Pak'ma'ra gains a +2 racial bonus to all Hide and Pick Pocket checks made while within a crowd.
- Amazingly resilient to outside infection, the Pak'ma'ra are immune to all diseases and radiation.
- Automatic languages: Pak'ma'ra. The Pak'ma'ra language is impossible for other races to mimic, just as their languages are impossible for the Pak'ma'ra to master. No other race may learn Pak'ma'ra and no Pak'ma'ra may learn any other language. Communication must therefore take place through the use of translators.
- Favoured Class: Lurker. A multiclass Pak'ma'ra's lurker class does not count when determining whether he suffers an XP penalty for multiclassing.

The Vree Trading Guilds

Much like the Brakiri, with whom they are bitter rivals, the Vree have founded the expansion of their galactic influence through trade and are one of the oldest starfaring races within the League of Non-Aligned Worlds. With a solar system blessed with natural resources, as well as an abandoned jumpgate located in its furthest reaches, the Vree were exploring other worlds while other races were just getting to grips with the own technological paths. They are generally accredited as being the first race to visit Earth in the mid-20th Century, though they swiftly pulled back from Mankind's warlike nature and a world seemingly destined for self-destruction as its then two superpowers squared up to each other.

The Vree are a very distinctive race with grey skins, thin and lithe bodies, almost featureless faces and large black compound eyes. Possessing no vocal chords, Vree

communicate with each other through a limited form of telepathy but must resort to highly advanced translators when meeting other races. It is almost impossible to distinguish individuals, a fact some Vree have used to their advantage in negotiations, causing some to nickname them 'Greys'. Their ships too all look very similar whatever their function, taking the forms of 'saucers' that tend to differ only in size and capabilities.

Vree Racial Traits

- ⑤ -2 Constitution, +2 Intelligence: Vree have very fragile bodies but possess great intellects.
- ⑤ All Vree are of medium size.
- ⑤ Vree have a base speed of 30 feet.
- ⑤ Vree place great import on education and begin the game with 4 bonus skill points which must be spent on Knowledge skills.
- ⑤ Vree possess a limited form of telepathy. They may use the communication telepathic ability automatically with other members of their race without requiring Telepathy checks or any ranks in the Telepathy skill. This ability may not be used to communicate with other races.
- ⑤ Automatic languages: Vree. The Vree language is impossible for other races to mimic, just as their languages are impossible for the Vree to master. No other race may learn Vree and no Vree may learn any other language. Communication must therefore take place through the use of translators.

- ⑤ Favoured Class: Agent. A multiclass Vree's agent class does not count when determining whether he suffers an XP penalty for multiclassing.

'In the last five years, I've seen things off-world you can't even imagine. I've stood in the Abendi desert and watched all seven moons go into eclipse. I've walked in vaults that have been sealed longer than there's been a human race, breathing air that's five million years old. You call that a shortcut, if you will, but I've lived. By God, Stephen, I have lived.'

Vance Hendricks

Signs and Portents

The Earth year 2258 was to prove a turbulent time for many races on board Babylon 5, and yet it was but a prelude of things to come. By this time, Babylon 5 had been in operation for nearly a year and had already faced assassination attempts of ambassadors, reassigned key personnel, a bomb that nearly blew the station out of orbit and barely escaped attack by a Vorlon war fleet. Throughout these trials, Commander Jeffery Sinclair proved himself to be a capable and charismatic leader but the true test of his mettle was only just beginning.

The events in 2257 that began with the attempted assassination of Vorlon ambassador Kosh signalled many changes on board Babylon 5. Most importantly, his arrival and eventual recovery from the attack instigated by the Narn Regime and a rogue faction within the Minbari warrior caste signalled that Babylon 5 was now truly online and open for business, as he was the last of the ambassadors to arrive from the major races. However, close contact with the Vorlon forced both Doctor Benjamin Kyle and commercial telepath Lyta Alexander to return to Earth in an effort to discover and make sense what they had learnt of this most mysterious race. Lieutenant Commander Laurel Takashima was also reassigned soon after, to be replaced by Susan Ivanova at the beginning of 2258.

This chapter reviews all the important events, characters and occurrences that took place in and around the Babylon 5 diplomatic station in the Earth year 2258, which formed the basis of the first season of the television show. A full account of each episode is given, along with details on how it fits in with the overall scheme of events within the galaxy, thus giving Games Masters a powerful tool that will bring their own campaigns to life.

A Games Master has the option of basing his own scenarios and campaigns around the episodes presented here and those in future sourcebooks. While his players should always be central to their own scenarios, events elsewhere in the galaxy will always have an impact on their own actions – this is covered in greater detail in Chapter 9. Alternatively, the Games Master may wish to place his scenarios far away from Babylon 5, on other worlds. In this case, the events in episodes detailed here will have a lesser effect on the actions of the players but will still ensure they realise there is a full and vibrant galaxy beyond their own concerns and that things are moving forward with or without their help. Once again, this method of creating scenarios in the Babylon 5 roleplaying game is covered in more detail within Chapter 9.

Each episode is arranged chronologically by the date within 2258 that it occurred, allowing Games Masters to properly structure their campaigns, and begins with a detailed synopsis that will provide everything necessary to base events around it. This is followed by any necessary game or background information unique to the episode and not provided in previous chapters, as well as some hints and tips on how scenarios may be created and campaigns altered using the episode as a basis.

By utilising the entire first season of the Babylon 5 television show, Games Masters can easily construct a detailed and highly sophisticated campaign for their players with little effort. Future sourcebooks will cover subsequent seasons of Babylon 5, allowing the Games Master to extend his own campaign and incorporate the events that shook the foundations of the entire galaxy. The year 2258 sets the scene for the entire saga of Babylon 5 and will provide players and Games Masters alike with many hours of fast-paced and emotionally-charged scenarios.

Midnight on the Firing Line (January 4th 2258)

Disaster began in 2258 not on Babylon 5 itself, but many light years away on the Centauri agricultural colony of Ragesh 3. On January 4th at 1000 EST, the orbital base above Ragesh 3 was attacked and destroyed by a Narn invasion fleet, led by two T'Loth assault cruisers. The colony, a strictly civilian outpost housing 5,000 colonists fell soon after to Narn ground forces deployed by the fleet. News eventually reached the ambassadors on Babylon 5 but, initially, no one knew who had attacked Ragesh 3. Centauri Ambassador Londo Mollari suspected his counterpart, G'Kar to be at least partially responsible, but the Narn's protestations of innocence merely added to the confusion quickly surrounding details of the assault.

Commander Jeffery Sinclair was thrust straight into this diplomatic mess, but the Earth Alliance personnel on board the station had their own problems to contend with. Raider activity had been increasing in the Epsilon grid throughout the latter half of 2257 and several transports were being destroyed and looted by the space pirates despite the best efforts of the Starfury pilots stationed on Babylon 5. Security Chief Garibaldi was dispatched to investigate the latest attack but found no survivors. However, he did discover that the raiders were now utilising far heavier weaponry than they had ever used before, suggesting that they were receiving outside support. In addition to piracy in deep space, the presidential election on Earth was reaching its climax, with Marie Crane garnering a lot of support from the colony worlds to challenge the incumbent President Luis Santiago. It was during this time that Babylon 5's new resident telepath, Talia Winters, arrived only to be given a cold reception by Lieutenant Commander Susan Ivanova.

Later in the day, Londo Mollari received a coded signal from Centauri Prime, relaying what little information they had on the attack of Ragesh 3. Exactly how the colony fell was still something of a mystery, though it was clear that the Narns were in fact responsible after all. Mollari immediately confronted G'Kar in the Zocalo, who had only just received this news himself, and promised terrible retribution. Fully aware of how strong the Narn military was now growing, G'Kar dismissed this threat with one of his own, claiming that the days of the Centauri were numbered. 'The wheel turns, does it not, ambassador?' he was heard to say by the security guards who arrived to break up the fight brewing between the two diplomats.

During a secret meeting with Sinclair, Mollari apologised for the public incident with G'Kar and promised he would not make that mistake again. He related his death dream to Sinclair, claiming that he had seen how he would eventually die – locked in mortal combat with G'Kar, twenty years or more in the future, there hands squeezing the life out of the other's body. He also revealed his personal interest in Ragesh 3, a young nephew called Carn whom he had arranged to be stationed there, as far out of harm's way as Mollari could manage. Despite Sinclair's promise to arrange a coalition among the other worlds to force sanctions upon the Narn Regime until they withdrew from the Centauri colony, Mollari swore that if Carn were dead, he would make sure that war began. Sinclair was all too aware of the danger that was brewing between the two races and that the actions of the Narn could divide all the major governments. Resolving not to let this happen, he approached Ambassador Kosh to see if the Vorlons would support action against Narn during the forthcoming emergency meeting of the Babylon 5 Advisory Council. The alien's response was enigmatic. 'They are alone. They are a dying people. We should let them pass.'

The situation turned from bad to worse for Mollari, as he soon learnt that his government on Centauri Prime intended to do nothing about Ragesh 3, claiming it was too insignificant and distant to risk open war with the growing Narn Regime. In any case, by the time Centauri ships actually arrived at the colony, all the civilians would be dead any way. Cajoling his newly arrived diplomatic aide, Vir Cotto, Mollari decided not to tell the Babylon 5 Advisory Council of his government's decision, hoping that by convincing others to take action, he could embarrass his leaders back home into taking part themselves.

Sinclair faced two problems immediately. First of all, Garibaldi had informed him that the raiders plaguing the sector had managed to break into the computer systems of the company that sold travel routes. Only one supply ship in the hacked database had yet been attacked but it had been later booked by a refugee service – with no way to know that nothing of value was now being carried by the transport, the raiders were set to murder over five hundred innocent men, women and children. Second, EarthGov had ordered him to delay the emergency meeting to impose

sanctions against the Narn Regime for attacking Ragesh 3 or, in the event of the meeting not being postponed, to abstain the Earth vote. Knowing that the withdrawal of Earth's support would damage the Centauri case against the Narns, Sinclair neglected to tell his second in command, Susan Ivanova, of the new orders and instead took command of the Starfury squadron that was dispatched to intercept the raiders closing in on the refugee transport.

The emergency meeting of the Babylon 5 Advisory Council, consisting of the ambassadors of the major races as well as the League of Non-Aligned Worlds, was interrupted by G'Kar who was keen to point out that Ragesh 3 was once a Narn colony before the Centauri took it over during their occupation. Narn itself, he said, had no desire to start a war and they had proof. A live broadcast by Carn Mollari was shown during the meeting in which the young Centauri claimed that the colony had asked the neighbouring Narn Regime to bring a peaceful liberation force to their world after the Centauri Republic had continually ignored requests for help in the face of growing anarchy. Few believed the veracity of the broadcast and many ambassadors present suspected that Londo's own nephew was being used as a pawn but with no evidence to dispute G'Kar's claims, the case against the Narn Regime collapsed.

Inflamed at the inability of the Council to enforce sanctions and at his own government for failing to take action, Londo returned to his quarters long enough to collect a hidden PPG. Fully intending to kill G'Kar and so start a war in retaliation for the attack on Ragesh 3, he literally ran into Talia Winters who accidentally scanned his intense emotions and realised what he intended to do. She quickly located Garibaldi, who intercepted Londo on his way to G'Kar's quarters. Pointing out that if G'Kar was killed no colonists would be allowed to survive, he finally managed to talk sense into Mollari.

During this time, Sinclair had led Delta flight against the raiders attacking the refugee transport. Hideously outgunned by the superior Starfuries, the raiders were routed but, following a hunch, Sinclair began searching for transmissions within a nearby asteroid field. Leading his wingmen in, they soon discovered the raider's command

and control ship, the vessel responsible for manoeuvring the Delta-V fighters into position and then co-ordinating their attacks. Utterly defenceless against the Starfuries, the raider's ship surrendered and was boarded. The heavy weaponry recently used by the raiders was discovered to have been sold by the Narn Regime, who had supplied an observer to train them in the correct use of the weapons, as well as ensure they were not sold to a third party. This observer also had data crystals containing transmissions from Narn Central Command that illustrated the attack on Ragesh 3 and the reasons behind it.

Armed with this knowledge, Sinclair took the observer prisoner and returned to Babylon 5, whereupon he immediately confronted G'Kar. The Narn Regime was forced to withdraw its forces from Ragesh 3 or face embarrassment when this evidence was presented publicly at the next meeting of the Babylon 5 Advisory Council.

At the end of this crisis, Luis Santiago was announced the winner of Earth's presidential elections. His whole campaign had been based on a promise to cut the budget and keep Earth out of war, as well as forming a closer relationship with the Mars colony and providing a greater emphasis on preserving Earth cultures in the face of growing non-terrestrial influences.

Centauri Mines

Often found scattered around Centauri civilian colonies lacking a heavy military presence, mines are high-powered explosive devices designed to damage and stall an attacking fleet. Seeded around colony space stations in vast numbers, they are normally kept deactivated until an attack is launched, to avoid accidents with incoming allied transports.

Mines remain deactivated and useless until sent the appropriate commands. To send the activation command from a computer system wired to their communications network requires a Technical (electronics) check at DC 5. If a system outside of this network is used to control the mines, a Technical (electronics) check at DC 30 is required. If a spacecraft enters the same square as an activated mine, it will automatically detonate the device, sustaining 3d12 points of damage as the blast wave smashes into its hull. Any number of mines may be placed in one square but any Technical (electronics) check to detect them with sensors gains a +1 circumstance bonus for every additional mine present. If a spacecraft enters a square containing multiple mines, it will suffer damage from each one.

Large Spacecraft; hp 16; DV 9 (-1 size); DR 5; Spd -; Acc -; Dec -; Han -; Sensor -; Stealth 18; Cargo 0 lb.; 0 crew

Transport Routes

As an aid to space travel and stellar navigation, trade routes between all governments with representatives on Babylon 5 are agreed by the appropriate ambassadors before being passed on to shipping corporations. The trade routes may then be used freely by the corporation though a proportion are also sold, at a profit, to smaller companies and individual ship traders, who must log there destinations, time of travel and cargo with the corporation. This information is then made available to the appropriate governments who control the area of space being travelled but are otherwise regarded as being highly classified in order to stop information filtering through to raider groups and other hostile forces.

Raider Command and Control Ship

Incredibly expensive to purchase and operate, only the most sophisticated raider groups can hope to acquire a command and control ship. Usually lightly defended for their size, such vessels rely on their squadron of fighters to protect them and will typically retreat in battle, even against civilian transports for raiders cannot afford a lucky hit that will eat into their illegal profits. Most command and control ships used by raiders are usually heavily modified commercial ships or ancient military vessels that have been decommissioned and so may be found sporting a bewildering array of weaponry though few are heavily armed.

Colossal III Spacecraft; hp 450; DV 0 (-12 size, +2 agility); DR 14; Spd -; Acc 1; Dec 1; Han +0; Sensor +2; Stealth 15; Cargo 166,000 lb.; 2 Officers, 20 Pilots, 12 Sensor Operators, 54 Crewmen, 500 troops
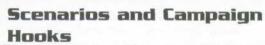
Weapons:
Two Medium Plasma Cannon; 1 Front and Left, 1 Rear and Right; Attack +1 (targeting computer); Damage 30+6d10; Critical 19-20; Range 2
Two Light Pulse Cannon; 2 Turret; Attack +1 (targeting computer); Damage 5+2d6; Critical 20; Range 3; Rapid Fire

Craft(4):
12 Delta-Vs, 6 Light Shuttles

Scenarios and Campaign Hooks

⑤ No matter where they are in the galaxy, the players should at least hear of the Narn attack and subsequent withdrawal on the Centauri colony of Ragesh 3, as this will underline what is to come between these two races.

⑤ Players could be innocent traders or visitors to Ragesh 3 when the Narn launch their assault, providing an exciting scenario where they try to avoid the excesses of a conquering Narn military.

⑤ The players may be interested in either plying space as independent traders, building up a steady profit as they travel between the worlds, or they may lean more towards becoming raiders themselves. Either type of campaign will provide plenty of tense action, as they try to avoid the attentions of raiders or attempt to escape the retribution of Babylon 5's Starfuries – either way, they will be heavily outgunned.

⑤ Vir Cotto is anxious to please Mollari in his new role as diplomatic aide and will be running many errands in the first few weeks of his arrival. The players may find gainful employment running errands for Londo Mollari, from performing services for the Centauri Republic, to acquiring rare and possibly illegal foods, drink and valuables for the ambassador.

⑤ Any Narn player may be asked to act as an observer during a weapons exchange. Depending on who the weapons are being sold to, he may find his conscience is troubled by the actions taken by the buyers.

⑤ G'Kar never likes to lose and has been known to influence other ambassadors whenever a vote is put before the Babylon 5 Council. Though confident that his plan with Carn Mollari will carry the day for him, G'Kar may well approach any diplomat players in order to convince them to pressure their governments into dismissing the Centauri case against the Narn Regime. This may involve bribery, but is more likely to take the form of blackmail using information gained by Narn agents.

⑤ The colony worlds of the Earth Alliance heavily favoured challenger Marie Crane in the presidential elections. The final result may cause some factions in the smaller colonies to become more militant, feeling that Earth is continually ignoring their needs and demands. This is unlikely to result in any demand for independence, but will foreshadow what is to come later on. . .

⑤ Anyone doing business on Babylon 5 may either be relieved or terrified to know that, once again, a commercial telepath is on hand to oversee any negotiations. A meeting with Talia Winters present may scupper any plans the players had intended.

Soul Hunter (March 1st 2258)

This day saw the arrival of Dr Stephen Franklin on Babylon 5, to take the place of Dr Benjamin Kyle as the new Chief of Medical Staff. Dr Kyle had been recalled to Earth some weeks before to work directly alongside President Santiago, an important promotion for a xenobiologist as more and more aliens were beginning to emigrate to Earth.

An anomaly in nearby hyperspace resolved itself as the jumpgate was activated and a badly damaged ship spiralled out of control on a collision course with Babylon 5. The ship was of a completely unknown design and, following First Contact Protocol, Commander Sinclair flew a Starfury out to grapple it before it crashed into the station. Only a single occupant was found on board and, heavily injured, the mysterious alien was immediately transferred to Medlab as Franklin's first patient while the ship was transported to Babylon 5's repair facilities in an attempt to determine its origin. The carbon-scoring all over the ship's hull indicated that it had been attacked and almost destroyed but nothing else could be determined.

Despite Franklin's best efforts, little could be learned about the unconscious alien other than its native atmosphere which was sampled from its ship and replicated within the Isolab. Minbari Ambassador Delenn offered to help identify the alien and, knowing the Minbari's considerable experience with alien life, Sinclair agreed. Upon seeing the alien for the first time, Delenn acted violently, grabbing a PPG and trying to destroy it before Sinclair managed to pacify her. Delenn called the alien Shak'tot, a Soul Hunter, and begged Sinclair to kill it before somebody died.

During a private meeting, Delenn explained her reaction and fears to Sinclair. The Soul Hunters were a race of aliens unknown to humans who specialised in stealing the souls of the dying. She believed Soul Hunters to be inherently evil, preying on other races for their own twisted purposes and being especially interested in the souls of certain Minbari. Throughout history, the Minbari had fought to stop the Soul hunter's quest, as they believed that each soul lost could never be reborn into the next generation, and so diminishing the greater whole of their race. Within Babylon 5, news and rumours of the Soul Hunter's arrival swept through the Alien Sector, with many inhabitants retreating to their quarters or asking to leave the station immediately.

In Medlab, the Soul Hunter roused himself to consciousness, though the medical staff were temporarily distracted by an emergency case, a lurker who was the victim of a stabbing attack in Downbelow. Though the lurker soon succumbed to his wounds, Franklin realised that the Soul Hunter seemed to know of the victim's impending death and, moreover, the alien had visited Earth in the past and was capable of communicating in English. Upon

arriving in Medlab, Sinclair proceeded to question the Soul Hunter but was ignored until he called the alien a thief. He related to Franklin what Delenn had said about Soul Hunters but the doctor was sceptical. He theorised that, with advanced technology, it could be possible to duplicate a person's personality but the idea of an actual soul had no basis in modern medicine. Not sure what to believe himself, but knowing that the other aliens on board Babylon 5 recognised the Soul Hunter to be a clear and present danger, Sinclair ordered the Soul Hunter to be confined to Medlab until he had been healed and his ship repaired – then he was to leave the station immediately.

Ambassador Delenn knew enough about Soul Hunters to realise that they always travelled with their collection of souls and soon confronted the alien in Medlab to demand the release of any Minbari souls he carried. She did not count on the Soul Hunter actually recognising her, for he was one of his order who had been present at Dukhat's death and, caught off guard, she fled as the Soul Hunter questioned why one of the Grey Council was an ambassador on Babylon 5.

The Soul Hunter had come to Babylon 5, not by accident as everyone had so far presumed, but to fulfil a mission to capture a rare and beautiful soul. After his meeting with Delenn and realising that she was Satai, one of the Grey Council, the Soul Hunter finally realised whom it was he had come to collect the soul of. Overpowering the security guard in Medlab, the Soul Hunter stole a PPG and escaped into the station. Returning first to his damaged ship, he retrieved his valuable collection of souls from a secret compartment and then located N'Grath, with whom he bargained to provide a guide that would allow him to enter any area of Babylon 5 and leave without alerting security.

The aliens on board Babylon 5 became decidedly agitated when a second Soul Hunter ship arrived through the

jumpgate, this time undamaged and with its pilot asking to speak immediately with Commander Sinclair. This second Soul Hunter was allowed on board and met with Sinclair, explaining that his brother, a member of the same order within his race, was deeply disturbed after having been disgraced due to failing in several missions to capture and preserve souls. Rather than waiting until a soul naturally left the body upon death, he was determined not to wait until the final moment – he was now willing to actually kill in order to retrieve souls, a practice other Soul Hunters found to be abhorrent and contrary to their own beliefs. He made it clear that other Soul Hunters did not support this method and that he would do all he could to aid Sinclair in tracking down the renegade.

Stunning a security guard, the first Soul Hunter managed to penetrate Green Sector with N'Grath's help and succeeded in capturing Delenn, taking her to a hiding place he had prepared earlier. The security guard was soon discovered and, upon hearing where he had been found, Sinclair guessed that the Soul Hunter was after Delenn. He convinced the second Soul Hunter to pinpoint where Delenn had been taking, using the alien's Death Sense, and several security teams were dispatched to sweep the area, joined by both Garibaldi and Sinclair.

The Soul Hunter had chosen to slowly drain Delenn's blood in order to achieve a peaceful death without torment that could damage her soul but he was disturbed by Sinclair who stumbled upon the alien's hiding place. During a brief firefight, Sinclair managed to disarm the Soul Hunter, but was attacked when he tried to take Delenn away from the soul collector device. During the struggle, the Soul Hunter, now desperate not to fail in yet another mission, asked Sinclair why he was helping a Minbari – he had begun to see into Delenn's soul and read her thoughts. Telling Sinclair that Delenn was Satai, a term unknown to humans, he warned the Minbari were using him. The Soul Hunter's own collection then rose to distract him long enough for Sinclair to drag the soul collector away from Delenn and target the Soul Hunter instead, killing him instantly.

In the aftermath of the Soul Hunter incident, Delenn was taken to Medlab where she made a full recovery, despite having lost enough blood to have killed a human. Though she slipped in and out of consciousness, she thanked Sinclair for his brave efforts on her part, saying 'I knew you would come – we were right about you.' This puzzled both Franklin and Sinclair, but neither expected

her to later explain what she had meant. However, Sinclair did research the term Satai and discovered that it referred to the ruling body of the Minbari Federation. This raised more questions than it answered, for why would a member of the Grey Council be assigned as ambassador to Babylon 5?

The second Soul Hunter was permitted to leave peacefully but Sinclair warned him that Babylon 5 was now off limits to any of his race. The alien was denied access to his brother's collection of souls, which were passed onto Delenn to be finally released.

Soul Hunters

Feared by other alien races throughout the galaxy, the Soul Hunters are a strange race who have dedicated their lives to preserving the souls of others. Not every soul is deemed worthy of saving, however, and they concentrate on the greatest personalities ever to have lived – leaders, thinkers, poets, dreamers and blessed lunatics. It is a matter of great debate among technologically advanced civilisations as to whether the Soul Hunters actually capture souls or whether some trickery is involved but many races are too fearful to take the chance and some, especially the Minbari, are willing to attack Soul Hunters wherever they are discovered. Soul Hunters believe they are not stealing the souls but preserving them and without their good efforts, souls would die along with the body. By preserving the greatest minds, they are granting immortality. They consider themselves unworthy of such a privilege and so to date no Soul Hunter has ever been captured another in this way.

Soul Hunters are said to be immortal and are drawn to death, actually sensing it before it occurs. The greater the person dying, the further into the future a Soul Hunter will predict his death, even though he may not know exactly who is to meet their end. Using their advanced soul collector devices, they have the ability to allegedly draw the life essence of a subject into a soul globe which they then claim to be able to speak and listen to for eternity. Soul globes are considered to be precious by any Soul Hunter, and they are both worshipped and enshrined. Most Soul Hunters carry their 'collection' with them wherever they travel, stored in hidden compartments within their transport ships.

Many Soul Hunters consider their greatest failure to be the loss of the soul belonging to the Minbari leader Dukhat, whose death precipitated the Earth/Minbari War. Despite an entire fleet of Soul Hunters arriving to claim his soul, the Minbari made a wall of bodies to protect their dying leader. The Soul Hunters consider the death of Dukhat, the pinnacle of Minbari evolution, to be an utter waste, while their attempt to claim his soul has earnt their entire race the enmity of the Minbari who will to attack them on sight.

Character Level: 8 (30 hp)
Initiative: +1 (+1 Dex)

Speed: 30 ft.
DV: 13 (+3 Reflex)
Attacks: +10/+5 melee or +9/+4 ranged
Special Qualities: Death Sense, Immortal, Multiple Atmospheres
Saves: Fort +11, Ref +3, Will +2
Abilities: Str 14, Dex 13, Con 16, Int 12, Wis 10, Cha 7
Skills: Computer Use +5, Listen +4, Move Silently +7, Pilot +13, Search +3, Spot +5, Technical (space travel) +4
Feats: Alertness, Great Fortitude, Spacecraft Proficiency
Advancement: By character level (+1 hp and +4 skill points per level)

Death Sense: Soul Hunters are drawn to death and can sense its approach. The greater the personality meeting its end, the further into the future they can sense death's approach. If the Games Master has determined a character is to die during a scenario, a nearby Soul Hunter may sense this. The death of any character of 7th level or less may only be sensed if the Soul Hunter is within one mile and will only be detected 10 minutes before death actually occurs. Characters of greater level will have their death sensed a week before it occurs and a Soul Hunter will detect this up to distances of 5 light years, allowing them to preserve souls in different star systems. Characters of extremely high level (18th level and above) may have their death sensed up to a year before it occurs and at distances covering much of the galaxy – such deaths have the potential to draw in many Soul Hunters. It is important to note that Soul Hunters may only sense death and are utterly incapable of telling who is actually about to die. Once drawn to the scene of death, a Soul Hunter must use his own knowledge and intuition as to who the victim will be.

Immortal: To all intents and purposes, Soul Hunters can be considered immortal. They will not die of old age and are immune to every known disease in the galaxy.

Multiple Atmospheres: Though most comfortable in their own native atmosphere, Soul Hunters demonstrate an amazing ability to process and survive in a wide range of atmospheric types. They can breathe normally without suffocating in any atmosphere that is not corrosive. However, they will suffocate in any airless environment like any other life form.

Soul Collector

The soul collector is a large device weighing 24 lb. that can always be found on board a Soul Hunter's transport ship. This is the tool used to extract a soul from a dying body and move it to a small soul globe, which is placed within during the transference. Many scientists doubt that an actual transference of souls occurs during this time and what the soul collector actually does is copy the personality of the victim, though this is open to a great deal of dispute, especially as it seems that only Soul Hunters may talk and listen with a soul globe.

A soul collector will work automatically on any character that has been dead for less than one minute – the character's

'soul' will be transferred to an empty soul globe though only a Soul Hunter may communicate with it. The soul collector may be calibrated to rip souls from a living body, however, draining a character's life essence. It takes ten minutes for a soul collector to build up enough power to enforce this drain, during which the victim is normally held immobile. After this time, the victim must make a Fortitude save at DC 20 every round or be instantly killed, their soul or personality trapped within a soul globe.

Soul collectors are rarely found on the black market and can usually command any price their seller desires. Soul globes surface from time to time and are treated by some races as valuable relics, though others may spend great amounts of money just to set the soul inside free. Typically, a soul globe may cost an interested party 10,000 credits or more on the black market.

Soul Hunter Transport

These strange transports are the only vessels ever seen used by the mysterious Soul Hunters and while rare, their arrival in any star system is usually seen as a harbinger of doom. They travel alone and only during the most shattering of galactic events, such as the death of the Minbari leader Dukhat, will more than one be seen. Fast and agile, Soul Hunter transports are built to evade combat rather than engage and achieve victory, though they are not without defences. Soul Hunter transports are known to contain many secret compartments and hatches where many small objects, including their collection of soul globes, may be stored. It requires a Spot check at DC 30 to locate any such compartment on board a transport.

Huge Spacecraft; hp 38; DV 14 (-4 size, +8 agility); DR 9; Spd 38; Acc 6; Dec 6; Han +6; Sensor +12; Stealth 19; SQ Atmospheric Capable; Cargo 500 lb.; 1 Pilot

Plasma Cannon; Boresight; Attack +4 (targeting computer); Damage 25+4d10; Critical 19-20; Range 1

N'Grath

Regarded as one of the worst kept secrets on Babylon 5, it is well known to long-term residents of the space station that N'Grath controls much of the black market trade that passes through. Coming from a little known insectoid alien race found only on the outskirts of the galaxy, N'Grath arrived on Babylon 5 as soon as it went online and immediately commenced the setting up of a fencing operation that proved highly successful as more and more aliens of different cultures arrived on the station, wishing to sample exotic and possibly illegal delights from other star systems. N'Grath has few morals about the items he trades

in but likes to avoid violent confrontations. He is also well aware that Security Chief Garibaldi watches his operation closely and so will be reluctant to trade in any item that will bring unnecessary heat upon him, such as Dust and high-powered weaponry. Garibaldi realises that if N'Grath were to be arrested and his operations smashed, other lurkers and lowlifes would simply move into the insectoid's place. He much prefers to simply keep a close eye on N'Grath and so monitor the majority of smuggling that takes place on Babylon 5 with comparatively little effort.

N'Grath conducts all his business within his quarters in the Alien Sector. Anyone can approach him in order to make deals and arrange the purchase of items, but visitors are advised that N'Grath always keeps several bodyguards nearby.

6th Level Insectoid Lurker
Hit Points: 16
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft.
DV: 17 (+6 Reflex, +1 Dodge)
Attacks: +6 melee or +6 ranged
Special Qualities: Carapace (DR 2), Lurker's Knowledge, Multi-Skilled, Survivor's Luck
Saves: Fort +6, Ref +6, Will +3
Abilities: Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 13
Skills: Appraise +11, Bluff +7, Escape Artist +6, Gather Information +10, Hide +5, Intimidate +5, Listen +5, Move Silently +5, Pick Pocket +6, Sense Motive +8, Spot +5, Technical (electronics) +1
Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (appraise)

Scenarios and Campaign Hooks

⑤ No price is too high for a Soul Hunter to pay if a valuable soul may be lost. The players may be asked to help acquire a certain soul, though knowing all too well what other races think of them, the Soul Hunter may be willing to spend a great deal of effort concealing what it is he is truly after.

⑤ Dr Stephen Franklin is an incredibly skilled xenobiologist and any alien players may be comforted knowing that if they suffer injury or disease, a trip to Medlab will be their best chance of survival.

⑤ N'Grath is one of the major players in the criminal underworld on Babylon 5. Players may find N'Grath extremely useful as a black market contact or, alternatively, may be employed by him to fulfil any wishes of his 'customers.' As a direct link to this episode, the players may be paid well if they can escort the Soul Hunter into Green Sector, bypassing security along the way. They will, of course, not be told that Ambassador Delenn is his target. . .

⑤ Minbari players may be asked by their government to perform minor ambassadorial duties while Delenn is recovering in Medlab after her ordeal.

⑤ Given the fear many alien races have of Soul Hunters, some governments in the League of Non-Aligned Worlds may be more than willing to pay bounties for any Soul Hunter captured or killed. However, players pursuing such a mission may soon find that Soul Hunters from the same order will work extremely hard to protect their brothers and the collections they carry with them.

Born to the Purple (March 23rd 2258)

The latter half of March on board Babylon 5 saw vital diplomacy nearly go to ruin between the Narn and Centauri governments. Trade disputes between the two races had reached new heights in the Euphrates Sector and threatened to spiral into conflict. Commander Sinclair was anxious to mediate between the two parties, as it would help demonstrate to his own government that Babylon 5 was actually beginning to fulfil its intended purpose as diplomatic station, but was stymied by Ambassador Mollari's constant delaying tactics and refusal to attend meetings with the Narns to negotiate the Euphrates Treaty. After a week of this behaviour, Sinclair and G'Kar both tracked Mollari down to the Dark Star, where they discovered the ambassador had become enamoured with one of the bar's dancers, a young Centauri female by the name of Adira Tyree. Mollari's passion with Adira continued when he returned to his quarters to find her waiting there for him. This was also the time during which G'Kar's new head of diplomatic staff, Ko'Dath, arrived on Babylon 5. The ambassador was to take an instant dislike to the newcomer due to her traditionalist views and militant tendencies, which had served Ko'Dath well on Narn but would likely limit her usefulness on a diplomatic station.

Security Chief Michael Garibaldi found an anomaly in the communications reports of the space station during a routine check, which highlighted a possible misuse of the secret and high priority Gold Channel. Reporting his finding to the station's second in command, Susan Ivanova, he was quickly dismissed but resolved to discover more. A further unauthorised use of the Gold Channel alerted him to the fact that someone was indeed illegally accessing communications, but his attempts to track them down were thwarted by the culprit's use of ICE (intruder countermeasures). Even with Ivanova's help, no record of the communication could be found, so Garibaldi was forced to suspect someone high in the command chain of Babylon 5 may well be responsible.

A further scheduled meeting to resolve the Euphrates Treaty was again delayed by Mollari, who had been spending more time with his new found passion, Adira, though he was finally convinced to begin negotiations by Sinclair, who had also encouraged resident telepath Talia Winters to attend. By now Sinclair was determined to make the Treaty a reality and so demonstrate that even the Centauri and Narns could be convinced to work together on Babylon

5, and he was becoming as irritated as G'Kar by Mollari's irresponsible behaviour.

The dancer Adira was later met by Trakis, her alien owner. Adira was a slave without family, sold by the Centauri Republic as was the fate of many who lacked or lost prestige and power. Trakis had learnt that Mollari was in possession of valuable information on the other noble houses of the Centauri, collectively known as the Purple Files. House Mollari had gathered this information over many centuries, using it to blackmail and embarrass other families on its rise to power. The information within the Purple Files could potentially bring down any of the great houses within the Centauri Republic and Trakis knew the Narn Regime would pay well for such knowledge. With it, the Regime could tear their old enemies apart from the inside, leaving them weak and their outer worlds vulnerable to invasion and so avoiding the costly failures like Ragesh 3. Adira had grown genuinely fond of Mollari but Trakis intimidated her into using a mind probe he had acquired at great expense.

For his part, Mollari had other plans for Adira. After a long day negotiating with G'Kar, the ambassador was determined to take Adira somewhere special and made reservations at the Fresh Air restaurant. This both surprised and flattered Adira, for she never dreamed that Mollari, an ambassador from a noble house of good standing, would ever be willing to be seen with a mere dancer in public. He also made gifts of rare and valuable star laces which had been grown especially for Adira, as well as an ancient brooch which had once belonged to a matriarch of House Mollari. Though swayed by Mollari's high regard for her, Adira had been intimidated by Trakis and knew well the penalty for failing him – her status as slave did not provide much protection against his cruelty. After returning from Fresh Air, Adira drugged Mollari and, using the mind probe she had been given, managed to learn the passwords protecting the Purple Files. Downloading them into a data crystal and leaving the brooch she had been given behind, she left Mollari fast asleep and dreaming about his new found love.

Mollari woke to his aide, Vir Cotto, reminding him about the continued meeting to negotiate the Euphrates Treaty. Finding Adira's brooch before him, the ambassador quickly realised that something was very wrong. Unable to contact Adira at her quarters, Mollari somewhat dubiously gave Vir full ambassadorial authority to conduct negotiations without him, in order to give him time to locate Adira. This action enraged G'Kar who refused to put up with the Centauri's delaying tactics any further. He placed Ko'Dath in charge of the Narn negotiations until Sinclair stepped in and adjourned the meeting to find Mollari himself.

Adira had planned to meet Trakis in the Zocalo to present him with the Purple Files but, at the last moment, her loyalty to Mollari overcame her fear and she fled to the safety of another dancer's quarters. Trakis met Mollari as

the ambassador searched Adira's own quarters, and told him that not only was Adira a slave contracted from the Centauri Republic but also a Narn agent after the Purple Files. Knowing that Mollari would do all he could to locate both the slave and his files, Trakis secretly placed a tracker on him.

Mollari was quickly able to confirm that the Purple Files had indeed been accessed and he was filled with a deep dread. If the information within got into the wrong hands, it could severely damage the Centauri Republic. More importantly, his own career would be over.

An angry Sinclair found Mollari and accused him of turning the Euphrates Treaty into a complete farce. Having no where else to turn, Mollari threw himself on Sinclair's mercy and agreed to take the Commander's suggested compromise on the Treaty if he would only help regain the Purple Files. Mollari was not willing to involve security or have Adira officially arrested as this would immediately alert his government as to what had happened. Sinclair instead suggested that they both visit the Dark Star and speak to the other dancers who worked there. They managed to discover where Adira had been hiding but they unwittingly also informed Trakis who was monitoring Mollari's whereabouts via the tracker he had placed. Trakis had already made arrangements with the underworld dealer N'Grath to send agents with the aim of delaying Mollari and Sinclair while others moved in to snatch Adira.

With both Adira and the Purple Files now in Trakis' hands, Sinclair knew he would have to move quickly if he were to help save face for Mollari. Arranging a secret meeting with G'Kar, he informed the Narn ambassador of Trakis and the existence of the Purple Files. Though suspicious at first, G'Kar quickly warmed to the idea of making a deal for the Purple Files in exchange for making certain commitments to the Earth Alliance within the Euphrates Sector and a meeting between he and Trakis was soon made. Miss Winters, paid for by the Earth Alliance, would also be present in order to assure G'Kar that both Trakis and the information he was selling was genuine.

Unknown to G'Kar, Sinclair had also contacted Miss Winters and finally convinced her that she should make a surface scan of Trakis during the meeting in order to save Adira's life. Though this involved a little bending of Psi Corps rules, she quickly found where Adira was being held before Mollari knocked Trakis out as he tried to run. Retrieving the Purple Files, Mollari thanked G'Kar profusely for not only saving his career but the honour of the entire Centauri Republic! Realising he had been duped, G'Kar stormed away.

Using a specialised ICE-breaker program, Garibaldi finally managed to trap the culprit who had gained access to Gold Channel and it did not surprise him to find it was Ivanova behind it. However, he soon realised that she had been using Gold Channel to speak to her dying father on Earth. Though he had recently recovered from a coma, his terminal illness finally claimed him as he apologised to Ivanova for failing to be a good father. His death marked the loss of the last of Ivanova's family, though she resolved to hide the pain this caused her, even though they had been estranged for many years. Garibaldi had a quiet word with Ivanova and offered to log the access as a simple computer error if she promised not to use Gold Channel for personal use again.

Commander Sinclair managed to 'convince' Trakis to set Adira free and Mollari was lucky enough to be able to personally deliver this news to her. Though they had grown close to each other, Adira had resolved to leave Babylon 5, though she promised to one day return to her ambassador.

Slave Glove

Though often regarded as abhorrent devices, slave gloves are not actually illegal on Babylon 5. Worn over one hand, a slave glove has powerful capacitors that allow it to deliver a stunning jolt. This has the dual effect of making a victim extremely susceptible to intimidation, as well as being capable of delivering a large enough shock to stun someone for a few seconds, making it a good defensive weapon in an emergency. Slave gloves have three power settings which may be selected as a free action. The table below shows the effect of each power setting upon any victim who is successfully hit by a melee attack with the slave glove. A Fortitude save is permitted to avoid both the Intimidate

bonus and stunning effects of the slave glove. A slave glove has a base price of 450 credits and weighs 1 lb.

Power Setting	Fortitude DC	Intimidate bonus	Stunned
1	15	+1	1 round
2	20	+2	1d3 rounds
3	25	+4	1d6 rounds

Mind Probe

Highly illegal on most civilised worlds, many covert governmental agencies make use of the mind probe, as well as more criminal elements. The mind probe is a small device that, when placed near the brain of a sleeping character, renders then incredibly susceptible to suggestion and interrogation. Stimulating pleasant dreams and keeping the subject asleep, the character will automatically and truthfully answer any questions asked unless a Will save is made at DC 30. Mind probes have a base price of 18,000 cr. and weigh 1 lb.

Tracker

A small but advanced device of Centauri manufacture, the tracker is placed upon any subject or object, whereupon it immediately bends light rays around itself to avoid quick and easy detection. To place a tracker upon another character requires a Pick Pocket check opposed by the subject's Spot check. Once placed, it requires a Search or Spot check at DC 30 to discover the presence of a tracker without the aid of powerful scanners. A tracker successfully placed upon a subject, the tracker will broadcast its position and relay audio information to any correctly calibrated computer system (usually a hand computer). The tracker has a broadcast range of 1 mile within a space station or city, or 3 miles in open terrain. A tracker has a base price of 600 credits and effectively weighs nothing.

Star Laces

Native to the Dargo system, Star Laces are a flowering plant much enjoyed by the Centauri, and have been grown upon their other colony worlds for many years. Star Laces produce ephemeral and translucent flowers that illuminate with a bright light when in full bloom, something that occurs only once every ten years. A Star Lace plant has a base price of 450 credits, but the cost of one that is about to bloom is much higher, possibly commanding a price of 2,000 credits or even more.

Intruder Counter Measures - ICE

Both computer security experts and serious hackers often make use of Intruder Countermeasures programs, or ICE, as

a way to shield vital information and block others viewing what they are up to when accessing databanks and other computer systems. Government and military agencies both develop their own specialised ICE programs though to other users they must be purchased on the black market, usually at vastly inflated prices. The use of an ICE program to safeguard a computer system or databank increases the DC of the Computer Use check to hack into it by the amount shown on the table below. A hacker breaking into a monitored computer system may use an ICE program as a modifier to his opposed Computer Use check. See Chapter 2 for more details on the Computer Use skill.

ICE Program	Cost
Alpha, +2	800 cr.
Beta, +5	2,000 cr.
Gamma, +10	8,500 cr.

In order to counter the use of ICE, ICE-Breaker programs may also be purchased which automatically nullify the effects of any ICE program in use. ICE-Breaker programs have a base cost of 19,000 credits and can often represent the pinnacle of computer programming in the 23rd Century. Both ICE and ICE-Breaker programs are usually purchased on data crystals.

Scenarios and Campaign Hooks

⑤ Mind probes are extremely difficult to get hold of and can pose great problems when trying to smuggle them on board Babylon 5. The players may be contacted by either N'Grath or even Trakis himself in order to obtain one before his plans to steal the Purple Files can be enacted.

⑤ Knowledge of the secret Gold Channels would be something of great value to an underworld criminal mind such as N'Grath. Players may be hired to try to confirm the existence of the Gold Channels and possibly even hack into them to gain access. This would be fraught with danger and may bring the players into contact with Security Chief Garibaldi very quickly.

⑤ The use of ICE and ICE-Breaker programs can be essential if players are wishing to hack into the various computer systems on Babylon 5. Almost any illegal activity may be aided by successful access to vital computers, such as finding out which security guards may possibly be corrupt, docking schedules of important ships or valuable cargoes, gaining access to secure areas, or monitoring security systems.

Infection (April 6th 2258)

An ISN reporter arrived on Babylon 5, having previously arranged a personal interview with Jeffery Sinclair via EarthForce. Sinclair was understandably nervous about the interview, for he had not had pleasant experiences with reporters in the past. In his own words, the last time he gave an interview, within twenty-four hours he had been 'transferred to an outpost so far off the star maps that you couldn't find it with a hunting dog and a Ouija board.' Fortunately, when the reporter arrived, he was off station, checking a damaged freighter.

Another visitor arrived the same day to see Dr Franklin, a university lecturer who had taught Stephen in the past, called Vance Hendricks. He promised Franklin a true adventure with a discovery he had just made on a long-forgotten world. Though briefly interrupted by the seemingly natural death of a security guard in a docking bay, Vance explained that his latest IPX funded expedition had taken him to Ikarra 7, a desolate world towards the Rim. There he had discovered a vault, proof that the planet had once been home to an advanced space-faring civilisation. Vance had brought with him several artefacts found within the vault that were estimated to be at least one thousand years old and he wanted Franklin's help in identifying them. Though Franklin was dubious of his abilities to help in an archaeological expedition, a quick analysis under his med-scanner proved that the artefacts not only contained traces of DNA but were entirely organic. An impassioned Vance convinced Franklin that all the quarantine and customs checks had been made at Proxima 3 and that they were free to begin the study that could boost both their careers to new heights. Franklin readily agreed to help Vance in his mission.

Command and Control detected the first of several anomalous energy readings later in the day when Vance's colleague, a man named Nelson, was working alone in Medlab, after Vance and Franklin had retired for the day. Cataloguing the artefacts that had yet to be properly studied, Nelson was struck by an energy field generated by one of them, briefly knocking him unconscious. Not knowing what had happened to him, Nelson did not mention the incident to anyone.

The next day saw Franklin work for fifteen hours straight while studying the Ikarran artefacts, becoming completely obsessed in his research. He had some philosophical problems with the nature of the study, for he felt that Vance had not really discovered anything new – he had just found organic technology rather than having spent the time, effort and energy in developing it himself. He was also concerned about huge corporations willing to fund off-world expeditions whose sole purpose was to pillage dead alien worlds for new technologies. Vance, however, was a more practical scientist and was willing to work alongside such

In Medlab, the combined efforts of Vance and Franklin began to pay off as they discovered an artefact that seemed to be an organic data storage device. Having finally found something solid to work on, they began the difficult process of decoding the information within, hoping to discover exactly what the Ikarran Warrior was and what its intentions were. Knowing he had to work fast because the Ikarran Warrior was heading for the station's Central Corridor and the greatest concentration of people, Franklin soon uncovered the full history of Ikarra 7 and the original race's desire to develop a perfect warrior that would kill all life that was not pure Ikarran.

corporations if they were able to provide the resources that he would never be able to pull together himself. Though Franklin was not entirely persuaded by the arguments of his old lecturer, he resolved to put their differences aside for, whatever else the organic technology may represent, it was clearly an important field for him to study. Vance soon retired after the long day but Franklin returned later to continue his work in Medlab, only to be confronted by Nelson. He was shocked to see that an alien artefact had grafted itself on to Nelson's chest and was beginning to mutate him into what they would soon call the Ikarran Warrior. Raising a stocky arm, Nelson blasted Franklin with a burst of pure energy before making his escape into the darker recesses of Grey Sector. Franklin was stunned by the blast but had recovered by morning.

Upon questioning Franklin in the morning, Sinclair and Garibaldi soon learnt of the existence of organic technology on board Babylon 5, and suspicions were quickly raised as to the veracity of Vance's claims that they had been checked through customs at Proxima 3. When interrogated, Vance denied all knowledge of any duplicity, blaming Nelson for having handled customs himself. Vance was genuinely sorry that Franklin had been hurt by Nelson and resolved to do all he could in discovering exactly what had been unleashed by the artefacts.

Command and Control were able to track the Ikarran Warrior as it travelled through Grey Sector, attacking every living thing it met, by the energy blasts of its unique weapon. Worryingly, the raw power of the weapon seemed to increase by 20% every time it was used and its time to recharge was rapidly shrinking. If not stopped quickly, it could potentially gain enough power to blast the entire station apart. Garibaldi and his security teams began tracking the Ikarran Warrior but their weapons simply bounced off its armoured skin as it blasted through bulkheads and doors to evade their pursuit.

Armed with this knowledge, Sinclair joined Garibaldi in the Central Corridor but even under the massed fire of the security guards, the Ikarran Warrior shrugged off the damage and burnt its way down into the level below. Seeing a chance to end this threat to his station, Sinclair followed it with the intention of leading it to the docking bay and blasting it out into space.

Sinclair, at great personal risk, confronted the Ikarran Warrior by attempting to go directly to its personality matrix, challenging the warped ideology that had been stored there. As the docking bay was sealed and preparations made to depressurise the entire section, Sinclair convinced the warrior to access Nelson's own memory. The Ikarran Warrior was forced to confront the reality that while it had been created to protect its people, it was actually responsible for their complete and utter destruction. Unable to live with the knowledge of its genocidal mistake, the Ikarran Warrior ripped out the artefact that had transformed Nelson, ending the menace to Babylon 5. Nelson was badly injured by his experience, but would survive to admit evading quarantine and killing the security guard in the docking bay with a cardiac stimulator that left few traces – under Vance's orders.

Vance met with Franklin one last time, promising that IPX had enough muscle with the government to sweep the whole mess under the rug, as they were actually a front for a bio-weapons laboratory. He admitted that he had evaded customs in order to be able to study the artefacts himself and so gain a far greater level of profit when he finally turned over his research to IPX. All Franklin had to do, he said, was to not turn him in and they would both be rich beyond any expectation. It was unfortunate for Vance that Franklin could not be motivated to bend his morals for any amount of credits and Vance was subsequently arrested.

Everyone on board Babylon 5 was talking about how their Commander had been willing to sacrifice his own life in

order to save the entire station, and Sinclair gained a great deal of respect on this day. Garibaldi, however, was less pleased with his friend's actions and, after the Ikarran Warrior incident had been resolved, challenged Sinclair on why he was constantly willing to lay his life on the line. Suggesting that many of the people who had fought and survived the Earth/Minbari War were prone to develop a death wish now there was no longer any conflict to give their lives direction and meaning, Garibaldi forced Sinclair to face a few home truths about himself.

The organic technology artefacts were confiscated from Medlab at the end of the day by an EarthForce detachment working in conjunction with the military's bio-weapons division, much to Franklin's disgust. However, technology of this sort was just too valuable for EarthDome to ignore. Finally, Sinclair was cornered into giving his interview to ISN, though he conducted himself far better than he had feared. When asked if space travel was too costly and too dangerous for Mankind to continue when there were so many problems still to be resolved on Earth, Sinclair gave his famous reply.

'We have to stay here, and there is a simple reason why. Ask ten different scientists about the environment, population control or genetics and you'll get ten different answers. But there is one thing every scientist on the planet agrees on – whether it happens in a hundred years, or a thousand years, or a million years, eventually our sun will grow cold and go out. When that happens, it won't just take us. It'll take Marilyn Monroe, and Lao-Tsu, Einstein, Maruputo, Buddy Holly, Aristophanes. All of this – all of this was for nothing. Unless we go to the stars.'

Cardiac Stimulator

The cardiac stimulator is a small hand-held device often carried by trauma teams when in the field. Delivering a strong jolt of electricity, it can stabilise badly injured characters. Proper use of a cardiac stimulator requires a Medical check at DC 5 and will improve the chances of stabilising a character who is on negative hit points by 25%. It has no effect on characters who are dead.

The cardiac stimulator may also be used as a crude weapon, as its effect on healthy characters is devastating. Causing an artificial heart attack, a character struck by a cardiac stimulator in melee combat must make a Fortitude save at DC 15 or be automatically slain. Cardiac stimulators may only be used on characters who are not wearing any armour. It requires a Medical check at DC 20 to determine that a cardiac stimulator instigated the resulting heart attack rather than natural causes, making it a choice weapon for assassins who wish to remain undiscovered. The cardiac stimulator weighs 1 lb. and has a base price of 350 credits.

Organic Technology

Though it is clear that the Vorlons are experts in organic technology and rumours abound of the Minbari's use of it,

this is the one field of scientific endeavour Earth has never been able to understand. The potential, as evidenced by the Vorlons, is immense – living ships that ply the void between the stars with self-sustaining energy sources, data storage devices that can store and instantly retrieve any amount of information within their DNA structure and weapons that generate or grow their own ammunition. However, no race has been able to successfully study Vorlon technology and the only alien organic devices Earth has ever come across have been discovered on uninhabited worlds near the rim.

Extremely rare, organic technological devices can command almost any price when either sold on the black market, or through legitimate channels to the Earth Alliance or other governments. Millions of credits can be bargained for with a single discovery. However, scientists who uncover such an artefact are far more likely to keep them hidden, in an attempt to buy time and study them. The Earth scientist who finally comes to understand organic technology is guaranteed to have his name remembered throughout history.

It is up to the Games Master to create his own organic technology artefacts and place them within his campaign but they should be incredibly rare and almost impossible to actually get hold of – certainly no black marketeer could help the players, for they must travel immense distances to find these items themselves. It is important to remember that the intrinsic worth of organic technology is not so much in what it does but how it is constructed and what the study of it may lead to for whichever government owns it. Two example organic technology devices are detailed below to give the Games Master an idea of what may be possible.

Organic Scanner

This small horseshoe-shaped device has a surface covered with millions of receptors and sensitive cells that are capable of monitoring virtually every light wave, sound wave and radio band they come into contact with, making it an extremely potent scanner. However, it must be grafted to a living creature in order to be powered (Medical check DC 32), whereupon it will feed all sensory information it gains directly to the mind of its host. The organic scanner weighs 1 lb., has a range of 30 ft. and will automatically detect every sound and transmission within that area. In addition, it can also provide visual information in pitch darkness and can penetrate up to half a foot of solid metal.

Organic Data Storage

By utilising strands of DNA to store complex information, this data storage device proves itself superior to any computer yet built by the young races of the galaxy. It may be interfaced with an existing computer system, though this will require a several hours work and a Technical (electronics) check at DC 32. Once interfaced, the organic data storage device will be capable of effectively storing an unlimited amount of information, regardless of its source. It may also be grafted onto a living creature (Medical check

DC 32) who will then be able to access the information within automatically. The organic data storage device weighs 1 lb.

Ikarra 7

Located far away from commonly travelled routes in civilised space, the Ikarra system lies near the Rim. Ikarra 7 was once the homeworld of an advanced space-faring society who had become masters of organics technology, a feat still unmatched by most of the other races in the galaxy. For reasons still unclear to planetary archaeologists today, the Ikarrans were repeatedly attacked by enemies throughout their history and though they had successfully repulsed each assault, they realised that it was possible that one day an attack would succeed.

In response to this nightmare, they resolved to develop the perfect warrior, using their organic technology to graft weapons and armour to one of their own kind in order to combat the menace that plagued their society. Twelve such warriors were finally constructed, each encoded with the brain patterns of the head Ikarran researcher and programmed to kill any alien on sight. However, the Ikarrans had made one vital error – they had programmed

their warriors to distinguish enemies from allies through a process of ideology, rather than science. Thus, the warriors were sent out to destroy anything that was not 'pure Ikarran' and, to begin with, they did well. Once their enemies were vanquished, they soon turned on their own people, as none were pure Ikarran – individuals were too short, too tall, or had varied skin colour. The Ikarrans had failed to question if a pure member of their race could actually exist at all, thus the warriors had been programmed with racial ideals that no one could hope to live up to and so, one by one, they slaughtered their entire race.

The Ikarran race was wiped out by its own folly over one thousand years ago, leaving only valuable artefacts behind. The journey to the Ikarrans' homeworld is long and hazardous, involving many jumps away from regular shipping lanes but even so, it is beginning to prove a magnet to explorers and pirates eager to make great discoveries of organic technology.

Ikarran Warrior

The warrior developed by the Ikarrans was built to be the perfect soldier, one who would battle on against all odds without fear, carry superior weaponry and be so heavily armoured that few weapons would even damage it. This would come back to haunt them later, as when the warriors turned on their own people, the Ikarrans had no defence against them at all. Twelve of these warriors were built and while one was destroyed on board Babylon 5, it was presumed that the other eleven had also been vanquished. This, however, has never been conclusively confirmed.

Character Level: 16 (88 hp)
Initiative: +0
Speed: 20 ft.
DV: 14 (+4 Reflex)
Attacks: +19/+14/+9/+4 melee or +17/+12/+7/+2 ranged
Damage: Slam 1d8+5 or bio-energy blast 3d6 (range 30 ft. max)
Special Qualities: Armoured Skin (DR 10)
Saves: Fort +13, Ref +4, Will +5
Abilities: Str 17, Dex 8, Con 16, Int 7, Wis 10, Cha 8
Skills: Climb +6, Listen +8, Spot +7
Feats: Far Shot, Point Blank Shot, Rapid Aim, Weapon Focus (bio-energy blast), Weapon Focus (slam), Weapon Specialisation (slam)
Advancement: None

Pro-Earth Groups

Bigotry and prejudice still exists between the different races of humans on Earth, but racial enmity has found new vigour in the discovery of alien races throughout the galaxy. Here was a target that was readily identifiable and so different from any human that prejudice seemed to come naturally to many. While many among the Earth Alliance worked hard to understand the alien races they encountered among the stars, others were all too willing to put themselves and their own race first, above all else. When aliens began migrating

to Earth, buying real estate and taking jobs originally performed by humans, various Pro-Earth groups formed from those who, justifiably or not, felt threatened by the influence alien cultures may have upon humanity.

Pro-Earth groups, such as the Homeguard, are spreading quickly throughout the colonies and outposts of the Earth Alliance, but it is back on Mankind's homeworld that their influence can be keenly felt, even within EarthGov. Too often are they dismissed as simple hate groups filled by the ignorant, but the power and reach of these small but growing organisations is beginning to extend beyond Earth, even to diplomatic stations such as Babylon 5.

Scenarios and Campaign Hooks

5 The pursuit of an organic device could steer the course of an entire campaign. Players would have to track down countless sources of information, sift through the rumours and then make their way across the galaxy to far off worlds that may well present their own dangers. The players will then be rewarded either by technology that is unique only to themselves or, by selling it, a vast amount of credits with which they could purchase their own spacecraft outright, and so begin an entirely new campaign with complete freedom in where they may travel. On the other hand, the discovery of an incredibly potent form of organic technology may gain the attention of not only governments and military powers who will desire it for themselves, but potentially also the Vorlons who may be all too willing to destroy the artefact and whoever has it in order to stop a dangerous device falling into the hands of the younger races.

