MGP 3500

OGL

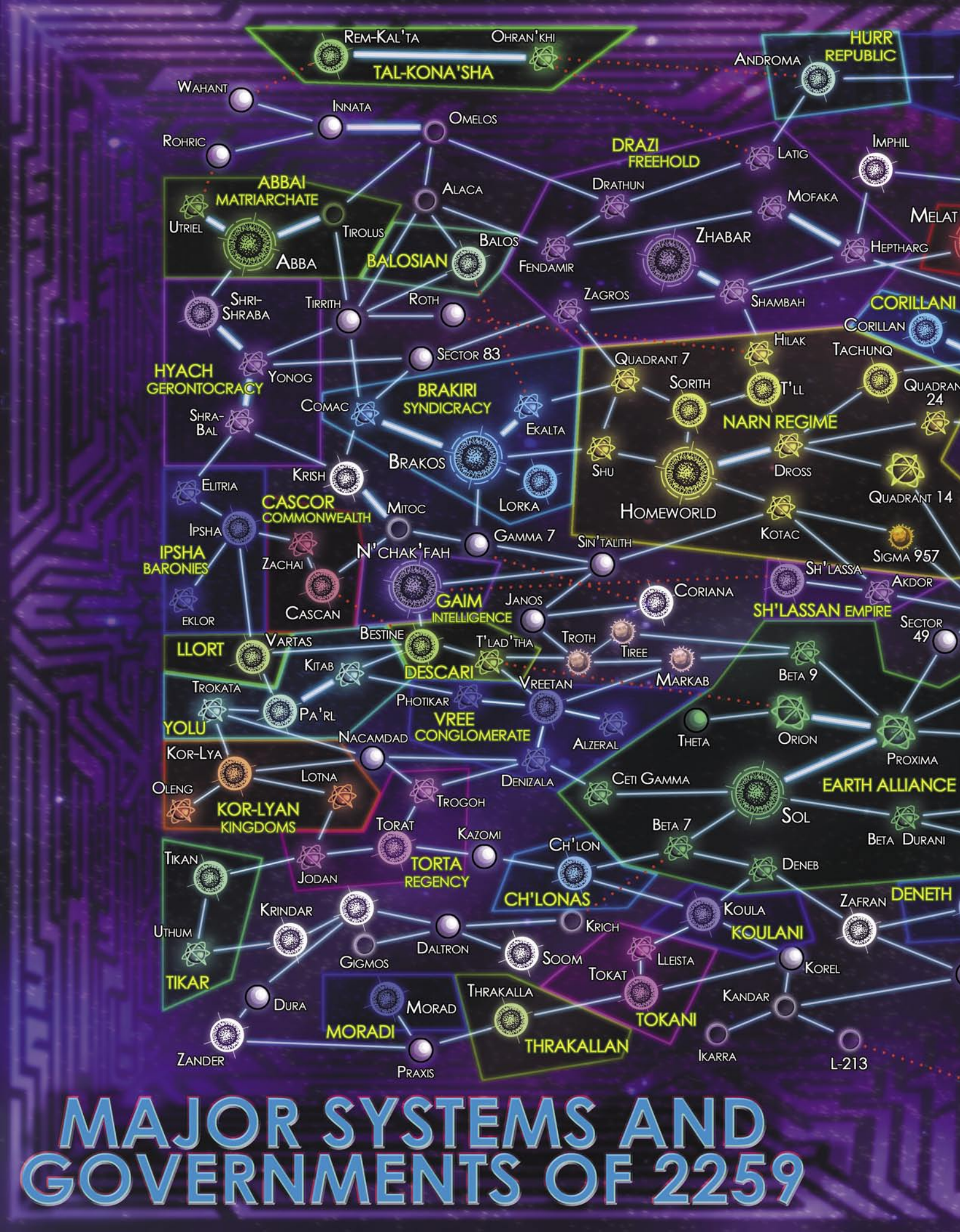
BABYLON™

The Roleplaying Game

Second Edition

Faith Manages

Babylon 5 created by J. Michael Straczynski



MAJOR SYSTEMS AND GOVERNMENTS OF 2259


GROME
AUTOCRACY
GROMAHK
BRICARN
SHANDUKAN
LUMAT
LUMATI
XOCHAT
MELLITRA
ANASI
ANTAREANS
ANTARES
HOLUVA
HORUNA
GOLIANS
GOLIA
THENAVI
PAK'MA'RA
JUX PRIME
QUADRANT 32
MARIGOL
QUADRANT 8
MIPAS
QUADRANT 17
TUMBAR
KOKKAR
TOLONIUS
ORILLAN
CENTAURI REPUBLIC
ENTAT
NEFUA
ROGOTH
QUADRANT 37
IMMOLAN
NAKALEEN
RAGHESH
CENTAURI PRIME
VENTARI
VINZIN
ARDUN
QUADRANT 1
GORASH
BETA 2
MORBIS
BENTAT
BETA 3
EPSILON ERIDANI
COUTOR
BATAIN
VORLON EMPIRE
VENTOX
DORAC
QUADRANT 15
BETA4
REGULA
VORLON HOMEWORLD
DS158
VEGA
VALUSHA
MINBARI FEDERATION
TARELLEN
DRALA TOTH
TALA
TRO'KACT
SINZAR
TRIGATI
CYRUS
SOLTA GAN
RALAFA
THESSIN
NOCHTAL
MINBAR
SHENGOL
JERICHO
TAVALAN
SORPIGAL
DENOVA
ANFRA
NOCALO
ESHAR
ARISIA
PAGATI
DAVALA THAN
IKLATH
NORSA
ZENDAMOR
THENOTHK
K0643
TIR
EUDU
TYCHOLA
MOGA
MINBARI PROTECTORATE
Z'HA'DUM
MAJOR RACE HOMEWORLD
MINOR RACE HOMEWORLD
MAJOR JUMP ROUTE
MAJOR COLONY
NEUTRAL INHABITED/ OCCUPIED
NEUTRAL UNINHABITED
MINOR JUMP ROUTE
MINOR COLONY
QUARANTINED WORLD
DEAD WORLD
RESTRICTED JUMP ROUTE

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

CREDITS

2nd Edition Game Design

Gareth Hanrahan & Ian Belcher

1st Edition Game Design

Matthew Sprange

Additional Text

Bryan Steele, August Hahn, Ian 'Lizard' Harac, Greg Lynch

Layout

Ian Barstow & Ian Belcher

Layout Assistants

Nick Robinson & Richard Ford

Proofreader

Ron Bedison

Artwork & Graphics

Scott Clark, Iordanis Lazarides, Chris Waller

CGI Coordinator

Brandon Bray

CGI Imagery

Brandon Bray, James Brown, David Charnow, Omar Chaudry, Keir Darby, Conor Clancy, Craig P Condu, Nadab Goksu, Terry Hagerty, Alan Hart, Ingo Haverich, Mark Kane, Fabio Passaro, Todd Pederzani, Heiko Proefrock, John Quach, Dean A Scott, Michael Stetson, Matthew Tarling