5 The Command Staff of Babylon 5 presumed that the eleven other Ikarran Warriors were destroyed during the bloody slaughter on their homeworld, but this has never been verified. Players mistakenly landing on Ikarra 7 may inadvertently awaken such a creature and will have to work hard to find a way to defeat it if they are to escape with their lives. This can be compounded if they must somehow get past the Ikarran Warrior in order to retrieve an item valuable to their current mission – they will not be able to simply retreat.

5 Pro-Earth groups, by this time, are still working to build their strength and influence across the Earth Alliance, but it will not be long before they begin to play a major part in the way the galaxy is heading. Few are truly militant in the month of April but there are plenty who are beginning to advocate violence in order to preserve Earth and humanity from aliens, even if they are so far unwilling to respond with terrorism. However, the seeds are now being sown and players may be approached by Pro-Earth groups who will try to recruit them. Alternatively, alien governments may start becoming concerned at this rising tide of racism within human society and so try to hire players to infiltrate such organisations – needless to say, if the players are discovered working for aliens, they will pay a heavy

price as the Pro-Earth groups begin to grow ever more fanatical. In any event, it is worth getting across the presence of groups such as the Homeguard early on in a campaign, as they will have a strong part to play later on.

The Parliament of Dreams (April 13th 2258)

This week saw a new policy from Earth Central enacted on board Babylon 5. For the next seven days, all alien governments on board the station would be encouraged to demonstrate and share their dominant religious beliefs. It was hoped that this would advance the cause of interplanetary peace and understanding but it also doubled the workload of the EarthForce personnel on board, especially for Chief of Security Michael Garibaldi, who found he had to increase the presence of his guards in the Customs Bay to monitor the influx of various religious items being brought on board. Not all would prove to be legal on Babylon 5.

Two days into the festivals and ceremonies taking place throughout the commercial and alien sectors, Ambassador G'Kar received a visitor from the Narn homeworld, a diplomatic courier called Tu'Pari who delivered a data crystal from an old rival. Many years ago, G'Kar had gained his position in the ruling council of the Narn, the Kha'Ri, by ruining the name of an opponent named Du'Rog. Due to G'Kar's actions, Du'Rog was destined to never hold a place of any real power in the council again, and his family also fell in status due to his disgrace. Upon his death, he recorded a message for G'Kar, which was to be delivered by Tu'Pari, promising retribution. Du'Rog had ordered the liquidation of his not inconsiderable assets upon his death to hire an assassin to track G'Kar down and kill him. In the message, he told the Ambassador that he would die in forty-eight hours and that the agent was already very close to him. G'Kar's diplomatic attaché, Ko'Dath, had met with a tragic accident in an airlock during a routine assignment the week before and it was perhaps unfortunate that his new attaché, Na'Toth, arrived on Babylon 5 at this time, leading to immediate suspicion of her motives.

Though religious ceremonies had been taking place on Babylon 5 for the past two days, the first of the major governments to take part were the Centauri. The festival they displayed was the Celebration of Life, dedicated to their victory over the Xon many centuries ago. With the exception of G'Kar, all the ambassadors of the major alien races attended alongside the senior Command Staff of the station. Predictably, Ambassador Mollari, who hosted the event, became greatly intoxicated and passed out long before the celebration was at an end.

Delenn quickly forbade him to use her title of Satai while he served on Babylon 5.

Lennier's first duty was to aid Delenn in the Minbari's demonstration of belief systems. Choosing the Rebirth Ceremony, Delenn treated all the major ambassadors to a display of Minbari spirituality, though few realised that the words she spoke during the ceremony were those once uttered by one of the Minbari's greatest leaders, Valen. Still fewer realised that it also doubled within Minbari society as a marriage ceremony, something which gave Sinclair pause when he later found out.

For his part, Ambassador G'Kar was greatly distracted throughout the ceremony as the bodyguard arranged with N'Grath had not yet arrived. Storming back to his quarters after the Minbari had finished, he discovered the body of the alien he had hired, along with a second black flower. It seemed that the Thenta Makur were eager to demonstrate that G'Kar could not avoid his inevitable fate. With a dead body on his hands, G'Kar had no choice but to call in security, though he destroyed the black flower and denied all knowledge of the victim, thus giving them no evidence with which to investigate the murder.

Na'Toth, following G'Kar's instructions, finally managed to track down diplomatic courier Tu'Pari just as he was about to leave Babylon 5 for another assignment on the Narn homeworld. Bringing him back to face G'Kar, ambassador and courier had a private meeting where Tu'Pari revealed that it had been Sha'Toth, father of Na'Toth, that had given him the data crystal containing Du'Rog's death threat. G'Kar immediately began making arrangements to have Na'Toth reassigned to another mission far away from him, now sure she was the promised assassin. During the communication with his homeworld, however, G'Kar learnt that dispatches had been delayed due to an accident that had killed the last diplomatic courier. Too late he realised that Tu'Pari was not what he appeared. The revealed assassin quickly stunned G'Kar and carried him to an abandoned part of Downbelow in order to carry out the contracted killing.

G'Kar woke up in Downbelow, fitted with pain givers and facing Tu'Pari alone. Tu'Pari's stated mission, which he gleefully read aloud to G'Kar was that the ambassador would know pain, he would know fear, and that he would then die at the required hour. G'Kar immediately tried to bribe the assassin but it was in vain – despite knowing how wealthy he could be, Tu'Pari knew well how the Thenta Makur would react if he sacrificed the commission for reward, and that he would soon be dead if he accepted G'Kar's offer.

Na'Toth returned to G'Kar's quarters and soon discovered signs of a struggle and the ambassador missing. Taking

Rather than take part in the festivities of his political enemy, G'Kar instead interrogated Na'Toth in order to discover whether she was the assassin promised by Du'Rog. He was suspicious of his previous attachés death and soon learned that Na'Toth had been sponsored by Li'Dak, a member of the 5th Circle of the Kha'Ri, who was herself sponsored by Du'Rog in the past. When G'Kar finally admitted to Na'Toth that he had received a death threat, she pointed out that in order to make sure the contract was completed, the Narn assassins guild, also known as the Thenta Makur, would have been hired to track G'Kar down. If this were indeed the case, then G'Kar would have already received a black flower, a symbol used by the Thenta Makur to warn their victims so they may get their affairs in order before death. As G'Kar had not received such a sign, Na'Toth suggested that Du'Rog was merely bluffing. Unfortunately for G'Kar, this theory evaporated when he found a black flower in his bed.

Ambassador G'Kar knew he was in a vulnerable position. He could not go to Commander Sinclair in order to request tighter security as he knew this would lead to revelations of his actions against Du'Rog in the Kha'Ri, which could adversely affect his position. Besides, his pride at having survived the Narn War of Independence and two prior assassination attempts would not permit him to simply run away from, the problem. Reasoning that anything that affected his own standing could also potentially affect the status of the Narn Regime among the other governments on board Babylon 5, G'Kar resolved to gain protection for himself in the interests of 'planetary security'. He dispatched Na'Toth to locate the courier Tu'Pari while he visited N'Grath to secure a bodyguard.

Later in the day, Ambassador Delenn of the Minbari Federation greeted the arrival of her own diplomatic aide, Lennier, of the Third Fane of Chu'Domo. By the praise of his teachers back on Minbar, Lennier had quickly risen from the position of a simple Noviciate to one who now served a member of the Grey Council directly, though

the initiative, she began to hunt for G'Kar, using Babylon 5's computer systems to locate a transport tube that had suddenly malfunctioned. Following her instincts, Na'Toth quickly moved to the region of Downbelow serviced by the tube and found G'Kar being tortured at the hands of the assassin. She tried to bluff Tu'Pari into believing she was a second assassin hired to make sure he completed the contract but even after physically assaulting G'Kar to prove were her loyalties lay, Tu'Pari did not believe her. The assault, however, did manage to disable the pain givers holding G'Kar prisoner and while Tu'Pari was distracted by Na'Toth, he attacked, clubbing the assassin unconscious.

Na'Toth and G'Kar kept the assassin unconscious for three full days as they made arrangements to ensure the ambassador's safety. A sizeable amount of money was deposited to Tu'Pari's personal account on the Narn homeworld. As he had already missed the deadline to assassinate G'Kar, the Thenta Makur would make the obvious assumption that he had betrayed his commission and so send assassins after him. G'Kar was now safe as the commission was Tu'Pari's alone and the Thenta Makur would be reluctant to make further moves against a target so visible as the Narn ambassador to Babylon 5. Tu'Pari had little choice to flee the space station before the assassins arrived for him, something G'Kar was only too happy to help arrange.

The week of demonstrated religious ceremonies drew to an end with Commander Sinclair conducting Earth's own display of dominant belief systems. Though he had puzzled throughout the entire week as to what he would actually do, his solution was as simple as it was elegant. Gathering over one hundred humans together in the Central Corridor, he introduced alien ambassadors to members of many different beliefs found on Earth, from atheists and Jews to Shintos and Hindus.

This was also the week in which Catherine Sakai, a deep space surveyor, arrived on Babylon 5 to conduct business with several of the Earth corporations she freelanced for. She quickly reacquainted herself with Commander Sinclair and their passionate relationship began again almost at the point they had left it three years before. Sakai received a large payoff from her previous expedition as it had turned up huge amounts of Quantium-40 but she was also bound by contract to continue her surveying run throughout the year. Leaving Babylon 5 once more, Sakai promised Sinclair that she would soon return.

Celebration of Life

Every year, Centauri throughout the galaxy take part in the Celebration of Life, a glorious festival of dance, song and drink. Its roots can be found far in Centauri pre-history, when their people battled for supremacy of the homeworld against a race known as the Xon. The Xon were finally defeated and exterminated and the Celebration of Life began as the Centauri counted how many of their people

had survived the struggle and rejoiced in their good fortune. The Xon are now nothing more than a distant memory, a symbol of the Centauri's strength and status among the stars.

The Celebration of Life is usually hosted by the greatest noble house present in any city, outpost or colony and while this can cost them a great deal, the prestige and status enjoyed by the members of the house during the festival is considerable. Richly decorated statues of the host's household gods will be present throughout the banquets, a throwback to Centauri practicality – when life was a daily struggle for survival, a Centauri needed all the gods he could get. For House Mollari, the household gods are Ben-Zan, god of food, Mo-Goth, god of the underworld and protector of front doors, and Li, goddess of passion. The celebration often lasts for an entire week with attendees alternately eating and then purging, and can require a hardy constitution to last the entire course.

Thenta Makur

Entry to the Thenta Makur is controlled and by invite, or sponsorship, of an existing member only. Potential candidates are required to demonstrate a high sense of honour and dedication to the Narn people, as well as mere physical prowess. Many contracts require a death be carried out in a certain fashion, a particular weapon be used or that the target be made aware of why it is he is to be killed. In addition, a black flower must always be presented to the victim, the Thenta Makur's symbol of death and a direct sign that the target must quickly get his affairs in order before the end. Contracted killings are not unknown among members of the Narn ruling body, the Kha'Ri, and so the Thenta Makur has a duty to warn its victims that they have been targeted so that their duties may be passed seamlessly to another. In this way, a full-blown war of assassins may break out and still the Narn people as a whole will not be affected by the removal of certain individuals within their government. In general, the Thenta Makur is used to eliminate political and business rivals, as well as resolve grudges between families, though they also provide a means of resolving a Chon-Kar, if the blood oath is forced upon a Narn who, while honourable, is physically too weak to carry it out.

Contracts are handed down from the leaders of the Thenta Makur to assassins who then adopt the terms of the contract as a point of honour. They will be committed to complete the contract precisely and to the letter, or recognise that their own life will be forfeit. Any transgression of the contract, whether by mistake, cowardice or bribery, will be punishable in this manner. However, sometimes the leaders of the Thenta Makur will deem an important or high value target of sufficient weight to merit the dispatch of a second assassin to act as back up if the primary should failure in his duty. In such cases, the first assassin will not be told of the presence of the second, who will merely watch his actions closely to ensure the contract is completed as required.

The use of a second assassin is expensive and the Thenta Makur will always charge huge sums of money for their assignment.

In the past, the Thenta Makur have refused to take on the contracted killing of alien races, though the War of Independence saw their use against certain notable Centauri nobles responsible for great atrocities. Thus, the assassins guild has expanded the scope of its operations over the past hundred years and will now accept contracts placed on aliens, though this comes at a vastly increased price, for the Thenta Makur have no wish to involve themselves in the politics of alien governments.

Pain Givers

Originally a crude device of Narn manufacture, the use of pain givers have since spread to several alien races and there are rumours that certain covert organisations in the Earth Alliance have begun using them within interrogations. Taking the form of collar and wrist rings capable of delivering a customisable jolt of electricity to a victim, pain givers are used to both restrain and torture a subject. They are controlled from a small remote which is used to specify the settings under which the pain giver will function.

The default operation is to cause immense pain if the subject moves within 10 ft. of the remote (Will save at DC 20 or be unable to approach any closer) and to deal a

life-threatening current if the subject moves within 5 ft. (Fortitude save at DC 20 or be instantly reduced to -1 hit points). These ranges may be altered as the operator of the remote desires, to a maximum of 20 ft. In addition, the pain giver can simply be used as a torture device, sending shocks of agonising electrical charge through the victims body. This will deal 0, 1d4 or 1d6 points of damage per round, as the operator of the remote desires. A pain giver, when used during an interrogation, will grant a +2 circumstance bonus to any Intimidate checks if worn by the subject being questioned.

A Narn pain giver has a base cost of 1,200 credits and weighs 6 lb. Devices of alien manufacture may cost more but weigh less.

Scenarios and Campaign Hooks

⑤ Though the Earth Alliance has given permission to aliens on board Babylon 5 to demonstrate their religious beliefs, so long as no laws are broken, there will always be a few willing to abuse the trust placed in them. Some may take this opportunity to smuggle illegal items onto the station, whether or not they have anything to do with their belief systems. The players may be contacted or bribed to smuggle such items on board, though they will have to run the gauntlet of increased security.

⑤ G'Kar's diplomatic attaché Ko'Dath was killed during an unfortunate incident with a faulty airlock. While Babylon 5 security officially classed her death as an accident, darker forces may well have been at play. The Centauri may have used agents to embarrass the Narn Regime, while the Thenta Makur might have used her death to pave the way for Na'Toth and so belay G'Kar's suspicions as to the identity of the true assassin. Alternatively, there are any number of governments in the League of Non-Aligned Worlds who may be eager to strike back after having been roughly treated in the diplomatic arena by the Narn ambassador. Players could be hired by any one of these parties in order to arrange the airlock 'accident' for Ko'Dath.

⑤ Any alien player may well be asked by their ambassador to take part in the religious ceremony planned to demonstrate their culture to others. Centauri players, in particular, may be eager to attend, for their festivals are traditionally filled with politicking and intrigue, and this may be a useful opportunity to meet directly with several high-ranking nobles from the Great Houses who are currently on board Babylon 5.

⑤ Once rumours start circulating around the station (as they always do) of G'Kar's torture with the pain givers, there may be a great many criminal elements who will desire to own such devices for themselves. Players may go to a great deal of time and expense in procuring a functional set of Narn pain givers, but they should be able to make a great many credits in profit if they can successfully smuggle them on board the station.

Any Narn agent or lurker may aspire to be an assassin of the Thenta Makur, but actually gaining membership may take a great deal of time and the Games Master can stretch such a plot line over many scenarios. A Narn performing with distinction may gain the notice of the assassins guild, or perhaps a sibling or parent is already a member. Alternatively, there will be more than one Thenta Makur assassin arriving on Babylon 5 soon, with questions regarding the whereabouts of Tu'Pari who is now on the run. If a Narn player guesses where these new assassins are actually from, he may offer to help track down the renegade – if successful, he may sufficiently impress one of the assassins enough that they will sponsor his entry into the Thenta Makur.

A case of mistaken identity may cause one of the players to be targeted by the Thenta Makur – after all, humans and Minbari may all look very similar to a Narn assassin. If he has been given bad information, he may target an innocent victim. The player must work hard to both avoid the murderous attentions of the assassin, as well as try to contact and convince the Thenta Makur of the mistake. Neither action is likely to be easy.

Mind War (April 22nd 2258)

A meeting with the Construction Guild to discuss budget cuts started Commander Sinclair's day and they were negotiations he would rather have avoided for feelings were beginning to run high among the dock workers and maintenance crews on board Babylon 5. Matters were complicated when two representatives from Psi Corps arrived on the station, Psi Cops Bester and Kelsey, demanding to speak to Sinclair on a matter of Earth security. They were after a rogue telepath called Jason Ironheart whom they believed had stolen a transport and was now on Babylon 5.

Catherine Sakai also made a brief appearance on the station on this day, as she was negotiating a new contract with Earth-based mega-corporation Universal Terraform, something that worried her partner Sinclair. Sakai was, after all, just a lone surveyor and it was not unknown for corporations to take advantage of individuals, dispatching them on the most dangerous of missions. However, the contract they offered was too tempting to turn away. A close sweep of a world known as Sigma 957 on the edge of Narn space had turned up substantial quantities of duridium, a by-product of Quantium-40. With jumpgate construction backed up six months on Earth due to a lack of Q-40, Universal Terraform was offering a substantial bonus if Sakai could guarantee its presence on the desolate world. However, as the planet was in contested space, it required the blessing of the Narn Regime to make the expedition possible and Ambassador G'Kar blocked Sakai's attempt to go there immediately. She accused him of keeping Sigma 957 out of sheer spite as the Narn Regime did not have the resources to exploit a world that far away but he explained

strange things happen around that world and that it was not safe to go there. Having contacts of her own within the Narn Regime, Sakai promised to go over G'Kar's head.

The two Psi Cops met with Sinclair, Garibaldi, Ivanova and Talia Winters to explain just who it was they were after. Jason Ironheart, they claimed, was once an instructor at Psi Corps but had been reassigned to covert operations. Though keen not to give away too much information, they did reveal that what Ironheart knew could jeopardise EarthForce defence and lead to the deaths of many agents in the field. Talia immediately disputed this, as she knew Ironheart well from when he instructed her in the use of telepathic talent. However, Bester was adamant – Ironheart had to be found and taken back to Earth, dead or alive.

Bester guessed that Ironheart may have travelled to Babylon 5 primarily to see Talia, for he knew how close they had been during her training and he insisted on performing a deep scan on her to look for the rogue's psychic fingertips. Despite her denials, Talia was forced to submit to the scan, a deeply humiliating experience for her that took place in front of both Sinclair and Ivanova. The sheer arrogance of the two Psi Cops was beginning to push all the Command Staff of Babylon 5, and when asked what level of physical danger Ironheart represented, they merely answered that Sinclair did not need to know. All he was required to do was find Ironheart – it was up to the Psi Cops to actually take him down.

After Talia left the two Psi Cops, Ironheart made secret contact with her. He had arrived on Babylon 5 on board a stolen transport, after having destroyed the pursuing Starfuries of the elite Black Omega squadron. Now renting cheap quarters in Blue Sector, he begged to explain himself to her, for millions of lives were at stake. Despite having been scanned by the Psi Cops because of Ironheart's actions, Talia believed she owed it to him to listen. Ironheart explained that he had actually volunteered for a Psi Corps experiment to make telepaths even stronger, a controversial action and one technically forbidden by their charter but an obvious step for EarthForce defence. For months, Ironheart underwent a series of extremely painful treatments, including genetic manipulation and a whole cocktail of drugs designed to increase neural processing. One day, after al this torment, Ironheart realised that the experiment had worked – his powers had greatly increased and he could now cut through any psychic block just by looking at a subject. That is when he discovered the truth behind the experiments. The Psi Corps had not just been looking to breed better telepaths, they were actually after individuals capable of telekinesis.

Meanwhile, Catherine Sakai had managed to circumvent G'Kar's attempt to stop her going to Sigma 957 and she left Babylon 5 on her survey ship, the *Skydancer*. G'Kar quickly learnt of her actions and immediately contacted the Narn homeworld, arranging for two well-armed Frazi heavy fighters to journey to Sigma 957.

Talia, concerned for Ironheart's welfare, approached the energy shield separating him from the rest of the station and was permitted to pass. Ironheart admitted that he was beginning to lose control of his powers as they grew in magnitude and that he had hoped seeing Talia again would stabilise him. He now knew this to be a mistake and that he was endangering everyone on the station. He begged to meet Sinclair in an effort to leave Babylon 5 safely without risking anyone else. Talia quickly found Sinclair, admitted she had seen Ironheart and told the Commander that they needed to meet. She also admitted that Ironheart had been her lover during her training at Psi Corps. Ironheart had come to Babylon 5 to say goodbye to her, for he knew his end was close.

Ironheart's revelations about the truth behind Psi Corp's experiments threatened to overwhelm Talia in their scope. He had first presumed that they wanted telekinetics powerful enough to work in zero-g space construction or provide psychic shields for diplomats to protect them from beam weapons. However, Ironheart soon learnt that Psi Corps was not interested in the control of large objects – they wanted him to focus on ever smaller things. At first, Talia did not understand why the Psi Corps would want to channel Ironheart's power in this way, until he pointed out that by being able to manipulate small objects, a telekinetic could approach an alien ambassador or political enemy, psychically squeeze a carotid artery and silently kill them. It would be murder without trace.

Ironheart's power was beginning to increase exponentially and threatened to run beyond his control. A surge in his talent caused a mind quake that shook Blue Sector and was immediately detected by the Psi Cops. Begging Talia to run before she was hurt by his runaway mental power, Ironheart created a psychic energy shield that closed off a large portion of Blue Sector around his rented quarters.

An angry Commander Sinclair grilled Bester about the real threat that Ironheart posed. Several people had been injured during the mind quake, part of Blue Sector had now been turned into a no-go area and he wanted answers. Bester admitted that Ironheart may no longer be exactly human in his capabilities but that neither he nor Psi Corps had any real idea of his true potential. Bester described how Ironheart had become increasingly stressed and paranoid throughout the experiments, and that he had killed the head researcher before escaping to Babylon 5. However, Bester was not without weapons himself. Ironheart, he revealed, had been programmed with a telepathically activated failsafe that would mentally shut him down if he could just gain line of sight. While Ironheart's defences would be formidable, the combined power of two Psi Cops would be enough to burrow past them and succeed.

In high orbit around Sigma 957, Sakai had begun her surveying run when a huge explosion of light and colour rocked her ship. Out of her view port, she saw a gigantic object manoeuvre across space before it disappeared. The close proximity of its energy field caused extensive damage to the *Skydancer's* power systems and knocked the small ship out of orbit. With no power to thrusters, no communications and no way to alter her course, Sakai began to plummet down towards Sigma 957. For an hour she desperately tried every piloting trick she knew to bounce off the atmosphere or re-route just enough power to ignite her thrusters, to no avail. Rescue came in the most unlikely form as two Narn Frazi heavy fighters jumped into the system to grapple her ship and take the Skydancer safely back to Babylon 5. Upon demanding to know who they were, the Narn pilots replied they had been dispatched by Ambassador G'Kar to render every assistance they could.

Sinclair's secret meeting with Ironheart in Blue Sector was to be one full of revelations. Ironheart explained that the Psi Corps was no longer controlled by the government as everyone presumed, but that it was starting to exercise its own power. Its aim was now control – control of everything, from the government, people, economy, to thought itself. Ironheart represented Psi Corps most advanced attempt to gain this control, though they had no idea of what they had unleashed. While the Psi Corps was eager to push Ironheart's talent with mind over matter, he had discovered something far more powerful – mind over energy. As his power increased, he found he could begin manipulating ever smaller objects, down to molecules, atoms and neutrons. Ironheart knew this was a power Mankind was never meant to have. Humans were simply not ready for it. If Bester captured him, he would be taken back to the Psi Corps were they would work hard to understand exactly how his power had been unleashed. He asked Sinclair if he could imagine just what an organisation like the Psi Corps would do with such power. Ironheart

also explained that he had indeed killed the head researcher before making his escape but that he had no choice in doing so, for the researcher was the only one who could replicate the process that had created Ironheart in the first place. There could never be any more like him.

Ironheart begged Sinclair to let him safely off the station without alerting the Psi Cops. He did not want to hurt anyone. Sinclair trusted Talia's judgement of Ironheart and knew himself that the Psi Corps was not the benevolent organisation that it portrayed itself to be. Contacting Garibaldi, he arranged for security forces to clear the way to the Docking Bays, where Ironheart could board his ship and leave. It was unfortunate that Bester, suspicious of the activities of the security guards, scanned one of them to discover just what Sinclair was up to. Both Bester and Kelsey confronted Ironheart in the Central Corridor as he was being escorted to his ship by Talia and Sinclair.

The two Psi Cops immediately began trying to use the telepathic failsafe code to shut Ironheart down but this distracted his concentration holding his ever-growing power in check, and a mind quake erupted throughout the Central Corridor. Seeing Ironheart begin to lose his grip, Sinclair confronted Bester and disrupted his telepathic probe. Kelsey meanwhile tried a more direct approach, and moved to kill Ironheart with her PPG. Ironheart begged her not to try for she could never harm him now his power had grown, but her persistence forced him to vaporise her by blasting her component atoms apart. Psi Cop Kelsey had literally ceased to exist with but a single thought from Ironheart. Bester took opportunity of Ironheart's distraction to use his PPG but while he wounded the rogue, his weapon was insufficient to punch cleanly through Ironheart's telepathic shielding. Ironheart retaliated in turn with a blast of energy that knocked Bester aside and rendered him unconscious.

Ironheart was then able to stabilise the mind quake that threatened to run out of control and tear the station apart, and the way was now clear for him to board his transport and leave. Running back up to Command and Control to witness Ironheart's departure, Talia and Sinclair found that Ironheart's ship was just sitting in space, a safe distance from the station. Before their eyes, the ship winked out of existence to be replaced by a dazzling array of light. Talia's mind briefly touched Ironheart's as he moved away from physical form – to die or be transformed into something else, no one knew. In memory of love, he gave her the last gift he had to give before she succumbed to the waves of telepathic energy and fell unconscious.

Relieved now the danger to Babylon 5 had passed, but angry that Bester had intentionally tried to mislead him, Sinclair told the Psi Cop exactly what he expected. He demanded that Bester report to the Psi Corps that Ironheart's ship had indeed escaped the station but that it had exploded before jumping out of the system. Also, he was to say that Talia was not in any way responsible for her actions, as she had been under the mental control of

Ironheart. Bester did not have a lot of choice, for Sinclair threatened to tell EarthForce that the Psi Cop had lied, endangered the station and was responsible for the death of his partner, Kelsey. Reluctantly, Bester agreed, but warned Sinclair that he would 'be seeing you.' Sinclair and Garibaldi now both knew that the Psi Corps was not all it appeared to be but they had precious little evidence now that Ironheart was gone. Both resolved to keep their eyes open in the future.

Talia Winters quickly recovered from her last encounter with Ironheart but she immediately felt her mind had started to expand in capability. Experimenting with an old coin she had kept since her earliest days in the Psi Corps, Talia was disturbed to discover that she now had a growing telekinetic talent, the gift Ironheart had promised he would bestow upon her.

Upon returning to Babylon 5 under the escort of the two Narn fighters, Sakai located G'Kar and thanked him for his efforts on her part – but she wanted to know why he would go out of his way to help her. G'Kar explained that there was no benefit in letting her meet an untimely end, that he had the resources to do something about it, and that she should keep in mind that no one on Babylon 5 was exactly what they appeared. On pressed about her encounter with the strange but terrifying object above Sigma 957, G'Kar admitted that he had no idea what it was. He suggested there were beings billions of years older than either the Narn or human races and that they walked near Sigma 957. He told Sakai that the Narns had tried to contact them in the past and had subsequently learned to either keep out of the way or get 'stepped on'. G'Kar was both terrified and reassured to know there were still wonders in the universe that had not been explained but that he knew no more than she did about her strange encounter.

Alfred Bester

Bester has already gained a wide-ranging reputation within the Psi Corps, and it is said he can make even other Psi Cops nervous by his presence. Utterly dedicated to the safety and training of all telepaths, many who meet Bester believe him to take his Psi Cop mandate just a little too broadly. He has a position of some authority within the Corps and it is clear his duties go further than just tracking down rogue telepaths and ensuring Psi Corps members follow its rules. Exactly what his plans and ambitions are, however, remain hidden.

6th Level Human Psi Cop/9th level Telepath (P12)
Hit Points: 40
Initiative: +2 (+2 Dex)
Speed: 30 ft.
DV: 20 (+10 Reflex)
Attacks: +12/+7/+2 melee or +14/+9/+4 ranged
Special Qualities: Black Omega squadron, contact, extend defences, maintain concentration, quick scan, superior defensive block, the Corps is mother

manned missions will be dispatched, often performed by freelance surveyors looking to make a lucky find. This allows large corporations to gain data on several different systems at a relatively minor expense, before they move into start exploiting any existing resources. The last stage in planetary exploration is to send a life sciences unit to determine the actual legality of resource exploitation. Any world that supports sentient species, no matter what their stage of technological evolution, is off-limits, though transgressions have been known to occur when a corporation is desperate for revenue and profits promise to be huge. The Earth Alliance retains the right to colonise any world discovered and exploited by a human-owned corporation, though billions of credits may change hands in the process.

Survey Ship

Catherine Sakai's *Skydancer* is typical of the many independent survey ships that travel to far flung worlds to conduct the preliminary analysis required by large corporations before they spend billions of credits exploiting systems for their resources. Smaller than a light shuttle, survey ships are designed to carry a great deal of scientific instruments for scanning new worlds while remaining cheap enough for freelance surveyors to operate. Survey ships are extremely spaceworthy but very fragile and unable to sustain a great amount of damage. Most also carry two remote probes, similar to maintenance bots, that are operated by the pilot to collect more detailed information. A survey ship has a base cost of 5,500,000 credits.

Gargantuan Spacecraft; hp 45; DV 7 (-4 size, +1 agility); DR 6; Spd -; Acc 3; Dec 2; Han +1; Sensor +4; Stealth 12; Cargo 500 lb.; 1 Pilot, 1 Passenger

Sigma 957

Located on the far outreaches of Narn space, Sigma 957 is a desolate world with a thin and slightly corrosive atmosphere. It has come to the attention of both the Narn Regime and Earth mega-corporation Universal Terraform due to the vast quantities of duridium present within its crust, indicating a good chance that valuable Quantium-40 is likely to be found. The Narns have agreed to let Universal Terraform exploit whatever may be found on the planet for a percentage of profits made, as they lack the scientific resources to make such an enterprise worthwhile for themselves.

The Narns are also aware, though they neglected to inform Universal Terraform, of the presence of some great alien ship or being that occasionally appears in orbit around Sigma 957. No one knows exactly what this entity is but it has caused several accidents that have resulted in the loss of ships and life. All attempts to communicate with the 'Traveller' as the Narns have taken to calling it, have failed and so they now stay far away from Sigma 957 unless compelled to go there.

Saves: Fort +11, Ref +10, Will +14
Abilities: Str 10, Dex 14, Con 16, Int 14, Wis 13, Cha 17
Skills: Bluff +6, Computer Use +6, Concentration +13, Diplomacy +11, Intimidate +15, Knowledge (telepathy) +16, Listen +9, Sense Motive +11, Spot +9, Telepathy +21, Technical (space travel) +6
Feats: Ability Focus (danger sense), Ability Focus (deep scan), Ability Focus (surface scan), Alertness, Combat Telepath, Defensive Block, Far Telepathy, Iron Will, Mental Fortress, Point Blank Shot, Spacecraft Proficiency, Weapon Focus (PPG), Weapon Proficiency (spacecraft weapons)

Planetary Exploration

The standard procedure used by the Earth Alliance for exploring the worlds starts with the use of immense Explorer ships that use their own jump engines to jump into a new system and conduct basic analysis of all planets found therein. A jumpgate will be left behind, to both strengthen the overall jumpgate network, as well as allow smaller ships to begin exploring the new system. Typically, an unmanned space probe will be sent to examine each planet in detail, a process that may take several months depending on the composition of the system and, if the preliminary analysis looks promising,

The Traveller rarely appears around the planet and never stays for long when it does. However, any ship venturing to Sigma 957 may well encounter the huge and mysterious object though it is unlikely to survive the attempt. Any spacecraft within 1 square of the Traveller will automatically suffer a critical hit to its engine/power plant equal to 3d10 hit points of damage per round. Any spacecraft in the same square as the Traveller will automatically suffer an engine/power plant critical hit equal to 5d10 points of damage per round. Note that actual damage is not sustained and no hit points are deducted from the spacecraft – only the effects of the critical hit are applied.

Scenarios and Campaign Hooks

5 The Traveller around Sigma 957 is a mystery that any government or military power discovering its existence will want to learn more about. However, the Traveller is, as G'Kar suspects, an entity billions of years old and players will have no chance of either communicating or understanding it in 2258. That should not stop them from trying, and a too-close encounter could lead to their spacecraft being disabled and crash landing on Sigma 957, where they will be stranded and hoping for rescue.

5 Bester enjoys his position within Psi Corps and likes to make other people nervous as to his true intentions. A telepath loyal to Psi Corps will find Bester an extremely useful contact as while he will not dispense classified information, he is always ready to help a fellow telepath. Those who make a good impression may be asked to perform a variety of services for Bester that would be a waste of a telepath of his talents – tracking down (though not capturing) rogue telepaths, for example, or keeping an eye on the senior Command Staff of Babylon 5. If a player is a rogue human telepath, however, he will find Bester an absolute terror and great nemesis. Bester is an extremely powerful Psi Cop and a low level player's only option will be to seek allies and run.

5 Travelling through space in a small survey ship is an extremely hazardous occupation, but players will find it a lucrative enterprise if they gain contracts from corporations (whether Earth-based or alien) to locate Quantium-40 on far-flung worlds. This will, in turn, allow them to begin purchasing better armoured and well-armed spacecraft but there is always the chance of meeting something they cannot handle easily – a new alien race, a military fleet disputing their claim over a newly discovered world, natural hazards and rival surveyors looking for that one big 'score' that will allow them to retire.

5 While Ironheart's mind quakes are shaking Babylon 5, security guards are going to have their hands full in securing areas and ensuring public safety. This may be an opportune time for players to conduct illegal activities that might otherwise gain far too much attention.

The War Prayer (May 4th 2258)

The beginning of May was to signal increased strife and intolerance between the aliens on board Babylon 5. Shaal Mayan, a Minbari of the religious caste skilled in performing the poem-songs of Teela, visited the station on her way to Earth, an attempt to bridge the gap of understanding between human and Minbari. After recounting 'The Light of Two Moons' in an impromptu gathering of various ambassadors within the League of Non-Aligned Worlds, she spent time with her old friend Delenn, before leaving to prepare for the long journey to Earth. On the way to her quarters in Green Sector, she was stabbed and branded by an unknown assailant who gave her a simple message – 'stay away from Earth, freak!'

Regarded as a cultural treasure among the Minbari, Delenn warned Sinclair that he had to investigate her attack quickly and thoroughly in order to avoid a major diplomatic incident. Sinclair had already received reports that attacks on aliens by Pro-Earth groups had risen sharply in the last couple of months on both Earth and Mars and he was worried their influence may spread to Babylon 5. He charged Garibaldi with solving the investigation quickly and halting all Pro-Earth groups on the station. Ambassador G'Kar was also keen to inform the Commander that any attack on a Narn would be met with bloody retribution.

Recovering in Medlab, Shaal was unable to give Garibaldi any useful information on her attacker, frustrating his efforts to resolve the case quickly. Franklin offered to remove the Pro-Earth brand that had been etched into her skin but Shaal declined, saying the experience was a valuable lesson that should never be forgotten.

An hour later, a Centauri liner arrived in Babylon 5 space, announcing that it carried two detainees and that the crew wanted to hand them over to a member of the station's Command Staff for arrest. Meeting the detainees in the Customs Bay, Ivanova discovered them to be two young Centauri stowaways who were demanding to see Ambassador Vir Cotto, much to her surprise. As chance would have it, another visitor to Babylon 5 caught her off guard in the Customs area. Malcolm Biggs, an old boyfriend of Ivanova's had travelled all the way from Earth to the station to meet her, though her duties prevented them reuniting properly.

The two Centauri detainees were taken to see Sinclair who promptly summoned Mollari and 'Ambassador' Vir. Slightly embarrassed at having been caught in his lie, Vir presented Aria Tensus and his cousin Kiron Maray. Both had been caught carrying stolen credit ships though Sinclair released both into Mollari's care, much to the ambassador's chagrin. Returning to his quarters, Mollari began quizzing the two runaways as to why they had travelled on Babylon

studying human history but the alien refused to say why.

By this time, Mollari was receiving a lot of communications from the outraged families of Kiron and Aria on Centauri Prime, demanding they be sent back immediately. Mollari was only too happy to comply. Though he knew they would simply run away again, he was grateful that it would no longer be his problem. It was unfortunate for the two lovers that they decided to spend their last night on Babylon 5 in the Garden. With no one else around to help, they were attacked by four humans who seemed to come out of nowhere. During the struggle, Kiron was shot by a close-ranged PPG blast, while Aria was knocked unconscious by a shock stick. It was Vir who found their motionless bodies and alerted Medlab to the incident. Aria was to recover relatively quickly but Kiron remained in a coma, dangerously close to death.

5 and, gradually, their story came out. Both of their parents had arranged marriages for them and, deeply in love with one another, they had decided to get away from Centauri Prime. Mollari could not understand why either of them would want to do this. Kiron was to old an extremely unattractive noble, while Aria was destined for a man old enough to be her uncle. Thus, Mollari reasoned, their families must be both rich and powerful, fine choices for their parents to make. Showing pictures of his three wives, whom he named Pestilence, Famine and Death, he pointed out that love had nothing to do with marriage and was instead a way for the Great Houses to meld together and so keep the Republic strong. In a way, arranged marriages were what is was to *be* Centauri. His arguments, however, fell on deaf ears.

Meanwhile, Garibaldi has arrested a suspect for the attack on Shaal Mayan, a human named Roberts who was decidedly prejudiced against aliens and in possession of a blood-stained knife. Roberts denied all knowledge of the attack, but supported it. He was worried that some of the 'things' walking around the station could tear a man's head off and that humans had the right to stand up for themselves. The blood on the knife was analysed for DNA traces in order to determine Robert's guilt, though the results came up negative – it was Robert's own blood on the knife, not Shaal's. However, Garibaldi placed Roberts under surveillance released, knowing that the suspect was an ideal recruit for Homeguard. Attacks on aliens were rapidly increasing throughout Babylon 5, and the atmosphere was growing tense.

For his part, Sinclair took the time to visit Ambassador Kosh, hoping that a word or two from the Vorlon would encourage the other ambassadors to keep an eye on their own people and not let the actions of Pro-Earth groups split the station apart. Kosh declined, stating he took no interest in the affairs of others. Sinclair noticed the Vorlon had been

Malcolm Biggs finally managed to corner Ivanova while she was off-duty and she agreed to have dinner with him. During their combined reminiscing of old times, he announced that he intended to move to Babylon 5 permanently and go into business. He could now accept Ivanova's commitment to her career, which had ended their relationship eight years before when she left for assignment on Io, and so they could now pick up where they left off.

They were interrupted by a major disturbance reported in the Central Corridor. G'Kar, upon hearing about the attack on the two Centauri, organised a massed rally of aliens and began stirring them up against humans. He advocated fighting back against this violence and accused Sinclair of orchestrating a cover up as the perpetrators were human. The situation very nearly boiled over into a full-blown riot, which was only prevented by Garibaldi moving quickly in with his security forces to disperse the crowd.

Soon after G'Kar's impassioned speech, security found a battered Roberts close by. He had been attacked by two militant Drazi who knew all too well of his feelings towards aliens and they had nearly beaten him to death. It was only the close proximity of security guards who had been keeping Roberts under surveillance that saved his life. However, Garibaldi was wise enough to maintain his watch on Roberts while the man was recovering in Medlab and was soon rewarded for his patience when a visitor arrived. Later showing the surveillance video to Sinclair and Ivanova, the visitor was identified as Susan's own friend, Malcolm Biggs. During his visit to Roberts, Biggs actively tried to recruit for Homeguard, a side of his personality Ivanova had never guessed existed.

With her permission, Sinclair decided to use Ivanova's relationship with Biggs to their advantage. He asked her to go to Biggs and indicate that the Commander was sick and tired of constantly watching aliens set policy on Babylon 5. He guessed that anyone in the Homeguard would want to recruit a friend in a high place and so a meeting was set up during the diplomatic reception that evening, which was to mark the arrival of the Abbai agricultural delegation from the League of Non-Aligned Worlds.

Vir plucked up enough courage to tell his ambassador that he was wrong to simply dismiss the problems of Aria and Kiron. Mollari had been doing his own thinking about the situation and had begun to realise that perhaps he was the one who was being inflexible, especially after his encounter with Adira Tyree earlier in the year. When Franklin finally roused Kiron from his coma, the young Centauri was greeted by Mollari who explained that he had made arrangements to send both he and Aria back home. However, upon arriving on Centauri Prime, they would be met by the ambassador's second cousin, Andilo Mollari who would immediately take them into fosterage. Their parents would not refuse this action, as Andilo's family was very powerful among the noble houses and it was a great honour for them to have been accepted. The two lovers would spend the next few years being instructed in proper decorum and learn how to live as a true Centauri. However, when they came of age, Andilo would allow them to marry whomever they chose – even if it were each other.

Sinclair cause a stir among the aliens during the reception for the Abbai delegation and his brusque and off-handed manner even puzzled Delenn. However, his ruse worked and he soon gained the confidence of Biggs. Later, Ivanova and Biggs joined Sinclair in his quarters to discuss the alien problem. Playing his part, Sinclair told Biggs of his experiences during the Battle of the Line and how the subsequent surrender of the Minbari tasted like ashes. Biggs revealed his membership of the Homeguard and asked both Ivanova and Sinclair to meet with some of his allies. However, he wanted a sign from them first that would indicate where their true loyalties lay. Continuing the ruse, Sinclair organised a hasty meeting with the Babylon 5 Advisory Council and the League of Non-Aligned Worlds where he explained that the investigation into the attacks on aliens was now over. While no arrests had been made, he explained that he believed there was no danger as there was every sign that the perpetrators had fled back to Earth. The Council erupted at this news, as they were being asked to believe that the humans responsible for the attacks had simply disappeared. Brushing aside their complaints, Sinclair left to meet Biggs and his allies.

Though anxious to secure an ally in so important a position as the Commander of Babylon 5, Biggs was cautious. Ivanova and Sinclair met him unarmed in the Zocalo, though both linked into the Security Net so Garibaldi could track their whereabouts and send in a team of his guards if they ran into trouble. Biggs led the two EarthForce

officers to Cargo Bay 5 where they met four more members of the Homeguard – cloaked in black light camouflage, they seemed to come out of nowhere and Biggs revealed that they had many friends throughout EarthForce and EarthGov who were able to supply such rare and expensive prototypes. The Homeguard activated a jammer, cutting off the link to the Security Net but Garibaldi had managed to track them to the Cargo Bay and began moving his men in.

Malcolm Biggs revealed to Sinclair and Ivanova just how widespread and organised the Homeguard had grown. The recent attacks on aliens throughout the Earth Alliance was just a prelude. In two days, a mass assassination would take place, targeting the four main alien ambassadors on Babylon 5 – Mollari, G'Kar, Delenn and Kosh. In one night all four would be slain and this would serve as a signal to allies on Earth to murder the alien ambassadors there. Ivanova guessed hundreds of people would be needed to successfully complete this operation and realised just how big the Homeguard was. Sinclair was asked to get the assassins into the ambassadorial wing and then off the station undetected. He agreed until Biggs brought forward Mila Shal, the Abbai delegation leader who Sinclair had met during the diplomatic reception. As proof to his loyalty to Homeguard, Biggs asked Sinclair to kill her.

The Homeguard's sensors sprang into action, warning of the approaching security team. Grabbing Biggs' offered PPG, Sinclair fired upon the Homeguard and dragged Mila Shal to safety as a firefight erupted. Ivanova managed to arm herself with a dropped PPG and the two of them soon dispatched the Homeguard. Biggs managed to flank Sinclair during the fight and was about to open fire when Ivanova stopped him, promising to shoot him if he only gave her an excuse.

Biggs and the surviving Homeguard were deported back to Earth, where they were to stand trial for their crimes against aliens. Their departure was watched by G'Kar, Delenn and Shaal, who remarked that they had 'so much hate, for so little real reason.'

After the Homeguard had been sent back to Earth, Sinclair was able to reveal the reasons behind his recent actions towards the alien population on Babylon 5. Promising to stamp out any hate-crimes that were committed on the station, he was able to restore relative peace quickly and the tit-for-tat attacks between human and alien came to an end.

Teela

Considered a high form of art among the Minbari, the poem-songs of Teela attempt to recall old memories and prompt new ideas, with individual pieces sometimes taking years to write. They have been known to provoke discussions of some heat and are often used to focus on various aspects on Minbari culture and society. The performers of Teela are mainly to be found within the religious caste, though a few gifted individuals from the

period of fosterage, thus potentially strengthening their own position. However, few who entered fosterage ever returned to their own families for the status and position they gained even on the lower rungs of a Great House far out-stripped their future with a weak family.

Black Light Camouflage

Based on similar technology to the illegal changeling net, black light camouflage is an experimental device being developed by EarthForce R&D. Worn as a full body suit, black light camouflage bends light waves around its user, rendering them invisible. However, the technology developed by Earth is nowhere near as efficient as that used by the changeling net, though it is a lot safer to use.

A character wearing black light camouflage gains a +20 circumstance bonus to all Hide checks so long as he remains motionless. Black light camouflage has no effect on a character who moves. A full suit weighs 4 lb. but will be impossible to purchase as it is still a classified project within EarthForce. A fully working suit could therefore expect to demand prices upwards of 100,000 credits on the black market.

Jammer

Simple in principle, jammers flood one or more frequencies with static in order to block any transmissions within a certain area. Most hand-held jammers will only affect transmissions within a small area, though larger spacecraft based ones can flood huge areas of space, making communications utterly impossible.

The successful use of a jammer to block a desired frequency or set of frequencies requires a Technical (electronics) check at DC 15. If another character attempts to bypass the jamming with a communicator, then opposed Technical (electronics) checks are made, with the victor successfully jamming or making the communication as appropriate. A variety of jammers are available, as shown on the table below.

worker caste have also attained great status for Teela. There have been few performers from the warrior caste.

Homeguard

The Homeguard is the largest, most well organised and best known of all the Pro-Earth groups that have arisen since Mankind first went to the stars and begun meeting alien races. Homeguard's doctrine is based around putting Earth first and making it the centre of the universe. Members strive hard to get rid of alien influences within Earth culture, and even try to force away the aliens themselves. Their policy is for Mankind to get back to its roots and let humans *be* humans. Homeguard is far more organised than anyone gives them credit for and they have friends in very high places within both EarthForce and EarthGov. Their attempted plot that started on Babylon 5 in May 2258 was only an outward sign of the influence they have managed to attain over the years. Opponents to their cause are crippled by so many humans at least partially agreeing with their aims and so others who just do not care what happens to aliens on Earth.

Fosterage

Though rarely done in modern times, fosterage was a common practice among the noble houses of the Centauri during the height of their Republic and it is still quite legal. Young members of lesser families would be sent to live among those of the greater noble houses, thus gaining their own family a great deal of honour and the possibility of wider political influence. For their part, the Great Houses were able to keep a close eye on the activities of the more numerous weaker families and also gain the chance to influence the political futures of those who entered into a

Item	Range of Jamming	Cost	Weight
Jammer, Hand Unit	1 mile	750 cr.	1 lb.
Jammer, Hand Unit	5 miles	1,600 cr.	1 lb.
Jammer, Backpack	100 miles	3,900 cr.	14 lb.
Jammer, Vehicle Mount	200 miles	9,000 cr.	250 lb.
Jammer, Spacecraft Mount	2,500 miles	32,000 cr.	1,000 lb.

Scenarios and Campaign Hooks

5 The beginning of May on Babylon 5 is a bad time for anyone to be walking around the quieter parts of the station alone, as tensions between aliens and humans are reaching a new height. Any unfortunate and weak-looking individual may find themselves targeted by hate-groups on either side, either humans looking to get rid of alien influence, or aliens out for revenge.

5 Any human player who has demonstrated any amount of animosity towards any alien race may find themselves approached by members of Homeguard. Depending on the player's own motivations, they may find either a welcoming organisation dedicated to the same goals, or an opportunity to help fight against the unreasoning hatred common within Homeguard. Either strategy carries great danger, especially as Homeguard view humans who defend other races to be just as bad as the aliens themselves. Penetrating the Homeguard to disrupt their operations may be a mission just as dangerous as exploring planets on the very borders of known space. . .

5 Aria and Kiron are just two love struck adolescents trying to escape from their families, but they could cause as many problems for the players as they did Mollari. It is unlikely they could have boarded a liner and travelled seventy-five light years to Babylon 5 without help and so perhaps they could approach players on Centauri Prime and offer them what little money they have managed to steal for help in leaving their homeworld. It may seem a simple enough task for the players, who may well take pity on the young couple's plight, especially if they are not Centauri themselves. However, if the noble houses of Maray and Tensus discover the players' involvement in spiriting away the children, there could be heavy political repercussions if they ever have dealings with the Centauri in the future.

And the Sky Full of Stars (May 16th 2258)

Two agents sponsored by a covert element within EarthGov arrived on Babylon 5 on a highly classified mission to determine the true loyalty of Commander Sinclair. Smuggling a cybernetic neural net through customs, they arranged for quarters in Red Sector and prepared their move against the Commander – all they needed was a high powered energy pod, the one thing they could not risk taking through customs for fear of it being detected. Not wishing to leave a trail that security could later follow, they began to identify vulnerable individuals on the security force who could be forced to steal one for them. It was not long before they found their mark.

Benson had been serving on the Babylon 5 security team for a little over six months but had already gained the attention of both Sinclair and Garibaldi. Called into a meeting with both of them, Benson was accused of engaging in unregistered gambling and running up immense debts, naturally a concern for Garibaldi, for any of his men who owed vast sums of credits to the criminal elements on the station would be a ripe target for blackmail. Benson denied any involvement but was not believed. He was placed on immediate suspension while an investigation took place.

During this time, Franklin had invited Minbari Ambassador Delenn down to Medlab in order to give her a full physiological scan that would provide him with a baseline to treat all future Minbari patients. While conducting the examination, Delenn asked Franklin about his earlier life when he used to hitchhike on starships, trading his services as ship's doctor for free passage throughout the galaxy. As the conversation turned to his life during the Earth/Minbari War, Franklin admitted that he had been asked by his superiors to relinquish all his notes on Minbari physiology so they could be used in genetic and biological warfare as the situation became desperate for humanity. He had refused to turn over his notes, believing all life to be sacred, and burnt them instead. Delenn thanks him for his courage but, when asked about her life during the war, politely declined to answer.

The two agents quickly tracked down Benson as a possible candidate for someone who could quietly acquire them an energy pod. Benson was promised thousands of credits to clear his gambling debts and a transfer to a post far from Babylon 5. He readily agreed and stole an energy pod from Babylon 5's own stores, delivering it to the two agents in Red 5. The two agents were now set to carry on with their mission and move against Sinclair.

Commander Sinclair awoke in his quarters but his suspicions that not everything was quite right were quickly aroused. His BabCom interface was down and his link non-operational, the dual failure of which was highly unlikely. Sinclair knew something was very wrong when he left his quarters to make his way to C&C – the entire station seemed deserted, with even the Zocalo being free of people. Arriving at C&C, he found that too deserted, with all systems and communications offline. After numerous attempts, he finally brought the main computer system into operation but received precious few answers. No evacuation order had been posted while he rested and only one other lifeform could be detected throughout the entire station, located within the Central Corridor, Blue Sector.

him being promoted to squad leader before the Battle of the Line. Many in EarthForce had pegged Sinclair as possible Admiral material but along the line, something had gone wrong. Just where had Sinclair's career failed, he mused. Driving forward with his shadow play interrogation, the agent created a simulation of Mitchell, one of Sinclair's squad mates who had died during the Battle of the Line, who accused the Commander of breaking his promise to die fighting – all of his squad mates had died, so why was Sinclair still alive? Heavily influenced by the mind-bending effects of the cybernetic neural net, Sinclair fought hard to maintain his grip on reality, knowing that Mitchell was really dead and could not possibly be

Hurrying down to meet the lifeform, he quickly ran into the first agent. Demanding to know what was going on, Sinclair was told that he and the agent were locked inside a cybernetic neural net and that everything the Commander saw was just a simulation. Only Sinclair himself and the agent were real – and the pain he was about to suffer.

Back on Babylon 5, Delenn visited Garibaldi after Sinclair failed to turn up for a meeting they had scheduled. Garibaldi's suspicions were quickly aroused when her tried to track down Sinclair for the ambassador and discovered that the Commander's link was not responding. Promising to get back to Delenn as soon as he had something to report, Garibaldi investigated Sinclair's quarters to find the Commander gone without any sign of a struggle. Reporting Sinclair's disappearance to Ivanova, Babylon 5's security teams were mobilised to begin the search for their missing Commander.

Inside the cybernetic neural net, the agent had the entire contents of Sinclair's memories to play with but his thoughts were locked firmly on the station. He was told that the agent's mission was to discover exactly what happened on the Battle of the Line during the Earth/Minbari War, for Sinclair had been recorded as missing for over twenty four hours during the defence of Earth. Sinclair had already been interrogated over the incident ten years ago and he stuck to his story that he had blacked out and his scanners had failed. The agent, however, did not believe him and revealed that there may be many in EarthDome who shared his suspicions about the Commander's loyalty.

Goading Sinclair in an attempt to force him to inadvertently reveal his true motives, the agent ran through his career, noting Sinclair's meteoric rise through the ranks that led to

present to confront him. He maintained his claim that he had blacked out during the Battle of the Line after having tried to ram his Starfury into a Minbari warcruiser. He remembered no more but the agent accused him of not wanting to remember anything about the twenty four hours where Sinclair betrayed Earth and sold out Mankind. Reacting to the accusation, Sinclair lashed out at the agent, who fell under the blow and disappeared. Sinclair realised then that any pain in the simulation he was trapped within was as real for the agent as it was for him.

The agent pulled out of the neural net quickly to consult with his colleague. They both knew it was only a matter of time before Babylon 5's security forces discovered their location and rescued the Commander. Sinclair was proving a very tough person to break but they were convinced he was hiding something. They decided to accelerate the process of breaking his will within the neural net, knowing they were taking a great risk and that it could shatter his mind or even kill him. Both agents agreed this was an acceptable gamble for the life of a man they considered to be a traitor to humanity.

Maintenance pods had already been deployed to skim the surface of Babylon 5's hull to search for a body but they had yet to turn up anything positive. Security had now been fully mobilised to aid in the search for Sinclair with all personnel being pulled back on duty. Garibaldi discovered that his second in command had even brought Benson back on the force, as he now appeared clean, with all debts recently paid off. Checking through Benson's personal accounts, Garibaldi discovered that an unknown benefactor had recently paid the security guard 15,000 credits, far too much money to have been gained legally. Suspicions were

further aroused when he noted that the payment had been made just four hours before Sinclair's disappearance.

For his part, Benson had become extremely nervous after overhearing Delenn in the Central Corridor offering to help Ivanova anyway she could in the search for Sinclair. He returned to the agent's rented quarters in Red 5 to find out when they planned to grant him his transfer off the station but instead discovered Sinclair and one of the agents hooked into the neural net. Without a second thought, the second agent executed Benson and disposed of the body through an airlock in the cargo loading bays where he knew discovery was less likely.

In the neural net, Sinclair was being forced to remember things he had long forgotten. Both he and the agent walked through his memories and caught a glimpse of him on board a Minbari ship, surrounded by nine grey-hooded figures. Sinclair had no idea what the figures represented and insisted that he did not know anything about his disappearance during the Battle of the Line. The agent believed Sinclair hid from his betrayal of humanity behind duty, responsibility and obligation, which had all found focus in running Babylon 5. He could understand that, for he was a patriot too, and that if he failed to discover the truth about Sinclair, many more would come after him. Without respite, the interrogation continued.

The maintenance pods surveying the hull of Babylon 5 soon discovered Benson's body and Garibaldi quickly surmised that it could not have been dragged far through the station without the perpetrator of the murder being discovered. Deducing that the cargo loading area was the only real place where a body could be conceivably be thrown out of the station while avoiding heavy security, he concentrated the search for Sinclair to Red Sector.

By this time, Sinclair was being pushed further and further to the edge. The psychotropic drugs coursing through his system and effect of the neural net was beginning to take a toll on his mind and, gradually, more was revealed about his missing twenty four hours ten years ago. The agent just needed to find the slightest chink in Sinclair's defences and so posed the question of why the Minbari decided to surrender on the eve of their total victory over Mankind. He surmised that the Minbari took one look at Earth's defences and realised just how deadly a full invasion would be. Instead, they decided to subvert people like Sinclair, who willingly agreed. Sinclair had not just blacked out as he claimed, his Starfury had actually disappeared. The agent suggested that Sinclair was actually taken onboard a Minbari vessel and was made an offer that would spare his life. From that moment on, he would act as a fifth column in Earth's defences, functioning as the Minbari's eyes, ears and even voice.

Commander Sinclair thought the agent absolutely insane and denied that he had ever betrayed Earth. During the Battle of the Line, he had watched each of friends die

at Minbari hands, one by one. No deal had been made with the Minbari, for humanity had been completely outnumbered and outgunned. There had been no way Earth could have survived a Minbari assault and yet he did not know why they instead chose to surrender. All he knew was that Mankind had been granted a second chance of survival. For the past ten years, nothing had made him doubt his story about blacking out during the battle – but then he remembered the rogue Minbari he had confronted in 2257 during the attempted assassination of Ambassador Kosh. Before dying, the Minbari had told Sinclair that there was a 'hole in his mind', something that rang very true for the Commander who had never truly understood what had happened during his black out during the battle for Earth's existence. The agent leaped upon this flaw in Sinclair's logic and pushed harder to find the truth, knowing the events of ten years ago were about to be revealed.

Sinclair remembered the Battle of the Line, his squadron engaging the first wave of Minbari fighters and warcruisers, and being torn apart with ease. One after another, the fighters in his squadron were destroyed by high energy beams, before his own craft was hit with a glancing blow that knocked its weapon systems off line. Refusing to just be picked off by the next Minbari gunner who spotted him, Sinclair gunned his Starfury's engines and hit its afterburners, accelerating at full speed towards a warcruiser, hoping to ram it and cause at least some damage against the otherwise invulnerable Minbari. His Starfury was struck yet again but the warcrusier's weapon did not destroy him. It halted the course of his craft and caused Sinclair to black out.

When he came around, Sinclair found himself onboard the Minbari warcruiser. He was interrogated, tortured and scanned, before being brought to face nine grey-hooded figures. They refused to answer his demands of why he had been taken on board of their ship and, rushing forward, he pulled the hood of one of the figures down to stare upon a Minbari face that stirred other memories within him. The other Minbari reacted and blasted him with an energy pulse that again knocked him out.

This jolt was enough to trigger Sinclair's escape from the neural net and he awoke back to reality on Babylon 5, dazed, confused and convinced he was still on the Minbari warcruiser. He broke free of the restraints holding fast and smashed the surrounding machinery, which caused a feedback that greatly injured the first agent who was still inside the neural net. His emergence from the neural net surprised the second agent who had been monitoring the progress of his colleague and Sinclair was able to knock him to the floor before stealing a PPG and escaping from the rented quarters.

As he dashed through the corridors of Red Sector, Sinclair's mind saw grey-hooded Minbari in place of other humans and aliens. Believing himself to be on a hostile spacecraft during the Battle of the Line, he resolved to get back to his

Starfury and report his location. When a security guard confronted Sinclair, she was surprised to find him opening fire on her. Retreating, she reported finding Sinclair before being shot in the back by the second agent who, by now, had recovered and was in pursuit of the Commander.

The agent finally tracked Sinclair to the Zocalo, where security was also converging. Visitors and traders scattered as a firefight erupted, with Sinclair firing upon both the pursuing agent and security, led by Garibaldi. Franklin had joined an investigation team which had located the neural net device in the agent's rented quarters and warned Garibaldi that Sinclair could be delusional, confused, even dangerous. Dodging another PPG blast from his Commander, this was no news to Garibaldi who had managed to wound the remaining agent.

Ambassador Delenn entered the Zocalo and, braving all fire, she walked calmly towards Sinclair. He held her gunpoint, not willing to trust anyone in his delusional state. Reaching out to him, Delenn told Sinclair that she was his friend but her face caused him to recall what he had seen in the neural net – she suddenly seemed very familiar and he told Delenn that he knew exactly who she was. Anyone clearly watching Delenn's face may have been able to tell that she guessed precisely what Sinclair meant. The moment quickly passed however, and the remaining agent recovered from his injury to try once again to eliminate Sinclair before he could relate their entire plot. Finally breaking free of his delusions, Sinclair shot and killed the agent before collapsing from the immense strain his system had been put under over the past few hours.

Sinclair spent the next day in Medlab recovering but soon roused himself when Garibaldi informed him that EarthDome had exercised its jurisdictional rights to hold the trial of the agent Sinclair had injured in the neural net back on Earth. Babylon 5's Command Staff had been informed that the agent could be part of a larger plot involving EarthForce officers who were trying to prove collusion with the Minbari, and that it could even be a covert operation from within Earth's own government. Sinclair left Medlab with Garibaldi to face the agent before he left for Earth, but the neural feedback that had been caused by Sinclair's attack as he broke free of the device had fried most of the agent's memory. Sinclair learned nothing more from him before he departed.

However, Sinclair did visit Delenn soon after to give thanks for her efforts in bringing him back to reality, and to let her know he was fast recovering. Delenn asked exactly what he recalled of his time in the neural net but he told he could remember nothing and the whole experience was just a blur.

Back in his quarters, Sinclair made a secret entry in his personal log. He remembered. He guessed that he had been brought before the Minbari Grey Council during the Battle of the Line who subsequently blanked his memory of the event before letting him go. What he remembered was

Delenn's presence on the Grey Council, the Minbari whose hood he had torn down. But why would a member of the Grey Council be assigned to act as a mere ambassador on Babylon 5? Sinclair resolved to learn more.

Delenn had already received another visitor, who had hidden elsewhere in her quarters when Sinclair arrived. This was another member of the Grey Council who had journeyed to Babylon 5 without revealing his rank and title to anyone but Delenn. He warned that Sinclair must never discover exactly what happened during the Battle of the Line and that if he were to ever remember, Delenn must ensure he was killed.
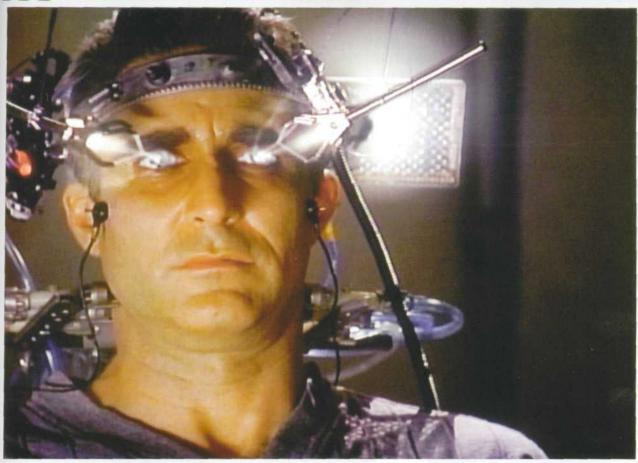
Cybernetic Neural Net

A quantum leap beyond total immersion gaming systems of the past, the cybernetic neural net is an insidious device designed to aid interrogations by creating an entire virtual reality setting that shatters a subject's mind and breaks their will. By accessing a subject's memories, a skilled operator can find answers to his questions as readily as any telepath performing a deep scan. Neural nets require two operators, one to monitor the effects of the interrogation and administer various psychotropic drugs that steadily break the subject's resolve, and a second to actually enter the virtual reality simulation to push the subject into revealing the information being sought.

A cybernetic neural net weighs 26 lb. and has a base cost of 750,000 credits though such devices rarely find their way out of military and governmental organisations, and on to the black market. When used in scenarios, Games Masters should presume that operators of the neural net will be able to manipulate any subject into revealing information within 4-6 hours. However, they are encouraged to actually play through the neural net experience, presenting players who are victims of the device with a variety of memories from their past and being guided through them by an operator. Alternatively, players may use a neural net to question their own subject and so be presented with the memories of a person's whole life to walk through and discover the information they need to know.

Security Breaches on Babylon 5

By this point in 2258, Michael Garibaldi and other members of the Command Staff had begun to suspect that there may be a serious breach in the security force on board Babylon 5. The agents had not only smuggled a cybernetic neural net on board the station, they had also managed to kidnap Commander Sinclair with extreme ease and transport him to Red Sector without being discovered. In addition, someone had put Benson back on the security teams, which had resulted in him getting killed. At this point, no one will know exactly who this breach is, only that he is likely to be found somewhere in security. Games Masters would be well served in dropping various hints

about this plot line, or even allow his players to take advantage of it, as it will have a major impact on events within Babylon 5 towards the end of 2258 (see Chrysalis for more details).

Scenarios and Campaign Hooks

A clever Games Master can do a lot with the security breach on Babylon 5. Lurkers and other criminal types may be eager to track such a breach down, knowing that a large sum of credits may be able to open all sorts of back doors in and out of the station, as well as cause the security forces of Babylon 5 to turn a blind eye to any ongoing criminal activity. This may allow players a great deal more freedom to pursue darker aims and the Games Master is encouraged to let them succeed in this – it certainly won't last forever and, as the campaign moves into the year 2259, such players may find things become very hard for them. More noble players, especially those in EarthForce, may be tasked with hunting a suspected breach in security down, though they may soon discover the breach has powerful backers and their lives will be placed in more danger than they expect. They will, of course, fail to track down the source of the breach until it is too late, but they may be instrumental in brining about his downfall at the end of

the year and he will have plenty of accomplices in the security force that can be used as foils for the players.

As with this episode, a cybernetic neural net can form an entire scenario by itself. One possible approach is to have a player captured and, much like Sinclair, subject to the attentions of a neural net operator. Neural nets are expensive, however, and not used lightly so the player would have to be at the centre of a major incident involving a military or governmental organisation. In addition, scenarios that take one player away from the others are rarely popular and should only be attempted if the Games Master can arrange to meet the player on his own during another game session. A better approach would be to have players close to a large organisation be granted use of a neural net to conduct an investigation of their own, possibly into corruption or treason. Every government in the galaxy would be able to gain access to a device like this and so players could well be hired by someone within the League of Non-Aligned Worlds. Once their subject is in the neural net, players can then take turns entering the virtual reality simulation in order to venture through the memories of another person as if they were real, in an effort to force them to disclose the vital information sought by the player's employer.

Deathwalker (June 18th 2258)

The Babylon 5 space station became a hotbed of galactic controversy in the middle of June 2258 and stood to face its greatest test of diplomacy yet when a notorious war criminal docked to begin negotiations with the Narn Regime.

June 18th begun quietly enough on the diplomatic space station, with resident commercial telepath Talia Winters being approached by Ambassador Kosh to oversee business negotiations. However, Talia was not sure exactly what it was that Kosh was after. Despite the Vorlon having made all necessary arrangements with Psi Corps, she was only told to meet the Ambassador for his meeting during the Hour of Scampering.

Meanwhile, Narn Diplomatic Attaché Na'Toth had been dispatched by Ambassador G'Kar to meet Councillor Ha'Rok, who travelling to Babylon 5 on the liner *Callisto* and due to arrive in Docking Bay 12. Waiting in customs, she grew suspicious of an alien female being questioned by security. As the alien removed her hood, Na'Toth recognised an old enemy for whom she had long ago declared the Chon-Kar blood oath. Screaming 'Deathwalker' she charged the alien and bore her to the ground, brutally beating her until security moved in to pull the Narn off and arrest her. The alien lay close to death and was immediately rushed to Medlab.

Security Chief Michael Garibaldi began his investigation into Na'Toth's attack while Franklin worked hard to save the alien female's life. Her identicard declared her to be Gila Lobos. She had arrived on board a Minbari flyer, had travelled through Minbari space and wore Minbari clothing, but she was certainly no Minbari. Commander Sinclair joined Garibaldi in question Na'Toth as to the reasons behind her brutal attack.

The Narn explained that she had Chon-Kar for the alien and that she was actually Warmaster Jha'Dur, also known as Deathwalker, a notorious Dilgar leader who had escaped justice when her homeworld had been consumed by its own sun. Thirty years ago, when the Dilgar conquered Hyach VII, many of Na'Toth's family were working on the planet. Jha'Dur committed terrible atrocities on Hyach's population and all of Na'Toth's family except her grandfather were killed. Her grandfather managed to escape but not before Jha'Dur placed a machine in his brain that slowly killed his mind and spirit. Na'Toth and her remaining family members could do nothing for him except to the Chon-Kar blood oath when he died. Now her vengeance was at hand and Na'Toth refused to be denied the right to fulfil her oath. Sinclair pointed out that Jha'Dur was at large over thirty years before and so would be an old woman by now, but Na'Toth remained adamant that Gila Lobos was indeed Deathwalker. Wanting to learn more before he took any

firm action, Sinclair placed Na'Toth under house arrest in G'Kar's quarters.

Talia Winters finally met Ambassador Kosh for his meeting, still none the wiser as to why she had been hired. A strange human named Abbut with a penchant for Jovian Sunspots arrived but, when Kosh asked her to scan him, Talia could detect no thoughts at all in him – it was if his mind was completely empty. Kosh seemed satisfied with this and proceeded to conduct his meeting but Talia rapidly became even more mystified. Kosh and Abbut spoke in riddles and nonsense sentences that were impossible to follow. When told that she wanted to understand what was going on within the meeting, Kosh merely told Talia that 'understanding is a three-edged sword.'

Franklin had problems of his own in Medlab, for he could not identify the alien race his new patient, Gila Lobos originated from. However, her metabolism was healing the damage Na'Toth had inflicted at an staggering rate. Sinclair informed Franklin of his suspicions that the victim was actually Warmaster Jha'Dur of the Dilgar, better known as Deathwalker. Franklin's scientific mind found this difficult to credit, for the woman was clearly too young to be Jha'Dur herself and too old to be her daughter. Even medical scans to determine whether she had undergone any cryogenic freezing turned up inconclusive results. Garibaldi had finished searching the Minbari flyer the alien woman had arrived on and made a startling discovery – a full dress uniform used by the Dilgar military some thirty years ago, with the rank of Warmaster and a name plate reading Jha'Dur. He also found a capsule of a drug neither his security forces nor Franklin could identify, though the doctor eagerly took the opportunity to begin studying it. Fearing the worst, Sinclair ordered Garibaldi to keep a lid on the possibility that a notorious war criminal may be on the station until it could be confirmed.

During this time, Na'Toth, still restricted to G'Kar's quarters by the imposed house arrest, was arguing passionately with her ambassador to be released in order so she could fulfil her Chon-Kar and slay Jha'Dur. G'Kar patiently explained that Councillor Ha'Rok, whom she had been scheduled to meet in customs, had been travelling to Babylon 5 to commence negotiations with Jha'Dur for a major scientific breakthrough she had made. After Na'Toth's attack, Ha'Rok had left the station, leaving G'Kar to conduct talks in his place. Jha'Dur's discovery, if obtained by G'Kar, could give the Narn Regime a vital edge with which to crush its enemies and expand into the galaxy and so had to be considered of far greater import than Na'Toth's Chon-Kar. However, G'Kar promised Na'Toth that once they had Jha'Dur's discovery in their hands, he would do everything in his power to ensure his attaché was able to fulfil her oath. To this, Na'Toth reluctantly agreed.

Commander Sinclair received a brief and rather terse Gold Channel communication from Senator Hidoshi in EarthDome, instructing him to place Gila Lobos on a ship

for passage to Earth as soon as she was fit. Sinclair related his suspicions that Gila Lobos may actually be Warmaster Jha'Dur but this was quickly dismissed by the senator. It was important that Gila Lobos was transported to Earth, but that Sinclair was in no position to need to know why.

In Medlab, Franklin was beginning to make progress in his study of the drug Garibaldi had recovered from the Minbari flyer, and had found it was manufactured using incredible levels of bio-technology. His patient, however, managed to rouse herself and snatched the drug away from his grasp, cursing him for prying into her life's work. She demanded to see Commander Sinclair before she would say anything more.

Sinclair arrived in Medlab in all haste, keen to find out if Gila Lobos was who he suspected. She told him that she was indeed Warmaster Jha'Dur, also known as Deathwalker. She complemented his way of command and slyly told him that the Windswords clan of the Minbari were right to fear him – even if he did have a hole in his mind. . . Sinclair demanded to know what she knew of the Windswords and Jha'Dur freely admitted they had sheltered her for many years while she continued her research, after her homeworld was destroyed by its sun going supernova. The drug she possessed was the pinnacle of her research, a universal anti-agapic – a serum that retards the ageing process and builds up incredible immunity to disease. To all intents and purposes, it could grant virtual immortality, and Jha'Dur promised Sinclair that, with the help of Earth, she would bring her drug to all the worlds of the galaxy before the year was out.

With this news, Sinclair quickly tracked down Lennier to find more information, as Ambassador Delenn was currently on diplomatic business off-station. Lennier knew much of Deathwalker from his studies but denied that the Windswords would have sheltered her. Even though they were the most militant clan of the Minbari warrior caste, he could not believe that even they would harbour such a monster. However, he promised to contact Delenn in order to learn more.

G'Kar took advantage of his diplomatic status to gain an audience with Jha'Dur and offered her substantial reparations for Na'Toth's attack, as well as a high reward for her immortality serum. He promised to triple whatever the Earth Alliance had offered her. Jha'Dur, in turn, told G'Kar that she would consider his offer - if he delivered the head of Na'Toth to her within the hour, knowing full well he could not do that to his attaché.

The Command Staff of Babylon 5 met to discuss what to do with Jha'Dur. Franklin admitted that her serum did indeed appear to work but that its formula was too complex to produce without her assistance. Garibaldi passionately stated that there was no way they could make any kind of deal with a criminal

like Jha'Dur and that if the League of Non-Aligned Worlds discovered Earth had shielded her from justice, Babylon 5 itself would pay the price. Ivanova agreed that Earth's moral stance on the issue was morally dubious but that they were far better equipped to resolve the issue than anyone on Babylon 5. Sinclair agreed and gave orders to have Jha'Dur escorted through Blue 5, to avoid attention, then be granted a fighter escort to the jumpgate for her passage to Earth. In a private meeting, Garibaldi vehemently disagreed with his Commander's decision, but Sinclair pointed out that, if the immortality serum could be mass-produced, Jha'Dur would be responsible for a galaxy free of ageing, death and disease – she could end up saving far more lives than she ever took during the Dilgar War.

Through his network of contacts, G'Kar learned of Sinclair's plans to smuggle Jha'Dur off the station. He immediately contacted Abbai Ambassador Kalika, knowing she was well placed to stir the League into action and so delay Sinclair's plans. This would give G'Kar just a little more time to reach Jha'Dur and make a solid deal with her.

Sinclair met with Jha'Dur just before she was due to be escorted off the station and asked her why she would want to help Earth – after all, it was Earth's intervention in the Dilgar War that resulted in her race being driven back to its homeworld, where it would eventually be wiped out. Jha'Dur replied that this was precisely why she was offering it to Earth – as victors in the battle, it was only right that they benefit from her discovery. However, now her people were gone and their name cursed, her discovery would also ensure that the Dilgar would be remembered with honour for all time, as the race who granted immortality to the galaxy. Ultimately, she wanted a monument to everything the Dilgar had done during the war.

Jha'Dur was escorted by security through Blue Sector but G'Kar had done his work well. They were intercepted by a delegation of all the ambassadors from the League of Non-Aligned Worlds. Stepping forward to confront Sinclair, Ambassador Kalika announced that they all knew the woman was indeed Deathwalker and that she was wanted for many crimes against sentient beings. Kalika demanded

a full assembly at once to discuss a trial and when Sinclair told her that he had orders to return Jha'Dur to Earth, she flatly stated that in order to do so, he would have to kill every one of the ambassadors first. Left without much of a choice, Sinclair agreed to arrange an assembly and ordered that the guard on Jha'Dur be doubled.

An assembly of the Babylon 5 Advisory Council duly gathered to vote on whether to have a trial of Jha'Dur held on the station. Sinclair, however, was quietly confident that Jha'Dur would meet justice at the hands of the gathered ambassadors. He guessed that both the Narns and the Centauri, both of whom had made deals with the Dilgar in the past, would vote not to have a trial and so try to avoid any embarrassment that would arise when facts about this involvement was revealed. However, he planned to vote to hold the trial on Babylon 5 on behalf of Earth, and believed that the Minbari were honourable enough to see that justice was done. With the Vorlons declining to participate, as usual, the Council would be deadlocked and so, fittingly, the League would have the deciding vote.

As the session began, Ambassador Kalika made the opening statement, briefly describing the atrocities Jha'Dur was responsible for during the Dilgar War. All the leader's of the Dilgar had either been captured and executed or had been present on their homeworld when it was destroyed by its exploding sun. She was the last to walk free. Jha'Dur had to be brought to justice and it was fitting that the trial be held on Babylon 5. With this, the votes were cast.

Despite suggestions of the Centauri's involvement with Dilgar mercenaries in the past, Ambassador Mollari stated that his government had taken no part in the Dilgar War and therefore were unable to judge Jha'Dur. The Centauri voted not to stage a trial. G'Kar next stood and announced that the Narn Regime was noted for its keen sense of justice and that they would indeed vote for a trial – on condition that it was held on Narn. When Kalika disputed the Narn right to hold the trial, G'Kar reversed his decision and also voted no.

The League of Non-Aligned Worlds had their confidence shaken a little by two of the larger governments voting not to have a trial but it soon returned as Sinclair announced he would support brining Jha'Dur to justice on Babylon 5. It was all going the way Sinclair had guessed until Lennier, taking Delenn's place, stood to cast his vote. Announcing that the Minbari had no involvement with the Dilgar, they had no right to judge her and so must also vote not to stage the trial.

The assembly erupted into chaos as the League of Non-Aligned Worlds realised it had lost by three votes to two, and it was the very governments who had aided the Dilgar in the past that were now letting her walk free. In effect, the voice of all their worlds had been denied simply because the larger governments found it convenient. Sinclair tried to calm the League and suggest a compromise but the

ambassadors refused to be dictated to any longer. They left the Council Chambers, promising that they would take matters into their own hands.

After everyone else had left the Council Chambers, a weary Sinclair faced Lennier and guessed not only had the Windswords sheltered Jha'Dur, but that the Minbari government knew about it. Lennier told Sinclair that his government had not known until the Earth/Minbari War, when the Windswords clan had come to the Grey Council with terrible weapons of mass destruction created by Jha'Dur. Of course, they could not admit they were sheltering Deathwalker then and, like all great secrets long kept, they could not bear the shame of admitting it now. Lennier regretted his actions in the vote and knew Sinclair had been counting on him to swing the vote towards the League but he had been instructed by his government to go against his conscience.

A Drazi Sunhawk arrived, unscheduled, through Babylon 5's jumpgate and immediately broadcast orders for the Command Staff to hand over Jha'Dur for trial or face attack. Ivanova quickly activated the defence grid and warned the Drazi ship to keep its distance or be destroyed. The Drazi captain complied just as the jumpgate activated once more, this time brining an Ipsha and two Vree ships into Babylon 5 space. Ivanova knew more League ships would be on their way, all demanding Jha'Dur under the threat of attack but Sinclair instructed her to do all she could to stall them while he met with Ambassador Kalika. Managing to persuade the captains of the various League ships to engage in a debate as to who had the greatest right to Jha'Dur, with the winner being the one who led the attack on Babylon 5, Ivanova managed to buy a little time though she knew it would not be long before they faced battle.

Sinclair begged Ambassador Kalika to call off the ships, pointing out that the League and Earth had always been friends in the past. He told her of the immortality serum that Jha'Dur had developed and handed over Franklin's notes for League scientists to study. Kalika agreed to order the hostile ships out of weapons range while League scientists reviewed the data.

The scientists soon concurred with Franklin's assessment of the potential within Jha'Dur's discovery but Kalika pointed out that she could not be allowed to escape justice once more. Sinclair suggested a compromise whereby the League would send a coalition of scientists to Earth to assist ion the development of the drug. Once this had been completed, Jha'Dur would be handed over to the League for trial – Earth would have no choice but to agree to this deal if it wanted to avoid a diplomatic incident and the other major governments had already made their own choices during the voting of the assembly. This deal was just between Earth and the League, as it was thirty years ago when humans helped the alien governments fight the Dilgar. Ambassador agreed that the compromise was both fair and

wise, and duly sent the League ships back to their homeworlds.

Upon meeting Jha'Dur for the last time as she was about to leave Babylon 5 for Earth, Sinclair told the Warmaster that he was looking forward to watching her trial in the future. Jha'Dur thought him incredibly naïve and did not believe that Earth would turn her over to the League. But she also left Sinclair with a parting shot, the true reason she wanted Earth to help develop her immortality serum. Earth and the League of Non-Aligned Worlds all took blind faith, she explained, that they could never become the monsters the Dilgar were, that they could never perform the same acts of atrocity. However, the key ingredient for her immortality serum could not be synthesised. It had to be taken from a living being – for one person to live, another must die. All the races of the galaxy would fall upon each other like wolves. The billions that lived on would be the testimony to her work, while the billions who died to provide that immortality would be the continuance of her work. Not like the Dilgar? They would all *become* the Dilgar. That was the monument she sought.

EarthForce officers and Ambassadors all gathered in the Observation Dome to see Jha'Dur's flyer leave for its voyage to Earth. Surprisingly, even Ambassador Kosh joined them. As they watched the flyer arc across space towards the jumpgate, it suddenly activated, and a large Vorlon cruiser thundered towards Jha'Dur's craft, destroying it with one blast of energy before turning and leaving. When asked why the Vorlons would do such a thing, Kosh just replied 'you are not ready for immortality.'

Though having avoided much of the alarm that had spread throughout Babylon 5 this day, Talia Winters had got no closer to understanding exactly what Ambassador Kosh had been after. Throughout her regular meetings with the Vorlon and Abbut, she began to have telepathic flashes that seemed deliberately provoked, though she could not tell how. In her last attack, she had seen a flashback to the mind of a serial killer she had scanned four years ago on Mars Colony, an experience Talia had found terrifying and had done much to forget. Upon recovering, she noticed Abbut take a data crystal from a cyber organic port in his skull and pass it to Kosh. The ambassador announced his business was concluded and, when asked what was on the data crystal, merely said 'surprise, reflection, terror – for the future.'
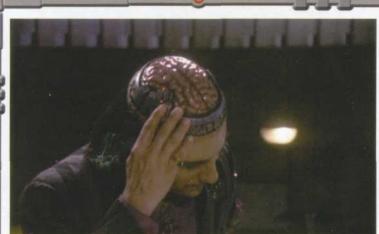
Consulting later in the evening with Garibaldi and Sinclair, she learned that Abbut was a Vicker but no one could tell her what information he may have given to Kosh. They knew the Vorlons were leery of telepaths but could not say why Talia would be targeted by him. Garibaldi could only conclude that between Talia and Deathwalker, the Vorlons had been very busy today.

Vickers

Vickers, short for VCRs are sentient recording devices pioneered by humans in the late 22nd Century but now used by several alien races of the League. Volunteers are subjected to six months of spirit-sapping cyber organic surgery that turns them into living recording machines. A Vicker can record just about anything it witnesses, from sights and sounds to biorhythms and thought patterns. They are used to capture information with extreme fidelity though few are used in espionage roles, as their past surgery is easy to detect even with a casual glance – their brains are often left exposed for ease of future upgrades and modifications, while all will have a visible skull port for a data crystal. They can dump any information they have discovered into a crystal within seconds. The cost of turning a sentient being into a Vicker runs into millions of credits and while governments are often quite willing to hire them out to third parties, the cost can be astronomical. A few Vickers, however, flee from the government that treats them little better than as a raw resource, and such freelance operatives may rent out their services for just a few hundred credits per day.

The Vicker is a template that can be added to any character willing to withstand six months of painful operations and able to find a government that will fund the required

surgery. It uses all the character's statistics and special abilities, except as noted below.

Special Qualities: After their required surgery, any character with the Vicker template immediately gains the following special abilities.

Bio-Rhythms and Thought Patterns: By making a Concentration check (DC 15), a Vicker can detect the bio-rhythms and thought patterns of any character within 5 ft. They will be able to discern the relative health, emotions and moods of the character, as well as their surface thoughts. Treat the latter as a telepathic surface scan, as detailed on p107.

Comms Interception: Though a difficult procedure to achieve, Vickers are able to detect and pick up any communications frequency they are within range of. It requires a Concentration check (DC 20) to filter out any one desired communications frequency.

Enhanced Vision: Vickers are able to visually scan on multiple wave lengths and have cyber organic enhancements to greatly increase the capabilities of their eyesight. Vickers are assumed to have low-light vision and can see twice as far as a human in starlight, moonlight and similar conditions of poor illumination. In addition, they also have darkvision and are capable of seeing in pitch blackness by using the infrared spectrum. Their darkvision has a range of 90 ft.

Telepath Immunity: When using their VCR ability, Vickers completely empty their minds to receive data. During this time, they are completely immune to any kind of telepathic scan.

VCR: As a standard action, Vickers can go into VCR-mode, where they can begin recording any information gained from their other special abilities. They can store up to a day's worth of recorded information within their cyber organic data retrieval system and can download this into a data crystal, also as a standard action. However, a single data crystal can only hold one hour's worth of recording. It requires a Technical (electronics) check (DC 20) to access the information on this data crystal on a standard computer system not designed for the task.

Skills: Concentration +4
Feats: Iron Will

Dilgar

Originating from a world located towards the core, Omelos, the Dilgar are a highly intelligent race that seem faintly feline to human eyes. They have yellow cat-like eyes and sharp ears that are raked backwards. It is said that there were actually three distinct subraces of Dilgar but most consider such differences to be minor and of cosmetic interest only. Throughout their history, the Dilgar have enslaved and destroyed their own people and, when they finally reached for the stars, began to do the same to other races. They were always considered a minor power located far towards the Core, far from many civilised worlds, until the Dilgar War begun and other races began to understand just what they were capable of.

During the year 2228, the Dilgar launched their epic campaign across many of the worlds of the League, a desperate crusade to gain new worlds as their home planet was soon to be destroyed when its sun went supernova. Driven by incredible technologies and an utter willingness to annihilate entire populations in acts of genocidal atrocities, the Dilgar were only halted when the Earth Alliance joined the war and helped push them back to Omelos. Confined to their world, the Dilgar were destroyed when their sun exploded, consuming their world. The Dilgar are now officially considered to be a dead race, though individuals who escaped the destruction of their world occasionally surface across the galaxy. Whenever discovered by members of the League of Non-Aligned Worlds, however, such individuals are constantly hounded, pursued and destroyed as a matter of course. The Dilgar committed horrendous acts against sentients during the war and few have forgotten just what they were capable of.

Dilgar Racial Traits

- ⑤ +2 Intelligence, -2 Charisma: As a race, Dilgar have extremely quick and agile minds but are utterly uncompromising in their self-proclaimed superiority which inevitably leads to friction when dealing with others.
- ⑤ All Dilgar are of medium size.
- ⑤ Dilgar have a base speed of 30 feet.
- ⑤ Low-Light Vision: The Dilgar have superior eyesight that it far sharper than a human's. Dilgar can see twice as far as a human in starlight, moonlight and similar conditions of poor illumination. They retain the ability to distinguish shade and colour while under these conditions, and can even read by such light.
- ⑤ Dilgar are ever alert for danger and can detect the slightest movement in their vicinity with an ease that can seem supernatural. Dilgar start the game with Alertness as a bonus feat.
- ⑤ Dilgar can resist incredible amounts of damage and will carry on fighting long after others have fallen.

Dilgar start the game with Toughness as a bonus feat.

- 5 Automatic languages: Dilgar and English.
- 5 Favoured Class: Officer. A multiclass Dilgar's officer class does not count when determining whether he suffers an XP penalty for multiclassing.

Scenarios and Campaign Hooks

- 5 All ambassadors on Babylon 5 maintain a large network of contacts and informants that readily supply them with all the information their governments need to stay ahead of all the other races on the station. Players of any race other than human may be asked by their government's ambassador or their aides to work as eyes and ears wherever they travel. Rewards for this service are likely to be small but having a friend in a high place will do any player a lot of good and discovering information that could lead to a great diplomatic scandal can form an entire scenario by itself.

- 5 The Dilgar are effectively a dead race but it is just possible that a few escaped the catastrophe that engulfed their world, and be hidden away in the darker recesses of the galaxy. Many governments of the non-aligned worlds offer substantial bounties for any Dilgar brought to them – and many are just as happy to see them dead as alive. In the light of Deathwalker being found on Babylon 5, there may be a renewed interest (some may say fanaticism) in hunting down any remaining members of this race. Players may earn a substantial payment for tracking down and bringing any remaining Dilgar to justice. However, Games Masters can provide two complications for the players. Any Dilgar running from their past will not have survived for thirty years without being incredibly smart – tracking down and capturing such experienced individuals may provide a real challenge. Second, despite their reputation, not all Dilgar are intrinsically evil. Players may follow rumours leading to a free and living Dilgar but subsequently discover they are anything but evil. However, if the players have inadvertently led other bounty hunters along the same path, they may find the Dilgar now has to be protected – and if the Dilgar is later killed because of this, it will be because of the player's own greed, which may pose some very interesting moral problems a little later in time.

- 5 Vickers make for the ultimate recording devices though the ease of which they are detected often precludes their use in vital espionage roles. The players may be hired either by a government or a corporation to smuggle a Vicker into a high-security headquarters or space station to gain valuable information. With Vickers likely to be detected by any half-competent customs officer, just manoeuvring one into position may be a real challenge, while keeping them safe as they record data nearly impossible. It will then be vital to get the Vicker back top the government or corporation – the players could simply download the stolen information to a data crystal

but their employers are unlikely to be pleased if they lose such a valuable (not to say expensive) resource.

- 5 During the year 2258, few races have had any real contact with the Vorlons and Babylon 5 is the first place where they have begun to operate more openly. Consequently, most races are eager to learn more and players may be hired to discover whatever they can, by any means – many ambassadors on Babylon 5 would pay a great deal of money to discover whatever the players learn. However, keep the players away from Vorlon space. Any ship that ventures there *will* be destroyed.

- 5 The Vorlons are also an important plot element that players should be made aware of to set the scene for later scenarios and campaigns. In a very real way, the Vorlons will help shape the entire galaxy. That said, their desires and goals are utterly unknown during 2258 though they are prone to interfere with the destinies of races and individuals as and when it suits them. As such, they can be used as a foil for the players in many ways, but keep them back until the players are about to make a great discovery or gain a great reward. Then, have the Vorlons swoop in and destroy the thing the players have toiled for, much as they did with Jha'Dur in the Deathwalker episode. The important thing to remember is not to use the Vorlons in a manner that seems trite – they will not care if one of the players is about to receive a million credits. However, they may be very wary of the players venturing to a particular world that has been all but forgotten on the Rim, or discovering some sort of old technology that could potentially upset the balance between various races in the League. While they will be detailed in later supplements, both the Vorlons and their ships can be considered nigh on impregnable during 2258, and capable of destroying pretty much anything they choose.

Believers (June 24th 2258)

Three members of a little known race calling themselves the Children of Time arrived on Babylon 5 and immediately visited Medlab. This was to prove the start of a trying time for Dr Stephen Franklin, one where his strong moral character would be tested to its absolute limits. The two adult aliens admitted their adolescent son, Shon, into Franklin's care, as he was suffering from what they called watery breathing, a congestive blockage in his upper air passage. This was a problem that sometimes developed in species who possessed internal air bladders and though it was a serious condition that would result in death if untreated, the surgical procedure was relatively easy and well within the ability of the staff in Medlab.

Franklin's problems began as he explained the treatment required to cure Shon's condition. The parents could not permit him to continue, for their religious beliefs would not allow the skin puncturing of any member of their race. If

Shon's skin was cut, his soul would escape, a fate that was worth risking death to avoid.

Franklin was joined by his colleague Doctor Maya Hernandez in an effort to explain exactly what the surgery needed to save Shon would entail. Unfortunately, his parents understood all too well, for the same procedure was performed on their own planet to save distressed food animals – this was permissible for such animals did not have a soul but the Chosen of God, as the Children of Time considered themselves to be, could never be punctured. Hernandez accused the parents of being willing to stand by as they watched their own son die and asked what kind of god they worshipped. Insulted, they turned to leave but Franklin quickly jumped in suggesting there may be an alternative. Though it would be painful and cost more, he proposed trying to reduce the size of the blockage in Shon's air supply, rather than simply cutting it out. Reluctantly, the parents agreed to consider his suggestion.

Hernandez was angered by Franklin's ploy – what he had effectively suggested was using microbeams and mineral oils to try and shift the blockage, remedies that would simply not work. Franklin immediately hit back, saying that she should never have insulted the parents' beliefs. He knew that the only choice Shon had was to go under the knife or into the freezer but if they insisted on cutting into the boy, the parents would simply take their son, put him on the first ship leaving Babylon 5, and he would not survive the first jump. By working with the family, he hoped to buy them enough time to reconsider their position and allow him to do the surgery he should have performed in the first place. When the parents returned, it was clear they realised Shon would not survive another space voyage. Either they could accept the fragile hope that Franklin offered or they

could watch their son die in pain – it was not much of a choice.

Still Hernandez did not agree with Franklin's action, for now the parents were accepting his false hope simply because they were terrified. For his part, Franklin was sure he knew what he was doing. With years of xenobiological experience under his belt, he had seen many different physiologies and just as many cultures and belief systems. He dared Hernandez to do her research to find a better way and prove him wrong, even betting a steak dinner that she would not find anything. He swore that he was going to save Shon's life, no matter the cost.

Franklin met with Sinclair and Garibaldi during a routine staff meeting, and told them both of his dilemma with Shon and the parents. Sinclair admitted that the authority laid of Babylon 5 did not cover every contingency and they were in a legal limbo over what to do about Shon. Franklin pointed out that, as his Commander, Sinclair could order him to operate but it was made clear that if this happened, a precedent would be established that the staff of Babylon 5 would override the beliefs of visitors whenever it suited them. Much to Sinclair's consternation, Franklin pointed out that this had already been done last year when Ambassador Kosh had been injured and Dr Kyle had operated on the alien despite the protestations of the Vorlon Empire. Sinclair asked Franklin to find another way, one that would not jeopardise the neutrality of the station.

Returning to Medlab, Franklin found that Shon's condition was getting worse and his parents were getting frightened. Franklin made a last effort to convince them, begging that they needed to trust him if Shon's life was going to be saved – their son needed the surgery now or he would choke to death on his own fluids. Still they refused, for they believed that without a soul, Shon would not be alive anyway. Finally giving up, Franklin told them that Babylon 5 had a safety of the patient precedent, and that he would make an official request to Commander Sinclair to suspend their parental authority. Even without their permission, he *would* operate and do everything he deemed necessary to save Shon's life.

Shon's parents realised that they would need help if they were to fight Franklin's wishes and first visited Sinclair to put forward their case, as they did not have an ambassador of their own on Babylon 5. Sinclair immediately found himself in an undesirable position. He had to act as the advocate for the parents, as they had no representative themselves. Unfortunately, he also had to consider Shon as well, as Franklin had just

made his request to suspend their parental authority over their son. Shon's father accused Sinclair of planning to automatically side with Franklin, for 'Earthers always stick together.' He also warned that if Franklin so much as touched Shon, he would kill him.

Dismayed at having received no easy answer from Babylon 5's Commander, the parents then began to visit the various ambassadors of Babylon 5. Asking G'Kar for help proved fruitless, as he had no interest in forming any kind of alliance with such a minor race who could not offer anything to the Narn Regime. Next, they visited Londo Mollari but got little further. He was willing to help them but in doing so, he would need to justify the costs of the research and paperwork to his own government, a thinly disguised effort to hook a bribe from them – pointless as they had little real money.

Not knowing of Kosh's own experience with Babylon 5's medical staff, they next approached the Vorlon ambassador who also denied help. Finally, they tried convincing Minbari Ambassador Delenn to intervene on their behalf. Delenn was deeply troubled by their plight but was in no position to judge who was right, the parents or Franklin. Having had outside forces interfere with their own beliefs ion the past, the Minbari had forbidden themselves from getting involved in the beliefs of others.

For his own part, Sinclair was having trouble finding a suitable resolution himself and was not entirely sure what the right thing to do was. He had even contacted Earth Central to ask for an advisory on the situation but they declined even to advise, saying it was his responsibility alone. Finally, he decided to visit Medlab and speak to Shon for himself, asking the boy wanted to live. Shon said yes, he would, but he could not live without a soul. For an hour, Sinclair sat with Shon who told the Commander about his beliefs and why he could not face the surgery that would save his life. In a private meeting with Franklin soon after, he made sure that the Doctor was absolutely certain there was no other way to save Shon's life. Franklin's assurance that this was the only way just made Sinclair's decision harder. He had to refuse to sign the order allowing the Doctor to operate.

Franklin could not believe that Sinclair was willing to just let Shon die. Sinclair explained that he could not override the beliefs of others just because it suited him and the Doctor. Much as he detested what he had to do, he could not risk Babylon 5 losing its neutrality – he had no more choice than anyone else in this situation. He had to be the advocate for the parents because no one else would.

Shon's life signs began dropping sharply and Franklin returned to Medlab to see the parents comforting their son. Shon's father told Franklin that he was glad the Doctor had not got his way. This was better. Franklin could not agree and told the parents that Shon needed his rest – he would call them if there was any change. As soon as they

left, he ordered Hernandez to make herself scarce. Nothing was going to stop him saving Shon's life and if that meant Sinclair throwing him off the station, well, he was already packed. He could not just stand by and let the parent's decision allow them to kill their son, for he had taken an oath to preserve all life. Hernandez volunteered to stand with Franklin and assist him in the operation. Together, they sedated Shon and took him to theatre.

Two hours later, Shon was out of surgery and conscious. His watery breathing had resided but he did not feel any different inside. When his parents arrived, they saw immediately what Franklin had done. Chanting wards and curses, they backed away from Shon, whom they believed was no longer their son but an unholy thing. Even as Shon begged to go with them, his father drew a knife and forced him back into Franklin's arms before he retreated with his wife out of Medlab. Shon was utterly devastated by his parent's reaction and there was little Franklin could do to console him.

When called to Sinclair's office to explain his actions, Franklin was utterly unrepentant. He was willing to hand over his resignation if the Commander wanted it, but demanded Sinclair to recognise that he had done good. As far as Franklin was concerned, by saving Shon's life he has absolutely done the right thing. Sinclair's wrath at the Doctor's disobedience was delayed when Hernandez linked in to suggest they both come back to Medlab as the parents had returned.

Speaking for her husband, Shon's mother told Franklin that they realised what he had done to Shon, he had done out of compassion and while neither of them were allowed to forgive him, if they could, they would. Shon's father had brought the *llamuda*, the travelling robe for great journeys, and they were going to take him now. He would receive all the rest he needed away from Medlab.

Franklin had certainly not made any friends among the rest of the Command Staff on Babylon 5 for his actions over this incident, but he was jubilant. He had saved Shon's life, the parents had accepted him back into their family and, on top of that, Dr Hernandez now owed him a steak dinner. In the evening, both doctors were in Medlab finishing their reports, and Hernandez showed Franklin the extensive research she had done on the Children of Time in an effort to prove there was another way to save Shon's life. She had failed to turn up anything but the file would be added to all the other xenobiological references Medlab kept to serve every visitor to Babylon 5. Franklin briefly reviewed the file and immediately picked up the father's reference to the *llamuda*, the travelling robe. With horror, it suddenly dawned on Franklin just what the parents intended. Tearing out of Medlab, he raced through the corridors of the station, desperate to reach the aliens before it was too late. Breaking into their quarters, he collapsed at what he saw. Both parents were sitting either side of Shon's body, praying over his departed soul. In accordance with

their beliefs, they had ended the suffering of a body that no longer possessed a soul. Shon had been killed.

In the aftermath, Franklin offered his resignation to Sinclair but it was refused. If he had not asked for a ruling from his Commander, he would never have had to obey it. Franklin knew he had been arrogant and thought he had known what he was doing. The fact that Shon would have died without the surgery anyway was no comfort at all.

The Children of Time

Hailing from a quiet agrarian-based world at the edge of Brakiri space, the Children of Time are a technologically unsophisticated race who are only just beginning to come to terms with the wealth of opportunities provided by travelling among the stars. They possess no spacecraft of their own and rely on relations with the Brakiri, who have claimed their entire system as a colony, to gain passage to other worlds. They are often mistaken for a physiologically advanced avian race but, despite their laying of eggs instead of giving birth to live young, there is no biological connection with similar creatures of other worlds. Though power within their society rests solely with the stronger males, few races ever realise this as females are traditionally the spokesmen of families, kingdoms and the world as a whole. It is only in situations of the utmost importance that will cause a male to drop his silent demeanour and actually speak to another, for they detest showing any kind of weakness and by communicating through their females, they can avoid showing any emotion to strangers. For the Children of Time, their religious beliefs in the Great Egg, the Great Song and the Great Journey are a fundamental part of their lives and dominate every part of their society and culture. Their central belief is in one god as the creator

of all but intrinsic to their doctrine is the idea of fate, working through god, forming the underlying fundamental structure of the universe. No one can tell what the Streams of Fate will hold for him but they hold a rigid faith that whatever happens is always the direct intention of god. Some races view this as a little fatalistic – after all, if the actions of an individual have already been determined, what is the point in trying to change anything? The Children of Time, however, hold themselves to a higher ideal. They believe it is only they that possess any real connection to the universe and work hard to avoid coming into contact with the false belief systems of other races, knowing it will taint their souls and thus deny them god's benevolence.

In scenarios, the Children of Time can be treated as humans who do not receive bonus feats or skill points, but do have the same low-light vision possessed by Narns.

Scenarios and Campaign Hooks

5 Believers is an episode known as an out of arc story – it does not advance the main plot lines behind the first season in any way whatsoever and thus will have little impact on anything the players may be doing. However, it is a superb example of the morals dilemmas a Games Master should strive to put in front of his players in order to demonstrate that Babylon 5 is like no other roleplaying game they have experienced before. The trick is to provide the players with a moral quandary over which there is no clear right or wrong answer. In the Believers episode, you had Franklin desperately trying to save Shon's life against the utter belief of the parents that in doing so, their son would lose his soul and therefore effectively die anyway. As Delenn said 'whose belief is right, and how do we prove it?' Sinclair is caught right in the middle with having to make the final decision and not everyone will agree he made the right choice – however, Sinclair is exactly where you want your players to be. By having an innocent life rest on their decision, you will place the stakes suitably high for the players. Some Games Masters may be tempted to go for a grander story and have, say, the entire population of a planet live or die based on what the players decide to do but we would advise against this. By keeping the scenario based around a single person (someone

who has done nothing wrong to anyone and whom the players have actually met) you can keep things far more personal and closer to home for the players. If they argue for half an hour over the 'right' thing to do, you will know you have done your job well.

Survivors (July 12th 2258)

The president of the Earth Alliance, Luis Santiago, made a visit to Babylon 5 on the evening of July 12th 2258, though the preceding twelve hours were anything but peaceful for the Command Staff. The president's official reason for his visit was to present a new fighter wing to the station, though rumours abounded of it being an opportunity for him to build support for his new alien immigration policies and trade agreements which had met with considerable opposition in the Senate.

During the morning of July 12th, an explosion ripped through the Cobra Bays, seriously injuring one of the maintenance crew, a man called Nolan. Security Chief Garibaldi's investigation of the incident immediately ran into difficulties as Nolan was in critical condition and Franklin could not rouse him to consciousness for questioning without the risk of killing him. However, all aspects of the investigation pointed to an accident involving a wild fire antiproton reaction, as the crews were inexperienced, overworked and were using cutters to bring the bays for the new fighter wing back into operation. All round, it was a situation inviting an accident but Garibaldi was unwilling to rule out sabotage at this early stage.

The Chief of Presidential Security, Lianna Kemmer, arrived on Babylon 5 ahead of the president travelling on Earth Force One to insure the accident did not represent any threat. Garibaldi knew Kemmer from his time on the Europa ice mining operation, as her father was a good friend until he died. Upon meeting Sinclair and Garibaldi, Lianna's hostility to the Security Chief was readily apparent and she demanded that Garibaldi be taken off the investigation so that it could be conducted by her own staff. Despite resistance from Sinclair, Lianna pointed out that she had full presidential authority to do just this and Garibaldi, wanting to avoid any confrontation with her, relented.

Angry at both himself and Lianna, Garibaldi stormed away from the docking area in time to see a thief well known to him, lift a credit chit from a visitor in the Zocalo. Snapping, Garibaldi assaulted the thief until Sinclair jumped in and separated them. During a quiet talk in the Zocalo's bar, Garibaldi explained how he knew Lianna Kemmer. When he had been assigned to the ice mining operation on Europa, the outpost was a real cesspool of crime and corruption. Though he tried to uphold the law as best he could, it seemed that no one else ever really cared and Garibaldi soon took to drinking. He met Lianna's

father, Frank Kemmer, who was working as a shuttle pilot on the Jovian moon run and when he found the job getting too tough, he would spend time with Frank and his family. Eventually, word cam that the criminal bosses on Europa were planning a hit on Garibaldi – but instead of coming at him head on, they rigged a shuttle pad to blow, destroying *Frank Kemmer's* craft just as it touched down. The criminal elements managed to blame the incident on Garibaldi's alleged negligence, black balling him throughout the system. Garibaldi, for his part, turned back to the bottle and did not surface again for a very long time.

Garibaldi and Sinclair were urgently called to Medlab by Franklin. Lianna had used her presidential authority to rouse Nolan and begin interrogating. Franklin was being stopped from interceding by Lianna's second in command, a capable agent called Cutter. Upon arriving, Sinclair ordered Cutter aside but could not stop Lianna's questioning. Before he died under the stresses of the drugs he had been given to bring him back to consciousness, Nolan plainly said that the explosion was no accident and that a bomb had been planted in the Cobra Bay – and he implicated Garibaldi as the person responsible.

Nolan had been arrested and charged by Garibaldi six months previously for wrecking an alien shop and the Security Chief claimed that the worker obviously had a grudge. Lianna did not believe anything Garibaldi said and demanded to have him suspended as was procedure in such investigations. In the meantime, she would run all security operations on Babylon 5. Sinclair had little choice in the matter, for Lianna was operating well within the rights granted her with presidential authority, and was forced to suspend his friend, taking Garibaldi's link, authorisation and sidearm. Garibaldi's quarters were quickly sealed and searched, with Cutter turning up schematics of the Cobra Bays and over 100,000 credits in Centauri ducats. Meanwhile, Lianna's scanning team in the Cobra Bay completed their analysis of the blast area and concluded that it was indeed a bomb that had been the cause of the incident. She immediately placed Garibaldi under arrest but he managed to escape and fled the scene.

Sinclair discovered Garibaldi had made a run for it when Command and Control registered that security had posted a station wide alert for the fugitive. He cancelled the alert and told Lianna that while he would make every effort to find Garibaldi, he was getting just a little tired of her personal vendetta. Knowing that Lianna would try to contact Earth Central to back up her presidential authority, Lieutenant Commander Ivanova instigated a maintenance check of all off station communications channels, knowing that this would at least delay Lianna's attempts for a few hours and thus, hopefully, buy Garibaldi a little more time.

Garibaldi had stolen civilian clothing and was making his way to the Casino, knowing he would find Ambassador Mollari. He wanted information but the Centauri denied he had anything to do with the attempt to frame Garibaldi

with the bomb, despite the ducats found in his quarters. However, he suggested the Garibaldi might want to talk to G'Kar, as the Narn had gained many Centauri ducats when they had invaded Ragesh 3 – during the invasion, important scientific data had been 'lost' but, for the right amount of hard currency, it was 'found' again. Mollari loaned Garibaldi a small amount of ducats in order to bribe his way to gaining access to the ambassadorial wing so that he could meet with G'Kar but the ambassador warned that he would later deny anything if this should ever be discovered.

G'Kar also denied any involvement with Garibaldi's situation, pointing out that every Centauri ducat 'donated' to the Narn Regime was fully accounted for. However, he had been watching Garibaldi's fall with great interest and offered secret passage to Narn, where the human could serve the Regime as security consultant, analyst and cryptographer. Despite G'Kar's warning that the station was not a safe place without his past position, Garibaldi refused the offer. Next, he visited N'Grath to gain further tools for his attempt to clear his name but the alien fence refused, claiming that he only did legitimate business – clearly, he did not trust Garibaldi.

Lianna managed to bypass Ivanova's attempts to hinder her contact with Earth Central by contacting General Netter, travelling with the president on Earth Force One. He in turn called Sinclair on Gold Channel and ordered him to provide full co-operation, just as Zeta Wing, Babylon 5's new Starfury squadron, arrived through the jumpgate and docked.. After this, Sinclair dressed Lianna down, accusing her of not being after justice, but blood. It was unfortunate that Cutter linked in at this time, informing them both

that Garibaldi had been sighted near Brown 5 and had apparently been spending Centauri ducats.

Knowing that security was beginning to close in on him, Garibaldi hid in the Happy Daze bar, a dismal dive in Brown Sector. During the security sweep, he disguised himself among the alien clientele but came to realise that he now had nowhere else to go. None of the Command Staff could help him further without compromising their own careers and sooner or later one of the many enemies he had made as Chief of Security on the station was sure to track him down and take revenge while he was vulnerable. When an alien offered Garibaldi a drink, he succumbed to his old temptation – one drink followed another, and yet another. By the time he left the Happy Daze bar, Garibaldi was very drunk and the security teams waiting for him outside had no trouble in making their arrest.

Earth Force One arrived through the jumpgate and began standard docking procedures. Lianna's aide, Cutter, volunteered to check the Cobra Bays one more time before Zeta Wing was launched to provide a formation escort to Earth Force One, while she began to interrogate Garibaldi. She accused him of never changing and just going back to his old ways. Whenever he hit a problem, he just crawled straight back to the bottle. Her questioning was interrupted by a security officer who, under the orders of Sinclair, had searched Nolan's quarters. He had discovered detonators and Home Guard literature, and Garibaldi pointed out that they had long suspected Nolan of belonging to a Pro-Earth Group but had never been able to prove it up to now. Thinking the attempt to frame him through, Garibaldi began to suspect Lianna's second, Cutter, of involvement.

He had been present when Nolan pointed the finger and had conducted the search of Garibaldi's quarters himself – if it could be proved that Cutter was also in the Home Guard, the framing of Garibaldi would begin to make some sense. It was all circumstantial and Lianna did not really believe any of it, but Garibaldi successfully persuaded her to take him and double check the Cobra Bays herself, as the president was due to arrive within minutes.

They both met Cutter at the Cobra Bays who told Lianna that he had

scanned them himself. When she began to double check, Cutter surprised Lianna and stunned her with his shock stick. Garibaldi immediately attacked and they fought over Cutter's PPG as the countdown to Zeta Wing's launch began. During the fight, Garibaldi managed to rip away Cutter's link and patched in to Ivanova at Command and Control who froze the countdown with barely a second to spare.

Charges were subsequently found on all the Cobra Bay doors. If they had opened, the new wing of Starfuries would have been lost, along with half the station. Investigations into Cutter's personal account revealed that someone from Earth had deposited 100,000 credits just an hour after Nolan had named Garibaldi as the saboteur, and they had been withdrawn on Babylon 5 as Centauri ducats. Sinclair officially reinstated Garibaldi but the Security Chief berated himself for having reverted to his old ways and climbing into the bottle when the situation had become tough. Sinclair was not so worried at his old friend's lapse of judgement, for he believed Garibaldi had the strength of character to continue resisting his illness – the fact that he had climbed back out of the bottle now was proof of that.

During his presidential address on Babylon 5, Luis Santiago invited all alien governments to work more closely with Earth, though it was acknowledged by ISN that this policy could easily lead to controversy within the Senate and among voters. After just a few short hours, the president left on Earth Force One to continue his Goodwill Tour throughout the colonies and outposts of the Earth Alliance. Garibaldi met with Lianna before she was due to leave with the president, and congratulated her on being able to catch him on his home turf. Lianna apologised for everything she had put Garibaldi through but said that he should continue keeping Babylon 5 – the president was very fond of the station and would look forward to his next visit.

EarthForce One, Earth Alliance

The ultimate in luxury liners, EarthForce One is the personal transport used by the Earth Alliance President and his staff when they travel between the stars. Though armed with several weapon systems, this spacecraft never travels without a heavy escort and its large complement of Starfuries ensures that even if caught by surprise, EarthForce One is capable of defending itself. Though extremely expensive to build and operate, EarthForce One is symbol of Mankind's emergence into the galaxy and has generated a lot of support for Presidents on Earth, despite the taxes used to fund it.

Colossal V Spacecraft; hp 1,400; DV 2 (-16 size, +8 agility); DR 16; Spd -; Acc 2; Dec 1; Han +0; Sensor +4; Stealth 12; Cargo 250,000 lb.; 12 Officers, 18 Pilots, 12 Sensor Operators, 38 Crewmen, 174 passengers

Weapons:
Two Particle Beams; 1 Left and 1 Right; Attack +1 (targeting computer); Damage 5+3d10; Critical 20; Range 4
Three Mk II Interceptors; 1 Front, 1 Left and 1 Right; Attack +3 (targeting computer); Damage 20+2d10; Critical 19-20; Range 2; Rapid Fire

Craft(12):
12 Starfuries, 2 Light Shuttles
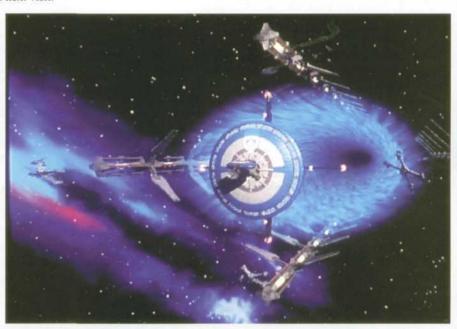
Alcoholism

Some players may like to experiment with the concept of alcoholism for their characters, as it can add an extra edge to a personality that may be both interesting to portray and greatly alter the outcome of an entire campaign. However, it is also a very difficult aspect of a character to successfully roleplay and, like the drink itself, the rules and suggestions given here are open to abuse. Therefore, the Games Master is the final arbitrator as to whether characters suffering from alcoholism are permitted in he campaign. In addition, it is suggested only one player be allowed to take such a character in any given campaign – alcoholics are far more common than many people realise, but there are not *that* many of them!

Any character may be made an alcoholic at 1st level by simply noting this fact on the personality section of their character sheet. In return, the character gains a bonus feat of his choice. However, players should be aware that being an alcoholic, within the Babylon 5 roleplaying game, is

primarily a plot and character development device, rather than a means to gain a free feat.

Essentially, a character who is an alcoholic in the game should, at some point, go off the rails and succumb to their addiction. During the normal course of scenarios this will have no real effect but the player should always be aware that his character has this problem and could spiral downwards at any time. Events that can trigger this should always revolve around great personal stress – a tragedy in the character's life, such as the loss of a loved one or a long-term relationship (romantic or otherwise) going sour. Perhaps the character has a great many people relying on him with their lives, or he may be promoted into an important position who responsibilities quite literally drive him to drink. The Games Master should take great care in setting up such incidents and it may well be beneficial to have a quiet word with the player concerned to decide exactly how to handle them.

When a character first begins drinking again, he will do so in secret, whether his friends and allies are aware of his alcoholic past or not. However, this will have a knock-on effect in public – the character will begin being consistently late for meetings, will forget to perform tasks assigned to him and generally lose any efficiency he had before. It may not be until later, when his old drinking habits have fully resumed, that he will actually appear drunk in front of others. Central to all of this, however, is the scenario and campaign that every player in the group will be working to resolve. For best dramatic effect in a scenario, the alcoholic character, when at the depth of his drinking habit, should be placed in a position of incredible responsibility and be absolutely incapable of succeeding specifically *because* of his drinking. This may be something as simply as an urgent call not getting through to him because he is in a stupor but the Games Master should engineer events so that a great many people pay the price for the character's lack of attention. For the player, this will be the very worst part of the campaign for his character and it should be made clear that he may never be redeemed. From this point on, the player's main drive may well change in order so he can strive to make good the harm he has caused others. This battle can be just as heroic as any major battle or war the campaign may revolve around and players successfully portraying this fall and rise of an alcoholic characters should be rewarded appropriately with Experience Point awards, as noted in Chapter 9.