RPG Manager

Ian Belcher

Production Director

Alexander Fennell

2nd Edition Playtesters

Amelia Carter, Daniel Haslam, Mark Howe, Daniel Scothorne, Sam Vail, Michael J Young

Special Thanks

J. Michael Straczynski, Fiona Avery, Isabelle Richard, Skye Herzog

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License. Version 1.0a: Any and all Babylon 5 logos and identifying marks and trade dress, including all Babylon 5 product and product line names; any elements of the Babylon 5 setting including but not limited to capitalised names, planet names, alien species names, ship names, organisation names, characters, equipment, setting and historic events, episode descriptions, any and all stories, storylines, locations, plots, thematic elements, documents within the Babylon 5 world, quotes from character or episodes, all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols or graphic designs; any other unspecified incarnations of Babylon 5 creative property, including elements either derived or inferred from the Babylon 5 setting; and website support materials and all future incarnations, online community donations and all free game support items, except such items that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity designation above, the following portions of the *Babylon 5 Roleplaying Game: 2nd Edition* are designated as Open Game Content: all character statistics and creation rules, all new character classes and abilities, all new feats, powers and skills, all rules systems and mechanics, all statistic blocks and paragraphs specifically explaining rules mechanics or special qualities. The use of Product Identity in these circumstances is limited solely to mechanical effects and systems, not to the items previously stipulated as falling under the PI. Printed in China