Alcoholism in the Babylon 5 roleplaying game is intended purely as a roleplaying exercise, and not a pleasant one at that. Players opting to play such a character should be mature enough to handle the issues at stake and be prepared to roleplay their character's actual decline as he takes to the bottle and hits rock bottom, as well as his eventual rise and triumph over the addiction. It is by no means something to be taken lightly.

Scenarios and Campaign Hooks

5 Any players involved in underhanded dealings, whether for their own gain or their government, are going to have a hard time when the president of the Earth Alliance visits Babylon 5. Security is going to double its efforts to ensure everything is running smoothly and any operations the players are counting on may have to be shut down, especially when the bomb detonates in the Cobra Bays. Alternatively, those running from the criminal elements on the station may have an easier time over this period, as they may be free to travel where they wish without fear of retribution from any enemies they have made in the past, who may be too cautious to act while security is keeping a tighter watch on their operations.

5 If any players have contacts with the Home Guard, they may be asked to help stage an assassination attempt. Of course, this will be doomed to failure, as President Santiago will not be assassinated for a few months yet (see Chrysalis) but such a plot could serve as a good precursor to events in the future. The players would not be asked to actually kill the president themselves, but may be commissioned to smuggle the assassin on board or deliver a bomb or other weapon to Home Guard agents working on Babylon 5. Inevitably, the player's contacts in the Home Guard will be discovered and arrested, forcing the players to keep a very low profile or even escape from the station altogether as accomplices are sought by a reinstated Garibaldi.

5 The important part of this episode, in the great scheme of a campaign, is President Santiago's address on Babylon 5 and, no matter where the players are in the galaxy, the Games Master should ensure that they hear of it. It is important they realise that, despite being a politician, Santiago has his heart in the right place when it comes to co-operation between all races in the galaxy. He wants to avoid war at all costs, which is a fundamental reason as to why Babylon 5 exists at all, and like-minded players should feel assured that someone safe is running the Earth Alliance. When Santiago is later assassinated and President Clark takes over, the same players should begin to feel a sense of foreboding that everything is not all it should be – dark times are ahead.

By Any Means Necessary (July 18th 2258)

The Narn transport *Tal'Quith* was scheduled to dock with Babylon 5 on this day but, like many other ships, was delayed in a holding pattern outside the station. Continued understaffing of the dock workers on the station was causing the docking schedule to be constantly revised and

on this day, over one hundred ships were due to arrive – problems dockside were about to explode into catastrophe.

The *Tal'Quith* was eventually cleared to dock but as its captain handed over piloting to Babylon 5 Command and Control, a computer malfunction caused an Earth transport to rise on the docking lift straight into the path of the Narn vessel. Panicking, the Narn captain disengaged the station's autopilot against Lieutenant Commander Ivanova's direct instructions, and attempted to manoeuvre to avoid collision. With little room inside the central docking hub, the *Tal'Quith* struck the interior of the station, exploding and raining burning debris into the loading area. Fire quickly spread and automatic pressure seals were activated, trapping several injured dock workers. Fire crews moved in quickly but one worker, the brother of the dockers foreman Eduardo Delvientos, had succumbed to the fumes and was found dead.

This incident caused considerable consternation for Ambassador G'Kar, as he was awaiting the delivery of a G'Quan'Eth plant, an important symbol for a forthcoming religious ceremony he was due to conduct. The cargo hold of the *Tal'Quith* had been completely blown out in the accident, destroying the plant it had been carrying. G'Kar now faced the unlikely task of trying to obtain the rare G'Quan'Eth from traders on the station.

The elected representative of the Dockers Guild, Neeoma Connoly, soon grew angry at the investigation the Command Staff of Babylon 5 conducted into the accident, as it soon became clear that they were trying to track down the direct cause rather than deal with the more fundamental problems that had developed among the dock workers. She had said all along that the dockside equipment was not capable of handling heavy traffic and her people were understaffed in every area, often being forced to work triple shifts just to keep pace with station operations. Garibaldi's investigation soon turned up a set of defective microchips that had blown, causing the Earth transport to depart at the same time the *Tal'Quith* was arriving. It seemed that substandard chips had been used throughout several subsystems, which went some way to explaining the low bid the original contractors had managed when the station was constructed. Miss Connoly explained that her problems went far deeper than a few microchips and that further accidents were bound to happen. Commander Sinclair sympathised with her position and hoped that the new budget for the station would provide enough funds to properly overhaul the docks.

G'Kar visited every trader on the station in a desperate bid to find another G'Quan'Eth plant for his ceremony but it was Na'Toth who discovered that there was, in fact, one on Babylon 5. Unfortunately it was in the possession of Ambassador Mollari, and it was likely that G'Kar would have to humble himself somewhat if the Centauri was to be persuaded to hand it over.

Babylon 5's new budget arrived from Earth Central but while funds had been found for increased military spending, there was no increase for the dock workers. Sinclair contacted Senator Hidoshi to argue directly the dock workers' cause but he got nowhere – the money was simply not available. The budget had already been leaked to the station's business channel which was now conducting an in-depth analysis. The Command Staff prepared themselves for the dock workers' response. They did not have to wait long.

When the new shift started dockside, workers began to call in sick. As far as Ivanova could ascertain, none were actually ill, they were just calling in sick – in other words, they now had an illegal strike on their hands. With more ships coming through the jumpgate every hour, traffic outside of the station began to build up as the docking facilities ground to a halt. Within the loading area, dock workers gathered to air their grievances. Miss Connoly tried hard to calm them down amid complaints of working triple shifts and being forced to break safety regulations because of over-scheduling. Garibaldi arrived to escort her to a meeting with Sinclair but noted that many of the workers were not just angry, but were looking for a fight.

Sinclair asked Miss Connoly to make her people go back to work, for he could not conduct any negotiations with Earth Central on their part while they insisted on holding an illegal strike. He also warned that the Rush Act could be invoked if the continued. Miss Connoly realised that Sinclair was an honourable man and not her enemy, but she simply did not believe that Earth Central would listen to her workers unless they took direct action. She wanted more money from the Senate to hire new workers and update equipment before someone else was killed in another accident.

Meanwhile, G'Kar had taken the liberty of breaking into Mollari's quarters but, finding no G'Quan'Eth plant, he was forced to wait for the ambassador's arrival. It soon became clear that Mollari knew exactly why the plant was important and how necessary it was for G'Kar to locate one for his ceremony, taking great delight in teasing the Narn. For his part, Mollari intended to drop the seeds of the plant into a mixture of alcohol he had found which, by all accounts, would greatly increase the potency of the drink. However, he conceded that perhaps he could sell it to G'Kar – and promptly asked for an outrageous 50,000 credits, in advance. Angered by both Mollari's attitude and the sheer amount of money asked for, G'Kar stormed out. When he had calmed down a few hours later, G'Kar realised he did not have much choice if he were to obtain a G'Quan'Eth plant and he gathered the money demanded. Unfortunately, when G'Kar called to arrange another meeting, Mollari gleefully told him that he had changed his mind and the deal was off – the plant was no longer for sale. It was just a little revenge, he said, for the Narn occupation of Ragesh 3 and what had been done to Carn, his own nephew.

Senator Hidoshi called Sinclair as soon as news of the illegal strike reached Earth. He pointed out that such a strike could set a bad precedent for all of Earth's offworld interests and may even represent a threat to planetary security. Therefore, Earth's best labour negotiator, Orin Zento, had already been dispatched and was due to arrive on Babylon 5 within hours. Sinclair was instructed to give full co-operation to Zento, especially if security officers were needed to enforce the Rush Act.

Upon arriving, Zento met immediately with the Dockers Guild and began his negotiations. He soon ran into problems as he realised the workers were having none of it and the pep talks about efficiency and coming together for the greater good of the Earth Alliance were simply not working. Zento told them that they were expected to abide by the contracts they had all signed and, if they did not, the Rush Act would be invoked. Tempers flared before Sinclair stepped in and suggested they recess for the night, and that perhaps they might reach a suitable compromise if Zento met with Connoly during a private meeting in the morning.

At midnight, Sinclair received a call in his own quarters from Zento. The dock workers had dropped their pretence at illness and made their strike official. Zento accused Sinclair of allowing the situation to escalate beyond all control and demanded that Garibaldi be ready in the morning with troops if the Rush Act were invoked.

Sinclair's problems were not lessened by another call soon after from G'Kar who explained his problems with the G'Quan'Eth plant. As the highest ranking member of the G'Quan faith on the station, it was G'Kar's duty to locate the plant vital for the forthcoming ceremony and it was with some desperation that he asked the Commander to force Mollari to hand it over. He explained that the ceremony in which the plant was to be used was very soon and had to be performed as the sun on Narn cleared the G'Quan Mountain. It was absolutely the greatest observance of his faith. Sinclair could not force an ambassador to do anything but he promised to speak to the Centauri. Mollari was apologetic to Sinclair but refused to give the

plant away. Upon hearing that Sinclair had failed in this matter of diplomacy, G'Kar dispatched Na'Toth to steal an important religious statue from the Centauri Culture Centre, hoping to be able to blackmail Mollari into an exchange.

The morning meeting between Zento and Miss Connoly found them at loggerheads almost straight away. Neither were prepared to budge or listen to any compromise and when Sinclair tried to explain he had been reviewing the budget and believed that an agreement could be reached, Zento told him that he should talk to the Senate if he were having problems with the budget. Refusing to pander to the dock workers any more, Zento invoked the Rush Act. Miss Connoly left to warn her people but apologised to Sinclair for what had to happen next.

Senator Hidoshi was quick to contact Sinclair once more for the Senate was up in arms over the degenerating situation on Babylon 5. Hidoshi personally believed that Sinclair should be allowed to handle the situation as he saw fit but the majority of the Senate agreed with the Rush Act and it had been passed. He feared that violence on the station was exactly what some people on Earth were hoping for. Sinclair was forced into instigating the Rush Act on the station, but he demanded to see the full text of the Senate order.

Under the leadership of Garibaldi, security forces moved into the loading area to arrest the striking dock workers, just as news hit the station that replacement workers were already boarding transports on Earth. Miss Connoly tried in vain to keep tempers cooled but violence erupted as Garibaldi attempted to arrest her and a mass brawl between worker and security officer threatened to spill out beyond the loading area. Garibaldi managed to get Miss Connoly out of the melee safely and they both met Sinclair. Garibaldi offered to seal the entire loading area and pump in morph gas to arrest the workers as they slept. Instead, Sinclair ordered him to pull his men back to safe positions, a move that made the dockers jubilant as they believed they had won a minor victory.

Sinclair, joined by Garibaldi, Miss Connoly and Zento then marched without escort straight into the heart of the dock workers. The Commander spoke to the workers, informing them that the Rush Act empowered him to end the strike by any means necessary and that he had Zento's full support in this matter. Zento's smug expression quickly evaporated as he began to realise just what Sinclair intended to do. The means by which the strike would end, Sinclair informed the workers were to first reallocate 1.3 million credits from Babylon 5's military budget to begin upgrades of dockside equipment and hire new workers. Second, he would grant complete amnesty to any worker who had not committed any crime other than striking. Finally, with Garibaldi's agreement, he announced no charges would be pressed for the brawl that had just taken place – the security officers were willing to call it a fair fight if the dock workers were. Zento protested that Sinclair could not officially do any of

this and Sinclair pointed out that he was right. He could not have done any of it until the Rush Act had been invoked allowing him to use any means necessary. The dockers quickly returned to work and traffic began to move through Babylon 5 once more.

Sinclair was ready to retire after a long day and night, but G'Kar and Mollari were still arguing. The Narn ambassador still wanted the G'Quan'Eth plant handed over to him, while Mollari was demanding that G'Kar be arrested for stealing the Centauri statue. With all patience now gone, Sinclair quickly resolved the disagreement and ordered G'Kar to return the statue immediately. For Mollari, he had a greater surprise, for he had discovered that the G'Quan'Eth plant had a chemical composition that made it a controlled botanical substance, legal only for religious and specific medical purposes. He would have to turn it over to the Commander.

Mollari, having tired with his game with G'Kar, quickly agreed but the Narn was still unhappy. The time for the ceremony had since past which is why Mollari had conceded so easily. However, Sinclair pointed out that the Narn homeworld was 12.2 light years away from Babylon 5, which equated to nearly 10 Narn years. The sunlight which had struck the G'Quan Mountain ten years ago was due to hit the station in just a few hours – it had been on a long journey but it was still the same light. Seeing the sense of this, G'Kar agreed that Sinclair could have a valid point and he arranged to lead the other followers of G'Quan present on Babylon 5 in the Observation Dome.

Before he was allowed to finally retire, Sinclair received one more communication from Senator Hidoshi. He congratulated the Commander on his compromise but warned that while the Senate had voted to let his decision stand, many Senators did agree with how Sinclair had placated the workers on his station. Zento had many powerful friends in EarthDome and there could well be retribution later, as Sinclair was not the most popular person in government circles at this time.

Dockers Guild

The Dockers Guild is the official union of all workers within the cargo loading area of Babylon 5 though similar organisations exist throughout Earth Alliance outposts and colonies. Over one thousand members are members of the Dockers Guild on the station and together they form the largest such union on the station. Many workers helped with the construction of the station before taking jobs in the cargo loading area, and so are intimately familiar with Babylon 5, its Command Staff, personalities, and rumours.

Collectively, they are led by Miss Neeoma Connoly, who is the duly elected representative of the entire Dockers Guild and responsible for resolving any problems within the union and conducting negotiations with other guilds and the chain of command within EarthForce. She has fought for workers' rights all her life, as did her father who was shot dead during the mining strikes on Ganymede in 2237. Miss Connoly is known as a staunch defender of the men and women who look up to her for support but is also considered by many to be fair and reasonable, so long as she is not backed into a corner.

Neeoma Connoly

1st Level Human Diplomat/2nd level Worker (blue collar)
Hit Points: 9
Initiative: +0
Speed: 30 ft.
DV: 10
Attacks: +8/+3 melee or +9/+4 ranged
Special Qualities: Blue Collar, Contact (Commander Sinclair)
Saves: Fort +3, Ref +0, Will +5
Abilities: Str 9, Dex 11, Con 10, Int 12, Wis 12, Cha 16
Skills: Appraise +4, Bluff +7, Climb +3, Computer Use +6, Concentration +2, Diplomacy +12, Drive +2, Listen +8, Profession (dockside management) +6, Sense Motive +3, Spot +8, Technical (engineering) +6.
Feats: Alertness, Iron Will, Skill Focus (diplomacy)

Most followers of G'Quan will harvest their own G'Quan'Eth plants on Narn but those travelling among the stars must make alternative arrangements which can often cost a great deal of money. The G'Quan'Eth plant has a base cost of 650 cr.

Scenarios and Campaign Hooks

5 It is all too easy for players to forget about the workers around them, the people who load cargo onto ships, build space stations, run bureaucracies and generally make the whole galaxy turn. A Games Master can use the events on Babylon 5 to not only bring workers into sharp focus for the players, but also make them a force to be reckoned with. A talented agent or strong soldier may have little to fear from a single worker who will not do as he is told but when confronted by a thousand workers, players may need to reconsider their actions. Even if they are not on Babylon 5, players may find they are caught up in struggles between workers and the military on any Earth colony or outpost. They may be asked to take sides as workers, hearing about the strike on Babylon 5, decide to air their grievances. If the players have a vested interest in keeping the status quo of the colony in place, they may have to work as negotiators (officially or otherwise, depending on their position) and work hard to resolve any action in order to keep the workers doing what they do best – providing the multitude of services that everyone in the galaxy relies upon.

5 The G'Quan'Eth plant can make the basis of an easy to put together 'fetch-and-carry' scenario if the Games Master needs to move his players from one planet to another. A desperate high-ranking Narn may pay a great deal of money if they can locate a G'Quan'Eth plant for him, especially if the time for the ceremony is drawing close. Any such Narn stands to lose a great deal of face among other G'Quan followers if he is unable to procure the plant in time for the ceremony.

5 Whether they are on the right or wrong side of the law, many players may find it beneficial to cultivate contacts and allies among the Dockers Guild for it is they who directly regulate the flow of cargo in and out of Babylon 5. Dockers tend to be fairly low paid and so bribing one or more to expedite the delivery of smuggled goods may be a fairly easy task. However, players will have to avoid Miss Connoly at all costs for she keeps an iron grip on her people and will work hard to discover who is taking advantage of them and why, before making a report to Commander Sinclair. Incautious players will soon find that Miss Connoly tends to get her way whenever her people are concerned.

The Rush Act

Formed and approved by the Senate of EarthGov during the Earth/Minbari War, when invoked the Rush Act gives military personnel and government officials incredible powers to end union and corporate strikes. This law grants such individuals the authority to resolve any kind of strike or union action which endangers the operation of a military base or operation by literally any means necessary. The Rush Act had not been invoked since the Europa riots and many see it as an antiquated law, born from necessity during wartime but now unsuited to modern life in 2258. However, it remains in the law books and stands as an option the government may use whenever it feels threatened by strike action.

The Book of G'Quan

There are many faiths among the Narns and most are centred upon great spiritual leaders of the past, rather than the actual gods worshipped by other races. G'Quan is considered to be one of the greatest of such leaders and his book, written over one thousand years ago, is tirelessly copied word for word, line for line, so that copies today are identical to the original.

The Book of G'Quan tells, among a great many other things, of the leader's ascent to the summit of a mountain on Narn where he received his final revelation as to the future and direction he must lead his race to. This difficult ascent now forms the most important observance of any follower of G'Quan. One day in every year, when the sun of Narn clears the very summit of the G'Quan Mountain, believers must gather at its foot to pray, burning incense from the G'Quan'Eth plant found only on the peaks of the Narn northern hemisphere. As the Narns began to reach into space, it was not always possible for followers to conduct this ceremony at the foot of the mountain but they still perform it, at the same precise time, no matter where they are in the galaxy.

Signs and Portents (August 3ʳᵈ 2258)

Babylon 5's Command and Control received a distress call from an EarthForce Starfury pilot. He had been escorting a transport to Babylon 5 but had been surprised by a squadron of raiders who were now in pursuit. Even as the Command Staff made ready to deploy Delta Wing to reinforce the lone pilot, his signal was lost as the raiders finally claimed their victim.

Throughout the past six months, raider activity had been steadily increasing with the pirates getting more and more confident as they began to strike ever closer to Babylon 5 itself. Commander Sinclair knew they had to be dealt with as a matter of priority, for if he could not guarantee safe passage to the station, many traders would simply refuse to come. The problem he faced was that when Babylon 5's own fighters were able to respond to a distress call, the raiders were long gone by the time they arrived and this was the fundamental question – how were the raiders able to get out of the area so quickly? The nearest jumpgate to the last attack was four hours travel at maximum burn, but they had disappeared in two, and their craft were far too small to create their own jump points. Sinclair decided to keep Delta Wing on permanent alert while Lieutenant Commander Ivanova volunteered to catalogue all future shipments bound for the station. If she were able to spot high value cargoes, they might be able to determine when they would strike next. Unfortunately, this would be no easy task as not all captains filed complete manifests with the station and many would flat out lie about what they carried.

Sinclair had a private meeting with Garibaldi where he explained that he needed help. He told Garibaldi of his experiences on the Battle of the Line and what little information he had been able to put together about his missing twenty fours hours. He had reached a dead end in his own investigation though and knew Garibaldi had the right expertise to find out more. Garibaldi agreed to do what he could to find out what happened during the Battle of the Line, no matter who long it might take.

Ambassador Mollari met with a capable agent called Mr Reno, a human the Centauri Republic had commissioned to find one of their greatest treasures. After receiving a colossal payment, he turned over an artefact known as the Eye to Mollari, the oldest symbol of Centauri nobility and property of the first emperor. It had been lost over one hundred years before during the Battle of Na'Shak but Mr Reno refused to tell Mollari exactly how he had managed to obtain it.

It was during this time that an unassuming though faintly charismatic human arrived on Babylon 5, after having spent several years exploring the Rim. His name was Mr Morden and, using a contact within the Narn Regime, he arranged a meeting with Ambassador G'Kar. The Narn was a little nonplussed by Mr Morden's visit as the man only wanted to know the answer to one question – 'what do you want?'

G'Kar quickly lost his patience after the question had been repeated several times but something about Mr Morden's demeanour made him reconsider. G'Kar told him that he wanted justice for the Centauri occupation of his world. He wanted to suck the marrow from their bones and grind their skulls to powder. He wanted to tear down their cities, blacken their skies and sow their land with salt. When Mr Morden asked him what he would want after that, G'Kar had no real answer – so long as his homeworld and people were safe, he was not sure it mattered. With that, Mr Morden left, leaving G'Kar none the wiser about the meeting.

Lord Kiro and Lady Ladira arrived on Babylon 5 to meet Ambassador Mollari and take the Eye back to Centauri

Prime. Lord Kiro had been chosen for the honour for the Eye had once belonged to his family, though now he was merely transporting it back to the current Emperor Turhan. Lady Ladira, the seer and prophetess of Kiro's house, unnerved them both within customs as she was suddenly struck by a vision of fire, death and destruction – Babylon 5 would fall, she said before fainting, the station would be destroyed.

Recovering in Medlab, Ladira rested as Kiro explained to Mollari that she sometimes took her role of prophetess just a little too seriously. Certainly there was nothing to worry about, for she had been wrong before – at his 1st birthday, she had said that Kiro would be killed by shadows. Kiro wanted to see the Eye before he left Babylon 5 and, despite his orders to the contrary, Mollari relented as he could see Kiro was chafing at having to play messenger and hand it over to the Emperor, even though it belonged to his house.

Back in Mollari's quarters, Kiro told the ambassador of how the people on Centauri Prime were becoming disillusioned with their leaders and how the Emperor had not been seen in public for over a year, leaving the running of the Republic to his Prime Minister. He suggested that he could take the Eye and use its power and authority to claim the throne and become Emperor himself. Startled to hear treason spoken so openly, Mollari warned Kiro that he could, perhaps, do what he described – but without support, he would be dead within a day of trying. These were no longer the good old days. Before leaving, Kiro asked Mollari where everything had gone wrong for the Centauri, where had the Republic lost it all? A little unsettled by such a question, Mollari had to admit that he did not know. They both agreed to leave the Eye in Mollari's possession that night for Kiro feared he may do something foolish if he kept it himself.

Mr Morden's next visit was to Ambassador Delenn. She was well aware that he had just been to see G'Kar and wondered whether he was planning on visiting every ambassador to ask the same question – 'what do you want?' During the course of their conversation, Delenn suddenly felt an implant long ago laid her skull begin to activate, bringing feelings of dread and immense danger. She told Mr Morden to leave immediately, to get out of her quarters and, confused, he complied. It took Delenn another minute or so to realise just who and what she had encountered – an old enemy was present on Babylon 5.

Raiders struck again, just as Ambassador Kosh returned to the station from business no one knew but he. The transport *Achilles* had been surrounded by raiders nearly a sector away and was broadcasting a general distress signal. Led by Ivanova, Delta Wing launched to intercept them.

Ambassador Mollari was due to meet with Lord Kiro and Lady Ladira in the morning to pass on the Eye before they left Babylon 5, but was intercepted along the way by Mr Morden. After having been asked 'what do you want?' Mollari rapidly concluded the man was a fool, and a persistent one at that. After having been stuck in a transport tube with Mr Morden, an exasperated Mollari told him that what he wanted was to be left alone.

Mr Morden asked Mollari if that was true, was that really all he wanted and, again, something in the man's manner made Mollari stop to reconsider. He told Mr Morden that what he really wanted was for the Centauri to reclaim their rightful place in the galaxy, to stretch their hand across the stars. He wanted to see a rebirth of glory, a renaissance of power – how it used to be in the old days. Annoyed at having been drawn out, Mollari stormed off to find Kiro but Mr Morden was satisfied. He had finally found someone who had given a good answer.

As Delta Wing closed with the raiders, who turned to flee, Sinclair began to wonder exactly what they were after. The attack was far further away than more recent ones and the manifest of the *Achilles* indicated it carried only hydroponic parts and supplies, nothing that would raise a high price on the black market. Playing a hunch, he recalled Delta Wing, telling Ivanova that he believed it was only a diversion. Scanning through the ships due to depart or arrive over the next couple of hours, Sinclair noted Lady Ladira's ship and though her a possible target for the raiders. He hurried to meet her before she boarded her craft.

Meanwhile, Ladira, Kiro and Mollari were already facing problems with raiders. On their way to Ladira's ship, they had been surrounded, the Eye taken off them and were now hostages as a guarantee of safety to raiders who had infiltrated Babylon 5. Sinclair met the party as they tried to board Ladira's ship and Kiro tried to make a run for it but only succeeded in distracting the raider holding them at gunpoint so that Mollari and Ladira could escape. The raider told Sinclair that Kiro was going with him as a hostage and warned that if he tried to stop his departure, he would use the ship's thrusters to burn his way out of the Central Docking Hub. With little choice, Sinclair allowed him to pass but immediately contacted Garibaldi, ordering him to launch with Alpha Wing and disable the ship as it left the station. Leaving it dead in space, they could board it at their leisure, rescuing Kiro and arresting the raider. Ladira warned Mollari that the shadows were finally coming for Kiro. . .

Led by Garibaldi, Alpha Wing moved to intercept the Centauri ship but were surprised as a huge raider strike carrier created its own jump point and appeared within their midst, immediately launching its complement of fighters. The Command Staff had finally found the answer as to how the raiders managed to launch their attacks and then disappear so quickly, but had little time for reflection as a massive dogfight began around the station.

On Babylon 5 itself, chaos and panic reigned as alert sirens warned all civilians to hurry to the shelters while battle commenced outside. During the confusion, Ambassador Kosh confronted Mr Morden, warning him to leave Babylon 5 – 'they are not for you.'

The Centauri craft carrying Kiro and the Eye took advantage of the dogfight to reach the strike carrier, though the raiders piloting the fighters were having a far harder time as they were quickly outmatched by the less numerous Starfuries. Sinclair ordered Alpha Wing to drive them towards the back of the station as he prepared a trap to finish them off before more harm could come to Babylon 5. Recalibrating the defence grid, he next ordered Alpha Wing to force them up the entire length of the station. Leading Delta Wing, Ivanova jumped into normal space through the jumpgate. With Alpha Wing attacking from behind, Delta Wing to the front and the defence grid pounding any stragglers, Sinclair had created a gauntlet that no raider fighter could escape. The strike carrier, however, created another jump point and fled from Babylon 5 before any of the fighter wings could react, taking Kiro and the Eye with it.

All the raider fighters had been destroyed and their pilots either killed or captured. The station itself had suffered hits from the small guns of the raiders but maintenance

pods were already assigned to repair duties and, strangely enough, Ambassador Kosh's environment suit had been damaged in the attack. He had not told anyone how he had received this damage, merely asking for tools to repair it. However, two Starfuries had been destroyed. A pilot had ejected out of one but the other had lost his life defending the station. Garibaldi surmised that they had hit the raiders badly and it was just possible that they would never be seen again. True, they still had their strike carrier but without fighters, it was just one big target.

Lady Ladira and Ambassador Mollari were called to Sinclair's office to explain themselves. The entire battle may have been avoided, if the Command Staff had known exactly what was being transported off the station but during the meeting, Ladira was struck by another vision.

She saw the raider's strike carrier jumping into normal space. On board, she saw Kiro arguing with the raiders. He had planned to steal the Eye and, with the raiders' support, claim the throne of the Centauri Republic. However, the raiders had double-crossed him and intended to ransom both him and the Eye back to the Centauri. With that much money, they could get enough money to replace all their fighters and buy two or three more strike carriers. The argument was interrupted as alert sirens rang through the strike carrier. Another ship, dark, deadly and utterly lethal, materialised in front of the strike carrier. With a single blast of its weapon, it sliced the strike carrier in half, instantly destroying it. Ladira's prophecy for Lord Kiro had been fulfilled.

After having met Sinclair, Mollari was devoid of any hope. With the Eye lost, his career was over. Even though Ladira promised to do whatever she could for him, he feared he was beyond anything short of a miracle. As soon as she left, Mollari had another visitor. Mr Morden arrived at his quarters, much to Mollari's annoyance. He told the ambassador that he was leaving the station now but before he went, he had a gift from friends Mollari did not know he had. Mollari could barely believe his eyes as he unwrapped a box containing the Eye but when he turned to thank Mr Morden, the man had disappeared.

The raiders who had survived the dogfight outside of Babylon 5 had been arrested and were now on their way back to Earth. A large trial was planned for them, in an effort to make an example to other would-be raiders. Garibaldi met with Sinclair to reveal a few things he had managed to uncover about Sinclair's experiences during the Battle of the Line. He had discovered that Sinclair had not been the first choice to run Babylon 5 and, in fact, his name was along way down on the list. However, the Minbari, of all people, had vetoed every other candidate until they got to him. For some reason, the Minbari had wanted Sinclair specifically to command Babylon 5 but Garibaldi could not say why.

Before she left Babylon 5, Sinclair met with Lady Ladira, as Mollari had told him of her vision for the station. It was not an easy thing for a seer to do but Ladira managed to show Sinclair the final destruction of Babylon 5, a vision of a shuttle fleeing just as the entire station exploded. He asked if this was what will be or might be, but Ladira could only tell him it was a possible future, and that it was her fond hope that he would yet be able to avoid this fate.

Mr Reno

Anyone knowledgeable of the galactic underworld will likely have heard of Mr Reno, for he has gained an incredible reputation over recent years. He is known as a capable agent, skilled at finding things - objects, people, whatever his employers are looking for. Having amassed a substantial fortune from his many successful contracts, Mr Reno's resources are nothing short of awe-inspiring and while his rates can seem excessive, even to large governments, he will confidently guarantee success and charge nothing but expenses if he fails. His brief and courteous business manner, however, masks an utter ruthlessness. Mr Reno will permit nothing to stand between him and the successful resolution of a contract for he values his reputation above all the riches he has so far accumulated.

12th Level Human Agent
Hit Points: 30
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft.
DV: 19 (+9 Reflex)
Attacks: +9/+4 melee or +10/+5 ranged
Special Qualities: Crippling Strike, Security Systems, Skill Mastery *, Sneak Attack +2d6
Saves: Fort +3, Ref +9, Will +6
Abilities: Str 10, Dex 12, Con 9, Int 14, Wis 15, Cha 13
Skills: Bluff +15, Computer Use +14*, Concentration +7, Disguise +6, Drive +8, Gather Information +15, Intimidate +12, Listen +7, Pick Pocket +10*, Pilot +6*, Search +10*, Sense Motive +13, Spot +12, Technical (electronics) +4*.
Feats: Alertness, Improved Initiative, Point Blank Shot, Sixth Sense, Spacecraft Proficiency, Weapon Focus (PPG)

Narn Famine

The strip-mining of the Centauri over a hundred years ago during their occupation of Narn has left many areas desolate and virtually uninhabitable. The Narn Regime's own exploitation of its planetary resources has done nothing to repair this damage and while its military has been greatly expanded over recent years, famines are relatively common on Narn. Despite predications that it was inevitable, the Narn have done little to counter the famine that is beginning to sweep through the planet's southern frontier. This famine will last a little over a year, during which more than a million Narns will die of starvation and thirst though the northern hemisphere of the homeworld will be relatively unaffected, as its factories and resources are essential to the Narn war machine.

Emperor Turhan

The Centauri Republic is currently ruled by Emperor Turhan, though his people are becoming increasingly disenchanted with his manner of leadership. He has not been seen in public for over a year and seems content to leave the governing of the Republic to Prime Minister Malachi and the Centarum. Centauri all over the galaxy are becoming increasingly frustrated by the ineptness of their Emperor and the seemingly idiotic decisions often taken by the Centarum. The incident over Ragesh 3 at the beginning of 2258 stung for many Centauri patriots who believe their Republic is sliding backwards when it should be once again striding across stars, the true Lion of the Galaxy.

Mr Morden
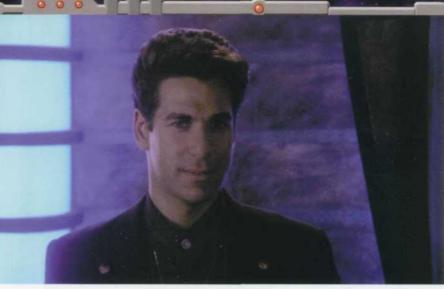
The enigmatic Mr Morden is an agent of a dark and terrible power that exists far out on the Rim. Ambassador Delenn knows precisely who he works for, as do other Minbari in the Grey Council and within the religious caste. However, they are keeping their secrets to themselves for now and there are precious few others who have any idea what is about to take place in the galaxy.

Mr Morden will feature prominently in future years of Babylon 5 but, for now, his role is very low key. Players who have seen the entire television show will know the part Mr Morden has to play and may be tempted to do something about it before chaos is unleashed. All we will say for now is that Morden is never alone. Even Ambassador Kosh had a confrontation with him in Signs and Portents that can be best described as inconclusive.

Raider Strike Carrier

Rich raider groups who work hard in their piracy and take care to save stolen credits may one day become rich enough to fund the purchase of a strike carrier. These vessels are often converted space liners, stripped down and mounted with ring-shaped rails designed to hold Delta-V fighters. While weakly armed and armoured, the main strength of the strike carrier is to give raiders the ability to attack wherever and whenever they like, without risking capture or destruction as they move between jumpgates.

Colossal V Spacecraft; hp 1,200; DV 3 (-16 size, +9 agility); DR 8; Spd -; Acc 1; Dec 1; Han +0; Sensor +2; Stealth 12; SQ Artificial Gravity, Jump Point; Cargo 170,000 lb.; 3 Officers, 4 Pilots, 4 Sensor Operators, 18 Crewmen, 512 passengers

Weapons:
Twin-linked Medium Pulse Cannon; Front; Attack +1 (targeting computer); Damage 10+2d10; Critical 20; Range 4; Rapid Fire
Two Medium Pulse Cannon; 1 Left, 1 Right; Attack +1 (targeting computer); Damage 10+2d10; Critical 20; Range 4; Rapid Fire
Four Particle Beams; 1 Front, 1 Rear, 1 Left and 1 Right; Attack +1 (targeting computer); Damage 5+2d10; Critical 20; Range 2
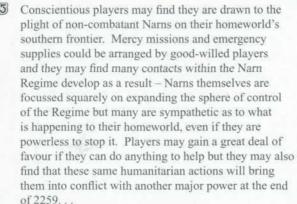
Craft(24):
2 Light Shuttles, 24 Delta-V fighters

Scenarios and Campaign Hooks

Players may find themselves coming into contact with Mr Reno in a variety of ways but he should never be regarded as someone to be taken lightly. They may be hired by him to perform services that he would rather distance himself from and will thus be highly illegal. However, he is not a man to squander resources and if the players succeed in their missions they will not only be highly rewarded but also likely hired again. As they continue to impress Mr Reno, they may find him a useful contact when they begin finding their own destiny in the galaxy. Alternatively, Mr Reno may be used as an opponent but players will have to tread very carefully. Perhaps both they and Mr Reno are looking for the same person but while the players may have good intentions, his employers may be the very thing this person is running from. With Mr Reno's vast resources and friends within many governments he has provided services for in the past, players may find themselves constantly confounded in their efforts and, if they begin to get too close to their target, they may well discover that Mr Reno's intentions toward them become lethal.

⑤ Conscientious players may find they are drawn to the plight of non-combatant Narns on their homeworld's southern frontier. Mercy missions and emergency supplies could be arranged by good-willed players and they may find many contacts within the Narn Regime develop as a result – Narns themselves are focussed squarely on expanding the sphere of control of the Regime but many are sympathetic as to what is happening to their homeworld, even if they are powerless to stop it. Players may gain a great deal of favour if they can do anything to help but they may also find that these same humanitarian actions will bring them into conflict with another major power at the end of 2259...

⑤ The raiders portrayed in this episode can form the basis of an entire campaign, if the players and Games Master wish to investigate the possibilities of a pirate-based story line. The raiders here are utterly ruthless and are happy enough to kill everyone on the ships they board, but there is no reason for players to do the same. They may restrict themselves to targeting ships of any enemy government (perhaps even being funded by their own military), or maybe the initial basis of the campaign is to demonstrate how a group of low-down, murderous raider scum can change their ways, seek redemption and then go on to do other things with the resources they have managed to accumulate. Alternatively, players may well choose to steal whatever they can, whenever they can get it, with the intention of carving out their own little corner of the galaxy. It has been done before and such a campaign could become very interesting in the future, considering the events that will unfold throughout the galaxy in later years.

⑤ Mr Morden, at this time, is primarily interested only in the Narn, Centauri and Minbari races and by the end of Signs and Portents, he has found what he is looking for. For the moment, he is keeping the Earth Alliance at arm's length, completely avoiding the Vorlons and considers any government in the League of Non-Aligned Worlds to be too weak for his purposes. However, the League will feature prominently in his plans at a later date and it is not beyond the realms of speculation that he will begin sounding them out much sooner, in the same way as he did with the major governments in this episode. Games Masters can play on the fears of players who have seen the television show if they are closely aligned or even working for any government in the League, by having Mr Morden pay a visit, either now or in the near future. No one will be any the wiser when he leaves but they may have the unsettling feeling that Mr Morden has found exactly what he was looking for...

TKO (August 14th 2258)

On the morning of this day, Security Chief Garibaldi broke up an illegal slappers trade in the Zocalo between lurkers who had stolen supplies from Medlab. While calling in security officers to arrest the two criminals, one managed to sneak up behind Garibaldi and was about to stab him when a bystander stepped him, dropping the lurker to the ground with a single blow. Garibaldi turned to see an old friend he had first met on Orion 4, Walker Smith, a man who had once made quite a name for himself in the boxing rings of Earth and the colonies before controversy all but ended his career. Overjoyed at seeing Smith once again, Garibaldi arranged to meet him again when he had finished his duty hours.

Lieutenant Commander Ivanova had a visitor from the past herself arrive at her quarters, Rabbi Koslov, an old family friend from Russia. He had made his first space journey to Babylon 5 in order to talk to his favourite Ivanov about her father's death, which he considered a great sorrow, and to deliver her legacy as she had been unable to attend the funeral back on Earth. Koslov was concerned that she had not sat shiva to mourn for her father's death but when he offered to sit with her, Ivanova claimed she was far too busy running the station. However, as soon as Koslov rested after his long voyage, she would be happy to have dinner with him.

Though rumours had flown throughout sporting circles about Walker Smith's fall from grace in the boxing ring, this was the first chance that Garibaldi had to here his side of the story. Smith had been performing extremely well in all his fights and was in line to challenge for the world title. However, he suffered from corruption in the boxing world and bluntly turned down a bribe to avoid fighting the current reigning champion. In response, he found his blood samples had been doctored to make it look like he was taking drugs. Though he had been framed, it was enough to lose his boxing licence, relegating him to a few offworld fights and alien circuits. However, he had arrived on Babylon 5 to make history – to be the first human to fight in the Mutai. Garibaldi was startled at this, for aliens did not permit humans to join the Mutai fights and many had died in the ring. For Smith though, there was no other choice if he was to regain just a portion of his past glory.

Rabbi Koslov, concerned at Ivanova not sitting shiva for her father, and thus denying a basic tenant of her Jewish faith, paid a visit to Commander Sinclair. He was only faintly surprised that Ivanova had not mentioned her father's death to Sinclair and asked the Commander if he would grant her a few days leave in order to sit shiva. Sinclair readily agreed, saying she could have as much time as she needed.
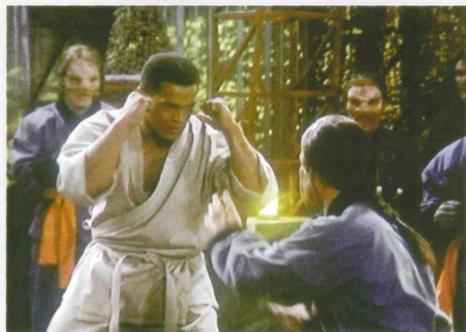
Over dinner in the Fresh Air Restaurant, Koslov and Ivanova caught up with each other, with the Rabbi telling her how life was in Russia. She became angered and upset, however, when Koslov told her that he had visited Sinclair and asked for her to be granted a few days leave. All through her life, Ivanova had dealt with her father trying to control her life and she did not need Koslov doing the same now her father was dead.

Garibaldi and Smith visited the Mutai training facility temporarily set up in Downbelow, trying to find the Muta-Do, whom Smith had heard was the organiser of the matches. An alien approached them and told the pair to leave, for the Mutai was not for humans. When Smith resisted, the alien knocked him down with one solid punch, revealing he was the Muta-Do, over ninety years old and veteran of a thousand fights. Once again, Smith was told to leave for humans were not permitted to become Mutari. Disgruntled at both his treatment and Garibaldi's pessimistic attitude towards the Mutai, Smith left but was approached by another alien calling himself Caliban. Caliban told him that there was indeed a way that he could fight in the Mutai but it would have to be done with great respect and would require great courage. Intrigued, Smith listened.

Sinclair called Ivanova into his office for a private meeting to offer his condolences on the death of her father. He also granted her indefinite leave to sit shiva, but she turned down his offer. Sinclair tried to convince her of the need to mourn - she was the best officer he had ever served with and could not run the station without her. More than that, he was also her friend and it would do her no good to bottle her feelings up. Respectfully, she still declined.

Finding Garibaldi on duty once more, Smith apologised for storming off. However, he had managed to purchase tickets to the Mutai fight later the same evening, which was to feature the Sho'Rin, the champion Mutari. He asked Garibaldi to come with him, to see what they both had missed. Glad to see his friend's spirits back up, Garibaldi agreed. Later that night, they attended the Sho'Rin's fight who turned out to be quick, brutal and frighteningly skilful in the ring. After defeating his last opponent in incredibly short order, Smith stunned Garibaldi by standing among the spectators and directly challenging the Sho'Rin. As Caliban had instructed him, this was the only was Smith, a human, could compete in the Mutai. By making a direct challenge, he would be permitted to fight, no matter what anyone else said. Both the Muta-Do and the Sho'Rin deemed the challenge worthy, and the fight was scheduled for the following evening. Garibaldi was angered that Smith had been planning to do just this all along but his fury was given new direction when one of the aliens in the crowd approached Smith and told him to stay away from the Mutai. Humans intruded upon alien worlds and meddle

in alien customs, he said but they could not be allowed to dishonour the Mutai.

Rabbi Koslov visited Ivanova once more before he was due to leave for Earth, and he apologised for handling the situation with Sinclair and her leave so badly. He had brought her legacy with him, the samovar that had been in her family since the days of the Tsars. She had still not changed her mind about sitting shiva, explaining that her father had not been a loving man and even when her mother and brother died, he had not been there for her. He had certainly never agreed with her joining EarthForce. Koslov realised Ivanova could perhaps never forgive her father and this saddened him greatly for he knew that without forgiveness, she could not mourn and without mourning, she would never let go of the pain. Regretfully, he left to prepare for his journey back to Earth.

Garibaldi volunteered to help coach Smith in fighting the Sho'Rin, and met Caliban for the first time who had also stayed to help prepare the new challenger, taking the position of Katow, as it was called by the Mutari. Caliban told them that he had once faced the Sho'Rin in his last Mutai – after that fight, he was too badly injured to return to the ring again, but he was proud to help Smith realise his dream.

News began to break across the station and from there throughout the Earth Alliance, of Walker Smith, the first human to ever fight in the Mutai. Smith thought it history in the making but Garibaldi was deeply concerned for his friend, for the Sho'Rin had the ability to do serious damage in the fight – was it really worth the risk? Smith knew just how deadly the Sho'Rin was but believed that to be the best, he had to face the best. The Sho'Rin would show

Smith where his heart was and maybe, just maybe, Smith would show him a little something too.

Ivanova went to the customs area to bid farewell to Rabbi Koslov before he boarded the transport to Earth. Thanking him for coming, she recalled her father's last words to her as she watched the Rabbi leave, begging her to forgive him for denying her his love. Without thinking, she called Koslov back, asking him to sit shiva with her. Gratefully, Koslov agreed.

When she asked Sinclair for a short period of leave to sit shiva, he readily granted it and also offered to attend, as a friend. In deference to Sinclair's presence, Ivanova read the morning prayer in English rather than Hebrew so he could understand it as well and, finally, Ivanova was able to let go of the pain of her father's death.

The largest crowd ever seen around a Mutai on Babylon 5 gathered to watch Walker Smith take on the Sho'Rin in the direct challenge. The Sho'Rin dominated the match to begin with, easily gaining the support of the alien crowd as he launched punches and kicks into Smith, knocking him down again and again. The crowd were quickly silenced when Smith finally recovered and launched a powerful hook that sent the Sho'Rin sprawling. Resuming combat, the two fighters began matching each other blow for blow, as the crowd waited the result with baited breath. It was fortunate that Garibaldi had attended to support his friend, as the alien that had threatened them early was back, and began aiming a needler at Smith as he fought. Garibaldi quickly overpowered the alien and linked in for a security force to arrest him before returning to the match.

Most Mutai are over in less than sixty seconds, but the fight between Smith and the Sho'Rin lasted nearly ten minutes. Now weary form having given and received so many blows, neither Smith nor the Sho'Rin had any more tricks or strategies to try and the fight was reduced to a fight of attrition, with them trading blows, not willing to concede to the other. It was eventually exhaustion that defeated them both and, collapsing on the floor of the ring, the Muta-Do stepped forward to announce his verdict of the fight. As the crowd waited in silence, the Muta-Do stepped over the sprawled bodies of the Sho'Rin and Smith and declared the match a draw, as the crowd erupted in praise. The Katow of both leaped into the ring to revive their fighters and the crowd howled the name of the Sho'Rin, until he stood and held them silent. Raising Smith's arm, he instead called on the crowd to call the name of his opponent, the first human to enter the Mutai and the only fighter to have managed a draw against the Sho'Rin. Walker Smith's courage and respect for tradition had won over the alien crowd and, as one, they praised the new fighter.

As Walker Smith departed the station, he was met by both the Sho'Rin and the Muta-Do. They told him he had fought well and with honour, and from now on, humans would be welcome as brothers to the Mutai. Elated by his success, Smith left Babylon 5 for the beckoning boxing opportunities that awaited him on Earth.
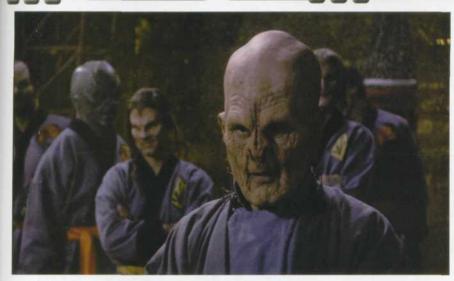
The Mutai

The concept of the Mutai is based around honour, courage and respect for other Mutari. Each combatant entering the ring is, for that match, considered to be the bravest of his race, for the Trial of Blood has gained the reputation of being a real meatgrinder. There are no rounds, no rules and no gloves. Aliens simply fight with whatever fighting styles they have learnt until their opponent collapses, though it is considered disrespectful to attack a fellow Mutari who has been knocked to the ground and one who continues to do so may face retribution out of the ring. Already, five aliens have been killed on Babylon 5 alone in the Mutai ring during 2258, though security rarely gets involved due to the station's policy of non-interference with alien cultures. In turn, the Mutai matches are only ever conducted in Downbelow, where they attract less attention and casual visitors are less likely to simply chance upon them.

Each gathering of the Mutai, whether it is on Babylon 5 or one of dozens of alien worlds, is presided over by the Muta-Do, or the Sayer. A veteran of the Mutai, he will have fought and won potentially hundreds of matches and gained the respect of all Mutari. It is he who monitors the training of the Mutari, decides who may enter and who has lost honour and respect enough to be forced to leave. Other veteran Mutari who have not gained the honour and prestige of the Muta-Do, often stand Katow to new fighters, training and coaching them to succeed where they once failed.

Only true Mutari, sanctioned by the Muta-Do are permitted to fight in the Mutai, though at the end of every competition, of which there will be several throughout the year, anyone may openly and directly challenge the champion, or Sho'Rin. If they have not dishonoured themselves previously in the eyes of the Mutari present, they will be allowed to fight the Sho'Rin. This is one way the Mutai has developed itself over the years, always allowing the possibility of new blood and new races to enter the brotherhood and so make it stronger. However, few non-Mutari are strong enough to survive a match with the Sho'Rin, let alone win it.

The Mutai is highly ritualistic and any candidate must learn its intricacies if he is to earn honour and respect. The salute at the start and end of every match, for example, has each combatant raise both his arms with palms outward to demonstrate he is fighting unarmed, followed by the hands linked across the chest, signifying that, whatever the outcome, the Mutari will remain brothers of honour. Challenges, whether from outsiders or other Mutari, are accepted by a three-fingered salute across the heart,

demonstrating the measure by which loyalty, honour and courage are valued in the Mutai.

Scenarios and Campaign Hooks

The obvious hooks in this episode are the Mutai fights and tough players looking to make a name for themselves can earn a good reputation, especially among aliens and lurkers, by entering. However, players will quickly discover that success in the Mutai requires dedication, endurance and a lot of skill. Many of the combatants they initially face may be of a similar character level, but their increased levels in the Mutari prestige class will give them a definite edge in the ring where only unarmed combat is permitted. Thus, several scenarios may be required to revolve around the Mutai, whether it is taking place on Babylon 5 or another world, with players first trying to locate the matches, then uncovering a trustworthy Katow to train them for their first match. Such scenarios based around the Mutai are unlikely to advance the plot line of any campaign very far, but they can serve as a welcome break from heady politics, dangerous negotiations and deadlier firefights. In effect, it will be an excuse for players to pound on some snake heads before getting back into the campaign proper. They may even become quite rich through the side-betting that takes place around the Mutai (far away from the stern gaze of the Muta-Do, of course), and any fighter who gains a measure of success will leave the Mutai far stronger and tougher than he ever was before. Alternatively, Games Masters can use the Mutai as a valid part of his campaign story arc, with the players perhaps trying to root out the corruption of the Muta-Do who clearly has a favourite Mutari, or perhaps brining back a wayward son of a Centauri noble house who has decided to forgo his inheritance for the excitement and danger of the Mutai ring. Overall, the Mutai should be used to inject some fast paced physical action into a campaign, rather than become a major centrepiece.

Players should be warned, however, that while the Mutari prestige class is clearly attractive to a character who concentrates on combat, entry is not likely to be easy.

Grail (September 1st 2258)

A small time criminal on Babylon 5 known as Deuce tracked down a debtor called Thomas Jordan but who had been nicknamed Jinxo. Jinxo was a lurker who had fallen on hard times but had lived on board the station ever since it had been constructed. He had been one of the original construction workers and Deuce believed he might know all the secret ways in and out of Babylon 5, information the criminal now found vital as security was beginning to tighten its net and shut down his growing smuggling operations. Jinxo apologetically said he could not give Deuce what he needed, as he just worked on large constructional projects as the station was built, but he was more scared about the type of goods that might be smuggled on board if he parted with his expert knowledge. In return, Deuce called in all the debts Jinxo had borrowed off him since the station went on line, plus interest – 1000,000 credits, an impossible amount for a lurker to steal or swindle within the three days Deuce set as the deadline. To further inspire Jinxo to either work hard to gain the money or finally turn over the information Deuce needed, the criminal gave a little demonstration within his hideout in Downbelow. Miriam Runningdear was a shop owner who had not only resisted Deuce's attempts to incorporate her into his protection racket, but had been prepared to testify against him to Babylon 5's omsbuds in his forthcoming trial. Jinxo was made to watch as Ambassador Kosh approached Miriam and drained her mind with nothing more than a light touch of a tentacle. Deuce warned him that if he should fail to turn up either the money or the information within three days, he would share a similar fate.

The breakfast of Commander Sinclair and Security Chief Garibaldi was interrupted by Ambassador Delenn and Lennier, who were anxious for all four to meet an important and distinguished visitor due to arrive on Babylon 5. Curious to see whom Delenn was welcoming, Sinclair and Garibaldi followed the Minbari to customs to see a middle-aged human dressed in robes and carrying an ancient staff. He introduced himself as Aldous Gajic, and professed to be on a mission to speak with all the major ambassadors of Babylon 5. When Sinclair pressed him as to the nature of his mission, Aldous revealed that he was looking for the Sacred Vessel of Regeneration, also known as the Cup of

the Goddess or, by its more common name, the Holy Grail. He explained that his order has explored Earth for millennia trying to find the artefact and, failing to find it there, the search had been taken to the stars. The entire funds of his order were at his disposal for this quest though, Aldous admitted, at this time he *was* the entire order. Naturally Garibaldi and Sinclair were both sceptical of Aldous' mental state and, after letting the man into the station proper, Delenn criticised their attitude. She explained that Aldous was a holy man, a true seeker – it did not matter that his quest may be in vain, only that he strove for the perfection of his soul. Such people were highly respected by the Minbari.

Commander Sinclair was called to Medlab by Franklin who had identified a brainwipe victim, one of three found over the past month. He had identified the subject as Miriam Runningdear, a fact that caused Garibaldi some consternation when he arrived, as she was to be his witness against Deuce later that day – for weeks Garibaldi had gathered evidence against the racketeer and now the case looked certain to fail. He asked Sinclair for permission to sweep through Downbelow, and so eradicate 90% of the crime rate on the station, but Sinclair denied his request, knowing that many lurkers had come to Babylon 5 searching for a new life and when it failed to materialise, they had no choice but to join the station's underclass.

Omsbuds Wellington had faced a trying day at the law courts of the station, having had to sit in judgement over a human who attempted to sue a Vree in the belief that its great grandfather had once abducted his great grandfather on Earth in the 20th Century. Now he presided over Jinxo who had been caught by Garibaldi while trying to steal credit chits from Aldous Gajic in the Zocalo. In view of Jinxo's excellent work record, Wellington decided to be lenient and ordered the lurker to leave Babylon 5, forbidding him to return for a period of no less than five

years. However, Jinxo pleaded not to be sent away, asking for any other punishment in return, or it would be the end of the station and every man, woman and alien on board. On seeing this display, Aldous had a quiet word with Wellington, who promptly rescinded his previous judgement and instead remanded Jinxo into Aldous' remedial custody. Deuce was next to face Omsbuds Wellington on charges of extortion but, without Miriam Runningdear as a witness, Garibaldi's case against him collapsed. Much to the regret of all present, Deuce was released.

Aldous was intrigued to know why Jinxo was so sure that if he left the station, something terrible would happen. The lurker explained that if he did, the station would blow up or disappear, just like all the others – the Babylon Curse was a very real thing. Having missed the Earth/Minbari War, Jinxo had jumped at the chance to work in space construction and signed up to the Babylon Project. The first station's infrastructure collapsed through sabotage just as he took a few weeks leave during its construction. The same thing happened during the construction of Babylon stations 2 and 3, which was when he picked up the nickname Jinxo. When construction of Babylon 4 commenced, once again Jinxo just had to sign up but this time he stayed for the entire duration, refusing to take any leave. This time, the station was actually finished. However, just as he left on the shuttle, Babylon 4 twisted, shimmered, and then disappeared. After Babylon 5 had been built, Jinxo had stayed, believing that if he left the same thing would happen to this station as all the others. *He* was the Babylon Curse. Aldous disagreed with him, thinking that Jinxo should have been called Lucky, for he had avoided the worst every single time. . .

During the next meeting of the Command Staff, Garibaldi lamented the loss of Miriam Runningdear, knowing that once word got out that Deuce was able to brainwipe anyone who stood up to him, no one would be willing to testify. Franklin had made further progress though, and had determined it likely that the brainwipes were caused by a creature known as the Na'ka'leen Feeder, native to a Centauri world. Garibaldi guessed that the Feeder could still be the work of Deuce, as his group was set up to handle smuggling operations of this nature but Sinclair told him to hold fire until he had spoken to Ambassador Mollari about the possibility of a Feeder being on the station.

Travelling straight to Babylon 5's Casino, it did not take Sinclair long to find the Centauri ambassador. Upon hearing there was a very real possibility of a Na'ka'leen Feeder on board the station, Mollari could not hand over all files he had on the creatures quickly enough. He told

Sinclair that if anything else was needed, he would wait out the current crisis from his quarters, under maximum security. Franklin was able to use Mollari's data to compensate for Centauri brain patterns in order to establish that it was indeed a Na'ka'leen Feeder causing the recent spate of brainwipes on the station. Sinclair began the necessary but laborious process of back-tracking every ship that had passed through Centauri space on its way to Babylon 5, though the procedure had no guarantee of success as many captains had a tendency to lie about their cargo manifests.

Taking Jinxo to visit the various ambassadors as he continued his quest, Aldous first met with Delenn and Lennier. The Minbari regretted to tell him that no search of their historical records had turned up any leads for the Holy Grail, though Delenn promised that she would let her people know of Aldous' search and that if any one of them managed to find the artefact, they would contact him. This goodwill surprised Jinxo somewhat, for he had presumed that both humans and Minbari would hold grudges after the war between the two races.

Aldous' next meeting was with Ambassador Mollari who had spent the past hour shouting at bureaucrats on Centauri Prime in an effort to re-establish an effective quarantine of the Na'ka'leen's native world. With the long trade history between Earth and the Centauri, Aldous had hoped he may learn something of the Grail's existence. Mollari was sure he could help for the right amount of money but unfortunately for him, Vir had already conducted a full search and established there were no real leads. After the meeting, Jinxo asked Aldous why he had dedicated his life to a task that seemed so fruitless. Aldous explained that he used to keep the accounts for one of the major corporations on Earth but during a holiday with his family to the Amazonis Planitia, outside the Mars Colony, the ground gave way under their crawler. He survived, though his wife and children were killed in the accident. After mourning, he tried to go back to his old career but nothing seemed to make sense any more. Then he met a man who said he was the last of his kind, telling Aldous that he was a man of infinite promise and goodness. When he died, he passed on his staff and quest for the Grail and, at last, Aldous found the peace within himself that he had sought after the death of his family.

Meanwhile, Deuce was busy. He had kidnapped Omsbuds Wellington for both revenge at being charged and to feed his Na'ka'leen Feeder. In addition, he had dispatched several men to track down Jinxo and either demand payment or the information about the station that he required to continue his smuggling operations. Aldous defended Jinxo with expert use of his staff when they came for the lurker, earning Jinxo's gratitude. Wondering if

he could learn to use a staff in a fight, Jinxo was told that of course he could, for he was a man of infinite promise and goodness – the fact that he stayed on the station at great risk to his own life proved it. Together, they went to see Ambassador Kosh, the last of the aliens Aldous had managed to get an interview with but on seeing the Vorlon's encounter suit, Jinxo became very scared and ran away, warning Aldous to do the same before Kosh drained his mind.

Aldous pursued Jinxo into Downbelow but was ambushed and stunned by more of Deuce's men. Jinxo was told that he had ten minutes to reach Deuce, or Aldous would be fed to the 'Vorlon'. Having no where else to turn, he set about trying to find Sinclair.

Garibaldi had conducted an investigation into the kidnapping of Omsbuds Wellington and managed to turn up a witness who saw the attackers. The description given for them seemed to match two men known to work with Deuce. When a terrified Jinxo literally ran into Sinclair gibbering about a Vorlon about to suck Aldous' brain dry, it was enough for security to move in on Deuce's hideout, ready to face a Na'ka'leen Feeder.

In Downbelow, Omsbuds Wellington had been restrained by Deuce's men as the Feeder, wreathed in a Vorlon encounter suit, approached but Aldous was brave enough to step forward and offer himself in Wellington's place. Calmed under the true seeker's spell, the Feeder left its encounter suit disguise and strode forward to reveal itself. It was perhaps unfortunate that security teams, led by both Garibaldi and Sinclair, chose that moment to begin their assault of Deuce's hideout. A firefight between Deuce's men and security officers erupted as the Feeder, following its instincts, leapt into the shadows and began picking off combatants one by one. Wellington was still tied and bound but Jinxo darted out from cover while under fire in order to

release him. Seeing his chance, Deuce fired at the lurker, but Aldous was quicker, pushing himself in the way of the shot. Struck by the close range PPG shot, the true seeker fell to the ground.

Deuce's men, caught between the security teams and the Feeder, were gradually hunted down but Deuce himself managed to escape with just a slight PPG burn from Sinclair. The Feeder was eventually cornered and destroyed.

Laying in Jinxo's arms, Aldous knew the shot he had received was fatal and his mission had finally failed. Jinxo seized his chance to become a better man and swore to continue the true seeker's quest to find the Holy Grail. Witnessed by Sinclair, Aldous made his last testament, naming Jinxo as heir and successor to everything he owned. This done, Aldous passed away.

Arrangements were made after the firefight and destruction of the Feeder to take Aldous' body back to Earth for proper burial. Sinclair, Garibaldi and Delenn were all present in the Cargo Bay to watch Aldous' departure, for he had gained the respect of them all. Jinxo arrived, carrying Aldous' staff, resolute in his decision to carry on the true seeker's quest to find the Holy Grail no matter where it lay in the galaxy. Delenn gave him a red crystal and told him to crush it wherever Aldous was laid to rest. There it would glow each night for one hundred years – this was the Minbari way for all true seekers.

There was a tense moment in Command and Control as Ivanova joined Sinclair and Garibaldi to watch the transport carrying Aldous and Jinxo leave the station and approach the jumpgate. They had all since heard about the Babylon Curse but though none really believed it, there was still some relief as the station remained intact as they watched the transport enter the jumpgate to begin its voyage.

Deuce

Real name Desmond Musachenko, Deuce is a small time criminal operating in Downbelow, concentrating mainly on protection rackets and extortion among other lurkers and small businesses. He arrived on Babylon 5 at the beginning of 2258 after fleeing from tightening security on Proxima 3 and has been able to rapidly establish himself within the underclass of the station. He is skilled at intimidation and has managed to gather nearly a dozen men to work for him, desperadoes and lurkers for whom the easy credits that Deuce promises buy a good measure of loyalty. Though Deuce's main source of income is derived from his basic protection racket, he has begun smuggling operations and is getting quite good at it. Security Chief Garibaldi knows of Deuce's growing criminal organisation but has thus far been unable to gain any solid evidence with which to convict him.

The incident in Grail with the Na'Ka'Leen Feeder destroyed much of the work Deuce had done throughout 2258 and killed his men. However, he managed to escape himself and still has his protection racket more or less in place, though he has been forced to keep a lower profile. It may not be too long before Deuce is able to recruit more men, revitalise his smuggling operations and once again become a major headache for the security officers of Babylon 5.

7ᵗʰ Level Human Lurker
Hit Points: 18
Initiative: +2 (+2 Dex)
Speed: 30 ft.
DV: 16 (+6 Reflex)
Attacks: +6/+1 melee or +7/+2 ranged
Special Qualities: Lurker's Knowledge, Multi-Skilled x2, Survivor's Luck
Saves: Fort +5, Ref +6, Will +2
Abilities: Str 13, Dex 15, Con 10, Int 11, Wis 10, Cha 15
Skills: Appraise +4, Escape Artist +8, Forgery +5, Gather Information +10, Hide +3, Intimidate +14, Listen +4, Move Silently +8, Pick Pocket +8, Search +5, Sense Motive +4, Spot +6, Survival +3, Technical (electronics) +2
Feats: Alertness, Dodge, Lightning Reflexes, Point Blank Shot, Skill Focus (intimidate), Weapon Focus (PPG)
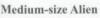
Na'ka'leen Feeder

Native to the third world of the Coutor system within the Centauri Republic, the Na'ka'leen Feeder is a creature responsible for thousands of deaths and destroyed a whole colony before a quarantine was thrown up around the entire system. The Feeder has a fleshy body sac containing all its major organs and moves by three prehensile tentacles that give the creature both grace and amazing speed. Though evolved in the jungle environment of Coutor 6, the Feeder is highly adaptable and can readily make its home in almost any terrain, especially artificial urban settings that can supply much of its prey.

Though often assumed to be a mindless creature, the Feeder is actually semi-sentient and, with training, can even learn to speak through primitive vocal chords. It sustains itself by feeding on the brain waves of other creatures and while it can survive by preying on creatures, the Feeder much prefers the developed minds of sentient creatures, the older and wiser the better. Feeders can literally wipe the memory of any creature simply by a touch of their tentacles, destroying the personality of their victims and reducing them to a child-like state for which there is no cure. While such victims are not killed by the attack, they must be retrained back to adulthood, a lengthy and time-consuming process taking many years to accomplish. This fate, combined with the Feeder's stealth and speed has made them greatly feared among the Centauri. Even Ambassador Mollari has been heard to say that the only good Na'ka'leen is a dead Na'ka'leen.

The quarantine of Coutor 6 has proved effective in the past at halting the spread of Feeders throughout the galaxy, but the lax attitude of certain Centauri bureaucrats has resulted in security cordons being weakened to the point where enterprising smugglers have been able to land on the planet and capture these creatures. It can be hard to imagine any sentient being actually wanting to keep a Feeder captive but those with enough credits have found these creatures to be surprisingly effective when used in interrogations, especially against Centauri subjects.

Medium-size Alien Creature
Character Level: 6 (14 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 50 ft.
DV: 18 (+8 Reflex)
Attacks: +6 melee
Special Qualities: Damage Reduction 2, Mindwipe, Stealthy
Saves: Fort +3, Ref +8, Will +3
Abilities: Str 10, Dex 17, Con 12, Int 4, Wis 12, Cha 4
Skills: Climb +6, Hide +16*, Jump +9, Listen +7, Move Silently +16*, Spot +7
Feats: Alertness, Improved Initiative

Mindwipe: Feeders do not cause normal damage when they attack an enemy in melee combat. Instead, they will attempt to feed upon the victim's brain waves and can do so in an astonishingly short period of time. An enemy hit by a feeder must make a Will save (DC 16) or suffer 1d6 points of temporary Intelligence damage. Intelligence lost in this way will return at the rate of one per day of full rest but should the enemy's Intelligence score be reduced to 0, it will have its mind permanently wiped. Such victims will not die but their personality is effectively destroyed and they will lie comatose until receiving advanced medical attention. Feeders can perform a coup de grace with their mindwipe against any victim unable to defend themselves. In this case, the feeder will automatically reduce their Intelligence score to 0 with a single attack.

Stealthy *: Feeders gain a +4 racial bonus to all Hide and Move Silently checks.

Scenarios and Campaign Hooks

5 One true seeker passing on a mission to one of the players can not only grant access to the prestige class but also form the basis of an entire campaign arc. However, it is recommended that such a quest not be made into the primary focus of the campaign, as the true seeker player will then naturally become more significant in his actions than any other – not a desirable effect in a long-running game. Instead, the true seeker's mission can be used as an underlying plot line to the main story of a campaign, allowing the Games Master to weave further complication into his scenarios. At the same time, he can also ensure the players do not deviate to far from his planned scenario, as the true seeker, dedicated to his quest, can easily be motivated into pursuing its completion. Possible true seeker quests to lay upon a player may be something as simple as finding a cure to a plague that is destroying an entire race, or finding a mythological artefact, such as the Grail that Aldous was looking for in this episode.

5 Deuce can prove to be a good adversary for the players, involving them in the criminal underworld of Babylon 5 without pitting them against far more powerful enemies. If they encounter Deuce before September 2258, he will be at his height, funding his growing smuggling operation with his highly successful protection racket. They may run directly against Deuce and his men who may be preying upon a friend of the players, or they may well even hire his services if they are looking for a carefree (though expensive) smuggler's route into the station. If they meet with Deuce after September, he will be alone and vulnerable – players looking for

revenge after running into him before this episode may take this opportunity to get even (killing Deuce at this point will not do anything to affect future episodes) or those of a more criminal mind may even go as far to recruit Deuce into a growing 'business' interest on board Babylon 5.

5 Deuce's use of Ambassador Kosh's reputation to further his own ends is something that Games Masters can play on time and again. Players are apt to get a little twitchy whenever anything remotely Vorlon enters the campaign, for they will be well aware of the power this alien race holds but, at this time, no one knows their true nature or motivation – this breeds fear. Criminals and less ethical governments may be keen to capitalise on Vorlon imagery and influence, doing all they can to suggest that the Vorlons are actually working for them. Likely as not, nothing will be further from the truth but the Vorlons themselves will be unlikely to concern themselves with the actions of petty individuals, leaving the players confused and mystified as to whether they are actually going up against this race or if something a little more benign is taking place. The clever Games Master will ensure the players never really discover the truth until many game sessions later.

Eyes (September 6th 2258)

Off-duty during the morning, Garibaldi was interrupted in his quarters by Lennier, who approached him asking for a favour. Shaal Mayan (see The War Prayer) was returning for another official visit to Babylon 5 and, given the incident that befell her earlier in the year, Lennier wanted to ensure additional security was available. During this, Lennier noticed the project Garibaldi had been working on in his quarters for five years – the rebuilding of a Ninja ZX 11, a motorcycle from 20th Century Earth. He had managed to scrounge various parts and won a manual in a Blackjack game but unfortunately it was written in Japanese. Lennier was immediately interested for history of any culture was a passion of his and he offered to help build the machine. Having nowhere else to turn, Garibaldi readily accepted.

During a Command Staff meeting with Garibaldi and Ivanova, Sinclair announced he had received a communiqué from Earth Central indicating that a recent attack on Station Phobos was tied to a Mars independence group. Worried that Babylon 5 could be used as an arms trading post by terrorists, they were placing an embargo on all unauthorised weapon shipments to

Mars. Sinclair was ordered to track all ships carrying arms to the red planet and also watch for any known arms dealers arriving from Mars.

After the meeting, Garibaldi received a call from several of his security guards about a man named Aaron Franks, ostensibly from Quartermaster Corporation, but who had been travelling around Babylon 5 for three days, asking questions about the station and Commander Sinclair. A brief investigation showed both Franks and his business associate, Harriman Gray to be legitimate but the Security Chief remained suspicious and mentioned what he had found to Sinclair. Quartermaster Corporation was known to be an independent military supplier, and Sinclair surmised they may be trying to gain a contract with the station. However, Garibaldi suggested that these two individuals could have the perfect cover to be arms suppliers for Mars groups. Sinclair authorised him to begin investigating further but gave warning to tread softly – the last thing Babylon 5 needed was a corporate law suit.

Paying a visit to the quarters the businessmen had rented out on the station, Garibaldi met Harriman, who confirmed that Quartermaster Corporation were indeed hoping to get a contract with Babylon 5. However, his ruse was immediately dropped when his colleague, Franks arrived. Franks seemed to know a great deal about Garibaldi and revealed that he was actually Colonel Ari Ben Zayn, from EarthForce Internal Affairs, while Harriman Gray was a military specialist from Psi Corps. They had arrived to perform a special investigation into Babylon 5's Command Staff.

Once revealed, the Colonel met with Sinclair, Ivanova and Garibaldi. Recent events on Mars Colony had indicated the need for tighter security and similar investigations were taking place on all offworld installations. EarthForce had to know who was loyal and who could be trusted. Sinclair immediately vouched for the loyalty of every member of the Command Staff on Babylon 5 but the Colonel's authority

came straight from the Joint Chiefs – and in any case, all he wanted to do was ask a few questions. Ivanova was still suspicious, particularly of Harriman's presence as telepaths could not be used in command level investigations. However, the Colonel announced that new regulations were now in place that stated all Command Staff had to submit to surface scans during investigations. Ivanova flatly refused to comply but Sinclair calmed her down and told the Colonel he would look into the new regulations. The Colonel seconded Garibaldi to work as his personal aide for the duration of the investigation, much to the annoyance of the Security Chief.

After the meeting, Sinclair placated Ivanova, promising that he would find a way for them all to avoid the surface scans while staying within the regulations. He was angry himself and determined to find out who had pushed this investigation forward. Meanwhile, the Colonel was insisting that Garibaldi turn over all his files on the Command Staff, including classified material. He complied but also began to research the background of both the Colonel and Harriman.

Harriman Gray visited Command and Control in the evening, with the intention of making peace with Ivanova. He was well aware of her hostility to the Psi Corps and the reasons for it. He tried to assure her that he would only perform surface scans in relation to the investigation, but Ivanova promised him physical violence if he even tried. During this time, Garibaldi had spent several hours with the Colonel, going over the Command Staff files and every major decision Sinclair had made over the past year.

The nature of some of the questions concerned him and he related his fears to Sinclair later. This was no routine investigation, as the Colonel was digging into decisions made over Ragesh 3, Jason Ironheart, the sabotage attempt during the President's visit and the Docker's strike. During the year, Sinclair had made some powerful enemies in EarthDome and this might be the payback.

Ivanova experienced a dreadful nightmare as she slept, reliving her mother's suicide. Waking up, she immediately marched to Sinclair's quarters and resigned her commission. Sinclair refused, as he thought he had found a way to beat the Colonel within the regulations but he was puzzled about her utter fear of being scanned, as guessed her mother must have done so many times as she grew up. For Ivanova, no other person had ever been that close to her and she would permit no one to intrude upon that memory, least of all Psi Corps.

The Colonel spent a great deal of time studying Sinclair's record before his interview on the morning of September 7th. He believed Sinclair was a complex man and was relying on Harriman to find some of the secrets he hoped lurked in the Commander's mind. Harriman objected, citing Psi Corps rules that he could not perform a deep scan but the Colonel called him naïve, for Sinclair had been instrumental in the death of a Psi Cop earlier in the year and no doubt Bester would be grateful for any assistance Harriman could provide. Sinclair arrived for the interview but straight away ordered Harriman out of the room. He had been checking the new regulations governing the use of telepaths within internal investigations and noted the

Colonel had been taking liberties – telepaths were only permitted to perform a scan to cite the veracity of answers when specific charges had been made, not as a carte blanche loyalty check. Realising he made been out-manoeuvred, at least for the time being, the Colonel relented and the interview commenced with Sinclair's actions during the Ragesh 3 incident.

Freed of responsibility, Harriman tracked Ivanova down while she was off-duty in order to try to make peace once more. He had savoured the look on the Colonel's face when Sinclair had out-witted him, for not many people were prepared to stand up to Ari Ben Zayn. This surprised Ivanova somewhat, as Harriman did not seem like other Psi Corps personnel she had met. He doubted that she knew any telepath particularly well, especially Talia Winters – a stray thought that leapt from her mind. Ivanova sensed him accidentally scanning her and he apologised immediately. However, he was surprised that she was able to sense his scan and guessed it was because her mother touched her mind so many times in the past. Ivanova reacted at this, forbidding him to ever discuss her mother.

Called away to Command and Control, Ivanova contacted Sinclair during his interview as a further development had occurred with the tracking of arms shipments. The Colonel quickly dismissed her but in doing so enraged Sinclair. Conducting the pointless investigation was one thing, but he would not tolerate it affecting the running of the station. He tried to end the interview but the Colonel ordered him to stand down – he had seen plenty of officers like Sinclair, hotshots promoted through the ranks without any real leadership ability. He announced that he was now relieving Sinclair of command, pending a full inquiry. Now that specific charges would be brought, Harriman would be free to conduct his scans. For now, Colonel Ari Ben Zayn was in charge of Babylon 5, while Sinclair would be confined to quarters.

The Colonel immediately made his presence felt among the other officers of the station, demanding that all Command and Control personnel submit full reports promptly. To Ivanova's dread, he told her that a formal interview was scheduled in just a few hours. Harriman would be present. Ivanova left her post with Garibaldi in hot pursuit. She had always been proud to serve in EarthForce but at this time she would rather serve the Minbari, for at least they had a sense of honour. Garibaldi arranged to meet her in the Casino for a drink to discuss what exactly they could do but he had one thing to attend to first – he had to find something use against the Colonel.

Sinclair was having no better luck in his quarters. He had contacted the Joint Chiefs of Staff but had been told that after having ruffled so many feathers in both EarthForce and the Senate that this investigation had become inevitable. The Joint Chief told him that no action could be taken to stop the Colonel as the vote on the Trade and Immigration Act was approaching and the President needed all the support he could get. If the investigation was abruptly halted, it could cost the President dearly. Help would be there for Sinclair, but only when the time was right. Garibaldi arrived at Sinclair's quarters, having finally found something out about the Colonel. It seemed that he and Sinclair had something in common – they were both on the short list to command Babylon 5. However, while the Colonel had been among the top ten choices for EarthForce, he had been passed over by Sinclair. It also seemed they had a mutual friend, Psi Cop Bester. Everything pointed towards Ari Ben Zayn looking for revenge any way he could.

Garibaldi was soon called away to the Casino to handle a serious problem. Ivanova, having been drinking as she waited for him, had encountered other patrons of the Casino who had decided to try their luck with the 'hot' Lieutenant Commander. At breaking point, Ivanova had lashed out and a brawl had quickly developed. She had been doing surprisingly well when Garibaldi entered with a small but trusted security team. He calmed Ivanova down and gave her oxy-pills to sober her up in time for Sinclair's last ditch attempt to stop the Colonel.

Sinclair intentionally arrived for his next interview early and found Harriman feeling the acoustics of the room prior to his scanning. He suggested to the telepath that he must be good at his investigative work, which would explain why Bester would have assigned him to the Colonel. Harriman was a little confused by this, as he had never met Bester before. Sinclair explained that Bester and the Colonel were good friends – was Harriman sure he was scanning the right people?

They were joined by the Colonel, who had also insisted Garibaldi and Ivanova attend. Now specific charges were going to be brought to bear against the Command Staff, scans could now be used. However, Sinclair asked if Harriman would be scanning the Colonel as well, suggesting the intent of a question is sometimes as important as the answer. He demanded to know just why the Colonel had turned a routine investigation into a personal witch hunt for his scalp – it have really stung when command of Babylon 5 passed to a hotshot with no real leadership abilities. Sinclair accused him of working with Psi Cop Bester to even the score for them both. Ari Ben Zayn was angered by Sinclair's accusations. He had fought and won a hundred battles, and he deserved the command but the damned Minbari had made sure Sinclair received it. However, he was in command now and Sinclair was to face serious charges that would end his career. Harriman, witnessing this outburst, briefly scanned the Colonel, seeing how twisted and bitter the man had become over the years, sensing his true motives. The Colonel lashed out at Harriman as soon as he sensed the telepath's scan, knocking him to the floor, but reached for his PPG before Garibaldi or Sinclair were able to react. Recovering from the blow, Harriman channelled his mental energies, pressing on the Colonel's pain centres and distracting him long enough for

Sinclair to over power him. With that, the investigation was concluded.

Ivanova found herself surprised to feel grateful to a member of Psi Corps. She hoped that Harriman would not suffer too greatly for his actions, but Sinclair was confident that his report of Ari Ben Zayn's obvious instability following the Colonel back to Earth would exonerate him. Garibaldi, however, was irritated to find Lennier had finished reconstructing his motorcycle when he returned to his quarters. For five years he had tinkered on the project, and it had given his life a little direction but now it was done. Lennier apologised for misjudging his role but Garibaldi quickly forgave him and lamented that they could not ride it. Lennier surprised him further by revealing it was quite functional for he had installed a clean and efficient Minbari power source that far exceeded the specifications of the original engine. Now overjoyed at Lennier's work, Garibaldi took the Minbari to the Central Corridor to give the motorcycle a thorough test.

Mars Independence Groups

Ever since man first established a permanent colony on Mars, there have been those interested in seeing the planet breaking away from the governorship of the home world and making it an independent state – many agree that Mars should remain within the Earth Alliance but more radical proponents suggest they leave Earth behind altogether. Despite colonies on the Moon, Mars represented the first real step Mankind took towards the stars and for some it represents a real frontier where life can begin again without making the mistakes of Earth.

Since 2257, Mars independence groups have grown in number and have become far more organised. Most advocate peaceful resistance to Earth control but all too many believe that only violence will set them free. The largest such group is known as Free Mars whose rallying cry is 'Mars will never be free until the sands run red with Earther blood.' It is unfortunate that there are many smaller terrorist groups who are even more radical than Free Mars though they lack the co-ordination and sheer membership of the larger organisation. EarthGov and EarthForce have both worked hard to stamp out terrorist cells but as the number of colonists native to Mars itself grows, so too does the sentiment for independence.

Psi Corps and the Military

Since its inception one hundred years ago, Psi Corps has always been kept at arm's length from both the military and government, for mundanes have sought to separate telepaths from ordinary life. However, there are plenty within government circles who believe that the Psi Corps is a potent weapon when used correctly and so many of the original regulations restricting the use of telepaths have gradually been relaxed in the interests of efficiency and planetary security. What is more worrying is the number of rumours beginning to circulate throughout the Earth Alliance that the Psi Corps may no longer be completely subservient to the wishes of the mundanes, instead reaching out through manipulation and blackmail to actually start taking control of the government and military for their own ends.

Ninja ZX 11

The Kawasaki Ninja ZX 11 was arguably one of the best performance motorbikes to be found on Earth in the late 20th Century. Though very much an antique in 2258, a few examples remain though they tend to command a high price. The original Ninja employed a 1050 cc sixteen valve four inline cylinder engine, but gasoline can be incredibly hard to find on most civilised worlds, so bikes that are still running tend to be fitted with cleaner and more efficient power plants. A passionate owner of a Ninja may claim that no price can be placed on a piece of Earth's history like this but the few that do come up for sale from time to time can change hands for upwards of 30,000 credits.

Medium Surface Vehicle; hp 8; DV 10; DR 4; Spd 27; Acc 4; Dec 3; Han +2; Sensor n/a; Stealth 18; Cargo 10 lb.; 1 Rider, 1 Passenger

Scenarios and Campaign Hooks

5 This episode is the classic retribution story and Games Masters can use it to gain ideas whenever he wishes to remind them that there are always

consequences to their actions, even if they do not realise it at the time. This is best done when players are acting in some sort of official capacity, whether they are members of EarthForce or working for any of the alien governments. Players being what they are, it is very likely that they will stretch and twist many regulations in order to accomplish their goals, and a Games Master can bring them up sharp by conducting an investigation into their past actions – extra bite can be added to such a scenario if the players either have reason to be fearful of retribution (legal or otherwise) or the individuals actually conducting the investigation.

5 EarthGov is indeed instigating investigations into the loyalty of Command Staff throughout all offworld colonies and installations. Players taking part in a campaign where their characters are all senior members of EarthForce may have to endure a piercing investigation by a higher ranking officer and a telepath of P10 or higher. This may cause considerable consternation if they have engaged in acts which may seem questionable when viewed under a certain light (which of course they will be) or if they have heard about the incident on Babylon 5 beforehand. Stationed in an installation with a far lower profile than Babylon 5 itself, they may find their plaintive cries of the investigation depriving them of basic rights fall on deaf ears. If the players are instead EarthForce personnel based on a military or exploratory ship, there may still be some justification for such an investigation if they are engaged in classified or important missions. The Games Master will, of course, know everything the players have done up to this point as well as how they did it – he can use this information via an investigating officer to really make his players squirm in their seats as they are asked penetrating questions that could very well lead to a vital slip. In such cases, the Games Master may be very surprised at how many normally well intentioned players will begin considering the arrangement of an 'accident' to stop the investigators returning to Earth with incriminating evidence. All we can say is that Games Masters should remember that players must answer to the consequences of their actions later on. . .

5 For just a little bit of fun, the Games Master could arrange for low-level players to be in the Casino when a drunk Ivanova starts a brawl. It will do nothing to further any campaign arc but there may just be some players who will take a little pride in being knocked unconscious by Ivanova's right hook!
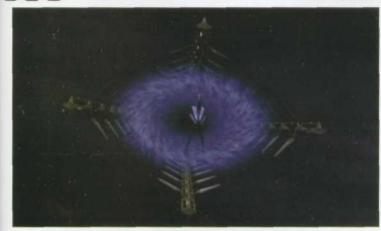
Legacies (September 11th 2258)

The Command Staff of Babylon 5 were on full diplomatic standby to receive a Minbari delegation bearing the body of Shai Alyt Branmer, one of the greatest war leaders of their race. His body was being displayed to all Minbari as the cortège made its way slowly back to Minbar, and Ambassador Delenn was keen to see all courtesies and respects were paid by the EarthForce officers.

Meanwhile in the Central Corridor, an adolescent lurker called Alisa Beldon was stealing trinkets from one of the stalls set up there. Caught in the act by the stall owner, she ran only to collapse a few yards away. Both Lieutenant Commander Ivanova and Talia Winters witnessed this but only the telepath truly understood what had happened. The young girl had just sustained a mind burst. Alisa was developing into telepath and she had to be taken to Medlab to recover.

The ship carrying Branmer's body jumped into Babylon 5 space and, much to Commander Sinclair's consternation, it turned out to be a Minbari warcruiser, the first to ever visit the station. However, Command and Control quickly detected that the gunports of the warcruiser were open, as if it were readying for an attack. Despite having activated the defence grid, Sinclair's communications to the warcruiser were met with complete disinterest by the Minbari commander on board, Alyt Neroon. It was only when Delenn arrived that diplomacy was allowed a chance to work. Travelling with their gunports open, the crew of the warcruiser were not readying their weapons for action but giving an open signal that they carried the body of a great leader, a long standing Minbari tradition. For his part, Sinclair was concerned enough about attending the ceremony where Branmer's body would be viewed, for the Minbari had commanded one of the ships that had destroyed his squadron during the Battle of the Line. However, the war was over and he hoped that by paying respects he could strengthen the reconciliation of Minbar and Earth, and thus show that Babylon 5 was beginning to achieve its intended purpose.

In Medlab, Alisa was recovering from her mind burst with the reassuring help of Miss Winters. Talia managed to discover that Alisa had been living in Downbelow ever since her father had died in an accident a year before while taking a job as a dock worker. As a telepath, and potentially a strong one at that, she began to make arrangements to have the teenager transported back to Earth where she could be trained by the Psi Corps but Ivanova was quick to jump in, stating flatly that Alisa was going no where until the matter of her thieving had been resolved. She hoped to keep Alisa under the station's jurisdiction long enough to find a way for the girl to escape the clutches of the Psi Corp.

All Minbari on board Babylon 5 were present in the Cargo Area as a flyer docked from the warcruiser, carrying Branmer's body. The cortège was led by Alyt Neroon who introduced himself to both Delenn and Sinclair before continuing to make arrangements for the ceremony. In a private moment, Delenn let on to the Commander that the displaying of any war leader's body was highly unusual and that Neroon's clan, the Star Riders, had insisted upon it. She did not agree with the ceremony.

Sinclair's next appointment was with Garibaldi, to discuss the security arrangements around Branmer's body prior to the ceremony, but they were interrupted by Neroon who demanded that all other races, especially humans, be kept away from his leader. Garibaldi, already assigning teams, assured him that everything was in hand but Neroon was adamant – no humans, even for security. Minbari would take that duty in their place – these were his requirements. Sinclair accepted Neroon's wishes but made sure he realised that the Commander of Babylon 5 was not going to take orders on his own station. Neroon, spoiling for a fight, reminded Sinclair of what occurred during the Battle of the Line when the Minbari were very much in command and it may only have been the timely intervention of Delenn who calmed the argument before the two officers came to blows.

Sinclair and Garibaldi were invited to attend the viewing of Branmer's body, along with every Minbari currently on Babylon 5. However, the solemn traditions of the Minbari were shattered as Neroon lifted Branmer's casket, only to discover that the body was missing. The Command Staff of the station were soon thrown into turmoil as this was potentially a political disaster, something Neroon was quick to point out as he threatened to bring the fury of the Star Riders down on Babylon 5 if the body was not found. Asserting her authority as ambassador, Delenn reminded him that it was not the way of the Minbari for a single clan to dictate policy. When the Minbari left, Ivanova approached Sinclair with another problem. She had taken an interest in the fate of Alisa Beldon and told her commanding officer of what Miss Winters had planned with Psi Corps. However, she felt that Alisa should be given a choice and if she had just a little more time to keep the girl

in her jurisdiction, she may be able to explore the options. Sinclair agreed with her sentiments and gave Ivanova a free hand to act as she felt right – he would back her play.

Visiting Delenn's quarters, Sinclair spoke to the ambassador to discover who may have wanted to steal Branmer's body. Delenn assured him no Minbari would dare to dishonour themselves in such a way and Sinclair relented that there may be some humans who might – however, if a group like Home Guard had stolen the body, they would have broadcast the fact almost immediately. Delenn had enjoyed a close and personal relationship with Branmer while he was alive but feared that his death could cause high-ranking members of the warrior caste like Neroon to become more militant.

Garibaldi was having little success in his investigation into the theft of Branmer's body and had been talking to Na'Toth, for it had occurred to him that the Narn government may have a vested interest in embarrassing both the Minbari and the Earth Alliance in one go. Denying everything, she suggested he speak to the one race on the station who might have a very good reason for stealing a corpse – the Pak'ma'ra carrion eaters. Neroon went with him to question the Pak'ma'ra but they too denied involvement. However, Branmer's burial robe had been found outside their quarters and so Garibaldi insisted they all the Pak'ma'ra on the station report to Medlab to have their stomachs pumped and examined. Unfortunately this too drew a blank and no trace of the war leader was found.

Meanwhile, in an altogether more sanitary part of Medlab, Miss Winters was treating Alisa to new clothing, all provided for by Psi Corps. She had been tested for telepathic potential and was now rated as a strong P10. Alisa heard how the Corps takes care of its own and that she would never want for anything again, an attractive proposition to an orphan who had managed to survive a year in Downbelow. However, Ivanova visited Alisa too and explained just what happened to her mother, citing the three choices human telepaths were normally subject to – join the Corps, go to prison or take soul-destroying sleeper drugs to suppress the talent and thus ensure the privacy of mortals. Ivanova promised to look into other options but the first arrived in the unlikely shape of Na'Toth who had heard of a human telepath with no where else to go. She offered to take Alisa to Narn in order to gain her genetic material and so become mother to an entire breed of telepathic Narns. Both Ivanova and Miss Winters were disgusted by the offer but Alisa herself was tempted by the rewards Na'Toth promised until she reached forward with her senses and scanned the Narns mind. She found it dark, cold and alien, the experience greatly upsetting her.

Neroon berated Sinclair for Garibaldi's lack of progress in the investigation, demanding he was replaced immediately. Sinclair tried hard to placate the Minbari, assuring him

that if they needed to take the station apart and put it back together to find the body, that was exactly what they would do. An angry Neroon departed, promising that if Branmer was not found, he would order his ship to take Babylon 5 apart.

Hoping to find another choice for Alisa, Ivanova took the girl to see Delenn. The ambassador explained how telepaths are treated in Minbari society and their role to serve. Despite having been told that she should not scan another person without permission, Alisa peered into Delenn's mind to see what life might be like as such a telepath but instead she saw Minbari bypass the guards protecting Branmer's resting place and steal his body. Delenn closed her mind extremely quickly but Alisa had seen enough. Running out of the quarters, she told Ivanova what she had seen.

Sinclair retired to his own quarters, having been on duty for twenty eight hours without a break because of the crisis with the Minbari. Opening the door, he immediately noticed his possessions had been ransacked before an individual leapt at him from the darkness to assault him. Sinclair fought back long enough to activate the lights only to find he had been attacked by Neroon. The Minbari accused him over organising a cover up, as his were the only quarters that no one would dare search. Having been alerted to the presence, Garibaldi arrived to contradict Neroon – he had searched Sinclair's quarters himself with Delenn present to ensure that no tricks could be played by human or Minbari. A somewhat humble Neroon left, allowing Garibaldi to introduce Sinclair to Alisa who told him what she had seen in Delenn's mind, and that the ambassador had known all along exactly what had happened to Branmer's body.

Garibaldi and Sinclair found Delenn in the Cargo Area, passing what she claimed were personal possessions to another Minbari but a quick examination proved a small urn contained the ashes of Branmer. Forced to tell the truth, Delenn explained that she had felt an obligation to her old friend who had been, at best, a reluctant hero to her people. He never wanted to be a monument to war and had wished for just a simple funeral. It was the Star Riders, led by Neroon, who had subverted his wishes but now his ashes could be taken to Minbar and scattered in space, as he had requested. She could then explain Branmer's disappearance as a true religious mystery, a transformation of his physical form so he could take his place among the gods. Unfortunately, Sinclair had now put this plan in jeopardy, more so as a rift had begun growing between the warrior and religious castes of Minbari and their differences could become all the greater if it were made known what Delenn had done. However, she was prepared to honour Sinclair's position if he would honour hers. She promised to talk to Neroon and explain, in her own way, what had happened.

In her quarters, Delenn told Neroon the truth about Branmer and instructed him to take no retributive action in

no uncertain terms. Neroon had ignored the war leader's wishes despite knowing the funeral he had wanted, showing great disrespect. Delenn ordered him to stop the charade there and then – or the Star Riders would be destroyed, dishonoured by his actions. In this she spoke not for herself, but the entire Grey Council. Neroon was instructed to support her public statement that Branmer's body was transformed and also to apologise, in private, to Sinclair for his behaviour on Babylon 5. Reluctantly, he agreed.

Apologising to Sinclair, he admitted that he had no cause to attack the Commander or threaten the station, and was shamed to admit his feelings for Branmer had clouded his judgement. Sinclair was gracious, pleased to have the opportunity to speak with Neroon diplomatically once more. He offered to send a message of respect to Minbar, a testimony to Branmer of his courage and ability in battle. Neroon was astonished that an EarthForce officer would do such a thing, especially one who had fought on the Battle of the Line. He considered it a great kindness and surmised that perhaps there had been some small wisdom in letting the human species survive after all.

Alisa finally decided to go with the warcruiser to Minbar, rather than accept the options offered by the Psi Corps, much to the delight of Ivanova. Miss Winters was less pleased but she admitted that Alisa could help become an instrument of communication between human and Minbari, something Delenn whole-heartedly agreed with. Ivanova and Miss Winters had also begun to resolve their differences, despite their argument over Alisa and the two began to talk more openly than they had before.

Before Alisa boarded the flyer that would take her to the warcruiser, and then on to Minbar, Sinclair bade her a safe voyage. He asked if she had seen anything else of Delenn's thoughts while she performed her scan. Just one word, she told him – 'chrysalis'. Neither had any idea what that might mean or why Delenn would be thinking it though Alisa admitted that the ambassador had closed her mind extremely quickly when she had touched upon that. Alisa departed for Minbar, leaving Sinclair to wonder just what Delenn had really been thinking.

Shai Alyt Branmer

Originally born into the religious caste, Branmer became a brilliant tactician and general upon the death of Dukhat and was instrumental in driving human forces all the way back to Earth and the Battle of the Line. However, many Minbari of the religious caste believe that, despite his victories, a great general was the last thing Branmer wanted to be for he had once been a High Priest and, though he had faith in the rightness of the war against Earth, he remained a priest in his heart. When the religious caste gave the order for the surrender of all forces during the Battle of the Line, Branmer accepted but many other Minbari did not. One captain in particular, Sineval, committed suicide rather than face the shame, and so became a martyr to his

own crew on a ship known as the *Trigati*. Branmer's own surrender led the way for many other Minbari captains and so ensured the order to cease firing during the battle was obeyed.

Scenarios and Campaign Hooks

⑤ All Minbari on board Babylon 5 will be expected to attend both the arrival and the viewing of Branmer's body. If they are unable or unwilling to do so, they may well later receive a visit from either Lennier or even Delenn if they were of sufficiently high standing, and a good excuse will be expected. However, if a Minbari player is beginning to get involved in the growing rift between the warrior and religious castes, this could be an opportunity for the Games Master to force him to take sides, or at least make his allegiance known. It would also be a good time for warrior caste Minbari to gain an audience with Alyt Neroon who, they may have heard, is fast gaining position and status within his clan and Minbari society in general. As Neroon will continue to have a significant effect upon all Minbari in subsequent years, it may be beneficial to introduce him early on, especially if the Games Master plans to involve his players in the strife between castes.

⑤ The dispute between Miss Winters and Ivanova over an emerging telepath can easily be played between players if one is a staunch and loyal member of the Psi Corps. By this time in 2258, the Games Master should have laid the groundwork to suggest that not everything is quite right with the Corps and, perhaps, the only players who will feel it is any force for good will be those who belong. The use of an adolescent orphan who is just coming into their talent works well, as the players will likely have no one else to turn in order to resolve the issue and a little inter-player disagreement is usually a good thing. It allows them to explore them own characters, will set a pecking order within their group and could lead to some interesting rivalries or even retribution between them in the future.

A Voice in the Wilderness (September 27th 2258)

Seismic disturbances from Epsilon 3 caused some consternation to the Command Staff of Babylon 5. As Lieutenant Commander Ivanova said, normally there might be no cause for alarm but the station was in orbit around the planet. Shuttle 1, commanded by Dr Tasaki, was prepped and launched with a science team for a routine survey to determine the cause of the seismic activity. The mission turned out to be anything but routine however. As the shuttle entered a low orbit to begin its surveying run, a powerful burst of energy blasted from deep within planet's surface, temporarily off-lining the electronics of the shuttle, Babylon 5 and every ship in the vicinity. Though Babylon 5 recovered from the disruption, the shuttle's control systems were fried by the energy and it had to be rescued by two Starfuries. The energy pulse continued to be generated by the planet, targeted into deep space.

The Command Staff of the station were mystified as to what had happened from the planet, as Epsilon 3 had always been presumed to be both lifeless and inert – now it seemed as if it might be neither. Dr Tasaki theorised that the seismic activity had triggered an ancient defence system and Ivanova's best guess after the energy pulse had been analysed was that it might be a beacon or other signal, despite its intense power.

Commander Sinclair authorised another scientific exploration of the planet, though under much tighter protection. He was concerned about events elsewhere in the Earth Alliance. The Daily EarthForce Status Report had been received as usual on Babylon 5 but on this day, no

information was present from the Mars Colony. Normally, the dispatch would always carry at least something about the status of the colony unless military exercises were in progress but nothing had been scheduled. At first, it was put down to a simply glitch within the status report but a late breaking ISN report soon reached the station, announcing that an open revolt had erupted on Mars Colony, aimed at the Earth-appointed provisional government. EarthForce troops from Syria Planum were already moving in but while there were just a few skirmishes within the capital, heavy fighting had broken out beyond. The separatists were demanding independence for the Mars Colony, stating their world would never be free until 'the sands run red with Earther blood.' Though Sinclair no longer had any friends or family on Mars, it still pained him to see the place where he was born succumb to this level of violence. It was after he saw the ISN report in his quarters that he witnessed an apparition – an alien of a race he had never seen before, asking him for help. Within seconds it was gone, leaving him to doubt his own eyes.

Ambassador Delenn was greeted at her quarters by Draal, an old friend and mentor from the religious caste. They spent several hours catching up with one another, and she heard how life was beginning to change on Minbar. Draal did not know when or how their society was changing, and supposed it had happened after the death of Dukhat, or possibly after the Earth/Minbari War but there was a noticeable and growing division between the religious and warrior castes. The race as a whole seemed lost, and self-involvement was beginning to take precedence over the needs of others. Draal had therefore chosen to go to the sea of stars, to travel the galaxy in the hope of finding a purpose, a way to serve, before he died. Though this distressed Delenn, he no longer believed he could do this among his own people.

Security Chief Garibaldi had been trying desperately for the whole morning to get a clear communications channel to the Mars Colony and had been singularly unsuccessful. The colony had been placed under a complete communications blackout by EarthForce and even his high security clearance could not get it lifted. Trying another approach, he located Talia Winters to ask for her help. He explained that an old girlfriend, Lise Hampton, had been living on Mars when the fighting started and he was desperate to know whether she was safe or not. He knew that Psi Corp had an intelligence and training centre based in Syria Planum, and hoped that she could use her influence to gain her a clear communications channel. Talia sympathised with Garibaldi's situation but he was asking a great deal of her. She agreed to try but warned him that she could make no promises.

Ivanova warned the shuttle crew to exercise extreme caution on their next trip to Epsilon 3, even though she had assigned four Starfuries to escort them. However, as the shuttle dipped into the thin atmosphere to take closer readings, alarms rang out as a salvo of missiles, again launched from beneath the surface of the planet, rocketed upwards and struck it. The shuttle experienced immediate power loss and began to roll out of control as more missiles climbed from the surface on an intercept course. The escorting Starfuries, unable to enter the atmosphere fired shot after shot from their uni-pulse cannon in an effort to disrupt, if not destroy, the missiles. Dr Tasaki finally managed to regain control of the shuttle and, hitting its afterburners, managed to climb out of the atmosphere where he was, again, rescued and towed back to Babylon 5 by the Starfuries.

Back on the station, Dr Tasaki began analysing the data he had managed to collect from Epsilon 3. No lifeforms and no structures had been detected in the survey run but he had found the fissure from which the missiles had been fired. He theorised that while the fissure had been opened by seismic activity, it was actually artificial. The missiles had been fired from a location about five miles deep within, though he still believed it was an ancient defence system. Sinclair ruled that this was a potential First Contact situation and so made arrangements for the two senior officers of Babylon 5, himself and Ivanova, to visit the planet and see what lay there.

While orbiting Starfuries rained fire down through the atmosphere to distract the oncoming missiles, Sinclair piloted a shuttle straight through the planet's defences and into the fissure. Four and a half miles down into the darkness, he and Ivanova found an opening that was clearly artificial. Guiding the shuttle in, they were astonished to find a fully functioning landing grid. Still no life signs were detected though they managed

to determine that the atmosphere this far down was heavily concentrated with carbon dioxide. Fitting breather masks, they began to explore the tunnels leading away from the landing site. They soon chanced upon a body of an alien, though it was clear it had been there for possibly centuries. Sinclair suspected a trap at this point and so threw a rock past the alien. The corridor erupted into sparks of energy that would have lacerated them if they had attempted to cross the area. Throwing more rocks in, Sinclair was able to gauge the recharge rate of the trap and so allow them to pass. Moving deeper into the tunnels, Sinclair and Ivanova came across an amazing sight. They crossed a bridge across a huge vertical shaft, stretching miles down into the planet, lined with gigantic active machines of incredible technology.

Delenn took Draal to visit Ambassador Mollari to introduce him to the Centauri. Mollari had earlier received a visit from the same alien apparition Sinclair had witnessed but was now more preoccupied with his studies of Earth culture. Building up to one of his customary rants, he complained about the mass of contradictions in human society, specifically with their music. With over six thousand years of history containing great composers and brilliant symphonies, why was it that they taught their children a rhyme known as 'Hokey Pokey?' He had been studying the rhyme for over seven days, adapting his computer system to analyse it. At the end of all his efforts, he was forced to conclude that it did not actually *mean* anything!

In Command and Control, Garibaldi was worried for Sinclair and Ivanova, for they had not received a signal from the planet for over two hours. Talia visited him to let him know that while she had been unable to gain a communications channel to Mars through Psi Corps, she had managed to persuade them to run a check on the survivors list collated from citizens during the fighting. Unfortunately, Lise was not among them.

A signal was finally received from the planet and for the first time, Sinclair was able to broadcast just what he had found beneath its surface. He related discoveries of whole new areas of technology, with machines as large as buildings, until an increase in seismic activity broke communications.

Within the tunnels riddling the planet's surface, the shifting ground caused a cave-in that blocked off Sinclair's and Ivanova's route back to the shuttle. With little choice, they continued exploring, hoping to finds another way back top the landing grid. Instead, they both saw the apparition of an alien, the same being that Sinclair had seen on the station, but this time it directed them through the tunnels until they came to a large chamber. Inside was a huge machine into which the physical body of the alien was strapped. Awakening upon their arrival, the alien begged them for help, warning that if they did nothing, all their people would die. With their air supply beginning to run

low, Sinclair and Ivanova worked quickly to free the alien and managed to find an alternate route back to their shuttle. Signalling Babylon 5 to provide cover from the still orbiting Starfuries, Sinclair also alerted Medlab to be put on stand by to treat the alien.

The EarthForce heavy cruiser *Hyperion*, commanded by Captain Ellis Pearce, jumped into Babylon 5 space without warning, immediately broadcasting to the station that they were now taking control of the situation involving Epsilon 3. While the alien was being stabilised in Medlab, Sinclair met Captain Pearce and demanded to know just what the EarthForce officer was doing on Babylon 5. Pearce explained that he had be rerouted from a prior mission by orders from the Office of Planetary Security back on Earth, instructing him to take command and ensure human interests were protected. Sinclair's initial reports from the planet had been monitored and Pearce was sure the civilian and military applications of the technology found there were limitless. However, as Babylon 5 was in neutral territory, force would be needed to defend any new discovery when alien governments began to stake their own claims. He was determined to stop any alien delegation landing on the planet and protect Babylon 5 when their governments reacted – it was a simple show of force. Sinclair criticised the heavy-handed way in which Pearce had entered the situation, as he felt it was just going to make his own job harder on a diplomatic station whose purpose was to resolve differences peacefully.

ISN managed to broadcast a further report from Mars and it appeared as if President Santiago was bowing to pressure to use force to crush the ongoing revolt. Elite troops were already en route to the battle zones, an action approved by many both on Earth and on Babylon 5 who felt that many of their taxes went to fund the colony.

Seething over the presence of Pearce and the Hyperion, Sinclair contacted Senator Hidoshi in the hopes of properly reasserting his authority. The senator explained that since the Earth/Minbari War, there were many in EarthGov who had become obsessed with the acquisition of new technology and now it seemed they would have the chance to get it. Sinclair pointed out that the President had previously guaranteed him final jurisdiction over Babylon 5 and neighbouring space and until he was told otherwise by the President, that was the assumption he planned to stick to. Hidoshi suggested that he might be able to get Pearce to share jurisdiction in the short term but, with the trouble on Mars, further intervention on his part would prove extremely difficult.

Sinclair was urgently called to Command and Control by Ivanova, as shuttles and Starfuries had been launched by the Hyperion to approach the planet, though they were being repulsed by the defensive systems located beneath the surface. Ivanova was concerned that the weight of fire being targeted at them was much heavier than she and Sinclair had experienced, and there seemed to be a definite

escalation in the response. Sinclair immediately contacted Pearce, demanding to know just why a team had been dispatched without his authorisation. Knowing he was unlikely to get very far with the Captain, he deliberately tried to mislead Pearce by telling him that the reason his craft could not break through the defences was that they did not have a properly encoded jamming device. When Pearce demanded that Sinclair turn over the jamming device, he claimed that it was currently undergoing repair. It was a gamble but he hoped his lie would keep Pearce from approaching the planet until his own officers had begun to determine just what was happening on Epsilon 3.

Ivanova had been monitoring the seismic activity on the planet and had noticed an increase in the disturbances when the *Hyperion's* craft had approached to attempt a landing. It seemed to be generated directly at the planet's core and, if it continued, she projected that Epsilon 3 could actually break apart and explode. The *Hyperion* was free to move away if the situation deteriorated – Babylon 5 could not.

Further remote surveys of the planet revealed that the crust was honeycombed with passages and a network of highly advanced fusion reactors, some as much as five to ten miles across, producing incredible amounts of power. They all seemed to form a doomsday device, and were moving towards critical mass, likely destroying themselves and the planet within forty eight hours. However, there was no way Babylon 5 could be evacuated in less than five or six days. Sinclair guessed that the system on the planet was now on automatic because the alien they had rescued was no longer in control. Meanwhile, Ivanova had a rather terse but informal meeting with Mollari, who had heard the rumours of a major discovery on Epsilon 3 and that an alien had been brought back to the station. He was keen to ensure the Centauri Republic gained an equal share in any new technology found on the surface, as his government had contributed substantial amounts of money to the construction of Babylon 5.

Draal, with Delenn following in his footsteps, heard a voice calling him to Medlab where the alien was recovering. Franklin insisted that they leave as his patient was now comatose but was surprised when the alien, who introduced himself as Varn, roused himself to speak with Draal. He warned that no one should approach the planet, or it would explode without 'another' there to control it.

Franklin duly relayed this to Sinclair but unfortunately Captain Pearce had managed to figure out there was no jamming device needed to approach Epsilon 3, as he was deploying yet another expedition. When Sinclair warned him of what Varn had said, Pearce dismissed it as coming from a source who had every reason to lie in order to stop them landing on the planet, and his own experts did not agree with Command and Control's analysis of the fusion reactors building to critical mass. Seeing no alternative, Sinclair prepped Delta and Zeta Wings to launch and form a planetary blockade with the intention of stopping

the *Hyperion's* craft by force if needed. As far as he was concerned, if Pearce went down to the planet, everyone on Babylon 5 would be dead anyway, and so he had little worry about a court martial for attacking Earth Alliance craft. Pearce was forced to back down and recall his ships.

It was at this point that Babylon 5's jumpgate activated and a new ship entered the system, huge and of an unknown alien design. It immediately engaged powerful scanning systems and accessed the language and translation files of both the *Hyperion* and Babylon 5. A signal was then broadcast to both, revealing an alien of the same race as Varn, claiming that the crew of the ship had been searching for Epsilon 3 for over five hundred years. The beacon had called them to the planet which they considered their property. The Hyperion and Babylon 5 had ten hours to move aside or be destroyed. Before Sinclair could respond with any kind of diplomacy, Pearce answered, warning that Epsilon 3 was under Earth's jurisdiction and the aliens just nine hours to withdraw or face deadly force.

Sinclair went to Medlab to speak with Varn. The alien told him that the planet did not belong to the recent arrivals for they were violent outcasts banished from their society centuries ago. The technology of the Great Machine had been hidden from them on Epsilon 3, as it was not for them or this time. The rest of his people were dead and now he was the last guardian and protector of the planet, watching humans build Babylon 5 in orbit and go about their daily business. Without a guardian, however, the planet would destroy itself, and in built failsafe installed centuries before to ensure the Great Machine beneath its surface never fell into the wrong hands. Continuing his analysis of the alien, Franklin informed Sinclair that Varn was indeed dying.

Wanting to know what the Minbari had learned from Varn, Sinclair visited Draal and Delenn. Draal admitted that Varn had appeared to him as an apparition earlier in the day and, from Sinclair's reaction to this, guessed that the Commander had witnessed the same thing. Returning to Command and Control, Sinclair left the Minbari to discuss their own thoughts. Delenn knew what Varn had meant by needing 'another' to act as guardian to the Great Machine, and so did Draal. He guessed that Varn was unable to ask directly, but someone else would have to go down to the planet. Unfortunately, Ambassador Mollari had overheard Draal's musings and he suggested that the three of them talk. Mollari revealed that Varn's apparition had appeared to him too, and Draal told the Centauri that he could be of great service if he were willing to take risks. Mollari had already guessed the stakes of what he was about to do – if all three of them went to the planet, it was certain that one would not return. As a young Centauri noble, he had once sworn that he would die on his feet doing something noble and futile. It was, perhaps, not such a fanciful dream after all. Creating a distraction in Blue 7 to draw away security forces from Medlab, the three of them took Varn and carried him to Mollari's personal shuttle.

The alien ship had successfully jammed all long-ranged communications, cutting Babylon 5 off from Earth Central. Pearce demanded that if it came to battle, Sinclair should co-ordinate his fighter squadrons with those of the *Hyperion*, as together they would have a chance of defeating the intruder. Reluctantly, Sinclair agreed.

Command and Control tracked Mollari's shuttle as it left the station and headed towards Epsilon 3. The aliens saw it as well and immediately opened fire. Pearce retaliated, launching his fighters and bringing the *Hyperion's* guns to bear. Sticking to his promise, Sinclair launched Babylon 5's fighters, closing the station's blast doors as battle began to rage outside. As the alien ship closed range, he ordered Babylon 5's defence grid to add its weight of fire too. Tracking the rogue shuttle, Ivanova was amazed to see that the planet's defences did not fire as it descended towards the fissure.

Garibaldi, thinking that maybe hijackers or tech stealers had gone to Epsilon 3, took another shuttle in pursuit. Finding Mollari's shuttle on the landing grid within the fissure, he made his way through the tunnel system and was surprised to discover the Centauri Ambassador, Delenn, Draal and Varn within the chamber containing the life support system for the guardian of the Great Machine. Draal explained that the Great Machine needed a mind to control it or the planet would destroy itself. He had chosen to take Varn's place

– finally Draal had found a way to serve others. He had done all he could on Minbar but had finally found a reason for existence that would continue to give his life meaning here on Epsilon 3. For him, there was no higher calling.

In orbit, Babylon 5 was beginning to sustain damage fro the attacks of the alien ship which was successfully manoeuvring to keep the station between it and the *Hyperion*, thus denying the Earth Alliance cruiser the chance to use its formidable weapons batteries. The entire forward section of Babylon 5 had taken very heavy punishment but as the alien ship came about for another devastating attack, a powerful energy burst from the planet flooded near space, disabling the station and the two warships. Using a holographic projector, Draal appeared as an apparition in Command and Control and the bridges of the ships. He told all three that the planet belonged to none of them and its secrets must remain kept as they would grant any race an incredible advantage. Thus, it was in the interests of all that none should have them. Draal entrusted the safe-keeping of the Great Machine on Epsilon 3 to the Babylon 5 Advisory Council, charging them with ensuring the planet was left alone. However, he warned that if the Council proved insufficient to stop any landings, the defence systems of the Great Machine were now fully operational. Any ship approaching the planet would be destroyed.

When Draal's holographic projection disappeared and power was restored to the station and ships, the aliens immediately started to move towards Epsilon 3. A powerful beam weapon lanced from the planet's surface, cutting the alien ship apart and destroying it within seconds.

Back within the Great Machine, Delenn said farewell to her friend. Varn did not have much time left before he died but he promised to watch Draal until the end. He assured Delenn that the Great Machine would extend Draal's life many times over, as it had for him, allowing him to see all the tomorrows and touch the very edge of the universe with his thoughts. It was truly a wonder.

The *Hyperion* left Babylon 5 to continue its original mission. Captain Pearce had received a communiqué from EarthDome, confirming President Santiago's wish that Sinclair had jurisdiction over Epsilon 3. He passed his regrets to Sinclair for overstepping his authority. Meanwhile, Garibaldi had managed to get a secure communications channel to the Mars Colony now the fighting had begun to die down and the provisional government was gaining the upper hand. He had managed to track down Lise, who had been slightly wounded in a crossfire though she was well on her way to recovery. Garibaldi had a few weeks leave due to him and offered to take them on Mars, so he and Lise could begin to pick up where they left off. However, she interrupted him. Lise had already married to a man named Franz, and they were expecting their first baby.

Delenn and Garibaldi met in the Observation Dome, both seeking to find solace in the stars for their respective losses. Garibaldi asked her why she had not come to the Command Staff when she had worked out exactly what Varn was after. Delenn replied that if they had, Sinclair would now be the one in the heart of the Great Machine, for he too was looking for a purpose in life. However, she could not have allowed him to do it, for his destiny lay elsewhere. As to why she had permitted Mollari to go instead, Delenn told Garibaldi that they had made an exchange of promises and she now owed the Centauri a great favour, one that he would one day no doubt come to collect.

The Sea of Stars

Going to the Sea of Stars is a thousand year old tradition among the religious caste of the Minbari going back to the actions of Valen himself. Life for any Minbari is one of service, acting for the greater good of those around rather than furthering selfish ends. This often leads to a life restricted purely to Minbar, albeit without question or hesitation. However, as a Minbari reaches the end of his life, he may feel the urge to leave his homeworld and explore the rest of the galaxy, spreading compassion to other worlds, even to non-Minbari if his voyages carry him beyond the borders of the Federation. This is rarely looked upon as dishonourable by other Minbari after a lifetime of

service and so he will likely receive aid and free travel to help him travel to the Sea.

First Contact Protocol

Instigated after the Earth/Minbari War, the First Contact Protocol is an attempt by the Earth Alliance to never again repeat the dreadful error that came so close to wiping out the entire human race. All EarthForce officers of Commander rank or higher are trained in and authorised for First Contact Protocol, though some may qualify for it earlier in their careers. It is a set of regulations and directives governing behaviour and action whenever encountering a new alien race for the first time, all designed to take every precaution in avoiding the provocation of hostilities, whether unintentional or not. Officers will be trained to make themselves understood to alien races even when no common language exists, adopt non-threatening postures and instructed how to manoeuvre spacecraft in a manner that is almost impossible to misconstrue as hostile.

Only senior officers are permitted to engage in First Contact Protocol, and so it is not unusual to find Commanders and Captains putting themselves in harm's way when encountering a new race. Despite the huge amount of resources invested in their training, even these relatively senior officers are to be considered expendable if a threat should arise, rather than risk the human race once more through the misuse of gunboat diplomacy.

The First Contact Protocol is taken extremely seriously by EarthForce, even ten years after the war. The painful lessons learnt during that conflict have had the effect of ensuring that extraordinary measures were taken to find peaceful solutions to any potential problem with an alien race. The Babylon Project was initiated to further the cause of understanding between humans and races they had already encountered, while the First Contact Protocol has been put in place to provide a tried and tested system to lay the foundations of diplomacy with new races.

The Mars Revolt

The rebellion on Mars Colony in the latter part of 2258 took the Earth-appointed provisional government completely by surprise. Organisations such as Free Mars had become increasingly more militant over the preceding years but no one in authority ever guessed they were as numerous, well organised or dedicated as they proved to be when the revolt started.

Achieving total surprise outside of the capital on Mars Colony, regular security forces were swept aside by co-ordinated Free Mars combat squads as they made their way to secure vital strategic transit points and armouries, equipping themselves with EarthForce issue weaponry as they went. Despite a sharp increase in terrorist activity before the revolt actually began, it was some hours before frontline troops were deployed against them from Syria Planum, with reinforcements being transported from Earth.

Analysts later put this down to a political unwillingness on the part of President Santiago to fight open battles on the colony but as the death toll increased, he had little choice but to put down the revolt with force.

Despite the preparation Free Mars had made before initiating the revolt, its combat squads were no match for disciplined EarthForce soldiers and they were quickly destroyed, with the fighting abating in just two days. Less than two hundred civilians were killed in the battles and skirmishes, though many more were injured. Free Mars activity almost died away after the revolt but few held any illusions that the organisation was permanently destroyed, and it was less than a month before the first terrorist bomb was detonated in the capital of the colony. Predictably, credit for the explosion was claimed by a resurging Free Mars – EarthForce intelligence agencies began to redouble their efforts in stamping out rebel activity once and for all.

Defences of Epsilon 3

As a matter of course, Command and Control on board Babylon 5 would not normally authorise any landing on Epsilon 3 before September 2258, though this was more to protect visitors than safeguard any secrets. The planet is barren, has a poisonous carbon dioxide atmosphere, and possesses no outpost or installation from which to ensure a safe landing or find aid if stranded. After September 2258, Draal's proclamation that no one should approach the planet will be strictly followed, and Babylon 5's Starfuries will pursue any craft trying to break this embargo. If that should fail, Draal will have no hesitation in using the Great Machine's considerable arsenal to destroy any intruder.

In game terms, the Great Machine can destroy any spacecraft within one round with a maximum range that exceeds Babylon 5's orbit, though he will normally wait until it is clear that a) the intruder is, in fact, trying to force a landing and b) Babylon 5's forces have failed to stop them. Games Masters should make it clear to their players that any landing on Epsilon 3 will not be tolerated and any attempt will result in their deaths. As Varn said, the Great Machine is not for them and not for this time.

Scenarios and Campaign Hooks

Sinclair and Ivanova travelled to the Great Machine on Epsilon 3 at great personal danger in order to enact the First Contact Protocol if needed, and this is a hook that can easily be used for players who are taking the part of ranking EarthForce officers. An entire story arc in a campaign can be constructed around efforts to find, encounter and then befriend a new alien race of which humans have had no prior experience. Players will have to think on their feet during such scenarios as the slightest wrong step could precipitate violent actions from aliens who believe they are under threat. The players should be made aware of the events that started

the Earth/Minbari War so they may better understand what is at stake in this kind of diplomacy. This kind of story arc may be tied to a far greater campaign theme, if it is necessary for the players to not only safely encounter the aliens but also convince them to become allies to EarthForce, in order that they may later aid humans against a threat elsewhere in the galaxy. This may be something as simple as an aggressive government in the League of Non-Aligned Worlds making a grab at Earth Alliance systems during a crisis when few EarthForce military ships can be spared, or something more subtle such as being able to provide an advanced technology that can potentially provide a cure for a plague that is sweeping through a human colony or outpost.

Any players on Mars Colony during September 2258 are going to be in for a rough time, even if they are not allied with either Free Mars or the provisional government. The Mars revolt was not a case of a few militants trading shots with security forces – this was a full blown battle where it was necessary to use EarthForce soldiers and patrolling spacecraft high in orbit. During this time, the players may be contacted by a corporation extremely nervous at having a battle on its front doorstep. Hired to secure vital assets or personnel threatened by the fighting the players may find their lives become a lot more complicated if they discover the corporation has been secretly funding Free Mars and the assets they have been asked to secure are actually evidence that proves this involvement. They will then have the chance to turn this over to Earth officials and so earn a permanent enemy within the corporation, or ignore their morals and simply take the money – which will make them accomplices.

A major story arc can be constructed from the Mars revolt if the players a sympathetic to, or even members of, Free Mars. It is important to realise that not every member of Free Mars is automatically a violent terrorist and even those who perform violent acts may take great care in ensuring no innocent civilians are hurt by their actions. From their point of view, they have a legitimate right to independence and will no longer tolerate being ruled by a remote Earth who cares little for the civil rights of Mars-born humans. The players can actually take part in the planning of the revolt, investigating and assessing potential targets, identifying key EarthForce personnel and assigning other members to combat squads were their skills and abilities will be used to the best effect. This need not be a campaign revolving around 'evil' characters, as the players will have every opportunity to avoid civilian deaths, and the Games Master can provoke a lot of moral dilemmas by continually forcing the players to choose between furthering the goals of Free Mars and completely avoiding the bloodshed of any innocent. In any event, big things will eventually happen on Mars and the players may find themselves directly helping events that will shape the entire galaxy as they work towards gaining their independence.

Babylon Squared (November 14th 2258)

An unusual source of tachyon emissions was detected in Sector 14 of the Epsilon system, some distance from Babylon 5, and Starfury Alpha 7 was dispatched to investigate. As the pilot approached the source, he began to notice very strange readings on his scanners of a type he had never witnessed before. His transmissions to Command and Control began to break out as bursts of tachyon emissions swept over his craft and when he managed to gain a visual sighting of the anomaly, his last message received was 'that can't be, just can't be!' All contact with the pilot was then lost.

The homing beacon on the Starfury should it subsequently returning to Babylon 5 but still no contact could be raised, and it was supposed that the tachyon emissions, which were still continuing, had blown his communications systems. Three hours later when the Starfury returned to Babylon 5, the pilot remained silent and instead of docking, he just hung in orbit alongside the station. Scans of the fighter should no structural damage but no life signs were visible either – the pilot was clearly dead. When the Starfury was towed into Babylon 5, Franklin was able to determine that the pilot had died of natural causes. This may not have been strange in itself but the natural causes were old age, and Franklin discovered that though the pilot was thirty years old, his internal organs were those of a man three times that age. He had apparently managed to place his Starfury on autopilot in order to return to the station but had died during the voyage. Commander Sinclair immediately ordered all traffic to be routed clear of the affected area and had Security Chief Garibaldi thoroughly inspect the Starfury for any clues as to what had happened.

Meanwhile, Ambassador Delenn left Babylon 5 on board her personal flyer. Refusing a pilot and entrusting to the craft's autopilot, she entered the jumpgate and later emerged in deep space, far from any major trade routes. There she waited, calmly meditating for the arrival of another.

Garibaldi had not managed to discover any conclusive reason for Alpha 7's death but he managed to uncover a flight strap that had the legend 'B4' scratched into it, presumably by the pilot before he died. The most obvious explanation was that he had tried to tell them something about Babylon 4, but that station had disappeared without trace in 2254. However, Sinclair had already performed his own quick investigation and noted that the source of tachyon emissions was in the same exact location of Babylon 4's disappearance. Possibly, the same thing that had happened to Babylon 4 was happening again. Then, Command and Control received a distress call from Sector 14.

Before receiving the distress call, Sinclair accessed Babylon 4's Secure Code from the computer archives in order to verify the source of the transmission. Secure Codes were impossible to falsify, a measure that had been introduced after the Earth/Minbari War, and they confirmed that the distress call was indeed from Babylon 4. With some trepidation, Sinclair answered the distress call. The broadcast was made by Major Krantz who was asking for assistance. Babylon 4 was apparently caught in some kind of flux and, having taken damage, had its power output reduced to thirty percent. Nearly thirteen hundred crewmen were still on board and he asked for aid in evacuating them before the transmission broke up due to another tachyon burst in the area. Sinclair had been careful not to mention he was from Babylon 5 but Garibaldi refused to believe that the distress call could have been genuine. However, Ivanova's quick check of the date stamp on the distress call that showed it to be four years out of date appeared to demonstrate otherwise.

Moving quickly, Sinclair prepped the pilots of the shuttles and escorts chosen to conduct the evacuation of Babylon 4. This was a volunteer mission, as one man had died already and they had no idea what the concentrated tachyon particles would do to the Starfuries and shuttles. No one backed down, and Zeta squadron quickly launched to escort the first wave of five shuttles that would begin the evacuation.

Far away, Delenn was awakened from her meditations by a quiet alarm. A Sharlin warcruiser had arrived in her vicinity and she docked with the massive ship. She was taken into the Great Chamber where she took her prepared place

among the Grey Council. The spokesman for the Council lamented that too long had Delenn been away, though her mission had been a necessary one. However, it had been ten years after Dukhat's death, ten years the Minbari had been without a leader and now the time for mourning was over. They now had to choose a new leader. Of all the nine members of the Grey Council, it had been Delenn who had travelled the most, seen the most and learned of other species. She was the natural choice to take Dukhat's place and become leader of the Grey Council. Her work on Babylon 5 now at an end, she would stay on the warcruiser and carry out the great honour bestowed upon her. Delenn protested that her work on Babylon 5 was not complete and, more than that, the calling of her heart was to serve, not to lead. The Grey Council was adamant, however. For the good of all Minbari, she had been selected to become their new leader, taking the place of Dukhat ten years before.

The Babylon 5 evacuation force approached the source of tachyon emissions and, before their eyes, Babylon 4 materialised before them. Crossing through a powerful distortion field, the shuttles docked with the station and Garibaldi and Sinclair both entered the docking bay to determine what had happened. They were almost immediately fired upon by a man obviously crazed and thinking they were some kind of enemy. He was desperate to get off the station but his continued PPG shots kept Sinclair pinned down until Garibaldi was able to safely subdue him. Major Krantz quickly arrived with a security team to take the man into custody and he greeted them to his station. Sinclair told him they had come from Babylon 5 but this did not seem a great shock to Krantz – moreover, it seemed to confirm his worst fears.

Before he could elaborate further, the entire station rocked as another powerful tachyon burst swept through it. Sinclair experienced a flash, and suddenly he found himself on board Babylon 5. The station was in ruins and people crowded the corridors in an effort to escape to waiting ships. A running battle was taking place and the security force, led by Garibaldi, was fighting a desperate but losing battle against a powerful enemy that was sweeping through the station.

Just as suddenly, the flash passed and Sinclair found himself back on Babylon 4. Disorientated by his experience, Krantz explained to him that such flashes were common on the station and they were different for everyone, seeing themselves either forward or backward in time. It seemed as if everyone on board Babylon 4 had become unstuck in time, and it was imperative that they be evacuated as quickly as possible. Sinclair gave the order for the thirteen hundred strong crew

on board the station to begin boarding the shuttles, though he knew it would take several round trips between the two Babylon stations to evacuate them all.

Back on the Minbari warcruiser, Delenn consulted in private with one of her oldest friends in the Grey Council. She had strong reservations about taking the leadership of her people, even though no one had refused the honour for a thousand years. But she had to follow the calling of her heart and remain on Babylon 5, where she could play her part ion the events that would inevitably come. She ordered the Grey Council to reconvene to discuss the issue, a measure unheard of in Minbari history.

Major Krantz explained to Sinclair what he believed had happened to his station. Within twenty four hours of Babylon 4 going online, his crew had begun to notice discrepancies in the time track system, though they initially put it down to a simple computer error. Then, all hell broke loose as the station disappeared and they all became unstuck in time. After that, something else unusual happened. Krantz took Sinclair to meet an alien they had captured wandering the station. The alien was of an unknown species but spoke English and said his name was Zathras. As they entered the holding cell to meet the alien, Zathras immediately stood up and seemed to recognise Sinclair, though he quickly sat back down saying 'not the One' over and over. Neither Sinclair nor anyone else present could work out just what the alien had meant by that. However, Sinclair began to question Zathras and learned that he was part of a group that was fighting a great and terrible war elsewhere in time. They needed Babylon 4 to serve as a base of operations, on the side of light as Zathras described it, or else they would face total defeat. They were led by 'the One' and while they faced the end of everything in the war, the station would allow them to rally their forces and strike back at the heart of darkness. Zathras had no idea of whether Babylon 4 would be pulled forward or backward in time to serve in this war but it was clear he

greatly respected the One – 'we live for the One. We would die for the One.'

The interrogation was interrupted by a security team reporting to Krantz, simply saying 'it's back.' Zathras took the opportunity to follow Sinclair, Garibaldi and Krantz to the station's Central Corridor where they saw a figure in a blue pressure suit materialise before them. The figure seemed to be in pain and Zathras introduced it as the One. He told Sinclair that the One had deliberately stopped the time shift surrounding Babylon 4 so the crew could safely evacuate. Intrigued, Sinclair approached the figure and reached out to help it. As their hands made contact, Sinclair was suddenly thrown back by a powerful energy burst that propelled him several feet away. He was stunned but otherwise unhurt, and Zathras took advantage of the distraction to break free of his accompanying security guards, rushing forward to pass a small object to the One, who promptly disappeared. Quickly restrained by his security guards once more, Zathras warned Sinclair and Krantz that they must leave the station now, for they had no more time and risked being trapped on Babylon 4 forever. Hearting this, Sinclair dispatched Garibaldi to begin personally co-ordinating the evacuation.

Delenn appeared once more before the Grey Council to explain her position. Ten years before, the Council had stopped the Earth/Minbari War because of Valen's prophecy that humans had an important destiny. It had been Delenn's mission to study the humans on board Babylon 5 in an effort to determine whether the prophecy was indeed correct and she claimed that she had not yet finished her duties there. Many in the Council had doubts about the validity of the prophecy in respect to humans, for they were considered a primitive people ruled by passions and fears. Delenn disagreed with the Council's brief assessment of humanity, claiming that this was in fact their strength. Humans did not seek conformity and out of their differences they were made stronger. Her calling was to work with them, not lead the Grey Council. She was warned that if she rejected the honour that was being bestowed upon herm, an action that no Minbari had dared to even consider in a thousand years, she may risk losing her position on the Council and be barred from ever returning. More than that, the Grey Council had never been divided in such a way before and she also risked being made an outcast to Minbari society because of it. Putting it to the vote, the Council elected to honour Delenn's request to return to Babylon 5, though it was by no means unanimous, with four choosing to disagree with her wishes. Delenn was permitted to return to the humans as the Council began its deliberations on who would lead them instead. The decision regarding her ultimate future with the Grey Council would be left until later.

Aiding the evacuation, it was Garibaldi's turn to experience a flashback as another surge of tachyons swept over Babylon 4. For the briefest of instants, he saw himself back on the Mars Colony, confronted by Lise Hampton as she ended their relationship. Then he was back on Babylon 4, hurrying the evacuation, desperate to be anywhere else in the galaxy.

Krantz and Sinclair questioned Zathras again and learnt that he had handed a time stabiliser to the One, a necessary device as travelling through time could do terrible harm. However, Zathras no longer had a time stabiliser of his own and believed that when Babylon 4 jumped again, he would die. It was a sacrifice he seemed willing to make in the interests of his mission. Krantz wanted to take Zathras with them during the evacuation, even though the alien told him that in travelling to 2258, he would die just as quickly by the time shift. Despite Sinclair's instincts that Zathras was telling the truth, Krantz insisted that they take him with the evacuation as, dead or alive, the alien was the only evidence of what had happened on Babylon 4 and it was still his command.

The build up of tachyon surges continued to rise to incredible levels, and tremors rocked the station continually as Sinclair led Major Krantz and the last of the security teams to the docking bay. As Babylon 4 began to shake itself apart under the enormous stresses being placed upon it, a falling girder crashed among the fleeing group, trapping Zathras beneath. So close to escape, Krantz and his security guards left the alien trapped but Sinclair stayed, desperately trying in vain to free him from the girder. Zathras stopped his efforts and instructed Sinclair to leave the station now, for he had a destiny to fulfil, and something in the alien's voice made Sinclair listen. With no way of freeing Zathras, he reluctantly left for the docking bay.

Garibaldi and Sinclair piloted the last shuttle out of Babylon 4 and broke through the distortion field surrounding the

station. Looking back, they saw Babylon 4 slowly wrinkle and then disappear on its long voyage through time. Garibaldi wondered if what Zathras had said about the station being used to win a great war was true and though he was not sure, Sinclair wished them they very best of luck, in whatever time the war existed. Babylon 4 had been built to create peace and just maybe it was on the same mission, though in a way the Earth Alliance could never have dreamed.

Delenn left the Minbari warcruiser believing she would eventually be dismissed from the Great Council and never again be invited to enter the Great Chamber. Before she departed, she had had been given a gift, one of the highly valued Triluminaries by her friend on the Council, a relic from the time of Valen. He felt that great changes were coming and, if what Delenn had said about the humans was right, she would have far greater need of it than the Grey Council.

Babylon 4

Babylon 4 was, by far, the largest of the Babylon stations, built primarily from the wreckage of the previous three. By utilising existing materials in addition to new funding, the Earth Alliance was able to succeed in the grandest project it had ever attempted, and Babylon 4 was truly a wonder to behold. Built with two huge contra-rotating sections and outfitted with the very latest technology available, literally no expense had been spared, and the station was seen as the final triumph of humans over adversity. Three times before had the Babylon project been destroyed and yet here was a station that completely outmatched anything that had come before. It was thus seen as a great tragedy across the entire Earth Alliance when the station vanished. No structural failures could be blamed, no terrorist action could be targeted for blame – Babylon 4 was simply gone.

When Babylon 4 disappeared, much of the public support and political will for the project evaporated as the whole enterprise seemed cursed. A few senators still believed in the mission, however, though they had to turn to alien governments, such as the Minbari and Centauri, to help find the funds necessary for yet another attempt at building a station dedicated to diplomacy and peace. Babylon 5 is therefore much smaller than its predecessors and, at times, has seemed just as doomed to failure.

Scenarios and Campaign Hooks

5For such a major episode, it is perhaps surprising that in many campaigns the events in Babylon

Squared will be little more than a footnote. Games Masters should not worry unduly about making sure the themes and hooks present in this episode are reflected in their own campaigns, and simply giving the players a small news item that the Babylon 4 mystery has been partially solved will be sufficient. The events that take place in this episode will have huge ramifications for the personalities of Babylon 5 in later years but, for now, they can be glossed over. At best, the Games Master could possibly thrust any players serving in EarthForce into Babylon 4 as part of the evacuation effort but, unless he takes advantage of the tachyon bursts causing flashbacks into the player's past and future, there will not be a great deal for them to do and such a scenario may seem contrived. As far as Delenn's position on the Grey Council is concerned, no other Minbari will hear of it until next year at the earliest.

The Quality of Mercy (November 18th 2258)

Ambassador Mollari received an unwelcome communiqué from Centauri Prime near the end of the day, from a minister who gave him new instructions for his role on Babylon 5. As well as making attempts to stop any other race gaining an upper hand, he was now to redouble efforts to forge new relationships with potential allies. Reluctant to enact yet another directive from his government, Mollari saw an easy route out when he chanced upon Lennier outside his quarters. Saying that an assistant to any ambassador on the station should learn all he can about other races, Mollari insisted on taking Lennier under his wing for two days and showing him the 'real' Babylon 5.

Meanwhile, Omsbuds Wellington's last trial for the day provided some satisfaction, as he was able to convict Karl Edward Mueller with the murder of two residents of Babylon 5 and the slaying of a security officer. His sentence was to set to be passed the next day.

Following rumours circulating through the Command Staff, Lieutenant Commander Ivanova tracked down Dr Franklin in Downbelow, where he had been holding a free clinic. Lurkers rarely had the money to visit Medlab when sick and so he had begun the free clinic in order to provide them with treatment if they were willing to visit him. Ivanova was less than pleased at having heard about this second hand but soon relented. She did not mind him bending the rules occasionally, so long as she was kept informed. In return, Franklin soon managed to persuade her to help out with a few patients.

November 19th began with Talia, Garibaldi and Sinclair meeting with Omsbuds Wellington in order to decide the fate of convicted murderer Karl Mueller. Garibaldi was convinced that the recorded killings were not the first time Karl had murdered but, without evidence to back up this assumption, Wellington could give the sentence of spacing the Security Chief so badly wanted. Sinclair had already

contacted EarthGov but had been informed that they had no special interest in the case and would not fund a transfer back to a prison on Earth. In addition, Babylon 5 had no facilities to hold a prisoner on a life sentence. This just left one last option for sentencing – performing a brainwipe on Karl and so causing the death of personality. This would involve him being scanned in order that the brainwipe could be confirmed but Talia was extremely reluctant to do so. She had scanned the mind of a killer before while on Mars Colony and was not keen to repeat the experience. Despite having contacted the Psi Corps, no other telepaths trained in criminal investigations were available. Talia was eventually persuaded to carry out the scan by Wellington, who in turn reacted strongly to Garibaldi's suggestion that she could also search for evidence of other murders – this would violate the rules of due process and be utterly inadmissible in any Earth court.

In his free clinic, Franklin had begun to notice that the number of lurkers coming to visit him had dropped sharply over the past few days. He had heard rumours of some kind of faith healer, a quack he presumed, practicing medicine without a licence in Downbelow. Franklin soon found the quarters of Laura Rosen and witnessed her using a strange machine on a patient, taking a contribution for her service. When the patient left, he confronted Laura who seemed to have been expecting his visit for a while. She explained the use of her machine, a device of alien manufacture, that was capable of restoring, renewing and invigorating bodies and curing a variety of illnesses. Franklin did not believe a word of it and accused Laura of being a fraud, endangering people by convincing them to avoid seeking proper treatment. Laura's daughter, Janice, arrived in the apartment and asked Franklin to leave as her mother was always tired after her sessions. He did so, but promised to return later.

In the Law Courts, Omsbuds Wellington regretted that he could not sentence Karl Mueller to death but instead passed judgement that he should suffer death of personality – a brainwipe. After the process had taken place in Medlab, Mueller would be programmed with a set of memories that would grant him a new personality dedicated to serving the community he had harmed. The criminal reacted violently to this proclamation and had to be dragged away by security officers.

Garibaldi met Franklin in Medlab to check the brainwipe equipment, with the Doctor taking care to ensure the process would be painless. He ignored Garibaldi's recommendation that he should not check too closely but commented on how personally the Security Chief was taking the case and learned that Mueller has killed one of his best officers, leaving behind a wife and two children. He also asked Garibaldi to look into Laura Rosen and see if he could find any information on her background and activities.

Armed with this information, Franklin found Janice Rosen in the Zocalo, where she worked in a small shop. He wanted to learn more about her mother and discovered that Laura had once been a doctor, a role she relished and looked to in order to give her life meaning. However, she began taking stims to keep working and it was not long before she first became reliant upon the drugs, and then addicted. This lasted until she made a mistake while on duty, and a patient lost his life. Losing her licence to practice medicine, Laura began to search for new alien healing technology, hoping that a successful discovery would allow her to return to Earth fully vindicated in her actions. It was possible that she had, at last, found a way to do this and had since begun to find new hope in life. Franklin was puzzled as he had already checked their credit accounts on the station and had seen that they possessed enough money to return to Earth and fulfil Laura's dream. Janice explained that her mother was not a well woman and had, at best, just a few years left but on Babylon 5, Laura had finally found her hope and was a healer once more. She would not allow Franklin to interfere with this.

The Dark Star was the first venue Mollari took his new charge Lennier to visit. The Minbari aide have never seen anything like the seedy bar before and was stunned at seeing the exotic dancers. Mollari firmly intended to get Lennier drunk at the first opportunity but hastily ordered water when told of the Minbari tendency to develop psychotic impulses and violent homicidal rages when consuming the slightest amount of alcohol. Despite being surrounded by the best dancers the Dark Star had to offer, Lennier was more interested in telling Mollari about his years spent studying in temple on Minbar. The ambassador's attention was quickly caught when Lennier proudly announced that he had achieved the rank of Master Adept in the discipline of probability. Without further delay, Mollari dragged him away from the dancers to introduce him to what he called the ultimate means of understanding other races – a game the humans called poker.

Preparing for the scan, Talia dreaded the experience she was about to face but was ready when Karl tried to intimidate her. Despite his warnings that she should not scan him, she commenced, searching for vital personality traits in his mind that would allow her to do a comparison scan after the brainwipe had been completed. Inside, she saw the memory of Mueller shooting the security officer but gradually became aware of more victims in the periphery of his mind. Talia soon realised that Garibaldi was right, he had killed more people, perhaps dozens more. The personality of Mueller reasserted itself during the scan and confronted her. He explained that his work was only just beginning, as each death added another voice to his choir and he had to have enough voices to sing him into heaven when he died. Talia pulled out of his mind quickly and terminated the scan though she had managed to get enough of an analysis to perform the comparison scan later.

At the poker table, Lennier was proving neither popular nor spectacularly successful. His ability to gauge probabilities enabled him to gain many winning hands but he proved to be no good at bluffing and so his wins were consistently small. Even so, he was beginning to amass a great many credits. Becoming exasperated at Lennier's efforts, Mollari decided to alter his own chances of winning by simple cheating. Surreptitiously extending one of his tentacles under the table, he began taking cards from the deck and replacing them with his own poorer selection. Unfortunately, this did not go unnoticed for too long and when one of the players noticed what he was doing, the table was overturned and Lennier had to step in quickly to Mollari getting flattened. The rest of the bar quickly worked out what happened and they were eager to punish a cheat as well. What started as a dispute over the poker table rapidly turned into a fight and then a full-blown brawl.

Franklin had begun monitoring Laura's patients in the hope of proving that, despite her treatment, they were still getting worse. He was astonished to find instead that they were showing signs of recovery, and some had been completely healed of their ailments. He visited Laura's quarters again, this time taking a medical scan as she treated a patient using the alien healing device. When in private, he apologised to her, admitting he was wrong about the device. Though glad that he had begun to come around, Laura asked him to leave as she was very tired after seeing her patient, something that came as no surprise to Franklin as he had noted a 15% drop in her life signs while performing his medical scan. The alien healing device worked by transferring life energy for one person to another but it had one painful drawback – it was killing Laura by inches every time she used it. She

explained that she had bought the machine from a trader two years before but had only recently learnt enough about it to discover its functions. Apparently, it had been used as a capital punishment device, taking the lives of the guilty and using their life energy to heal innocents who were terminally ill. Laura had learnt to use it on lower settings that did not require the immediate death of the life force giver and, in any event, she was dying anyway. Suffering from Lake's Syndrome, she had perhaps just two or three years left to her and intended to use them finding a way to adjust the machine so it did not hurt the healer. She regretted not telling him before but she did not want Janice to discover the truth behind what she was doing and under no circumstances would she let Franklin interfere with this. The machine represented her last chance to make good and it had consumed her life for two years – if there was a discovery to be made, she would make it, and under her own terms.

Laura was prepared to make a deal though and promised that if anything should happen to her, Franklin would receive both the machine and her notes, in return for him never letting Janice know the effect the research was having upon her health. Franklin agreed, so long as Laura was prepared to visit Medlab once a week for a medical examination so he could monitor her condition.

Karl Mueller was finally prepared for his sentence and a security team led by Garibaldi marched him down to Medlab. At a transport tube, he surprised the security officers and broke free, escaping to Downbelow though he took a PPG shot to the arm in the process. Upon hearing this, Franklin guessed the murderer may make his way to the free clinic and so warned his staff there but, acting on a hunch, he visited Laura Rosen to make sure Mueller did not seek healing there, though he was careful to let security know where he was headed. In Laura's quarters, he found both her and Janice being held at gunpoint by Mueller, who was being healed by the alien device. Having stolen a PPG from a security officer earlier, he kept Franklin

back with a warning shot when the doctor tried to intervene. Mueller had promised Laura that he would let Janice go free once he had been healed but quickly changed his mind and was now determined to take all three hostage in an effort to escape Babylon 5. Laura was angered by the threats to her daughter's life and, seeing no other choice, awakened the full power of her machine, draining Mueller's life energy. Within seconds, he lay dead.

November 20th saw Laura Rosen on trial for the killing of Karl Mueller, but Omsbuds Wellington quickly dismissed the charges on the grounds she acted in self-defence of both herself and others. She was released on her own recognisance but Wellington rules that the healing device be turned over to Babylon 5 where it would be fully researched and efforts made to ensure it was never misused.

Despite being told by Garibaldi, Janice and Franklin that she had done the right thing, Laura was not so sure, for she had taken a life in direct contravention of her oath as a doctor. Now she had been granted a new lease of life, having been cured of Lake's Syndrome by Mueller's life energy, she was determined to continue her original quest, finding a new alien healing technology to take back to Earth. Now, however, she no longer had just two or three years to succeed, but possibly twenty or thirty. Laura had already booked passage from Babylon 5, having made her mind up to begin as soon as possible.

The actions of Mollari and Lennier in the Dark Star had caused no little amount of amusement among the Command Staff, as word quickly circulated that security had been forced to put down a near riot in the bar, arresting the two diplomats in the process. They were asked to explain themselves to Sinclair but it was Lennier who spoke for both of them. Lennier told the Commander that he had visited Mollari and asked to be shown around parts of the station he had never before seen. However, he had not been aware of the rules of conduct in such places and so unintentionally caused offence. Sinclair was shrewd enough to guess that this was not the whole story but kept it to himself, explaining that while their diplomatic privilege meant no charges could be brought, he would insist that they paid for damages caused to the Dark Star, to which they readily agreed.

Once on their own, Mollari asked Lennier why he had lied to the Commander. Lennier explained that in Minbari society, it was honourable to help another save face, even if it meant lying to do so. In return, he wanted to know exactly what Mollari had done in the Dark Star and how he had managed to steal cards on the other side of the table.

Signs and Portents

The ambassador obliged and so Lennier found himself learning more about the Centauri reproductive system than he had ever wanted to know. Pledging to take a vow of silence over the whole matter, Lennier gratefully returned to his duties for the Minbari Federation.

The Alien Healing Device

While it is true that after this episode Babylon 5's Medlab has a miracle healing device, few will be able to take advantage of it. Franklin, now in charge of its research, is a true scientist and will not be willing to unleash it on another sentient being until he fully understands every medical implication involved in its use. He will use it, briefly, at the beginning of 2259 (see *The Coming of Shadows* sourcebook) and so become more aware of its capabilities – just a glimpse of them will ensure he buries the device in further research and so be unwilling to use it under any circumstances. Ultimately, there is just too great a price to pay in its use.

As to whether there are more of these devices in existence, interested parties will likely be best served concentrating searches in the League of Non-Aligned Worlds and beyond. The recovery of another example would likely be of great interest to any of the major governments with representatives on Babylon 5, particularly the Narn and the Centauri who may pay a great price to own one.

Scenarios and Campaign Hooks

5 As a side point to any scenario involving the players working outside of the law in Downbelow, both Franklin's free clinic and Laura Rosen offer the chance for medical care without answering too many questions in Medlab. The free clinic has the advantage of being, well, free to use and Laura Rosen will not expect a huge payment for her services. However, players should not be allowed to use either as a carte blanche to solve all their medical care needs while both are in service. Franklin will become extremely suspicious of any PPG wounds and will likely report them to security for further investigations into what the players are getting up to and Laura will be anxious to stop any wrong-doing she becomes aware of.
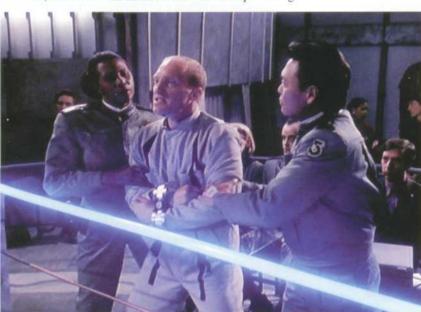
5 The alien healing device Laura Rosen discovered is a good example of the kind of advanced technology the players may be able to locate themselves when exploring far off worlds. Not every such device need be a great weapon with implications of destabilising the entire galaxy! Discoveries that lead to advances in computer, travel and medical technologies all have great potential and can lead to interesting story lines involving the research of new devices, their use and the interest of governments and corporations in using them to further selfish, even dangerous, ends.

Chrysalis (December 30th 2258)

Within the Council Chambers, Ambassadors Mollari and G'Kar were at loggerheads over a series of small skirmishes that had taken place in Quadrant 37, a region of space between their territories. Mollari complained of a series of unprovoked attacks upon Centauri ships in the area, which he deemed neutral territory by way of the treaty signed when they withdrew from Narn one hundred years before. G'Kar rejected this claim, saying his people had a right to defend themselves against armed Centauri ships crossing their border and, in any case, the original treaty had been signed under duress by a beaten Narn people and so could not be considered valid. Chairing the session, Commander Sinclair could see where the discussion was heading and he tried to interject a little diplomacy, asking G'Kar why this provocation was taking place after the Narn had operated a military base on the border of the Centauri Republic for five years. G'Kar merely said the patrols were necessary for Narn planetary security and adjourned the session before any firm decisions could be made.

A brief disturbance took place in the Zocalo, revealing a wounded man staggering through the crowds before collapsing. Security Chief Garibaldi was one of the first on the scene, and he immediately recognised the man as one of his informants, Stephen Petrov. Before falling unconscious, Petrov warned him gave a hurried warning that someone was to be killed, blacking out before he could say who.

Stephen Petrov died in Medlab, much to Garibaldi's regret. He had found Petrov when the lurker had fallen on hard times and, in return for helping him find his feet once more, Petrov had volunteered to become an informant in Downbelow, serving as Garibaldi's eyes and ears. He had just started to get his life together again but Garibaldi realised that whatever Petrov had learned, it must have been vitally important to make him travel so far while so badly wounded.

An ISN report reached Babylon 5, bringing news of President Luis Santiago leaving the Mars Colony on board EarthForce One to continue his Five Planet Goodwill Tour to he outer planet colonies. They reported that sources had said the President was prepared to give a major policy speech on New Year's Day from the transfer point on Io, concerning human and alien relations over his next five year term.

In Sinclair's quarters, Catherine Sakai had meanwhile completed a long-term survey run and was now planning to see in the New Year with Sinclair, for which she had a few surprises in mind. As it turned out, Sinclair had a surprise for his own, for he asked her to marry in the following year. They had both travelled a long road in their sometimes stormy relationship but now they seemed to have finally got things right, Sakai eagerly accepted.

Ambassador Mollari was growing increasingly exasperated over the dispute in Quadrant 37, not least because his own government was intending to undermine him in the Council. They had decided that, in the interest of peace and galactic goodwill, Quadrant 37 should simply given to the Narn Regime. Steeling himself for the embarrassing task, Mollari received a call from someone wishing to speak urgently with him. Although his aide, Vir, was ready to routinely dismiss the man, Mollari stopped him when he recognised the voice – it was Mr Morden, the mysterious agent who had helped him recover the Eye of the Centauri Republic nearly five months before. Morden told Mollari that he knew the ambassador had a problem, and believed he could help. Intrigued, Mollari agreed to meet him within the hour in the Park.

Lennier returned to Delenn's quarters after having performed an errand in seeing the Ambassador Kosh. He informed her that he had relayed the question she had set but the Vorlon's reply had been just one word – 'yes'. Following this answer, Delenn visited the Vorlon herself, as she had great doubts about the actions that she was preparing to take. Asking to see the truth with her own eyes and in the privacy of his quarters, Kosh left his encounter suit to reveal himself to Delenn. This was for her eyes only and she thanked Kosh, promising to uphold the pledge she had made to him. He would never again see her as she was then.

Investigating the murder of Petrov, Garibaldi began asking questions in Downbelow, though few were willing to give any straight answers. No lurker wished to get involved

in the investigation, especially over the death of a known informant. He finally managed to find one lurker who had been a friend to Petrov and was willing to talk. He told Garibaldi that several lurkers, himself and Petrov included, had been hired to unload cargo, though he did not know exactly what it was, simply assuming that if the cargo was legitimate, lurkers would not be paid to unload it. However, Petrov had grown suspicious about the job, believing the man hiring them was trouble. Named Devereaux, this man was still on board Babylon 5, and had taken to spending a great deal of time in the Casino. The last thing the lurker mentioned was that whatever Petrov had seen or heard, it had scared him half to death.

Entering the maze within the Park, Mollari quickly found Morden and was finally able to pass on his thanks for recovering the Eye from raiders. Morden told the ambassador that his 'associates' believed him to be a man of great potential, trapped in a position where his skills were unappreciated. Mollari was dismissive, having heard similar tales before and believing nothing could be gained but Morden continued to be persuasive. He knew of the Centauri problem in Quadrant 37 and said he could fix it. This caused no little amusement for Mollari, as they were discussing a heavily guarded Narn military outpost, but Morden instructed him to tell his government that he would personally take care of Quadrant 37. Morden wanted no credit for this endeavour and named no price, saying that he was just on the station to help and that if he or his associates ever needed a favour in the future, he should be in a position to oblige. Mollari gave his position and Morden's offer a great deal of thought as he returned to his quarters. Vir related a communiqué from Centauri Prime, asking whether Mollari had made the official announcement of Quadrant 37 to the Council, but was surprised to hear his ambassador order him to return the call, saying he would personally take care of the situation himself.

A growing excitement grew throughout Babylon 5 as the calendar rolled on to December 31st for the end of 2258 marked the first full year the station had been on line, many having doubted it would survive so long. For Garibaldi, however, it was just another day as he visited the Casino, quickly finding Devereaux. The suspect refused to answer any questions but Garibaldi insisted on taking him to security in order to identify Petrov but while Devereaux reluctantly agreed to go, he warned the Security Chief that he was poking into business that was just too big for him to handle. Garibaldi quickly dismissed the threat – after all, this was not the first time a suspect had warned him off of an investigation.

Sinclair visited G'Kar, hoping to make some progress in the resolution of rising tensions between the Narn and Centauri governments. As far as G'Kar was concerned, the whole matter was a dead issue, as the Regime had to keep pushing forward if it were to make progress. Trying to reason with the Narn, Sinclair said he understood that they were once a peaceful race who had to fight in order to gain their freedom

from the Centauri, but warned they had overcompensated and were now just striking out like abused children. He felt as if all the governments and races were standing at a crossroads, and he did not like were they were headed. However, there was still time to choose another path and G'Kar had the opportunity to become part of that process. The ambassador, though not unsympathetic to Sinclair's vision, was adamant. The Centauri had to be made to pay for what they had done in the past.

Celebrating the changes the New Year looked set to bring, Sinclair and Catherine Sakai invited both Garibaldi and Ivanova to have dinner at the Fresh Air Restaurant in order to announce their engagement. Garibaldi was glad things were finally working out for his old friend but was interrupted by a call from security, telling him that Devereaux had gone missing. This immediately roused Garibaldi's suspicions, as he had found Devereaux to be carrying a PPG without a serial number, of the type normally issued to EarthForce special agents. However, Devereaux's name was not on file.

Another ISN broadcast reached Babylon 5 with a late breaking story about the President's goodwill tour. His Vice-President, William Morgan Clark, had disembarked EarthForce One for medical reasons, and it was claimed he was suffering from a viral infection. However, Clark had hoped to rejoin his President as EarthForce One continued on its way to Jupiter.

Leaving Sinclair's celebratory dinner early, Garibaldi went to the Cargo Bay, now all but deserted at this time of night, to begin investigating the cargo Petrov had been unloading for Devereaux, and was soon joined by his aide, Jack. The manifest claimed the cargo was merely low-technology medical supplies but Garibaldi quickly found a powerful communications jamming system capable of being triangulated with others in a specific area for increased effect. Inspecting the devices, he discovered that the location they had been calibrated for was the transfer point on Io, broadcasting static on the frequency reserved for Gold Channel communications on EarthForce One. Warning bells began to sound in his head as he guessed at what Devereaux had intended. He linked to Sinclair immediately but, not willing to discuss his suspicions over an open channel, arranged an immediate meeting with ultraviolet priority. On his way through Downbelow, Garibaldi was confronted by Devereaux, who took some delight in repeating his warning that he was getting into a plot far to big for him to deal with. As Garibaldi tried to arrest Devereaux, he felt a blinding pain as jack, who had followed him from the Cargo Bay, shot him in the back.

Not having been able to find Garibaldi, Sinclair returned to his quarters in the hope that his Security Chief had gone there instead but he was nowhere to be found. Even Command and Control could not locate him and Ivanova feared the worst, knowing that Garibaldi would never have called for an ultraviolet priority meeting and then simply

not turn up. Ambassador Delenn chose that moment to approach Sinclair in private, insisting that they talk. He apologised that he would have to delay any meeting, as he was greatly concerned over Garibaldi but she calmly showed him the Triluminary, sparking memories of when he had seen the same device on board the Minbari warcruiser during the Battle of the Line. He admitted that he had indeed seen it before, though he did not know what his experience actually meant. Delenn promised to explain what she could but that he should not wait too long to speak to her, as certain events had been put into motion and there was not much time.

G'Kar faced dread news of his own, as Na'Toth reported that the military outpost in Quadrant 37 had been destroyed. Ships investigating the disaster reported that it had suffered a devastating attack, with cruisers destroyed, buildings levelled, outpost records missing and over ten thousand Narn warriors dead. This was a tragedy for every Narn. G'Kar was mystified as to who could have accomplished the task, for even the Centauri lacked the will for an attack of this magnitude. With a heavy heart, he had to conclude that, perhaps, there was another race present in the galaxy.

In Delenn's quarters, the ambassador carefully placed the Triluminary in a crystal structure she had been building for an entire year. As it activated and began its process, Lennier voiced his grave doubts over what she was about to do. Delenn reminded him that Valen himself had said this day would come and it was not their place to stand in the way of prophecy. However, she also knew that if Sinclair were to speak with her, he would have to come very soon.

Garibaldi, very seriously wounded, had managed to regain consciousness and crawl into a transport tube where he was soon found. Rushed to Medlab, Dr Franklin immediately saw that his injuries were very bad and rushed to stabilise him before surgery could begin, giving him no better than a fifty-fifty chance of survival. Garibaldi remained awake long enough to warn a worried Sinclair that an attempt was about to take place on the President's life off the transfer point on Io. Staying just long enough to speak to Garibaldi's aide in order to assign a guard to Medlab, just in case someone tried to finish his Security Chief off, Sinclair acted upon what he had been told. Arriving at Command and Control, he was informed that Babylon 5's attempts to reach EarthForce One were being foiled by jamming around Io, and they had been unable to get a warning through to the President. With ISN their only link to EarthForce One, the crew of Command and Control watched the reports coming in of a delay in the president's policy speech, with no word coming from the ship. With Io and the transfer point in the background, they watched as ISN reported a distress signal broadcast from EarthForce 1 before the ship was wracked with explosions, destroying it utterly before their eyes.

On board the core shuttle, G'Kar offered his condolences to Ivanova over both the death of Earth's President and Garibaldi's condition. Distraught over the disaster in

Quadrant 37 and promising to hunt down those responsible, he wished Earth luck in its own quest for justice.

Upon hearing what had happened in Quadrant 37, Mollari hurriedly arranged another meeting with Morden, never having imagined this was how far the agent and his associates could go. He had thought they might have been able to find a way to protect Centauri ships, not slaughter ten thousand Narn. Morden was dismissive of Mollari's concerns and quickly focussed him the important issue. The Centauri government did not know how Mollari had managed to neutralise the Narns in Quadrant 37 and, moreover, they did not care for he had saved them from yet another embarrassing climb down without starting a war in the process. Though a little uncomfortable, Mollari was pleased to hear that his name was now being spoken at the highest levels of his government.

Sinclair tried to let his superiors in EarthForce know of the assassination plot Garibaldi had uncovered but was met with flat disinterest. Many wild rumours were circulating all over the Earth Alliance, though the official explanation of the destruction of Earth Force One was an overloaded fusion reactor. He was ordered to keep silent about his suspicions. The one bright spot was that Devereaux had finally been found by security, though Garibaldi's aide claimed that the suspect had been shot and killed while resisting arrest, thus dead ending that side of the investigation. Now there seemed to be no link to the President's assassination.

ISN broadcast the swearing in of office of William Morgan Clark, the new President, as he travelled back to Earth on EarthForce Two. In his inauguration speech, Clark promised to continue the legacy his predecessor had begun, but to focus more on the needs of humans in these difficult times.

In his office, Sinclair listened to the incoming broadcasts from ISN but was disturbed by the arrival of Kosh. Enigmatic as ever, the Vorlon reminded him that he had forgotten something and it took just a few seconds for Sinclair remember his appointment with Delenn. Rushing to her quarters, he was met by Lennier who informed him he was too late. He saw the crystal structure capped by the Triluminary, bathing in light a cocoon or chrysalis in one corner of the quarters. Extremely concerned for the well being of his ambassador, Lennier told Sinclair that Delenn was inside, changing into something else. What she was changing into, he was unable to say.

Returning to G'Kar's quarters from an errand, Na'Toth was greeted by an automated message. G'Kar, having certain suspicions about the attack on Quadrant 37, had returned to Narn, and did not expect to return for some time. He told Na'Toth to let Sinclair know that he had been right – they were all at a crossroads, and there was no going back.

Alone with Catherine Sakai, Sinclair considered everything that had happened throughout 2258 with a sense of growing dread. As he said to Catherine, 'nothing's the same any more'.

PPG Serial Numbers

In order to track the use of PPGs, all weapons issued by EarthForce or built for civilian use in the Earth Alliance have a serial number stamped into their inner coils. These coils are made of a morbidum alloy and are virtually impossible to remove, and so provide an easy way to identify PPGs when involved in crimes. Every major colony, outpost and military vessel in the Earth Alliance can readily access the records of serial numbers to trace their original owners. EarthForce special agents are the only personnel issued with PPGs that do not have a serial number, allowing them to operate in secret throughout the galaxy.

The Security Breach Revealed

In the And the Sky Full of Stars episode, we made a reference to some security breaches being available on Babylon 5. With Chrysalis, this is obviously revealed to be Jack, Garibaldi's own aide. His effect has been seen in many episodes, most notably in the plot to place Sinclair in a cybernetic neural net to discover the truth behind what had happened at the Battle of the Line. He has facilitated the movement of various agents from Earth intelligence agencies and covert groups through Babylon 5, and it is precisely because of his close association with his Security Chief that he has been to operate this long without being revealed – nor will he for a little while yet.

In order to facilitate his secret missions, he has a number of other security officers on a secret payroll, either through coercion, blackmail or outright bribery. None of these are privy to his true goals and, regrettably, corrupt security officers are nothing new, even on Babylon 5.

If the players take advantage of the security breaches on Babylon 5, it will be through these lower ranking security guards, rather than Jack directly. He does not constantly monitor them and a few will be happy to take the chance of using their privileged position to earn a few extra credits on the side. No one will discover the real motives behind Jack until it is too late, unless they are working for a secret agenda within EarthGov themselves.

Santiago's Assassination – The Plot

The plot to assassinate President Santiago came from deep within EarthGov, at the highest levels of authority but, aside from a few suspicions from Babylon 5's now comatose Security Chief, none of this will be revealed for some time. However, it had been planned for some time in advance and

was finally put into motion at the beginning of 2258 when Santiago successfully won another term in his presidency. In many ways, Santiago represented too big a threat to some groups within EarthGov and there were certainly some citizens of the Earth Alliance who were greatly opposed to his policies. Most obvious of these groups were Home Guard, the terrorist organisation who fought hard to reverse Santiago's work in creating a more integrated environment between humans and aliens. He also resisted attempts to broaden the scope and responsibilities of the Psi Corps, made few quick decisions when trouble brewed on Mars and was greatly desired the avoidance of any armed conflict, thus affecting the huge corporations that relied on military spending to keep them afloat. By anyone's standards, Santiago was building up a formidable alliance of enemies.

Very few people will know the full extent of the plot to assassinate Santiago, even if they were a part of it, for those truly making the important decisions will have made every attempt to conceal their involvement, for obvious reasons. As an outpost in neutral territory far from any watching eyes on Earth, Babylon 5 finally going on line coincided nicely for the conspirators, for it gave them a suitable transit point for all manner of equipment, weapons and personnel, all of whom had to be moved into position to facilitate the plot. The assassination attempt itself would have multiple redundancies built into it, so the failure of any agent would not compromise the entire scheme – even when Garibaldi managed to impound and arrest Devereaux's cargo, more jamming devices were already making their way to Io. Central to this was Garibaldi's aide Jack, a man hand-picked by the conspirators to gain the trust of the Security Chief and so be moved into a position of trust on Babylon 5 where he could subtly aid agents and equipment coming through the station, safely bypassing security teams in the process.

As for the people ultimately behind the assassination, they will be revealed but not for a good while. They have made every effort in ensuring that no evidence could ever be traced to them, even if the assassination attempt had failed, and they are very good at what they do. Games Masters who want to chase the assassination of Santiago early on in

their campaigns should consider this question - who had the opportunity, and who had the most to gain?

The Triluminary

There are three Triluminaries, all held by the Minbari Grey Council, taking the form of complex technological devices held within a fine crystal frame. They are treasured possessions, steeped in legend from the earliest days of the Federation, though aside from use in a few specialised rituals, little is understood about their true nature, and most of that comes from ancient prophecy. It is said that the Triluminaries were a gift from Valen over a thousand years go, though some Minbari of the religious caste have also speculated that they actually came from a time far in the future, though few give credence to unsubstantiated speculation. Others suspect that the Triluminaries were not, in fact, created by any Minbari and so regard them with great suspicion, worried they may be used to unleash events that no prophecy can predict.

Scenarios and Campaign Hooks

⑤ The primary hook a Games Master should put into a scenario based in December 2258 is not related to the events of this episode but of the themes. The whole galaxy, in one way or another, is going through some very painful changes and this should be reflected in the lives of the player's characters in some way. Losing a close ally, becoming suspicious of the true motives of a government or corporation, or simply experiencing a great change of direction in where the players thought the campaign was originally heading are all valid. Ideally, the Games Master should structure his campaign so that by the end of 2258, the players are beginning to get the feel of their characters and believe they are making substantial progress in resolving many of the issues portrayed in the scenarios they go through. By turning everything around on its head, the Games Master will successfully put across the feeling of great change that is not necessarily in the hands of the players themselves, and allow him to foreshadow greater events in the future, much as the Chrysalis episode does. The Games Master is free to make these events related to those in Chrysalis or not, as his own campaign demands. However, many governments have been shaken by the events portrayed here, even in the League of Non-Aligned Worlds who watch the greater powers with growing interest, and it is inevitable that the players will hear about the death of Earth's President and the destruction of the Narn outpost in Quadrant 37 wherever they are in the galaxy.

⑤ Lianna Kemmer is still Chief of Presidential Security, and would have travelled ahead of EarthForce 1 in order to make security arrangements on Io. Though having learned from her mistakes on Babylon 5 (see Survivors), this has done nothing more than make Lianna far more efficient and capable in her job. If players are

present on Io in December, whether in EarthForce or as private citizens, they would be advised to clean up any operations currently being conducted under the radar, so to speak, as Lianna will be ruthless in her pursuit of presidential security, leaving no stone unturned with respect to potential threats – unfortunately, she has a good nose for problems and will happily inform Io's security teams to deal with any wrong-doing she discovers.

⑤ The plot to assassinate President Santiago is a good one to get the players involved with if they are serving the Earth Alliance in any way, though it is recommended that they never know exactly what tasks they are performing in order to make the assassination a reality. They may be called to ferry various people and equipment from one part of the galaxy to another, or relay information. It should never be obvious that there is a link to any treasonous activities and, in fact, the Games Master can go to great lengths to hide a connection. However, at the end of 2258, there should be some event of piece of information that comes to the players (perhaps via an ISN broadcast) that hammers home the fact that they were, unwittingly, part of the overall plot. Fortunately, the official explanation of an overloaded fusion reactor in EarthForce One will mean that there will be few, if any, investigations. However, the players may find themselves targeted by EarthForce special agents eager to keep the plot secret, especially if they begin talking to the wrong people about their suspicions. . .

⑤ Lurkers being hired to perform various tasks by those wishing to avoid official scrutiny is nothing new, and Petrov is by no means the first to have fallen foul of seeing or hearing too much. Players living in Downbelow may have many opportunities to earn a few extra credits unloading cargo from arriving ships or performing other errands – perhaps following an ambassador or other important individual, keeping track of security team patrols or flat out stealing treasured items. However, this may bring them into conflict with station security, the targets of their illegal activities, and even their employers, if the job turns sour or absolute secrecy is required. The Games Master can insert any number of scenarios into his campaign through this method, bringing players back on track to his main story arcs, or just providing some lighter and unrelated scenarios within a full blown campaign.

⑤ It should be noted that this is the time that N'Grath (see p179) flees Babylon 5. Though he was in no way involved with the plot to assassinate President Santiago, the alien was well aware that many in Babylon 5's security force would suspect him in the shooting of Garibaldi. Suspecting that security officers would fabricate evidence if none could be found linking him to the attack, N'Grath fled not only the station, but the entire Earth Alliance, hoping to reconstruct his business somewhere in the League of Non-Aligned Worlds. This has left something of a vacuum on board Babylon 5 among the criminal elements, one that will not be filled for at least another four years. During this time, players will have the opportunity to carve out their own niche among the underworld, though with so many factions moving in to fill this void (even coming from off-station to try their luck), confrontations among criminal gangs will steadily increase as time goes on, matching the political upheaval that is to come.

Campaigns on Babylon 5

The Babylon 5 roleplaying game has enormous scope for exciting scenarios, emotionally charged storylines and grand-sweeping campaigns. The events of 2258 to 2262 and beyond shaped an entire galaxy and players have a full living, breathing setting to explore. Whether fighting alongside the armies of light, consorting with dark powers or simply looking out for themselves, any player visiting Babylon 5 is in for the adventure of his life. The fate of entire races and worlds may be in their hands, and a great deal may depend on their actions.

In a way, there are two methods of playing the Babylon 5 roleplaying game. Players and Games Masters used to other roleplaying games may start by using the diplomatic station as a base or centre of operations from which to explore the rest of the galaxy, engaging on a series of scenarios in which their characters slowly develop to carve their own niche in the setting. However, games of Babylon 5 can be transformed if both players and Games Masters are willing to take the next step, creating a complete campaign whose conclusion may greatly affect entire planets. The

Games Master will weave multiple plot lines into his scenarios, providing his players with a wealth of adventure as he draws inexorably to the campaign's conclusion which should prove momentous. This takes a great deal more work than a series of unrelated or semi-connected scenarios, for both the Games Master and his players but, when it is complete, the campaign will prove to be memorable for all concerned.

Neither method of approaching the Babylon 5 roleplaying game is inherently right or wrong. So long as the Games Master and players all enjoy themselves, or otherwise derive satisfaction from the game, there can be no right or wrong way to play. In this chapter, we will look at both methods of play but focus upon the epic campaign as the ambitious Games Master will soon find he needs all the help and advice he can get if he has never attempted roleplaying in this fashion before. When he has finished running the campaign, both he and his players can be assured they have created something together that will live on in their imaginations for a long time.

The Television Show

It should be noted that it is not necessary for either the Games Master or his players to have seen all five seasons of Babylon 5, the Crusade spin-off series and films to gain

the maximum satisfaction from this game. In fact, there is a lot to be said in creating Babylon 5 campaigns for players who have never even seen a single episode – just imagine what they have in store for themselves as they take their characters through all five years of the television show, witnessing galaxy-shaking events as they unfold around them!

What may prove vital is that players should never use information within the game that their characters have no way of knowing. For example, a player who has seen the television series may get a little spooked when a certain Mr Morden approaches him and starts asking questions. Their character, however, may only see a very helpful human who can promise them a great deal while asking for so little in return. This is a basic tenant of roleplaying, where a player separates his own knowledge from that of his character. In effect, he assumes another personality and, around the gaming table, he *is* his character. This is something that every Games Master should make apparent before he begins any campaign of Babylon 5, though he need not be draconian in enforcing it. A simple reminder to players whenever they begin using such privileged information before their characters learn it will usually suffice and anyone familiar with roleplaying games in general will know what is expected of them to this degree.

Many readers may initially believe that the very best group for playing the Babylon 5 roleplaying game will be one that comprises a Games Master who knows the setting implicitly and players who are entirely ignorant of it. After all, the Games Master would effectively take the place of J. Michael Straczynski himself, revealing the unfolding events of the galaxy episode by episode as his players sit in awe at his imagination and story-telling ability. However, that is by no means the way it has to be.

A clever Games Master may even use a player's knowledge of the television show to heighten any sense of tragedy he wishes to convey throughout his campaign. Tragedy is a basic component of Babylon 5 and its key element is that the character concerned knows exactly what terrible fate awaits him but will be unable to alter its course no mater what he tries, an nowhere is this more apparent than in the development of Londo Mollari. Throughout the first few seasons, both viewers and Mollari himself are made aware of the vision of his own death, and his eventual arise as Emperor. However, when his end finally comes, the element of tragedy comes into full effect – no matter what he tried, his final fate could not be avoided even though it was well known. This is the very essence of tragedy.

Using the example of Mr Morden again, players who have characters working for one of the governments of the League of Non-Aligned Worlds may very well know the events this man's arrival heralds and what it may cost both them and their patron. The Games Master may have ensured that, without Morden's help, the players will be destroyed that much sooner, perhaps by another government

aided by the Shadows. By accepting Morden, they avoid impending disaster but in doing so, seal their own fate further down the road. The characters may not realise this at the time but the players might – feeling trapped in this fashion is a superb way to appreciate Mollari's position a whole lot better.

Most gaming groups are likely to comprise a mix of players. Some will know every episode inside out, some will be familiar with the basics behind each season, while others will have no knowledge of Babylon 5 at all. Ideally, the Games Master in such groups should be one who knows the television show best, as he will be less likely to be caught out by the actions of other players within the game. He will also have the advantage of being able to describe locations on board the station, the appearance of alien ships and even mimic the main personalities as second nature, a huge advantage when running a scenario.

Within this rulebook, we have tried to give both players and Games Masters everything they could possibly need to run scenarios based on the Babylon 5 diplomatic station within the year 2258. That said, the galaxy is a huge place and there is plenty of room for everyone's ideas. Games Masters should take the information provided in Chapter 7 to heart and allow players to leave the confines of the station and explore other worlds. We will never detail every single world in the galaxy, so a Games Master can create new planets and systems (and even entire alien races native to them) safe in the knowledge that they will not be outmoded by a later supplement. By the same token, any Games Master even slightly familiar with the Babylon 5 timeline can construct an entire campaign that takes place before or after 2258. All the rules necessary to play out the Earth/Minbari War, or the events that led up to the construction of any of the previous Babylon stations are within this book – they will just take a little more work on the part of the Games Master to flesh out as he moves further from the main focus of the game. Those looking to expand their campaign beyond 2258 should consider obtaining the Babylon 5 roleplaying game sourcebooks that relate to each subsequent year. These sourcebooks will give full episode guides, along with suggestions for incorporating them into existing campaigns and rules for new characters, equipment, ships and more. For the reference of the Games Master, the sourcebooks and the years they pertain to are listed below.

Year	Sourcebook
2259	The Coming of Shadows
2260	Point of No Return
2261	No Surrender, No Retreat
2262	The Wheel of Fire

Other sourcebooks and supplements will allow Games Masters to greatly expand their campaigns to include other worlds and new races but it is important that they do not come to rely solely on this material. The Babylon

5 roleplaying game benefits from everyone's ideas when scenarios are being created and a Games Master should look to his own imagination to fuel his campaign rather than the pages of rulebooks.

Finally, Games Masters may have certain episodes on video or DVD and wish to use them within scenarios. This can be a great way to create a certain mood before play begins, with perhaps the players gathering to watch the Deathwalker episode before beginning a scenario that starts in the aftermath of those events. Alternatively, it may work the other way around, with players having been instrumental in providing someone within the episode with a particular key item or piece of information that then allows that character to play out events on the television screen. In this way, the players can watch the episode after the scenario is complete and so enjoy the fruits of their labours. Throughout Chapter 8, many scenario ideas are presented that suggest ways in which Games Masters can integrate their players within specific episodes.

Epic Campaigns

As Games Master, you potentially have a lot of work ahead of you though it should prove to ultimately be one of the most satisfying roleplaying experiences you have yet attempted. The epic campaign in Babylon 5 involves a series of tightly inter-connected scenarios that portray one or more story arcs leading to a final momentous conclusion. A great many things can happen at once in such a campaign and between game sessions, players should be working out how best to proceed as they move along several plot lines to witness the final end of each, building to a grand finale that will end one story and, possibly, begin another with new characters.

At all times during the creation of a new campaign, you should keep in mind those elements that make the Babylon 5 television show what it is, and so impart your own scenarios with the same atmosphere, above and beyond including things like Starfuries, Minbari and Mars Colony as readily identifiable iconography. All epic campaigns for this roleplaying game should concentrate the players' minds on the following concepts.

Consequences: There are no free rides in Babylon 5. Players should be aware of the consequences of their choices, even if they do not realise they are actually making those choices at the time. Further more, they must be held accountable to those consequences. For example, in any other science fiction game, a group of players may be willing to open fire on an alien ship in order to resolve a problem or get out of a tight fix. In Babylon 5, such an action is likely to have powerful consequences later on with perhaps the aliens breaking diplomatic contact from the players and the people they represent, which in turn could involve many lives being lost when an attack occurs and the players do not have any potential allies. On a more minor scale, players in official positions may play fast and

loose with rules and regulations, annoying powerful people in the process which could in turn lead to an investigation into their activities. The Eyes episode (see p234) is a good example of this.

Choices: Every main character within the television show is presented with a series of choices throughout the story arcs and, for better or worse, they follow their convictions to the end. Players should never be railroaded by the Games Master into performing certain actions and they should only rarely be utterly barred from making any decision, and then only by the greater powers of the galaxy. This is not to say that they will not pay for their actions, perhaps with their lives – see consequences above. However, a central theme in Babylon 5 revolves around the ability to make choices freely and this should carry through to even minor levels in a campaign. After all, even Jinxo was able to make the decision to stay on board Babylon 5 for a year in order to save every man, woman and alien present, at great risk to his own life. Players should also become aware that this applies to other characters in the game just as much as themselves and so may well find presumed allies working against a common goal because of choices *they* have made.

Tragedy: When one thinks of tragedy in Babylon 5, Mollari usually springs to mind though in truth, a great many characters experienced it – Sheridan knew when he was going to die, Garibaldi realised he may one day succumb to his alcoholism and we all knew that, at some point, Babylon 5 would be destroyed. The key element to this, as described earlier, is that players should know something bad is going to happen, how it will occur and maybe even when, and yet be utterly incapable of avoiding it without falling to ruin anyway. They can be given knowledge of the consequences of their actions through visions, dreams, incorporating elements of time travel into the story arc, or receiving wisdom from a greater power, such as the Vorlons.

Faith and Compassion: There is a sense in Babylon 5 that if you act with charity and good will towards others, and believe in the rightness of your own actions, things will work out. Faith and compassion are two sides of the same coin in Babylon 5. Belief is a very real force in the galaxy and can shape worlds as readily as diplomacy and military action. The true seeker prestige class (see p288) is a manifestation of what faith can achieve if a character believes in his cause passionately enough, though in a roundabout sort of way, so is the terrorist (p285). Events can occur simply because one person, be they a player or not, believes enough in what he is doing that he succeeds in his goals. By the same token, those who work hard to be compassionate towards others should be rewarded within the game. This does not mean such players should be showered with millions of credits but rather that in their darkest hour, friends and allies will readily stand shoulder to shoulder with them to fight a common enemy. If they are stranded in space, help will arrive, and if they are stabbed

and left for dead in Downbelow, someone will rescue them. Overall, players should eventually discover that if they act with compassion rather than deceit, things will go a lot easier for them – that is just the way life works on Babylon 5 and, perhaps, in the real world too. . .

Starting at the End

When a Games Master begins planning his epic campaign, who better to learn from than J. Michael Straczynski? Once you have the general concept of the campaign in your mind, begin by working out the possible conclusions of the main story arcs. Typically, you may have to work out at least two – what will happen if the players succeed in their goals and what will happen if they fail.

There are two important concepts to note here. First off, players should never be railroaded into the conclusion of any campaign. Just because you have planned a galaxy-shaking ending, it does not mean that your players will automatically pick up on all the clues you lay in scenarios, nor make decisions that seem obvious to you. Be ready to adapt your campaign to your players' choices and their desires.

This leads us nicely into the second point – failure in Babylon 5 is not something to shy away from. Veterans of other roleplaying games often get into the habit of helping their players along when plot lines are missed or when bad choices are made. Other characters may be brought in to give the players clues and even deities may descend from the heavens to resolve problems they have been unable to deal with satisfactorily. In doing so, the Games Master ensures the continuity of his campaign and future scenarios can proceed with the minimum of fuss. However, in Babylon 5, this need not be the case at all, and you need only look to the television show to see how many of the main characters not only fail in their objectives but greatly added to the power and emotion of the story arcs in doing so. What this means is that you should always have a number of contingency plans just in case the plans of the players go awry. It may be that the players will have a chance of regaining the threads of the main plot line if they have not already reached calamity and should be given every opportunity to do so. At the end of the day though, if the players screw up then they should take responsibility for the consequences that befall them and others. You can always create a side-campaign with the players adopting new characters attempting to create the mistakes of the previous group.

In starting at the end of your campaign when writing scenarios, you gain the benefit of hindsight when constructing story arcs. This will greatly ease the

construction of a new campaign from scratch as you can begin guiding your players to the grand conclusion right from the word go, whether they realise it or not. This is detailed further in the next section.

The end of any campaign should be shattering, poignant and memorable. It need not shake the entire galaxy but it should involve great stakes for the players and make them work hard for success. The finale should also greatly effect people and locations immediately around the players, whether it is finding the cure for a disease wiping out an alien race, achieving ultimate victory in an ongoing war or determining a use for incredible but dangerous technology discovered on a deserted world and pursued by several alien governments. Whatever else the players may have been during throughout the campaign, all their efforts should have steadily built up to this objective, and any questions they may have had about the motives and actions of others should now be answered. Some Games Masters like to put a twist in at the end of their campaigns, suddenly reversing the direction their scenarios have taken just as the campaign wraps up in order to keep the players on their toes. This technique can work well in the Babylon 5 roleplaying game, but neither is it necessary – in the television series, we all knew the Babylon 5 station would eventually be destroyed. The only questions were how and why, and this can be more than sufficient to keep your players interested in continuing the campaign, even if they are able to guess the conclusion earlier on. Of course, if you are planning a disastrous ending, it may benefit the campaign enormously if you actually allow the players to discover the nature of the conclusion during a scenario (see Tragedy above). This is exactly what the television series did for several of its plot lines.

Sowing the Seeds

Once you have a firm idea of where your campaign is going to head and the types of scenarios required to lead your players there, you need to begin sowing the seeds for the conclusion early on. When the campaign begins,

your players should have no idea what is in store for them. Whether they are playing nobles within the Centauri Royal Court, or EarthForce officers on a far-flung outpost, the players will likely have all sorts of preconceptions about what they will be trying to do and how to accomplish the goals they set for themselves. For example, the Centauri nobles may have plans to expand their houses while the officers will be ready to defend their small part of the Earth Alliance from hostile forces. They will have no way of knowing that the campaign will greatly expand their sphere of influence to the extent where they may discover organic technology powerful enough to tilt the balance of governments in the League of Non-Aligned Worlds, become wrapped up in a plot to assassinate the Centauri emperor or take an active part in a sweeping war that will dominate the lives of millions. This is for you to know and for them to find out later.

You must be aware that nothing exists within a vacuum and so great events such as these should not be suddenly sprung upon the players. Instead, little hints and tips should be sown throughout early scenarios to begin directing players towards the ultimate conclusion of the campaign. These seeds should not be dead give-aways and, indeed, they can be very subtle. Ideally the players should not have any idea of where the campaign is going until it is at least two-thirds complete, and the initial hints may be nothing more than general flavour and background – in the case of the assassination of the Centauri emperor, the players may initially be made aware of a growing dissatisfaction among the Centarum of the current leadership in the Republic. It does not have to be anything more than that, simply letting the players know that there are certain factions with grievances against the current Emperor. Later on they can be confronted with failed assassination attempts, introductions into radical or fringe groups within the Centarum and finally they may be put into a position where they must act in order to kill or save the life of their leader. All this, of course, takes place within the context of a multitude of scenarios that has the players battling for the status and position of their houses and, probably of themselves.

The Babylon 5 television show demonstrates this sowing of seeds early on superbly and prospective Games Masters can learn a lot from its pacing, either from the episode guides of this roleplaying game, or by actually watching them. In Chapter 8, for example, we mention early on that there are potential security breaches that the players can take advantage of on the station, but it is not until the final episode, Chrysalis, that we learn that it is Garibaldi's second in command that is the snake in the grass for the entire Command Staff. This then goes on in 2259 to expand the plot further, by introducing links into Earth's own government that suggest all is not well back home and that the main characters may well have to contend with more than just alien races wanting to carve a niche in the galaxy. Ultimately, this plot line results, in 2261, with Captain Sheridan leading an insurrection against his own government and freeing Earth from a tyrannical leader.

This is what is known as a story arc. We started with a couple of security breaches on board the Babylon 5 diplomatic station and ended up with the salvation of Earth – no one could have guessed the implications back in 2258 but, with hindsight, all the signs were there. As Games Master, you should sow seeds for the final conclusion of your campaign in much the same way. As the campaign progresses, the players will gradually learn more and more about their final goal until they reach an epiphany of sorts, where their final aims are made clear to them, if they have not begun to suspect already. How they actually go about accomplishing the campaign will still have to be worked out but that is a task for them to decide.

Multiple Story Arcs

Another facet of the Babylon 5 television series that is worth incorporating into an epic campaign is that of multiple story arcs. Although you will already have planed out your main campaign plot line, you can greatly muddy the waters for the players, as well as vastly expand their enjoyment by introducing multiple and even competing plot lines to run alongside the main story arc. Again, the television show is an excellent demonstrator of this and while the main story arc could be said to be the creation of the Interstellar Alliance and the salvation of the entire galaxy (I am afraid you will have to wait until the 2262 Sourcebook, *The Wheel of Fire*, to learn the full details of this!), many other major story arcs are woven into this main thread.

5 The Narn/Centauri conflict
5 The Shadow War
5 The war against Earth and President Clarke
5 The rise of the Psi Corps
5 Rebellion of Earth Alliance colonies
5 The growing rift between Minbari warrior and religious castes

Note that many of these are also intrinsically linked with each other. For example, the rise of the Psi Corps led, in part, to the war against Earth, as the telepaths began pulling their own strings within the government. The Shadow War began directly with the aggression between the Narn and Centauri, whereas the rebellion of the Earth Alliance colonies (including Babylon 5 itself) was fuelled by events that led to the war against Earth. It is this often complex interweaving of story arcs that gives the Babylon 5 television show much of its appeal and keeps viewers coming back for more – which is exactly what you want from your players.

You need not attempt anything quite so ambitious to begin and, if you try, there is a very real chance that the campaign may never be completed at all! Instead, work at a smaller scale initially. Start with your main story arc and then simply add one other – using our Centauri nobles as an example once more, you could perhaps add a secondary story arc where one house acquires organic technology and begins using it to increase their status. However, the players could later discover that not only do they have this technology but that it is so powerful that it poses the very real threat of completely destabilising the Republic as a whole, no matter which house possesses it. So, from one story arc that dealt with the attempted assassination of the emperor, you now have a second that could just as easily bring the entire Centauri Republic to its knees. Instead of one thing to worry about, you have now given your players two major story arcs to deal with. Add some more minor ongoing plot lines such as a little unrelated corruption in the Centarum that scuppers a lot of the players' preparations with regards to the main story arcs, some continued raider activity plaguing their houses and a few political disputes with the Earth Alliance or League of Non-Aligned Worlds, and you are well on your way to having a complete epic campaign on your hands that will keep yourself and your players roleplaying for months to come.

Not every story arc you introduce need be world-shattering, nor need it be completely concealed from the players when it is first introduced – you need only do this for the major plots. Minor story arcs can be strung throughout the campaign as you see fit. The raider activity in the example above, for instance, can be introduced at any time with nothing more than simply letting the players know that raider activity in the area has increased of late. Once the players resolve (or are forced) into doing something about it, several game sessions can be taken up by fighting the raiders, pursuing and tracking them, then finally destroying their base of operations or otherwise crippling them.

By the same token, not every Babylon 5 epic campaign need have multiple story arcs all weaving among each other. However, you will find that the more effort you put into such campaigns, the more satisfaction you will gain from both yourself and your players.

Characterisation

Many Games Masters may have a tendency to concentrate on the players in terms of character development, taking heed of the remarkable changes each character within the television series goes through as time goes on. This is another key to Babylon 5, in that every character begins as one person but as events begin to influence them and they are forced to make some very hard decisions, they end the television series as someone quite different. As G'Kar once said 'no one on Babylon 5 is what he appears'. This is advice Games Masters should earnestly heed.

However, your attention should not focus quite so hard on how the players are allowing their characters develop – this happens automatically in most roleplaying campaigns and Babylon 5 will be no different. Instead, you should concentrate on making sure the non-player characters within the campaign expand and enhance themselves, often changing quite radically over time.

For example, the hard-nosed but ultimately corrupt security officer that the players first meet on a far-flung Earth Alliance colony at the beginning of the campaign, may face his own life changing experiences when they depart. If he survives to the end of the campaign, he may have turned his back on his corrupt ways and become someone the players can always rely upon. It is important to document such changes of personality for each character within the context of the entire campaign and also make it clear to the players (at least eventually) *why* these changes have taken place. In the instance of the corrupt security officer, the players will find it very odd if they arrive at the colony in the future and find him to be utterly courteous to their wishes when they were forced to pay huge bribes on their first meeting. It just will not make sense. However, if the players are witness to the security officer's corruption and underhand dealings that finally result in, say, the death of his immediate family at the hands of those he has hurt, then a change in his personality becomes far easier to understand.

Such changes in the personalities of non-player characters should never be quick or easy for the players to predict. Use the five year television show as a guide with respect to the main personalities. An obvious example if G'Kar, who started out as a pugnacious ambassador with everything to prove, willing to argue with anyone about anything. At the end of 2262, he was bowed down with responsibility and had become both calmer and more philosophical in behaviour. This change came about because of all his trials and experiences in the preceding years, including the invasion of his homeworld, the slaughter of his people, his own personal revelation as to the nature of the galaxy

and the Narns place within it, as well as the loss of his eye and other tortures at the hands of the Centauri emperor. These were all character defining moments that shaped and defined his personality over five years.

Ideally, you should plot the personality changes of your main characters alongside the development of the campaign as a whole and, indeed, they can follow a similar process. Begin with how you see the personality of any one character at the conclusion of the campaign, and then decide how they will first appear to the players. You will then have a relatively simple process of 'joining the dots', working out where changes in the character's personality will occur in the time line of the campaign, with respect to the events you are planning to introduce. This may seem to be rather a lot of work at first but you should be able to complete it relatively quickly, once the basic structure of the campaign is complete. Keep in mind that not everything has to be decided and set in stone before play begins and, as far as characters are concerned, you need only have a basic one paragraph outline about what the character is doing now and how you initially see him progressing. You can forever make changes as you see fit once the campaign begins and the players start making their own decisions. Ultimately, this process will serve to underline that the galaxy is a forever changing place where real events beyond the concerns of the players can and do happen – the characters they meet will not be faceless individuals but real people with their own agendas, passions and fears. That, at the end of the day, is what roleplaying is all about anyway.

One-Shot Scenarios

Once they begin getting into the structure of a campaign based around the setting of Babylon 5, Games Masters may become more reluctant to include one-shot scenarios that have little or no bearing upon the rest of the campaign. However, Babylon 5 can be served extremely well by such scenarios, for two reasons. First, they provide a break and change of pace from the campaign, which may have the characters worrying about goals, other characters and their own actions on a continuing basis. By introducing a one-shot scenario, the players will be forced to focus on something else for a while, which may well lend greater urgency to their original campaign when they come back to it, as valuable time may have been spent resolving the scenario. It will also allow the Games Master to introduce new elements of the Babylon 5 setting into his campaign, such as a particular race the players have yet to encounter, or a new organisation.

You should remember that, from the players' perspective, it may not be clear that it is a one-shot scenario that you are running, and they may believe that a sudden change in story line could signal a significant development in the entire campaign. You are advised to do absolutely nothing to change this misconception – anything that keeps the players on their toes cannot be a bad thing!
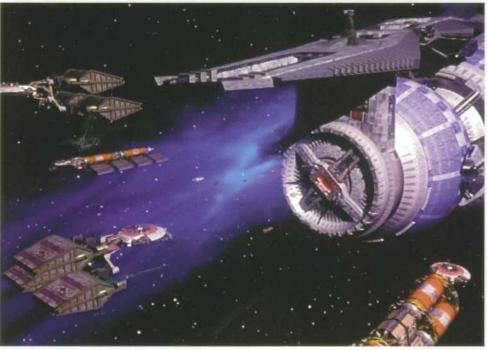
It is worth reviewing the episode guide when considering the introduction of a one-shot scenario, as they also appear to great effect in the television series, where they are called out-of-arc episodes. Perhaps the best example of this in Chapter 8 is Believers, which revolves primarily around Dr Franklin and Commander Sinclair trying to resolve a moral issue. Games Masters would be advised to consider similar story lines for their own one-shot scenarios, as they can be introduced at almost any point in a campaign without affecting existing story lines, and yet still prove to be among the most memorable of the lot.

Babylon 5 Iconography

Many Games Masters may be tempted to draw inspiration for their own scenarios from science fiction games, films, television shows and novels but it is important to note that Babylon 5 is not a 'standard' science fiction setting. It has its own structure, ethos and feel that sets it apart as something unique and it is important that you strive to make your players aware that, even when far from the station on some deserted world, they are still within the Babylon 5 galaxy and great events are in progress. It is vital you do this in order to avoid your campaign simply becoming any other hard science fiction roleplaying game. Babylon 5 and your players both deserve more than that.

There are two principle ways to accomplish this and, fortunately, the first is easy to resolve by ensuring you have placed Babylon 5 iconography throughout each of your scenarios, so your players are immersed in the setting and will never confuse it for another. This should involve seeding your scenarios with objects, vehicles and characters readily identifiable from the television series. When introducing a new character that your players will interact with, consider not simply making him human or introducing yet another relatively unknown race from the League of Non-Aligned Worlds. Instead, allow him to come from one of the major alien races such as Narn, Centauri and Minbari, and then accentuate his racial characteristics. A Minbari from the warrior caste, for example, should be proud and haughty, while a Narn soldier will be brash and impulsive. While Games Master should eventually strive to break racial stereotypes in Babylon 5 (not every Centauri has the same personality, after all), beginning in this fashion is a good way to show the major differences between the sentient races of the galaxy.

In the same way, never have the players' spacecraft come under fire from a pirate ship, destroyer or other generic vessel – make it a Narn Frazi heavy fighter, an EarthForce Hyperion heavy cruiser or, if you really want to scare them, a Minbari Sharlin warcruiser. Do not create scenarios where they land on an unknown alien world that they must explore. Even if they do not at first realise it, make it a planet in perhaps the Drazi Freehold or Minbari Federation and force them to come face to face with the society and culture of the race it belongs to. Another good way to extend this process is to have the players occasionally meet

Centauri Republic, which will serve as a precursor to later events, both in 2258 and beyond. Second, the invasion of Ragesh 3 will be big news in the galaxy – people will be speaking about it everywhere and no doubt add their own opinions. The same applies to most of the other episodes and while critical pieces of information that will be heard throughout the galaxy are highlighted in Chapter 8, you should pay attention to each and, as the campaign advances through 2258 and beyond, judge for yourself what the players can become directly involved in, what they will simply hear about and what might pass them by altogether.

one or more of the main personalities from the television series – this can work particularly well if you are familiar with the show yourself and can mimic, to at least some degree, the speech and mannerisms of the characters. This will bring the feel and atmosphere of Babylon 5 quickly and easily to the players. Last of all, never shy away from allowing the players to visit the Babylon 5 diplomatic station themselves. It was the main feature of the television series and so should make at least an appearance in any roleplaying game.

The second way to develop the feel of the Babylon 5 roleplaying game far above that of any other is to utilise the episode guide and timeline inherent within the story of the television series. The scenario hook ideas presented for each episode provide the Games Master with a variety of tools to influence his own campaigns, whether he chooses to closely mirror the events taking place on the station or have his players exploring another part of the galaxy, light years away from the actions of Jeffery Sinclair and the ambassadors. In the very least, players should begin to hear about the events unfolding in the episode guide, no matter where they are, even if the news does not reach them for several months. Take the very first episode, Midnight on the Firing Line, for example. If players are on Babylon 5 itself, they may have various allegiances to EarthForce, the Narn or Centauri and thus become embroiled in the invasion of Ragesh 3 directly. If they are actually on the agricultural colony at the time of invasion, they will be unavoidably thrust right into the centre of the action. However, even if they are light years away, deep within the League of Non-Aligned Worlds while engaging in a completely unrelated mission, they should at least hear of the invasion, for two reasons. First, as a plot device, it will serve as a measure of the animosity between the Narn Regime and the

This method of introducing Babylon 5 iconography has the secondary benefit of providing the Games Master with a complete structure of events that can drive his campaign forward regardless of whether the players are always successful in their scenarios or not. It also serves to make the players very much aware that there is an entire galaxy beyond their own concerns that will continue on long after they have turned to dust and been forgotten.

Most roleplaying games seek to make the players aware that there is a greater world beyond their scenarios, usually by including a rich and detailed history to provide a background to the setting, and important or powerful personalities who have already accomplished great deeds and gained sufficient influence so as to ensure the players do not have a major impact on the setting early on. The Babylon 5 roleplaying game has all this but also one other vital factor that other games do not – as well as history and personalities, it has *events*, an existing timeline that the Games Master can use as he wishes in order to give the players the feeling that not only has a great deal been accomplished before them, but that it is continuing to happen all around them. These events will not wait for the characters and if they are stranded upon a desolate world or decide to 'take a break' for a few months, the wheels of the galaxy will continue inexorably onwards, heedless of their concerns. When they finally make a reappearance, they may find a great deal has changed.

The episode guides in both this rulebook and future supplements will give Games Masters a ready to use campaign structure that will give them an existing framework from which to hang their own scenarios. When

preparing a new campaign for Babylon 5, we cannot recommend enough that you take the episode guides into account, in however minor a fashion, as this will lend your scenarios a depth and impact that few other roleplaying games can match. It may be a slightly different method of campaign design than most Games Masters are used to, but you will find the extra effort to be more than worth it when the game begins.

Canon Versus Player Action

There have been other roleplaying games in the past based on novels, films and television series, and all pose the same question to the Games Master preparing to run them – should the actions of the players be able to affect what has 'already' happened in the source material. In Babylon 5 terms, should the players be able to attack and kill a major character from the television series and so greatly change the course of events described in the show? Should they be able to raise their own fleet and be in a position to attack and destroy locations and planets portrayed in the show? Most roleplaying games of this nature take great lengths to avoid placing the players in situations where this can occur. They may never meet the major characters they have seen on the screen or read about, and will rarely be allowed to amass enough personal wealth and power where they can actually affect the setting in a powerful way. This in turn can lead players to become a little disenchanted with the setting – after all, if the main characters from the book or show have already resolved everything, what else is there left to do?

In the Babylon 5 roleplaying game, this need not necessarily be the case and, if you take care in creating scenarios, you can grant your players great latitude in their actions and what they want to achieve. It is important to remember that once you have read this rulebook and any supplements you choose to use, it then becomes *your* game. Major characters can die, the station can be destroyed a whole lot earlier and it could be your own players, rather than the personalities on board Babylon 5, that become the saviours of the galaxy. No one will come around to your gaming group saying you cannot do that!

However, you should be aware that this will create a lot more work, as you will then be solely responsible for not only how the campaign progresses, but how it will affect an entire galaxy – no mean feat, and one that took J. Michael Straczynski more than five years to accomplish!

Not every action the players attempt need have such shattering consequences though and when at low level especially, they may find that there is not too much they can do to alter the greater events around them. They could be allowed to have a small effect though – perhaps the presence of the players is enough to ensure a faster breakdown between Narn and Centauri relations, or maybe they will prolong diplomatic communications. The players could potentially be the ones to resolve the Narn occupation

of Ragesh 3 if they are actually present on the colony at the time. In more extreme circumstances, their actions may bring about the death of a character in the television show, such as one of the ambassadors, and so be thrust right into the centre of galaxy-changing events.

In every instance, you should make yourself aware of the possible consequences of the players doing such things. In general, remember that the earlier players begin affecting the main story arcs, the greater impact they will have in later years. In this way, starting players off at 1st level during 2258 and watching them steadily rise through to 2262 is a nice balancing method to play through the events of the television series. They will start off without much power or influence and so only have a minor impact upon those around them. As the story progresses, they will rise in level and still be able to survive the events occurring around them, as well as being able to take a greater part. However, there is a lot of room to manoeuvre. Remember that every episode of Babylon 5 is usually just a snapshot of what the major characters are doing on that particular day – there are five years in the main story line and a lot more will be accomplished during the same time period, as Babylon 5 novels and comics have already demonstrated. Many of the main ambassadors often leave the station for several episodes to conduct diplomatic business elsewhere, and who is to say that it is not the players who have caused this?

If you decide to allow your campaign to go down this route where the actions of the players can, perhaps, radically change the existing story line of Babylon 5, prepare for a lot of work. Every time the players change something, you will have to determine what will happen in place of the episode guides given in this rulebook and future supplements. However, your players may greatly appreciate the freedom they have in what will become your galaxy. On another level, this style of campaign fits in well with the Babylon 5 theme of making choices and accepting the consequences of them.

The other option, of course, is to assume that everything on the television show and in the episode guides is canon and may never be changed. The Narn and Centauri *will* go to war, Sheridan *will* go to Z'ha'dum and Delenn *will* transform herself. This style of campaign fits in well to the Babylon 5 theme of tragedy and inevitability – these things will happen and the players will all know it. This is also the easier type of campaign to run for the Games Master who has other interests in his life (career, family, etc. . .) as the entire background structure has already been created in the episode guides. The major events in the galaxy are already well documented and it just remains to fit your players within this framework. On the other hand, there will be things that your players will be utterly unable to do. Anyone opposed to the actions of G'Kar will be unable to simply kill him to resolve their problems, just as they will be unable to halt Mr Morden as he locates Londo Mollari to enact his plans in later years. This will require a little work

on the part of the Games Master to ensure players never have the chance or motivation to effect the main story arcs in this fashion. However, you may find this is far easier to do than might be expected. If you have already encouraged the players to champion acts of compassion and goodwill as outlined earlier, then they will already be working towards the same goals as the main characters of the television series and so will be able to interact with them without danger of disrupting the existing timeline. They will be able to witness the great events that shape the galaxy first hand and while they may be incapable of actually stopping them, the players will have the chance to help guide them and do 'their part'. The one thing you must be careful of when running a canon campaign is to ensure the players never feel left out or inadequate. They must be made to feel that their part in the events of the galaxy is important, even vital, and that there will be consequences for a great many people to pay if they fail. In addition, never allow the personalities of the television show to bail the players out every time they hit a problem. Jeffery Sinclair and Susan Ivanova may well be extremely capable individuals but they have no time to help the players out at every turn. You must make it clear to the players that if they mess up a scenario, they will be on their own, with no EarthForce officer making a sudden appearance to set everything right.

During the course of running games of Babylon 5, you may now and again come across players who will deliberately try to change the outcome of the episode guides without any thought to the campaign you are trying to run, simply because they find it 'funny', even if you have told them that you are running a canon game. Every gaming group has a difficult player join its ranks from time to time, and it is not always possible to simply ban them from playing. There is no cause for alarm, however, as it is very easy to limit the effects such players have. Nobody can simply walk into the ambassadorial wing on the station to assassinate an important personage, as security is very tight. Just getting an illegal weapon on board Babylon 5 is hard enough. Other high security areas of the station will pose the same problems for disruptive players. Also keep in mind that there are many places to base scenarios within the galaxy other than Babylon 5 itself. A campaign set on a lone Earth Alliance outpost light years from civilisation can provide superb opportunities for excitement and yet ensure that such players can never disrupt what you have decided is canon. Ultimately, disruptive players always tend to fall foul of their own ambitions – you will know this is happened when you hear them utter their soon to be famous last words. 'Okay, let's try to knock off the Vorlon. . .'

There is a common belief that in campaigns where certain elements remain canon and inviolate to the actions of the players, the players themselves will suffer as they will never be able to achieve great deeds that match those of the characters in the television series. This could not be further from the truth, as the galaxy is a big place and there is room enough for everyone's ego. Just because Babylon 5 will eventually become the centre of a great galaxy-spanning

alliance, it does not mean that the players cannot carve out their own niche and make decisions about their own future, even on a fairly large scale. For example, if the players decide to set up their own gang of raiders, they could end up dominating a large region of space. If they manage to avoid being wiped out by EarthForce destroyers, they may find themselves in a position to play an instrumental part in the defence of entire worlds during the forthcoming Shadow War. If successful, this may grant their own private 'pirate kingdom' some degree of legitimacy among alien governments – they could even join the alliance in one form or another (though they will likely have to change their old ways!). Alternatively, the players could all be members of the upper echelons of one of the governments in the League of Non-Aligned Worlds and so literally have several systems as their own empire when they finally move into the 'top job' as political leaders. If the Babylon 5 galaxy can easily allow players to gain this measure of power and influence, then anything is possible and no one need be too worried about any limitations of canon placed upon a campaign.

Most campaigns will likely be not quite so grand. Months, even years, of enjoyment can be found for players interested in exploring unknown regions of the Rim, delving into underground vaults of ancient alien races, engaging in minor politics in the League of Non-Aligned Worlds and fighting criminal bosses on Babylon 5. Not every campaign has to shake the entire galaxy and force the players into taking the roles of leaders.

At the start of every campaign, you should decide whether your scenarios will remain canon to the Babylon 5 galaxy, or whether you will allow players to completely determine their own fate. If you make your players aware of the parameters you have set for the campaign as a whole, greater enjoyment will be had by all.

Campaign Types

There is no set 'type' of campaign for the Babylon 5 roleplaying game. Indeed, we have done everything possible to ensure players are not locked into playing certain types of character or forced into behaving in a certain kind of way. Rather, we have tried to provide a gateway into the galaxy of Babylon 5, permitting both Games Masters and players to explore different campaign types as they choose. If you watch the television show, you will see a multitude of different characters and events – all of them can be reflected and adapted using the rules in this book.

This open-ended approach may seem quite daunting to Games Masters and players used to a more structured approach from other games but the campaign types detailed below should serve as a guide or, at least, a place to start. Once one or two of them have been tried in a group, both the players and Games Master should be ready to explore their own region of the Babylon 5 galaxy, coming up with

their own campaign types and trying different characters to fit in with them.

Starfarers

This is the easiest type of campaign to run for the Babylon 5 roleplaying game and so we would recommend all Games Masters start with a Starfarers campaign. It will serve as a superb introduction to the galaxy and ensure all participants are well versed with the background of Babylon 5 before proceeding to other campaign types listed below.

Simply put, the Starfarers campaign sees the players use Babylon 5 as a base of operations from which they can engage on a multitude of scenarios. These scenarios need not be linked in any way and do not even require that they form an epic campaign – players can just explore the galaxy and see what is 'out there' whether they venture to other worlds or remain on the station. Players are free to choose any character class or race with no more requirement than that they are all friends or at least acquaintances when the campaign begins. The Starfarers campaign has the advantage that neither the players nor Games Master need have a great in-depth knowledge of the Babylon 5 setting, as this is something they will learn throughout their gaming sessions.

Scenarios for a Starfarers campaign can include almost any elements or plot lines, from simple fetch-and-carry missions when hired by various ambassadors or other important personalities to the acquisition of new technologies or even hunting down raiders for any bounty a government puts on them. The focus of the campaign as a whole should be for the players to meet and encounter as much Babylon 5 iconography as possible, so the Games Master can consider constructing entire scenarios based around just one or two ideas. Meeting representatives of the three Minbari castes and learning their inherent differences, encountering the criminal elements of Babylon 5 or witnessing the continual political strife of the League of Non-Aligned Worlds all form a suitable basis for a scenario in a Starfarers campaign. The Games Master can also utilise the scenario hooks in Chapter 8 and future sourcebooks to readily create a new scenario at a moment's notice.

Several sessions of a Starfarers campaign should be more than adequate to prepare players and Games Masters for any other type of campaign in the Babylon 5 roleplaying game, as everyone will then have most of the background knowledge to successfully roleplay specific characters.

EarthForce Officers

The EarthForce Officers campaign revolves around the players taking the part of characters who have some measure of authority on board an Earth Alliance spacecraft (such as an Hyperion heavy cruiser) or on a colony in some far-flung outpost. They need not be in positions of total command initially but as they increase in level over several

gaming sessions, the players should begin to assume roles of leadership.

When on board a spacecraft, the players will have relative freedom to travel across the entire galaxy, though they will likely be assigned missions to complete by EarthForce. Initially, this kind of campaign will provide players with a broad overview of the Babylon 5 setting as they encounter various alien races and resolve missions to the best of their ability. Later on, the players may find themselves at odds with either their morals or Earth itself as their government becomes increasingly insular and instructs them to carry out orders that may often seem brutal. This will be detailed in more detail in the forthcoming *Point of No Return* sourcebook. Suffice to say for the moment that if you decide to run an EarthForce Officers campaign, its conclusion could be explosive. However, players may be sent far from Earth Alliance space to either spy on the actions of certain governments in the League of Non-Aligned Worlds, or explore so far unknown sectors near the Rim. There is even scope for this campaign to take the form of a 'five year mission exploring new worlds and civilisations', though Games Masters should work hard to ensure Babylon 5 iconography remains firmly in place lest his game be confused for another.

If the EarthForce Officers campaign instead takes place on a colony, the players may not go out looking for adventure and excitement so much as it comes to them. In a way, such a campaign could function almost as a miniature Babylon 5 with the players taking the role of the Command Staff and resolving issues and threats to their colony. There are unlikely to be any permanent alien ambassadors on a colony other than Babylon 5 itself and so there will be slightly less of a diplomatic edge to scenarios – this may suit some players extremely well. However, there will be plenty for the players to do, governing the civilian population of the colony, stamping out growing criminal gangs, ensuring they do not invite alien attack and dealing with any other events that affect their star system. Such colonies need not be very large (perhaps with a total population of just a few hundred, based around a mining station, strategic defence post or similar interest) and so can be quickly and easily created by the Games Master, yet provide the basis of many scenarios. The Games Master can use Chapter 6 of this rulebook as a guide to how an Earth Alliance colony may look, whether it is a space station or ground-based installation.

Players need not be forced into taking the officer character class in a campaign of this nature, and there is great scope for including other classes in positions of some authority. Telepaths may be present on any spacecraft expected to perform diplomatic duties or any colony. Agents could come from intelligence agencies from within EarthForce, while soldiers make for ready security officers. Every colony or spacecraft of note will have at least a small science division, even if it is just a Medlab, while colonies will likely have a worker force to ensure their smooth running. Further into the campaign, races other than

humans may also become viable, either as permanently stationed advisors or simple visitors who find a valid reason to stay within Earth space.

The Earth Alliance and the officers of its EarthForce will stand to make a great impact on the galaxy in later years, making this campaign a good option if Games Masters wish to thrust their players right into the heart of galaxy-shaking events.

Psi Corps

A Psi Corps campaign focuses not just on human telepaths but those of high enough P-Rating to gain power and influence within the organisation, and perhaps even EarthGov. The ultimate goal of this campaign should involve at least some of the players becoming Psi Cops or at least military specialists, where they can begin hunting down potentially dangerous or subversive rogue telepaths. As the campaign progresses, they will begin to discover the reach the Corps has within EarthGov and may gain some considerable power themselves. The players will soon find that while Psi Cops are charged with governing the misuse of telepathic powers, their actual remit can be far wider in scope.

This is perhaps the closest thing to an 'evil' campaign possible in Babylon 5, as the players will have the opportunity to work directly alongside characters such as Mr Morden, furthering both his schemes and theirs. On the other hand, while the players may have a vested interest in securing the freedom of human telepaths everywhere, they may have their morals pricked by the methods the Corps often uses. This will give them the opportunity to possibly become double agents, working within the Corps to thwart its more devilish plans.

Every character in a Psi Corps campaign should be both human and a telepath of P8 or greater. Other characters will soon find themselves at a great disadvantage in a campaign where human telepaths are no longer strictly controlled by every rule and regulation of the Psi Corps, especially when the interests of said telepaths are at stake.

Narn Military

The Narn Military campaign can function well for players looking for a great deal of action and excitement in their scenarios. From the Games Master's point of view, there can be some very nasty surprises in store for the players if they are not familiar with the Babylon 5 television series and so are unaware of just what happens between the Narn and Centauri.

In this campaign, the players take the role of Narns (and perhaps mercenaries of other races hired by the expanding Regime to fight its wars) dedicated to fighting the Centauri and reclaiming stolen territory. Starting in 2258, the Centauri Republic is in a vulnerable position and so the players will enjoy many victories in conquering colonies that once belonged to the Narn Regime. They may even be used in a more diplomatic role, being ordered to conduct acts of quiet sabotage and espionage that will result in the Centauri Republic being embarrassed and thus lose even more face among the other governments, something the Narn Regime will be able to take advantage of later. However, come 2259, the players will begin to find their efforts slowly turn against them as the Centauri Republic slowly gears up for war. When this happens, the missions the players are sent on will gradually become more and more desperate until they will finally be forced to fight a war of resistance, hurting the dominating Centauri in whatever way they can, no matter how small. Victory will finally be theirs but it is a long way off.

Centauri Royal Court

A campaign set in the Centauri Royal Court will revolve primarily around politicking and backstabbing, with little direct combat action. This is something that might appeal a great deal to certain players. Ideally, the players should all belong to the same noble house, playing minor nobles interested primarily in furthering their own position and status within Centauri society. They will spend much of their time forming alliances with strong houses, manipulating weaker houses and trying to cause as much damage as possible (politically speaking) to their peers. Outside forces will soon interfere with their plans, none so much as the forthcoming war against the Narn. Players will soon have to decide whether they work hard to halt a potentially damaging war or champion it and so gain

the valued support of the noble houses instigating military action.

There is some potential for players to belong to separate houses but this is likely to create a great deal of work for the Games Master, as the players will no longer be playing a co-operative game. Instead, they may be actively working against one another and so there is likely to be a lot of note-swapping with the Games Master and out of the room discussions. This can slow down play to an incredible degree but it can also provide a great deal of fun – after all, players of any roleplaying game traditionally work together in order to defeat the machinations of characters run by the Games Master. Now, at long last, they will finally be able to pit their wits against one another. The Games Master should pace such a campaign carefully, ensuring that the players initially work hard to form and break alliances between themselves while plotting to cause great embarrassment, and thus loss of position, to each other. The assassinations and coups will come later on....

IPX Expedition

This campaign can give the players a great deal of freedom in their choice of action and yet still retain an element of Games Master control over the areas of the galaxy they explore, thus avoiding the problem of the players suddenly jumping into a system he has not planned for within a scenario. In the IPX Expedition campaign, the players are hired personnel on a mission funded by Earth's IPX corporation to explore distant alien worlds for valuable resources and ancient technologies which can then be sold on to EarthForce.

The IPX Expedition campaign has several long-term hooks that will keep scenarios fresh and interesting for the players. First of all, they will principally be exploring previously undiscovered worlds and so will come face to face with mysteries and dangers that need only be limited by the Games Master's own imagination – fleets of hostile aliens, ancient cities or vaults and new areas of technology that they will be unlikely to fully understand the implications of are all strong possibilities. Second, these missions are known to be extremely dangerous and so IPX always pays a

portion of the profits to all members of a successful expedition. Once in a while, the players can hit the 'big time' and while they will initially be restricted to working on board an exploratory spacecraft commanded by other characters, they may soon accumulate enough funds to purchase their own ship and so take their own commissions from IPX without having to answer to anyone but themselves. Being able to afford and run their own spacecraft will grant the players an unprecedented amount of freedom in the galaxy.

Finally, while the players will spend much of their time 'out of the loop' of events throughout the galaxy as they explore worlds near the Rim, they may soon begin to discover that their employer, IPX, is actually a front for the Bio-Weapons Division of EarthForce. This can have a significant impact later in the campaign when trouble begins brewing in EarthGov and the players may be forced to question the motives of IPX, however generous the corporation may have been with their payments in the past. In addition, there are many dark and powerful forces located in the Rim and the players will have plenty of opportunities to begin poking around in things they would be better off avoiding. Again, this can have a significant impact in later years when these forces, heralded by Mr Morden, begin making themselves known throughout the galaxy.

Signs and Portents

For some players, this type of campaign will seem extremely logical, to others completely alien. Simply put, in the Signs and Portents campaign, players each take the role of one of the main personalities detailed in Chapter 6. One player, for example, will take the role of Commander Sinclair, while another plays Ambassador Delenn.

There are two possible angles to approach this campaign from. The first is to give the characters to players who are utterly unfamiliar with Babylon 5. They should be made aware of the character's personality, background and motives, as well as any additional information the Games Master believes they should have. They are then let loose with the events beginning in Midnight on the Firing Line

and the campaign begins from there. These characters may also be used by players interested in taking part in a 'what if?' campaign, where they explore the effects of other decisions and actions the personalities could have made in the television series.

Both of these variations will require a great deal of work on the part of the Games Master, as he will only be able to use the episode guides as a basic framework, instead of a solid foundation to the campaign. The players will be in a position to affect much of the galaxy eventually, for better or worse. The Signs and Portents campaign should only be attempted by a Games Master who has the time available to create a campaign more or less from scratch, and by players who are mature and responsible enough to properly roleplay the personalities in Chapter 6 without too much guidance from the Games Master. You have been warned!

Other Campaigns

The galaxy is a huge place with a multitude of societies and customs, and a Games Master need not limit himself to the campaign types proposed in this chapter. The Babylon 5 roleplaying game has an incredible amount of depth and information ready for use in any type of game. Listed below are just a few ideas the Games Master might like to try for future campaigns after he feels he has exhausted the possibilities above.

- A raiders campaign, where players take the role of raiders themselves and attempt to carve out their own small niche in the galaxy, can provide a good change of pace from more serious epic campaigns, as well as give the players a whole new set of problems to worry about – they will need to hire pilots to successfully expand a raider operation but will they be able to trust such characters?
- The Earth/Minbari War can provide a great backdrop to an epic campaign, whether the players choose to be human, Minbari or some race caught between the two. Warrior caste Minbari will take great delight in destroying human outposts until finally ordered, inexplicably, to surrender, while those in the religious caste may actually have some idea of why the war has to be stopped. Human characters may spend the entire campaign fighting for their lives, trying to work out how to score just one victory against the Minbari advance.
- Related to the IPX Expedition campaign, the players could take the part of freelance planetary surveyors, like Catherine Sakai. They will need their own spacecraft but such a campaign will give them more freedom than working for IPX, though they may also miss the protection and resources the corporation can grant.
- The politics of the League of Non-Aligned World are convoluted and sometimes self-destructive, as each race works hard to gain as much for itself as it can. Even small wars can break out with some

alarming frequency as governments feud over resources and trade agreements. The players could take the part of minor diplomats working for one of the League worlds, gradually gaining in power and status as the campaign continues until they eventually head their government. Scenarios will centre on politics much like the Centauri Royal Court campaign but the stakes will be far larger. The players will be responsible for the fate of not a mere noble house, but of the billions of sentient beings who live on the worlds they control – the stakes do not get much greater than that.

- Another 'freelance' kind of campaign where players can still retain a great deal of freedom while not working for a greater organisation is that of free traders. They will again need a spacecraft, one capable of carrying a great deal of cargo but they will be free to travel from planet to planet, trading their goods for continued profit and taking part in many scenarios as and when they arise. In many ways, this is closely related to the Starfarers campaign but instead of being based upon Babylon 5, the players will make their spacecraft their home.

As the timeline of the Babylon 5 galaxy advances, new campaign options will become open to players and Games Masters, such as taking the part of characters who are Rangers or Vorlon agents, for example. These campaign types will be dealt with fully in future sourcebooks and supplements and the Games Master will have the choice of redirecting his campaign to incorporate these new ideas or simply starting a new one that does not begin in 2258.

Experience Point Awards

The Babylon 5 roleplaying game does not use the Challenge Rating of the d20 System in order to make experience point awards to players. Instead, you should aim to award an amount of experience points at the end of each gaming session, based on how well the players did and how much they managed to achieve. It should be noted that level progression in the Babylon 5 roleplaying game is slightly slower than in other d20 System games.

In general, players should earn 500-1,000 experience points for every gaming session they take part in, at your discretion, assuming a typical 2-6 hour session. This allows for a steady progression at low levels, where characters tend to be relatively weak and unskilled, but also ensures players have to work very hard to reach the highest of levels where they can conceivably take become individuals to be respected or feared throughout the galaxy, such as Mr Morden or Jeffery Sinclair themselves.

Published scenarios and campaigns for the Babylon 5 roleplaying game provide a simple guide on how to award experience points after each gaming session but, in general, you should aim to give 750 points to each player. This can then be modified depending on how well you believe they

fared. If the players successfully manage to avert a war between two hostile alien races without a single drop of blood being shed, a bonus is very likely in order (perhaps even doubling their normal experience point award). If, however, war erupts with countless dead as the players wade in with little tact or diplomacy, then a heavy reduction would be more appropriate.

Other awards are possible as well through the experience point system. If a player is roleplaying his character consistently well in a fashion that is demonstrably different to his own personality, again, a bonus is in order. However, it should be no more than 10% of his total experience point earnings for that gaming session – just enough for him to notice the difference.

Using this system, you will find you can reward your players for a wide degree of actions not normally covered in the d20 System and still retain control of the rate in which characters go up levels, thus allowing you to pace future scenarios in the campaign. Many Games Masters tend to give bonuses and penalties to players for individual actions. It is not always necessary to catalogue every little thing the player does but if anything remarkable, one way or the other, does occur, make a small note of it and adjust the player's experience point award at the end of the session accordingly.

Prestige Classes

As the campaign progresses and the player's characters become more powerful and influential, it is likely that they will wish to begin reaching beyond the core classes presented in Chapter 1. The attainment of one of the prestige classes detailed below can become the focus of entire scenarios in itself for the player in question and so they can be used by the Games Master as a reward for good play above and beyond credits, renown and influence.

Each prestige class has a list of requirements that must be met in order for a character to begin taking levels in it. It should be noted, however, that just because a player's character meets this criteria, they should not automatically be allowed to multiclass into it. It is the Games Master's ultimate prerogative as to which prestige classes are available in his campaign and those chosen should in some way reflect the story arcs he is weaving. In general, every prestige class either makes a character far more capable in a field he is already skilled in or grants entirely new abilities that he can take advantage of in future scenarios. It should be made clear that while a player continues to take levels in any gained prestige class, he should in every way act as though it is the primary focus in his life and the Games Master is free to deny further levels if this is not the case. A character with levels in xenoarchaeologist, for example, is fully justified in gaining further levels in the prestige class while exploring alien worlds and conducting new exploratory missions. If he has spent the last six months on board Babylon 5 doing nothing more than drinking and

gambling, however, the Games Master would be advised to deny the player from taking further levels until he resumes his old lifestyle.

As a final note, the prestige classes presented here are designed to allow players and Games Masters to reflect all the major archetypes present in the Babylon 5 television show, as well as include all the specific characters that appeared in the first season, Signs and Portents. More prestige classes will be detailed in future supplements but the Games Master is welcome to create his own if a player wishes to take his character in a certain direction. Remember, the players should always drive the Games Master's campaign, not the other way around. The Games Master should be prepared to create new prestige classes as a standard campaign tool if his players wish to explore specific avenues of character development.

The Fence

Any lurker quickly learns to survive by their own wits or else die, unwanted and alone. A few rise above the rest, however, and prosper on the fringes of society, thriving in the underclass environment forced upon them by circumstances and individuals who have no interest in their plight. By making contacts, finding secret routes in and out of the station or colony in which they live, and building a reputation of being able to locate any item no matter how expensive or illegal, a successful fence can make hundreds of thousands of credits from fellow lurkers. The fence has the capability and smuggling contacts to trade in any number of illegal goods, be they arms, drugs or other proscribed items. For those willing to join the criminal underclass, the fence can be an incredibly useful person to know but he lives in constant danger of discovery. A single security sweep can undo much of his profitable work and make others hesitant to continue trading with him. This is nothing new to a lurker, however, who will simply move on and begin trading in a new territory.

Episode Reference: Soul Hunter.

Additional Hit Points: 1.

Requirements
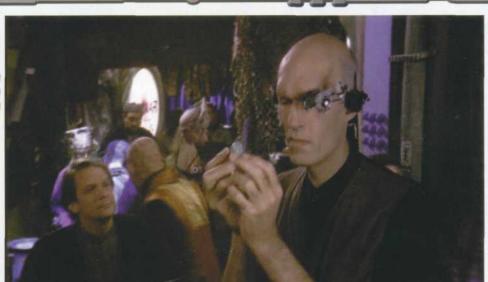
To qualify to become a fence, a character must fulfil all the following criteria.

Skills: Appraise 7 ranks, Bluff 6 ranks, Gather Information 5 ranks, Sense Motive 6 ranks.
Special: Must have lived in territory in which he is to be a fence for at least three continuous months. If the fence moves away from this territory, he loses all his class features unless otherwise stated and may not regain them until he either returns to his home territory or spends three continuous months in a new one.

provide valuable information or even services. If the fence, or one of his clients, wishes to meet another character in a specific field of interest, he may automatically arrange the meeting, so long as such a person exists in his territory. In any other territory, the fence may attempt to arrange meetings in a similar fashion with a Gather Information check (DC 15 for basic services, DC 20 for complicated needs such as access to secure computer systems, and DC 25 for truly exotic requests such as smuggling in rare alien artefacts). Web of Contacts does not negate the cost of such services but makes finding the right individual much quicker. If a Charisma-based check is ever required in the pursuit of services during one such meeting, the fence gains a circumstance bonus equal to his class level.

Class Skills

The fence's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the fence prestige class.

Income: For someone who is forced to live by his wits, the fence can enjoy a surprisingly good lifestyle. While in his home territory, the fence is always assumed to be able to supply himself with above-average quality quarters, food and clothing. Upon reaching 5th level, the quality of the fence's quarters, food and clothing rises to luxurious levels.

Web of Contacts: The fence quickly develops a large web of contacts in his territory, knowing someone from almost every walk of life. Even those who are not lurkers themselves often come to the fence for favours and goods they cannot acquire easily elsewhere – in return, they can

Henchmen: Upon reaching 3rd level, the fence gains a number of henchmen equal to 1 + his Charisma modifier, who act as enforcers and bodyguards. The henchmen may be of the agent, lurker or worker classes, as the fence chooses. They start at 1st level and will gain a new level every time the fence gains a new even numbered character level (such as 6th, 8th, 10 and 12th levels). These new levels may be gained in any class the fence deems appropriate and may even be prestige classes if the henchmen qualify. The Games Master is encouraged to create a background and motivations for the henchmen, though they will be loyal to the fence unless mistreated. If a henchman is killed or otherwise lost, he will be replaced by a new 1st level henchman within a month. At 5th level, the fence gains an additional number of henchmen equal to 1 + his Charisma modifier.

The Fence

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+1	+0	Income, Web of Contacts
2	+1	+2	+2	+0	Finger on the Pulse
3	+1	+2	+2	+1	Henchmen
4	+2	+2	+2	+1	High Reputation
5	+2	+3	+3	+1	Henchmen

Finger on the Pulse: At 2nd level, the fence may make a Gather Information check (DC 25) once per week while he is in his home territory, as he plies his trade and listens to the conversations of his clients. If the check succeeds, the fence will learn a valuable secret about someone important in his territory. The Games Master should determine a suitable secret, possibly using the Signs and Portents episode guide in Chapter 8 as a reference.

High Reputation: As the fence reaches 4th level, he practically becomes an institution within his territory, someone upon whom a great many people rely for information and goods. Whenever an 'official' sanction is placed upon the fence, such as an arrest, search or assassination, he will be told of it at least one hour before it takes place. It will be up to him to buy off the attempt or otherwise avoid it but he will know the basic details of how it will take place, as well as who instigated it.

The Mutari

The Mutai, meaning Trial of Blood, is a combative sport developed among the aliens of the League of Non-Aligned Worlds but has since spread to Babylon 5 and matches can even occasionally be found on Narn and Centauri Prime. Seen in the past as a pursuit only practised by the minor alien races, Narns and Centauri are becoming common competitors and after Walker Smith's triumph, humans are beginning to swell the ranks of the Mutari. Of the younger races, only the Minbari seem to resist its lure as such sports seem to clash with their spiritual culture.

Episode Reference: TKO.

Additional Hit Points: 3.

Requirements

To qualify to become a Mutari, a character must fulfil all the following criteria.

Race: Any non-human or non-Minbari. Any non-Minbari only after August 2258.
Base Attack Bonus: +6 or higher.
Skills: Concentration 6 ranks, Intimidate 6 ranks.

Feats: Improved Unarmed Strike, Lightning Reflexes.
Special: Be accepted by the Muta-Do as an honourable and respected combatant. Must also find an ex-Mutari who will stand Katow.

Class Skills

The Mutari's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), and Tumble (Dex).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the Mutari prestige class.

Unarmed Damage: The Mutari learn to trust no weapon other than their own body, which they develop into a potentially lethal machine. Though they still only deal subdual damage from unarmed attacks, the amount of damage caused by each successful blow increases at 1st, 6th and 10th levels, as shown on the table below.

Damage Reduction: No Mutari will willingly show weakness and they are taught to ignore pain in favour of concentrating on their opponent. So long as he is not surprised or caught flat-footed, the Mutari gains a natural Damage Reduction 1 at 4th level. This is increased to Damage Reduction 2 at 8th level. Neither may be combined with normal armour, as anything but the loosest fitting clothes will hamper the Mutari's fighting style.

Improved Trip: Upon reaching 2nd level, the Mutari has learnt to knock his opponents to the ground with ease, opening them up for another attack. Such a move

The Mutari

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+1	Unarmed Damage 1d4
2	+2	+2	+2	+2	Improved Trip
3	+3	+2	+2	+2	
4	+4	+2	+2	+2	Damage Reduction 1
5	+5	+3	+3	+3	Devastating Attack
6	+6/+1	+3	+3	+3	Unarmed Damage 1d6
7	+7/+2	+4	+4	+4	
8	+8/+3	+4	+4	+4	Damage Reduction 2
9	+9/+4	+4	+4	+4	Stun Opponent
10	+10/+5	+5	+5	+5	Unarmed Damage 1d8

is frowned upon within the Mutai but is commonly used outside of the ring when the Mutari finds himself under attack. He gains Improved Trip as a bonus feat.

Devastating Attack: At 5th level, the Mutari can launch into a berserk whirlwind of punches, kicks and head butts that can often floor an enemy before they have a chance to respond. The Mutari can choose to make an extra attack in any round at his highest base attack bonus, but all attacks made will suffer a –2 circumstance penalty. This may only be done while the Mutari is performing a full attack action.

Stun Opponent: As the Mutari reaches 9th level, he learns the most sensitive places to strike an opponent, often being able to daze them and delay their own attacks. As part of a full attack option, the Mutari may choose to forgo all attacks and stun his opponent. Only one attack roll is made, at the Mutari's highest base attack bonus. If successful, the opponent must make a Fortitude save (DC 10 + ½ the Mutari's character level + his Strength modifier) or be stunned for 1d3 rounds. A stunned character cannot act and loses any Reflex bonus to his DV, while attackers receive a +2 bonus on all their own attack rolls against him. Neither normal nor subdual damage is caused by the Stun Opponent ability.

The Planetary Surveyor

Billions upon billions of credits have been sunk into planetary exploration in the past by the large mega-corporations of many races, often wasted on dead worlds and hostile or contested territories. As space travel gradually became easier and more affordable, a new breed of explorer developed, the planetary surveyor. Crewing small spacecraft decked out in sophisticated detection equipment, these freelancers brave the dangers of deep space to compile records on hundreds of worlds

in dozens of as yet unknown systems. Each hopes for a single lucky strike that can end their hazardous careers, such as a stock pile of Quantim-30 or other valuable resource on an unclaimed world, selling their data to large corporations for a fraction of what it would cost to fund a full scale exploratory team. Planetary surveyors are highly independent individuals, used to resolving problems on their own. This can prove to be a vital survival trait when in orbit of an unknown world, as they could face alien attack, celestial dangers or system malfunction at any time. Many thrive on this challenge, while others continue in their career for the simple love of exploration, of seeing worlds from space that no one else in their race has yet witnessed.

Episode Reference: Mind War.

Additional Hit Points: 1.

Requirements

To qualify to become a planetary surveyor, a character must fulfil all the following criteria.

Skills: Computer Use 8 ranks, Diplomacy 4 ranks, Pilot 9 ranks, Technical 9 ranks.
Feats: Spacecraft Proficiency, Veteran Spacehand.
Special: Must personally own a spacecraft of at least gargantuan size.

Class Skills

The planetary surveyor's class skills (and the key ability for each skill) are Appraise (Int), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Jump (Str), Knowledge (alien life) (Int), Knowledge (astrophysics) (Int), Knowledge (star systems) (Int), Medical (Wis), Pilot (Dex), Search (Int), Spot (Wis), and Technical (any) (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the planetary surveyor prestige class.

Spacer's Sense: Forced to travel alone in unknown territory much of the time, the planetary surveyor quickly learns to trust his instincts. Whenever the planetary surveyor in piloting a spacecraft and is in imminent danger, the Games Master should make a secret Wisdom check (DC 15). If successful, the planetary surveyor gets a 'bad feeling' and will be ready and alert when danger strikes, be it a celestial hazard, systems malfunction, attack or anything else the Games Master deems appropriate. If the Wisdom check succeeds by 5 or more, the planetary surveyor will also get some clue as to what the danger is before it occurs.

Bonus Feat: The planetary surveyor is a hardy and adaptable individual who can quickly become skilled in a variety of areas, particularly in spacecraft operation. At 2nd and 4th level, the planetary surveyor may select a bonus feat from the following list: Dogfighter, Evasive Action, Fire Control, Nerves of Steel and Vehicle Dodge.

Alien Contact: The planetary surveyor spends much of his time far from friendly worlds and colonies and learns how to communicate with the aliens he meets, regardless of whether they share a common language or not. Upon reaching 3rd level, the planetary surveyor may communicate with any sentient being, even if he cannot speak its language. He may only use two word sentences, with no word having more than one syllable. This is, of

The Planetary Surveyor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+1	Spacer's Sense
2	+1	+2	+0	+2	Bonus Feat
3	+2	+2	+1	+2	Alien Contact
4	+3	+2	+1	+2	Bonus Feat
5	+3	+3	+1	+3	Jury-Rig

course, a very basic form of communication but a clever planetary surveyor can usually utilise it to purchase vital supplies, call for help or avoid attack from aliens angry at his trespassing in their territory. Alien Contact may be used over communications link but it requires video contact as well as audio.

Jury-Rig: Rarely having the luxury of a fully supplied space port within which to repair damage to his spacecraft, the planetary surveyor learns to conduct make-shift repairs that will enable him to return to safe territory. Whenever the planetary surveyor's spacecraft suffers a critical hit, the planetary surveyor may make a Technical check to repair it, as detailed on p47. However, he may opt to conduct the repair in just one hour instead of spending a full day working on it. Jury-rigging in this way will only repair the critical hit for a period of twenty-four hours, after which it may not be jury-rigged again and must be repaired properly.

The Psi Cop

When the Psi Corps was formed one hundred years ago, it was recognised that a new breed of telepath would have to be developed and trained, one who could monitor and control other telepaths should they fail to follow the rules and regulations governing their actions when among mundanes. The result was an extremely powerful and well-trained individual – the Psi Cop. Rated at P12, the highest level of ability attainable by a human, the Psi Cop is charged with hunting down and capturing rogue telepaths (known as blips) before they can cause harm to the rest of society. Such rogues are usually those who managed to slip through Psi Corps tests while they were children, a not unusual circumstance on offworld colonies, though some actually escape from the Corps. In these situations, Psi Cops will move fast to bring their quarry down, so as to avoid any mundane realising that such things can happen within the Psi Corps. As well as being extremely powerful telepathically, Psi Cops are taught to master their talent to an amazing degree and are truly the best telepaths the human race has to offer. In addition, they are also taught various investigative techniques though the relaxing of Psi Corps rules with regards to them scanning mundanes often bypasses much of this. Psi Cops are given great latitude for their conduct, and the Psi Corps is famous for looking after its own. They are permitted to carry sidearms, usually military-issue PPGs, throughout Earth Alliance space.

Episode Reference: Mind War.

'Since we bear a greater responsibility, we are afforded greater latitude, in the interest of efficiency

Alfred Bester

Additional Hit Points: 3.

Requirements
To qualify to become a Psi Cop, a character must fulfil all the following criteria.

Race: Human.
Skills: Bluff 3 ranks, Concentration 10 ranks, Intimidate 8 ranks, Telepathy 12 ranks.
Feats: Ability Focus (deep scan), Combat Telepath, Mental Fortress.
Abilities: Communication, Deep Scan, Pain, Surface Scan
P-Rating: P12.
Special: Must be an active member of Psi Corps.

Class Skills
The Psi Cop's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (telepathy) (Int), Listen (Wis), Pilot (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Technical (any) (Int), and Telepathy (Cha).

Skill points at each level: 4 + Int modifier.

Class Features
All of the following are class features of the Psi Cop prestige class.

Telepath: Every level gained in the Psi Cop prestige class may be added to the DC of saving throws made against his telepathic abilities.

Superior Defensive Block: As soon as he is inducted into the Psi Cops, the character engages in repetitive training designed to enhance their mental defences and ensure he is all but unstoppable when approaching another telepath – even if they are ranked P12 too. Any telepath attempting to use an ability on the Psi Cop must add half the Psi Cop's class level (rounding down) to the DC of their Telepathy check. This penalty stacks with those granted by the Defensive Block and Improved Defensive Block feats.

The Corps is Mother: Psi Cops wield incredible levels of power within the Corps and are entrusted with great responsibility. As such, a Psi Cop conducting an investigation into a rogue telepath will be able to requisition many resources from the Corps. The Psi Cop may make a Requisition check by rolling 1d20 and adding his Psi Cop level. The DC of this check is set by the Games Master and should reflect the resources being asked for, the urgency of the Psi Cop's mission and how far away from Earth he is working. However, the nature of the resources requested may be far ranging, such as a blockade of Black Omega Star Furies to halt a fleeing transport, calling in other telepaths and Psi Cops or exerting Psi Corps pressure upon

The Psi Cop

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+1	Superior Defensive Block, Telepath, The Corps is Mother
2	+2	+2	+2	+2	Quick Scan, Telepathic Ability
3	+3	+2	+2	+2	Ability Focus
4	+4	+2	+2	+2	Extend Defences, Contact, Telepathic Ability
5	+5	+3	+3	+3	Black Omega Squadron
6	+6/+1	+3	+3	+3	Ability Focus, Telepathic Ability
7	+7/+2	+4	+4	+4	Contact
8	+8/+3	+4	+4	+4	The Corps is Father, Telepathic Ability
9	+9/+4	+4	+4	+4	Ability Focus
10	+10/+5	+5	+5	+5	Contact, Telepathic Ability

difficult officials. Flagrant disregard for the Psi Corps still limited resources may result in disciplinary action.

Quick Scan: Often surrounded by enemies or at least those unfriendly to his presence, the Psi Cop learns to conduct scans to gain the information he seeks whenever he can. At 2nd level, the Psi Cop may use the surface scan telepathic ability as a move equivalent action.

Telepathic Ability: At 2nd level and every two levels thereafter, the Psi Cop may select a new telepathic ability from Chapter 5. However, each telepathic ability gained must be useable at the Psi Cop's P-Rating. If no telepathic abilities are available due to them being restricted to telepaths of a higher P-Rating, the Psi Cop will receive a bonus hit point instead.

Ability Focus: Psi Cops are trained to stretch their entire vista of mental abilities, enabling them to cope with any situation while in the field. At 3rd, 6th and 9th level, the Psi Cop receives Ability Focus as a bonus feat, each time for use with a different telepathic ability.

Extend Defences: Though not of the highest concern to many Psi Cops, there are times when they must protect mundanes and other telepaths from the influence of rogues. The Psi Cop's mind shield telepathic ability may be used on multiple subjects within line of sight upon reaching 4th level.

Contact: Few Psi Cops rely on the resources of the Corps alone, and many work hard to create their own network of contacts, allies and friends. At 4th, 7th and 10th level, the Psi Cop automatically gains a Contact, in the same fashion as the class feature of the diplomat described on p27.

Black Omega Squadron: All Psi Cops are expected to take at least a short tour of duty within the elite Black Omega squadron in order to gain valuable combat experience and greatly improve their capabilities in the

field. At 5th level the Psi Cop gains Spacecraft Proficiency and Weapon Proficiency (spacecraft weapons) as bonus feats.

The Corps is Father: Psi Corps wields far more power in both the government and military than any mundane realises and Psi Cops are usually the instrument by which such influence is gained. Upon reaching 8th level, the Psi Cop has sufficient rank to not only draw upon the resources of the Corps, but of Earth Alliance governmental and military institutions as well. The Psi Cop may now make Requisition checks to such official bodies, granting him access to warships, specialised equipment and personnel, and the ability to exert pressure on alien governments.

The Psi Corps Military Specialist

A dedicated and skilled telepath, the Psi Corps military specialist is used primarily to aid internal investigations of Earthforce personnel, though they have increasingly (and controversially) been seen in intelligence gathering capacities. The Psi Corps maintains a strict charter as to the licence its operatives are granted when functioning among mundanes but members such as the military specialist are at the forefront of its expanding regulations. It is said that whenever a telepath is used in an intelligence gathering operation, it is a galactic incident waiting to happen, but those days are rapidly drawing to a close. Psi Corps is being granted more and more leeway by EarthGov and military specialists are becoming more common throughout Earth Alliance colonies and installations, ensuring the loyalty of officers and pursuing the Corps own secret ends.

Episode Reference: Eyes.

Additional Hit Points: 2.

Requirements

To qualify to become a Psi Corps military specialist, a character must fulfil all the following criteria.

Race: Human.
Skills: Concentration 6 ranks, Intimidate 4 ranks, Telepathy 9 ranks.
Feats: Ability Focus (surface scan).
Abilities: Communication, Pain, Surface Scan
P-Rating: P8 or higher.
Special: Must be an active member of Psi Corps.

Class Skills

The Psi Corps military specialist's class skills (and the key ability for each skill) are Bluff (Cha), Climb

The Psi Corps Military Specialist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+1	Telepath, Weapons Training
2	+1	+0	+0	+2	Improved Pain, Telepathic Ability
3	+2	+1	+1	+2	Quick Scan
4	+3	+1	+1	+2	Break Conspiracy, Telepathic Ability
5	+3	+1	+1	+3	The Corps is Mother

(Str), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (military) (Int), Knowledge (telepathy) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Technical (any) (Int), and Telepathy (Cha).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Psi Corps military specialist prestige class.

Telepath: Every level gained in the Psi Corps military specialist prestige class may be added to the DC of saving throws made against his telepathic abilities.

Weapons Training: Though expected to work behind any front line, the nature of the Psi Corps military specialist's work often means that he will, at some time, be forced to engage in combat. As such, all Psi Corps military specialists are given the same basic training as soldiers before being permitted to work in the field. At 1st level, he gains the Weapons Training class feature of the soldier, as detailed on p36.

Improved Pain: Often forced to hunt down rogue officers once their loyalty has been discovered, the Psi Corps military specialist is gifted at triggering the pain centres of the brain, possibly complete incapacitation. Whenever using the pain telepathic ability, the Psi Corps military specialist may add his Charisma modifier and class level to the damage dealt.

Telepathic Ability: At 2nd and 4th level, the Psi Corps military specialist may select a new telepathic ability from Chapter 5. However, each telepathic ability gained must be useable at the Psi Corps military specialist's P-Rating. If no telepathic abilities are available due to them being restricted to telepaths of a higher P-Rating, the Psi Corps military specialist will receive a bonus hit point instead.

Quick Scan: The Psi Corps military specialist learns quickly to use his telepathic talent without being detected by mundanes, snatching scans as and when he can. At 3rd level, the Psi Corps military specialist may use the surface scan telepathic ability as a move equivalent action.

Break Conspiracy: When investigating Earthforce officers stationed on offworld colonies and installations, the Psi Corps military specialist often has to uncover conspiracies involving several individuals. At 4th level, the Psi Corps military specialist is capable of facing down several enemies at once. He suffers only a –1 penalty on his Telepathy check when using abilities on multiple subjects, rather than –2.

The Corps is Mother: Psi Cops wield incredible levels of power within the Corps and are entrusted with great responsibility. As such, a Psi Cop conducting an investigation into a rogue telepath will be able to requisition many resources from the Corps. The Psi Cop may make a Requisition check by rolling 1d20 and adding his Psi Cop level. The DC of this check is set by the Games Master and should reflect the resources being asked for, the urgency of the Psi Cop's mission and how far away from Earth he is working. However, the nature of the resources requested may be far ranging, such as a blockade of Black Omega Star Furies to halt a fleeing transport, calling in other telepaths and Psi Cops or exerting Psi Corps pressure upon

The Raider

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	Born to Fly
2	+2	+0	+2	+0	Bonus Feat
3	+3	+1	+2	+1	Pinpoint Shooting
4	+4	+1	+2	+1	Bonus Feat
5	+5	+1	+3	+1	Safe Distance

difficult officials. Flagrant disregard for the Psi Corps still limited resources may result in disciplinary action.

The Raider

Every major government in the galaxy has outlawed the process of raiding but, while many in the League of Non-Aligned Worlds openly condemn the practice, it has not been unknown for certain races to secretly sponsor raiding groups to target their enemies and rivals. Still more raiders join independent enterprises that prey upon the innocent for their own monetary gain. Raiders are the pirates of the space lanes, operating cheap but highly effective fighters craft that lay in wait near out of the way jump gates and transit points. Upon sighting an unescorted transport or freighter, groups of raiders will swoop in, destroying their target's engines, killing the crew and stealing any valuable cargo. Many raiders are far more sophisticated than the governments whose territory they operate in will admit, gaining contacts and stealing information that allows them to target the easiest and wealthiest targets. The Earth Alliance has led the way in shutting down raider operations and uses its considerable military resources to ruthlessly wipe them out. Babylon 5, as a central hub for trade among alien races, is often a target for raider activity and its fighter squadrons are very experienced in engaging and destroying them.

Episode Reference: Midnight on the Firing Line.

Additional Hit Points: 2.

Requirements

To qualify to become a raider, a character must fulfil all the following criteria.

Base Attack Bonus: +4 or higher.
Skills: Intimidate 4 ranks, Pilot 6 ranks.

Feats: Spacecraft Proficiency, Weapon Proficiency (spacecraft weapons).
Special: Must either own an armed spacecraft or join a raider group.

Class Skills

The raider's class skills (and the key ability for each skill) are Appraise (Int), Computer Use (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (trade routes) (Int), Listen (Wis), Pilot (Dex), Search (Int), Spot (Wis), and Technical (any) (Int).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the raider prestige class.

Born to Fly: Small fighters are the tools of the trade for the raider and he will spend a great deal of time practising manoeuvres that may one day save his life. The raider gains a competence bonus to all Pilot checks equal to half his class level, rounding down.

Bonus Feat: There is little honour among raiders and often the only person they can rely upon in battle is themselves. Each raider is expected to become the most competent fighter pilot he possibly can, even without the benefit of military training. At 2nd and 4th level, the raider gains a bonus feat chosen from the following list: Dogfighter, Evasive Action, Fire Control, Improved Fire Control, Vehicle Dodge and Veteran Spacehand.

Pinpointing Shooting: At 3rd level, the raider has become adept at targeting specific areas of his victim's spacecraft, disrupting control capabilities, destroying weapons and hitting engines, effectively crippling his prey. Whenever the raider scores a critical hit on an enemy spacecraft, he may freely choose which location it is applied to.

Safe Distance: Upon reaching 5th level, the raider has learnt to stand off from his target whenever possible, engaging it at greater ranges in order to keep his own craft out of range. The raider may ignore the first range increment penalty when piloting a spacecraft of gargantuan size or smaller.

The Terrorist

So long as there are people in power , whether they rule justly or not, there will always be those who disagree with their policies and actions, and be willing to conduct their opposition with violence. It is the role of the terrorist to make public the grievances of the group he represents by causing as much disruption as possible to both the government and innocents alike. This will be typically done with acts of wanton destruction, targeting heavily populated areas with bombs and assassinating key personnel in the groups they oppose. A terrorist will often see himself as a freedom fighter, taking on a righteous war against an oppressive foe but their extremist actions often set them at odds even with those who would otherwise support their goals. Terrorism is an act of desperation, enacted by people who feel they have never been listened to by individuals in power, and who believe they have no other option to get the results they desire. Earth has suffered from a recent rise in terrorism from both pro-Earth and pro-Mars groups, such as the Home Guard or Free Mars, but this has never been a purely human phenomenon. The Centauri are well-versed in Narn terrorism from their occupation of their homeworld and there are many diverse groups in the League of Non-Aligned Worlds who turn to violence to achieve their goals.

Episode Reference: The War Prayer.

Additional Hit Points: 3.

Requirements

To qualify to become a terrorist, a character must fulfil all the following criteria.

Base Attack Bonus: +4 or higher.
Skills: Concentration 6 ranks, Intimidate 6 ranks.
Feats: Improved Unarmed Strike, Lightning Reflexes.

Class Skills

The terrorist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Technical (any) (Int), and Tumble (Dex).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the terrorist prestige class.

Manufacture Explosives: The terrorist is skilled at manufacturing his own explosive devices. Given one hour's work and materials worth 100 credits the demolitionist can create a bomb suitable for most terrorist actions from scratch. A Technical check (DC15) must be made for success. A natural roll of a 1 indicates that something has gone dreadfully wrong in the manufacture of the device and it detonates prematurely in the terrorist's hands as he works on it. The terrorist suffers damage as normal from the bomb and may not make a Reflex save to reduce it. Such a bomb will cause 2d10 points of damage to everything within a 20 ft. radius and weighs 4 lb. At 3rd and 5th level, the terrorist is capable of manufacturing far more potent

explosives, causing 3d10 and 4d10 points of damage respectively.

Resist Scan: Telepaths are the bane of all terrorists, for with a single scan they can reveal all the members of an entire group, their locations and plans. Before being inducted in to the higher echelons of a terrorist group, individuals are therefore taught how to resist scans to the best of their ability. Upon reaching 2nd level, the terrorist receives Resist Scan as a bonus feat.

Contact: It fast becomes essential for a terrorist to create a network of contacts, allies and friends in high places who can collectively work together to help him achieve his goals. Initially such contacts may only be within the higher echelons of the terrorist's own organisation but as he becomes more famous for his actions, the terrorist will garner further support – perhaps from an Earthforce officer sympathetic to Home Guard or Free Mars objectives or a diplomat who requires terrorist action to be conducted to further his own government's aims. At 3rd, 6th and 9th level, the terrorist automatically gains a Contact, in the same fashion as the class feature of the diplomat described on p27. However, Games Masters should be aware that terrorist contacts tend to be far more reticent than those of more upstanding members of society. The last thing they want is to be publicly linked with a well known terrorist and they may have their own agendas to be resolved before they are willing to grant aid.

Sneak Attack: Terrorists often become skilled at silencing their victims quickly and efficiently, usually when assassinating important individuals who oppose them. From 4th level onwards, if the terrorist can catch an enemy by surprise, when flat-footed or by flanking, he can make a sneak attack. The extra damage the terrorist deals to the enemy he has managed to sneak attack is listed on the table below. However, he may only make sneak attacks in melee combat or with ranged weapons when the target is no more than 30 feet away. Sneak attacks may not be made against non-living targets or those immune to critical hits. This damage stacks with any other sneak attack bonuses the terrorist has gained from other classes.

Fanatic: At 5th level, the terrorist becomes so wrapped up in his warped view of the world that it may fairly be said that he becomes disconnected from reality, performing incredible acts that could be called heroism if only he were not harming innocents. Whenever the terrorist reaches negative hit points, he is permitted to make a Fortitude save (DC 15 + 1 per negative hit point he has accumulated). If successful, the terrorist may continue making partial actions as if he were actually at 0 hit points. If he fails, he will become unconscious as normal. A terrorist reduced to –10 hit points or more will automatically be killed as normal.

Trademark Weapon: As the notoriety of the terrorist increases, he will often adopt a trademark weapon so as to leave authorities and his victims as to no doubt that he has struck once more. At 7th level, the terrorist chooses any one type of weapon. From this point on, the terrorist will gain a +1 competence bonus to all attack rolls and a +2 bonus to all damage rolls whenever using that particular weapon.

Master of Disaster: At 10th level, there are few in the entire galaxy with such an affinity for explosive devices as the terrorist and he instinctively knows how to place them to cause the maximum amount of devastation. When

The Terrorist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+0	Manufacture Explosives 2d10
2	+2	+2	+0	+0	Resist Scan
3	+3	+2	+1	+1	Contact, Manufacture Explosives 3d10
4	+4	+2	+1	+1	Sneak Attack +1d6
5	+5	+3	+1	+1	Fanatic, Manufacture Explosives 4d10
6	+6/+1	+3	+2	+2	Contact
7	+7/+2	+4	+2	+2	Trademark Weapon
8	+8/+3	+4	+2	+2	Sneak Attack +2d6
9	+9/+4	+4	+3	+3	Contact
10	+10/+5	+5	+3	+3	Master of Disaster

the terrorist sets a bomb he has built himself to cause damage to a building, vehicle or other structure, it will automatically deal double damage. This use of this ability takes one full minute as the terrorist inspects his surroundings.

The Thenta Makur Assassin

The assassins guild of Narn, officially known as the Thenta Makur, is a time honoured tradition within the Regime, whose operatives follow a very strict code of ethics. Priding themselves on the completion of every contract to the letter, a contracted killing may cost upwards of a hundred thousand credits but the death of the target is guaranteed.

Episode Reference: The Parliament of Dreams.

Additional Hit Points: 3.

Requirements

To qualify to become a Thenta Makur assassin, a character must fulfil all the following criteria.

Race: Narn.
Base Attack Bonus: +6 or higher.
Skills: Computer Use 3 ranks, Gather Information 4 ranks, Hide 8 ranks, Move Silently 8 ranks, Survival 4 ranks.
Feats: Alertness, Combat Reflexes, Point Blank Shot.
Special: Must be sponsored by an existing member of the Thenta Makur.

Class Skills

The Thenta Makur assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), and Technical (any) (Int).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the Thenta Makur assassin prestige class.

Intense Training: The training involved in becoming an assassin of the Thenta Makur is hard and not all survive. However, when complete, new recruits are truly dangerous

individuals who know the tools of their trade implicitly. The Thenta Makur assassin immediately gains one free feat, selected from the following list; Weapon Focus, Weapon Proficiency, Weapon Specialisation. He must meet the prerequisites of any feat selected in this way.

Sneak Attack: Thenta Makur assassins are adept at striking from the shadows in order to overcome their victims quickly and silently. From 2nd level onwards, if the Thenta Makur assassin can catch an enemy by surprise, when flat-footed or by flanking, he can make a sneak attack. The extra damage the Thenta Makur assassin deals to the enemy he has managed to sneak attack is listed on the table below. However, he may only make sneak attacks in melee combat or with ranged weapons when the target is no more than 30 feet away. Sneak attacks may not be made against non-living targets or those immune to critical hits. This bonus damage stacks with that from a sneak attack ability gained from another class, such as agent.

Advanced Interrogation: Upon reaching 3rd level, the Thenta Makur assassin has learnt how to inflict as much pain as possible upon another character, a useful trait when his contract states that vital information must be gained from the victim before death. When involved in an interrogation, the Thenta Makur assassin may add his class level as a competence bonus to his Intimidate check, so long as the victim is restrained and unable to move.

Critical Strike: At 5th level, the Thenta Makur assassin's superb knowledge of anatomy, Narn and alien, allows him to strike at vital locations. In both melee and ranged combat against living creatures, the Thenta Makur assassin may add +1 to the threat range of the weapon he is using. If the Thenta Makur assassin also has the Improved Critical feat, this +1 bonus to the threat range is applied *after* the base score has been doubled by the feat.

The Thenta Makur Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+0	Intense Training
2	+2	+0	+2	+0	Sneak Attack +1d6
3	+3	+1	+2	+1	Advanced Interrogation
4	+4	+1	+2	+1	Sneak Attack +2d6
5	+5	+1	+3	+1	Critical Strike

The True Seeker

The concept of true seekers have existed within Minbari society for centuries, though some humans have also taken on the burden. No true seeker has yet been discovered among the other races and it may be possible that their cultural imperatives simply do not permit the existence of such individuals. For the Minbari, true seekers are greatly revered and are not required to work to earn their place in society – it is presumed that their own goals further the advancement of Minbari as a whole and thus they are granted food, clothing and shelter wherever they travel throughout the Minbari Federation.

A true seeker is a holy man or spiritual individual who has undertaken a great quest for the benefit of his race, or even the entire galaxy. This quest is often rooted in a race's past history or even mythology, and is typically passed from one true seeker to another upon death. However, what matters to the true seeker is not the completion of his quest but the perfection of his soul. It is in his nature to be the best he can possibly be, and spread peace and harmony wherever he travels. A true seeker will never turn his back on another sentient being in distress nor will he knowingly do harm to another unless it is in the defence of an innocent. Through his beliefs, the true seeker gains wisdom and strength, enabling him to continue his quest in the face of great adversity. The true seeker learns to rise above doubt, whether in himself or from others, and continue travelling through the galaxy doing deeds of infinite goodness that benefit all.

Episode Reference: Grail.

Additional Hit Points: 1.

Requirements

To qualify to become a true seeker, a character must fulfil all the following criteria.

Race: Human or Minbari.
Skills: Diplomacy 6 ranks, Gather Information 4 ranks, Knowledge (any) 8 ranks.
Feats: Iron Will.
Special: Must be handed a mission by another true seeker.
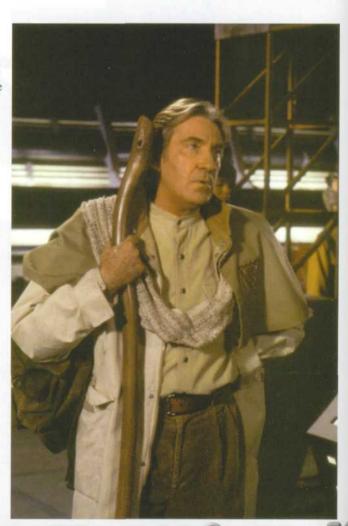
Class Skills

The true seeker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Medical (Wis), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Swim (Str).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the true seeker prestige class.

True Quest: At 1st level, the true seeker is given a quest to complete by his predecessor. Whenever working directly towards this quest, the true seeker's spiritual awareness is such that he can extend his senses. The true seeker will never be caught surprised or flat-footed, and may re-roll any failed saving throw once while pursuing his quest. However, if the true seeker ever knowingly commits an evil act that causes direct harm to any sentient being, he will lose all features and abilities of the true seeker prestige class and may no longer gain any further levels in it. At the Games Master's option, a true seeker who has fallen from grace in this manner may perform an act of penance in order to correct the harm he has done or, alternatively, complete his True Quest.

Seeker's Quest: Upon reaching 2nd level, the true seeker may add other, more minor quests and gain the same benefit as True Quest when pursuing them. The true seeker may decide what exactly constitutes a quest but it must be in the furtherance of good and peace with regards to at least one sentient being.

Ethical Diplomacy: The true seeker learns to be honest and truthful in his dealings with other sentient beings, instinctively putting them at ease. He gains a +2 competence bonus to all Diplomacy checks. However, he may never make a Bluff check in order to further any quest he is currently pursuing.

Infinite Promise: At 4th and 8th level, the true seeker becomes spiritually aware and can be relied upon as a source of incredible wisdom and foresight. The true seeker gains a permanent +1 bonus to his Wisdom ability score.

Bonus Feat: As he progresses on his quest, the true seeker both enhances his ability to protect innocents from harm, as well as learn to follow any lead or rumour that may lead to the fulfilment of his quest. At 5th and 10th level, the true seeker gains a bonus feat selected from the following list: Alertness, Data Access, Great Fortitude, Harm's Way, Lightning Reflexes and Resist Scan.

Infinite Goodness: Upon achieving 6th level, the true seeker has performed many good acts and radiates a calm peace. This aura can penetrate the base desires of even the most murderous individuals, protecting both the true seeker and any innocent under his protection from harm. Whenever the true seeker or an individual under his protection is threatened with physical harm, the true seeker may confront the aggressor (who must have an Intelligence score of at least 6) and attempt to persuade him to not attack as a full round action. Both the true seeker and the aggressor should make an opposed Wisdom check. If the true seeker succeeds, the aggressor may still remain hostile but will not attack for a period of at least a minute. Infinite Goodness may not be used during combat conditions – it must be attempted before violence begins. In addition, the true seeker and the aggressor must share a common language.

Shield of Faith: When taking actions in direct relation to his quest, the true seeker can literally fortify himself with the knowledge that what he does is the right and proper

The True Seeker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+1	+1	True Quest
2	+1	+2	+2	+2	Seeker's Quest
3	+1	+2	+2	+2	Ethical Diplomacy
4	+2	+2	+2	+2	Infinite Promise
5	+2	+3	+3	+3	Bonus Feat
6	+3	+3	+3	+3	Infinite Goodness
7	+3	+4	+4	+4	Shield of Faith
8	+4	+4	+4	+4	Infinite Promise
9	+4	+4	+4	+4	Aura of Peace
10	+5	+5	+5	+5	Bonus Feat

thing to do. At 7th level the true seeker gains a natural *Damage Reduction* score equal to his Constitution modifier so long as he is acting in direct relation to his quest. This *Damage Reduction* represents the true seeker's desire to carry on his quest no matter what the cost and so armour will have no additional effect. If armour is worn by the true seeker, use either his natural *Damage Reduction* or that of the armour, whichever is higher.

Aura of Peace: At 9th level, the true seeker radiates an Aura of Peace that immediately puts any creature at ease. He may use *Infinite Goodness* upon any living creature, regardless of its Intelligence score or whether he shares a common language with it.

The Xenoarchaeologist

It is an excepted fact in mainstream science that the most important research is done in the laboratory, following a thesis, rechecking facts and worrying about government or corporate grants in the hope that, one day, a major discovery will be made and the scientist's name will go down in history to be remembered for all time. There are, however, some scientists who reject the traditional methods of their craft. Travelling across the stars, they are eager to see and learn things that cannot be found in a laboratory. Most grow out of this passion and begin the long road of research but others continue, hooked upon tales of ancient and technologically advanced civilisations whose discovery and study could yield centuries worth of data in just one expedition. Gathering the resources for an exploratory team, the xenoarchaeologist visits long forgotten worlds on the edge of the Rim breaking into vaults and underground chambers millennia old to be the first in this age to gaze upon secrets that would otherwise remain hidden. While often profitable, the work of a xenoarchaeologist is not without its risks. He must contend with hostile alien forces,

ancient traps and the greed of corporations who will do all they can to claim what he has found.

Episode Reference: Infection.

Additional Hit Points: 1.

Requirements

To qualify to become a xenoarchaeologist, a character must fulfil all the following criteria.

Skills: Computer Use 6 ranks, Knowledge (alien language or alien life) 9 ranks, Search 4 ranks, Survival 4 ranks.
Feats: Alertness, Nerves of Steel.
Special: Must possess the scientist's Primary Area of Study class feature.

Class Skills

The xenoarchaeologist's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Speak Language (none), Spot (Wis), Survival (Wis), and Technical (any) (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the xenoarchaeologist prestige class.

Dodge Trap: The ancient vaults the xenoarchaeologist are often rigged with traps that have lain for centuries waiting to be triggered. Anyone engaging in this dangerous pursuit soon develops the ability to second guess these devices with a sixth sense or they will soon become a victim to them.

The xenoarchaeologist may add his Intelligence modifier to any saving throw required to avoid a trap.

Use Alien Artefact: Upon reaching 2nd level, the xenoarchaeologist has gained enough background knowledge that he can study strange and wonderful alien artefacts, perhaps millions of years old, and make them fully functional once more – even if he does not know their true purpose. To activate an alien artefact, the xenoarchaeologist must spend at least one hour studying the device and then make an Intelligence check.

using his half his class level as a bonus, rounding down. The DC for this check is set by the Games Master and is dependant on the complexity of the artefact, but most will have a DC in excess of 20. If the xenoarchaeologist already possesses this class feature, he gains a further +2 competence bonus to all Intelligence checks made to Use Alien Artefacts.

Superior Knowledge: Not only is the xenoarchaeologist in possession of a great deal of knowledge on his specialist subjects, he also gains a general understanding on a wide range of subjects. At 3rd, 6th and 9th level, the xenoarchaeologist may gain one rank in a Knowledge skill he does not already possess.

Sense Danger: At 4th level, the xenoarchaeologist's considerable experience in encountering and dealing with ancient traps allows him to use the Search skill to find them without triggering their effects at a DC set by the Games Master. When attempting to disarm them, he gains a +2 competence bonus to his Technical checks. In addition, the Games Master should make a Spot check on behalf of the xenoarchaeologist whenever he moves within 10 ft. of a trap. If he succeeds in the Spot check at a DC equal to the Search check required to actively find the trap, he will notice it without triggering it.

Hardy: It happens to even the best xenoarchaeologist – sooner or later, he will misjudge an ancient defence mechanism and activate it. However, he soon learns to endure pain and discomfort to carry on with his mission. At 5th and 10th level, the xenoarchaeologist gains either Great Fortitude, Iron Will or Lightning Reflexes as a bonus feat.

Expert Xenoarchaeology: While travelling between the stars, the xenoarchaeologist picks up a lot of information, rumours and stories that can be utilised in his research. A xenoarchaeologist may make a Knowledge check at

any time, using his Intelligence modifier and half his class level (rounding down) as a bonus, to see if the he knows something about any specified race or uninhabited location – nothing else may be discovered by the use of Expert xenoarchaeology, the check may never be retried for the same subject and he may never Take 10 or 20 while attempting this. The Games Master sets the DC of this check using the table below as a guide.

DC	Type of Knowledge	Example
10	Common knowledge	The location of a well known Centauri emperor's tomb.
20	Uncommon knowledge, known only to a small number of individuals	The name of a planet that has seen a lot of xenoarchaeology activity in recent years.
25	Obscure knowledge known only to a select few	Biology of a race extinct for centuries.
30	Extremely obscure or forgotten knowledge, virtually unknown by anyone else	The specific location of suspected biotechnology.

Instinctive Survival: Cut off from civilisation, survival in the wilderness becomes second nature to the xenoarchaeologist and he will subconsciously take action to safe guard against the worst the elements can throw at him, whatever planet he finds himself on. The xenoarchaeologist gains a +2 circumstance bonus to any and all Fortitude saving throws made to resist the effects of the elements or natural disasters.

The Xenoarchaeologist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+1	Dodge Trap
2	+1	+0	+0	+2	Use Alien Artefact
3	+1	+1	+1	+2	Superior Knowledge
4	+2	+1	+1	+2	Sense Danger
5	+2	+1	+1	+3	Hardy
6	+3	+2	+2	+3	Superior Knowledge
7	+3	+2	+2	+4	Expert Xenoarchaeology
8	+4	+2	+2	+4	Instinctive Survival
9	+4	+3	+3	+4	Superior Knowledge
10	+5	+3	+3	+5	Hardy

Campaigns

Glossary

A

Abbai: An amphibian race with a reputation for pacifism whose government was instrumental in forming the League of Non-Aligned Worlds. They have slipped from their position of eminence in recent years but are still a powerful force within the League.

AirDome: Earthforce fighter pilot training centre based on Earth.

B

BabCom: Babylon 5's internal communications network.

Babylon 5 Advisory Council: The focus of all diplomatic activity on the station, comprising human, Narn, Centauri, Minbari and Vorlon representatives, with the League of Non-Aligned Worlds granted a vote to break deadlocks.

Babylon 5 Senate Oversight Committee: Advisory board responsible for ensuring the station is self-sufficient through trade revenues and other sources of income.

Battle of the Line: Final battle in the Earth/Minbari War where the Minbari inexplicably surrendered while attacking Earth.

Book of G'Quan: Ancient manuscript penned by the greatest of Narn prophets.

Brakiri: A humanoid race whose government is controlled by both large corporations and deeply held spiritual beliefs based around the main comet orbiting their homeworld's system.

C

C-15: An explosive compound, often used by Home Guard terrorists.

Centarum: Ruling body of the Centauri Republic.

Central Corridor: Circular corridor running through each major sector of Babylon .

Couro Prido: Centauri duelling society whose name means 'Proud Knives'.

D

Dark Star: Seedy dance bar on board Babylon 5.

Dilgar: A cat-like race whose war brought terror and atrocity to many worlds in the League. Now considered a dead race after their sun went nova and destroyed the Dilgar homeworld.

Downbelow: Nickname for undeveloped areas of Babylon 5, home to many lurkers.

Drazi: An aggressive reptilian-like race whose society is dominated by war and strife.

Dust: An illegal drug that allows the user to enter the mind of others.

E

Earth Central: Headquarters for Earthforce, located within Earthdome in Geneva.

EarthDome: The main seat of government on Earth, located in Geneva.

EarthForce: The military arm of the Earth Alliance, including both ground-based forces and fleets.

EarthGov: The governmental arm of the Earth Alliance, including the president, senate and the bureaucracy that serves them.

Epsilon 3: The planet around which Babylon 5 orbits. Also sometimes called Euphrates.

ESI: EarthForce Special Intelligence agency.

EST: Earth Standard Time, the standard method of time keeping across all Earth Alliance colonies and outposts, based on Greenwich Meantime on Earth itself.

F

Foundationalism: A new multi-alien religion that sprang up on Earth as humanity began to reach for the stars. Foundationalists believe in the concept of a God, but do not try to define it.

Free Mars: Originally a peaceful movement to gain independence for Mars Colony, Free Mars is now a haven of terrorist activity.

Fresh Air: Generally presumed to be the finest restaurant on Babylon 5.

G

Gaim: A relatively new spacefaring race, the insectoid Gaim are methane-breathers ruled by their Queens.

Gold Channel: Priority access communications channel available on all Earthforce ships and installations, providing instantaneous communications via tachyon particles. Only senior officers and ambassadors know Gold Channel even exists.

Grey Council: Ruling body of the Minbari Federation.

Gropos: Ground Pounder, Earthforce slang for infantryman.

H

HazMat: Hazardous Materials.

Homeguard: Radical Pro-Earth movement who resort to acts of terrorism to keep alien influence away from humans.

Hot Shot: Slang term for a Starfury pilot who thinks just a little too much about himself.

Hyach: A relatively old race among the League of Non-Aligned Worlds, the Hyach possess a high level of technology but xenoarchaeologists have noted a lack of historical records within their culture.

Hyperspace: Another dimension accessed by jump points and jumpgates that allows for far faster travel times across regions of normal space.

I

Identicard: Personal identification card.

InterWeb: Earth Alliance computer network.

IPX: Interplanetary Expeditions, an Earth-based corporation responsible for funding many offworld xenoarchaeological expeditions

ISN: Interstellar Network News.

Isolab: Hermetically sealed part of Medlab on Babylon 5.

J

Jarhead: Common insult to Gropos.
Jhala: Centauri drink, non-alcoholic and best served hot.
Jumpgate: Also known as a vortex generator, these devices allow spacecraft to enter hyperspace.

K

Kha'Ri: Ruling body of the Narn Regime.

L

Laser-Mirror-Starweb: 23rd Century version of the paper-scissors-rock game.
League of Non-Aligned Worlds: A power block formed by the lesser races of the galaxy in order to compete both politically and militarily with more influential races such as the humans, Minbari, Centauri, Narn and Vorlons.
Li: Centauri goddess of passion.
Llort: Known as pack rats, the Llort have a racial tendency to collect souvenirs. Member of the League of Non-Aligned Worlds.
Lurker: Member of the underclass on Babylon 5.

M

Markab: Their government ruling as a theocracy, the Markab are a humanoid race of some considerable influence within the League of Non-Aligned Worlds though they view outsiders with extreme suspicion, fearing a sinful taint may spread throughout their own society.
Mars Conglomerate: Leading and monopolistic corporation based on Mars.
Mass Drivers: Powerful space-borne weapons of mass destruction that hurl asteroids onto planets. Outlawed by numerous treaties across the galaxy.
Medbracelet: Device warn around the arm so medical staff can monitor a patient's condition.
Morbidium: Metal alloy used in the production of PPGs.
Morrago: Centauri duel to the death.
Mundane: Telepath slang for a person who does not possess any telepathic abilities.
Mutai: Alien combat event held throughout the galaxy.

N

Na'ka'leen Feeder: Quasi-sentient beings that feed on brainwaves.

O

Ombuds: Magistrates on board Babylon 5.
Orion: Member of the Earth Alliance.

P

Pak'ma'ra: Physically repulsive to most races in the galaxy, the Pak'ma'ra are known as carrion eaters of questionable hygiene. Their entire society is based on the trade of Quantium-40, and so they are nevertheless accepted on most worlds.
PPG: Phased Plasma Gun.
P-Rating: A human-based system to measure the relative strengths of all telepaths from P0 to P15. Now used as standard by many races.
Proxima 3: Earth Alliance outpost.

Psi Cops: Internal investigation division of the Psi Corps.
Psi Corps: Human organisation designed to govern the use of telepaths.

Q

Quantium-40: A rare and valuable mineral vital for the construction of jumpgates by all races.
Quartermaster Corporation: A huge Earth-based supplier of military goods and hardware.

R

Rim: Boundary of known space.

S

Satai: An honorific prefix, used to denote a member of the Minbari Grey Council.
Senate: Legislative body of the Earth Alliance.
Shai Alyt: Honorific Minbari title, the equivalent of a human Captain.
Slapper: Skin tab, standard method of introducing medication. Standard component of every first aid kit.
Spacing: Execution via an airlock.
StellarCom: External communications channels used throughout the Earth Alliance.
Stroke Off: Common insult.

T

Tech Runners: Smugglers and couriers of illegal technological devices.
Teek: Psi Corps slang for a telepath manifesting telekinetic abilities.
Teep: Psi Corps slang for any individual possessing telepathic abilities.
Transport Association: Organisation that represents the needs and wishes of pilots and couriers travelling to Babylon 5.

U

United Spaceways Transport: Galactic transport corporation.
Universe Today: Leading newspaper of the Earth Alliance.

V

Valen: Leading Minbari religious figure who fought a great war more than one thousand years ago. Still very much revered today as the greatest of all Minbari.
Val Too: Common Centauri toast at celebrations.
Venzann: Centauri god of food.
Vortex Generator: Scientific name for a jumpgate.
Vree: Despite holding only two worlds in their territory, the grey Vree maintain a considerable trading empire throughout the galaxy. It is often assumed that it was in fact the Vree and not the Centauri who were the first aliens to visit Earth though this has never been proved conclusively.

W

Windswords: Most militant of Minbari warrior caste.

Z

Zocalo: A central market and meeting place on board Babylon 5.

Designer's Notes

When the first season of Babylon 5 appeared on television, I was immediately hooked – here was something completely new, a science fiction series that went beyond the one-shot storylines of its predecessors to spin an epic stretching over five years. I remember thinking at the time that the characters and locations would make for a superb roleplaying game. . .

Despite the years since it first appeared on our screens, Babylon 5 has lost none of its appeal and is set to stay with us for many years more. This roleplaying game is part of this process, following on from movies, comics, novels, a spin-off series and a spaceship combat game. Babylon 5 has become a joint creative effort, with many people coming in to give their own views and explore areas not fully detailed in the television show, or only briefly touched upon. In just a few short years, a tremendous amount of information has been published for Babylon 5, whether in print or on the screen. As I write this, season one has just been re-released on DVD, allowing fans to watch the show all over again and drawing in new people to experience the greatest science fiction ever.

Upon starting this huge project, which expands beyond this rulebook to include complete campaigns and detailed sourcebooks, we had to decide exactly what we would include from the Babylon 5 universe – and we quickly settled on everything! No stone would be left unturned, no detail omitted and no fact judged too minor. We immediately increased the page count for the main rulebook and dropped the text size but it rapidly became clear that some information would indeed make it into the rulebook and some would have to be left to future supplements and sourcebooks. As a fan of Babylon 5 myself, I fully supported this approach as it mirrored the television series itself. The story of Babylon 5 could never be told in a single episode or even season, so it stood to reason that no rulebook of even three hundred pages would hold everything. Instead, we decided to begin by focussing on the absolute core of Babylon 5 – and where better to start than the beginning?

We decided to concentrate on the year 2258 (the first season of the television series) and the Babylon 5 space station itself – after all, how could we possibly do a roleplaying game based on Babylon 5 without including the station? This allowed us to closely examine the smallest detail and include it within the game, digging under the surface to fully expand on the information available within the television series itself and the huge amount of source material already available, as well as include a few new things of our own. For this reason, there are no Shadows, Rangers, White Stars and Interstellar Alliances in this rulebook, for they could never have been done justice. Three hundred pages can contain a lot of information but

it is by no means infinite. However, fans of the series need not worry, as all this and more is yet to come. Epic adventures in the Babylon 5 roleplaying game have only just begun.

This approach immediately lent itself to two new approaches never before touched upon by roleplaying games. First, it would let us retell the story of Babylon 5 all over again. Whether you are a long time fan, just coming into the series with the newly released DVDs or a newcomer looking to explore an entire galaxy, the story will unfold before you over the course of entire campaigns, retold by Games Masters and players alike.

Second, it gave us a powerful tool for Games Masters to utilise in their own campaigns. Every roleplaying game worth its salt attempts to create an entire world or universe around the players, permitting them to believe they are exploring a setting that is vibrant and alive, continuing with its own concerns even when their characters are not present. Traditionally, roleplaying games have achieved this by including a rich and vibrant history of everything that has gone on before the players appear, and by featuring rich or powerful characters who become movers and shakers in the setting, such as kings, emperors, conquerors and great wizards. It quickly became apparent that Babylon 5 has both of these tools but one more extremely powerful device that could be harnessed for Games Masters – events. The television show depicted a timeline that stretched across five years and beyond which was a rich and fertile ground for many parallel plot lines. This provides a ready made structure for any Games Master planning a campaign and imparts upon the players that not only are there great and powerful characters who can limit what they try to achieve but that the galaxy will move inexorably along no matter what they do. Through their actions, the players will be able to influence and guide events but will find that other characters have their own agendas that are constantly being pursued, goals that are forever being striven towards and this can make a campaign become instantly alive. By using the structure of the Babylon 5 television seasons, a Games Master can advance his campaign year by year, building up to a colossal finale that parallels that of the major characters in the galaxy. The players will always remain in the centre of the action around the table but there is an entire galaxy out there that will not care whether they succeed or fail in the scenarios they face. All this goes towards making the Babylon 5 roleplaying game one of the most vibrant settings yet around the tabletop.

With this, we had laid down the principals of the roleplaying game and roughly what the final publication would look like. Now we needed a rules system to back these ideas up and turn them into a roleplaying game that could be used by anyone interested in exploring Babylon 5.

The d20 System was chosen early on, as we were looking for rules that most roleplayers could pick up and use with the minimum of fuss (and so concentrate on the more important matter of high drama and heroic action), as well as rules that were highly adaptable. The latter was by far

the most important and the last thing we wanted was simply to produce 'd20 in space with Babylon 5 tacked on'. It is a fundamental law within Mongoose Publishing that rules must always be bent to fit the genre, never the other way around. So, we went to work, breaking down the d20 System and completely disassembling it before building it up once again, this time in Babylon 5's image.

I was very happy with the way the abolition of Armour Class and its subsequent replacement with Defence Value went with the Judge Dredd roleplaying game released last year, so these were refined and updated for Babylon 5. However, whereas many science fiction television shows and films portrayed great heroes braving a torrent of enemy fire as they fought against villains, something that fits in very well with the d20 System, it just did not feel right for Babylon 5. When even a major character is struck by PPG fire, he goes down and is landed in Medlab for a long period of time. Firefights are truly dangerous on Babylon 5 and this needed to be reflected in the roleplaying game, with the reaching for weapons a last resort for any character – this would also mirror the importance of character interaction and development of the television series, for players would need to find solutions other than force to problems if they hoped to survive. I felt it was time we took a new look at that old chestnut of the d20 System, hit points. We had already proved that we could change Armour Class, but would the rules survive a fundamental change in the use of hit points?

I am a sucker for simple solutions to any problem and when writing rules always look for the elegance of one rule to cover a situation, instead of pages and pages of rules and tables to handle every eventuality. So, when a simple reduction in the amount of hit points was proposed, it was difficult to knock it back. I removed the concept of Hit Dice and gave characters only a small number of bonus hit points as they gained levels so that even high level characters would have trouble surviving more than a couple of PPG shots. In fact, there were even fewer hit points for the character classes in the first draft of these rules than are now present in order to build in some leeway for bad luck and ensure that players were not constantly rolling up new characters. To balance this, healing is a little easier and a high Constitution will allow badly injured characters to stabilise quicker as they await medical attention. With a few modifications, the reports from the playtesters soon indicated that we had got this right and that it fits in perfectly with the way characters are portrayed in the television show itself. As in real life, players will now have to think around problems instead of just barging in with guns blazing. Just what I was trying to achieve! As an aside, this game very nearly used a level-less and possibly class-less version of the d20 System, something that I found very attractive during initial development. However, I was wary of changing rules just for the sake of it and keeping both classes and levels allowed us to include logically progressive prestige classes such as the Psi Cop – no way was I going to let a player become a Psi Cop right from character generation. If you want that kind of character,

you will have to work hard at it, much as Psi Cops do in the television show. . .

Individual rules systems quickly fell into place from there. Many of the combat rules originated from Judge Dredd and WarMech, though there are many subtle changes in Babylon 5, so make sure you read the Combat chapter closely! The rules governing the use of vehicles and spacecraft were adapted from FFG's Dragonstar game under the Open Game Licence, as they melded all scales of vehicle into one solid system and yet integrated it at character level too – vehicles have hit points and Damage Reduction the same as characters do and so all units within the game work at the same level with no need for readjustment. By including Special Qualities, we could build upon these rules to reflect the unique craft and weapons that appear in Babylon 5. My favourite has to be the pivotal thrusters of the Starfuries. We could have made the spacecraft rules in particular a lot more complex and detailed but this is something I shied away from early in the development process, as I believe that is simply not what a Babylon 5 roleplaying game should be about – characters and their interactions are the centre of Babylon 5 not the technology, which forms a solid backdrop but should never overshadow what the heroes are doing.

So, what about the future? Well, the rest of the Babylon 5 story needs to be retold and fleshed out for use in roleplaying games. Forthcoming supplements will take detailed looks at each successive year beyond 2258, the different races present in the galaxy and complete campaigns ready for use by Games Masters. We will introduce new worlds and revisit old ones, examine the innermost workings of the Earth Alliance and the Centauri Royal Court, and reveal the full might of the Vorlons and Shadows. Players will be able to take the role of free traders plying the space lanes and visiting each system within the League of Non-Aligned Worlds, or Rangers working to safeguard each race from its own worst enemies. Looking further ahead, Games Masters will be able to set entire campaigns during the Dilgar War, Earth/Minbari War or within the period after the television series when the Interstellar Alliance will face truly terrifying challenges. The Babylon 5 roleplaying game is only just beginning and anyone taking a trip into the galaxy of 2258 will find plenty to occupy their time for many years to come.

Everyone here at Mongoose Publishing is a huge fan of Babylon 5 and we have produced what we believe you, as a roleplayer, want to see in this game. We always love to hear feedback, so if you think we have got something dreadfully wrong or hit the nail right on the head, let us know! You can do this by visiting our web site (the address can be found on p02) and either emailing us directly, or raising any issue for others to debate in our open forums. Either way, welcome to Babylon 5 and I hope to see you in some lost part of the galaxy righting terrible wrongs and aiding the forces of light to finally triumph over horrific adversity!

Matthew Sprange

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BABYLON 5

PLAYER _____
CLASS _____
LEVEL _____

HEIGHT
WEIGHT
HAIR
EYES
HANDED

NAME :
ORIGIN :
DES/ATMOS :
SEX :
DOB :

PHYS CHR
MEDICAL :
TRANS REC
VISAS

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

SUB DMG
HIT DIE

DEFENCE

◯ VALUE = 10 +

DEX	SIZE	MISC	WEAPON PROFICIENCIES

	TOTAL	BASE	ABILITY	MISC	TEMP	MODIFIERS
FORTITUDE (CON)						
REFLEX (DEX)						
WILL (WIS)						

ARMOUR TYPE

DAMAGE REDUCTION

NOTES

	TOTAL	BASE	ABILITY	MISC	TEMP
			MODIFIERS		
INITIATIVE (DEX)					
MELEE (STR)					
RANGED (DEX)					

WEAPON	ATK BONUS	DAMAGE	A.P.	CRITICAL	RANGE	TYPE	SIZE
RAPID FIRE:			**NOTES:**				
WEAPON	ATK BONUS	DAMAGE	A.P.	CRITICAL	RANGE	TYPE	SIZE
RAPID FIRE:			**NOTES:**				
WEAPON	ATK BONUS	DAMAGE	A.P.	CRITICAL	RANGE	TYPE	SIZE
RAPID FIRE:			**NOTES:**				
WEAPON	ATK BONUS	DAMAGE	A.P.	CRITICAL	RANGE	TYPE	SIZE

TELEPATHIC ABILITIES

MAX RANKS = LVL +3 (1/2)	CLASS SKILL	KEY ABILITY	TOTAL	ABILITY	RANKS	MISC
APPRAISE 3	N	INT				
BALANCE 3	Y	DEX				
BLUFF 3	Y	CHA				
CLIMB 3	Y	STR				
COMPUTER USE 3	Y	INT				
CONCENTRATION 3	Y	CON				
CRAZE 3	N	DEX				
DISGUISE 3	N	CHA				
DRIVE 3	Y	DEX				
ESCAPE ARTIST 3	N	DEX				
FORGERY	N	INT				
HIDE 3	N	DEX				
INTIMIDATE 3	Y	CHA				
JUMP 3	Y	STR				
KNOWLEDGE (LAW)	Y	INT				
KNOWLEDGE (	) N	INT				
KNOWLEDGE (	) N	INT				
KNOWLEDGE (	) N	INT				
LISTEN 3	Y	WIS				
MEDICAL 3	Y	WIS				
MOVE SILENTLY 3	N	DEX				
PERFORM 3(	) N	CHA				
PILOT	Y	DEX				
PROFESSION (	) N	WIS				
READ LIPS	N	INT				
REMOTE VIEW	N	INT				
RIDE 3	Y	DEX				
SEARCH 3	Y	INT				
SLEIGHT OF HAND	N	DEX				
SENSE MOTIVE 3	Y	WIS				
SPOT 3	Y	WIS				
STREETWISE	Y	WIS				
SWIM 3	Y	STR ⚅				
TECHNICAL	Y	INT				
TUMBLE	N	DEX				
WILDERNESS LORE	N	WIS				
	Y / N					
	Y / N					
	Y / N					

3 CAN BE USED WITH 0 RANKS ⚅ -1 PER 5 LBS OF EQUIPMENT

Character Sheet

BABYLON 5

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT

FEATS AND CLASS ABILITIES

FEAT	EFFECT

MONEY

EXPERIENCE

TOTAL EXPERIENCE

XPS REQUIRED FOR NEXT LEVEL

VEHICLE

SIZE

DEFENSIVE VALUE

DAMAGE REDUCTION

HIT POINTS   **TOP SPEED**

CREW   **PASSENGERS**

WEAPONS

CARGO

CONTACTS AND ASSOCIATES

MOVEMENT / LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	

Load	Weight Carried	Max Dex	Chk Pen	Run
Light		-	-	-
Medium		+3	-3	x4
Heavy		+1	-6	x3

'It wasn't the Humans. The Centauri don't have the will. And the Vorlons don't care. The Minbari wouldn't do it. The other worlds aren't powerful enough for a strike like this. . . There's someone else out there, Na'Toth.'

G'Kar

BABYLON 5

Roleplaying Game and Fact Book

It was the dawn of the Third Age of Mankind, ten years after the Earth-Minbari War. The Babylon Project was a dream given form. Its goal – to prevent another war by creating a place where humans and aliens could work out their differences peacefully. It is a port of call, a home away from home for diplomats, hustlers, entrepreneurs and wanderers.

Humans and aliens wrapped in two million, five hundred thousand tons of spinning metal, all alone in the night. It can be a dangerous place but it is our last, best hope for peace. This is the story of the last of the Babylon stations.

The year is 2258. The name of the place is Babylon 5.

Featuring the space station that changed the destiny of an entire galaxy, this all new roleplaying game allows players to take the role of characters on board the Babylon 5 station and travel to the many stars and planets seen in the award-winning television series. From lowly lurkers and smugglers through to brave Earthforce Officers and members of the Minbari warrior caste, a whole galaxy awaits to be explored!

Inside You Will Find:

Characters on Babylon 5: A complete guide on creating characters for use in the game, from disgruntled dock workers and small-time smugglers, to the brave Earthforce personnel who have sworn to place themselves in harm's way and defend their world from any threat.

Skills and Feats: A complete breakdown of all the skills and feats featured in the Babylon 5 roleplaying game, allowing characters to specialise in different areas of expertise.

Combat: Full rules for engaging in combat are contained within, allowing a character to face an enemy with his fists, a PPG, or even a Starfury space superiority fighter.

Equipment and Vehicles: Covering everything from simple ground cars to the immense star freighters that ply the stars and Minbari war cruisers, players are introduced to all the vehicles present within the galaxy.

Telepaths: Humans who manifest telepathic abilities are rare and ruthlessly hunted down by the agents of Psi Corps, while telepaths from alien races have access to incredible mind-bending powers.

All Alone in the Night: A detailed look at the station, studying its history, design, locations and personnel.

And the Sky Full of Stars: A tour of the galaxy, highlighting the major locations featured in the television series in addition to the Babylon 5 space station.

Signs and Portents: The entire first series of Babylon 5 is detailed within this rulebook with a timeline of events, as well as covering all major characters and conflicts that took place in 2258.

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This Product Requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, Published by Wizards of the Coast®

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system

Khavan