CONTENTS

Credits	Page 2
Contents	Page 3
Introduction	Page 4
Welcome to Babylon 5	Page 8
Characters in the Babylon 5 Universe	Page 12
Ability Scores	Page 18
Races	Page 22
Classes	Page 34
Skills	Page 58
Feats	Page 88
Influence	Page 106
Telepathy	Page 120
Equipment	Page 132
Personal Combat	Page 152
Space Combat	Page 180
Atmospheric and Surface Combat	Page 210
Spacecraft, Aircraft and Surface Vehicles	Page 216
Games Mastering	Page 234
All Alone In The Night…	Page 294
… And The Sky Full Of Stars	Page 332
Appendix A – Full Order List	Page 350
Appendix B – Conversion Notes	Page 352
Appendix C – Character Sheet	Page 354
Index	Page 358
License	Page 360

Copyright © 2006 Warner Bros. Entertainment Inc.
BABYLON 5 and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc.
WB SHIELD: ™ and © Warner Bros. Entertainment Inc.
(s06)

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, whether they take on characters as lowly as lurkers and smugglers, or tackle the high-profile lifestyles of 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 Sheridan, 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 five-mile length, as well as interact with all the Humans and aliens who visit it.

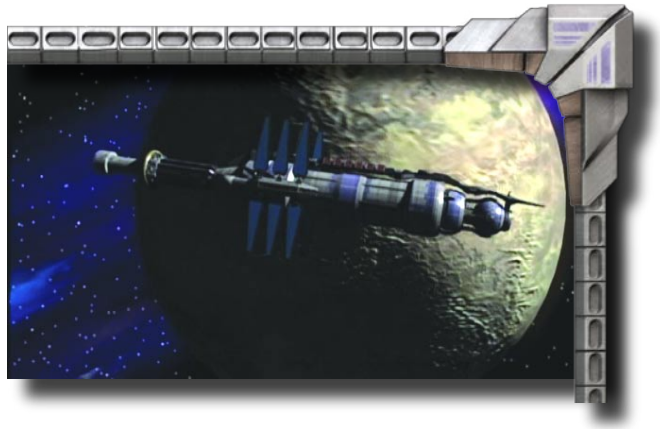
WHAT YOU NEED TO PLAY

To begin playing the *Babylon 5 Roleplaying Game*, all you need is the following;

- This 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.
- One or more friends to begin playing with and exploring Babylon 5.
- A character sheet, photocopied from page 354 or downloaded from our website: www.mongoosepublishing.com
- 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).

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 epic sagas 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.



If you have never encountered Babylon 5 before, you are encouraged to start by reading Welcome to Babylon 5, starting on page 8, followed by the All Alone In The Night... And The Sky Full Of Stars chapters, 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 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 Humans and aliens.

From here, Games Masters can utilise the information in the Games Mastering chapter 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 BABYLON 5 OGL 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 this rulebook. The golden rule is: do not panic! You certainly do not need to read through the book in its entirety before you can begin play, although the Games Master should be familiar with everything if possible.

The basic rule to remember is that most dice rolls roll made in the *Babylon 5 Roleplaying Game*, whether for an Investigate check to turn over a lurker's den or a ranged attack roll made to fire a PPG, are

Rolling Dice, Fractions and Multiplying

Dice rolls are described with expressions such as '3d4+3', which means 'roll three four-sided dice and add 3' (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the 'd' tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

There are six main types of dice roll in the *Babylon 5 Roleplaying Game*:

Skill Checks, **Ability Checks** and **Attack Rolls** use a 20-sided die and the result is compared to a Difficulty Class (DC).
Influence Checks use 2d6 and the result is compared to a DC.
Damage Rolls use a variable number and type of dice. Usually, the totalled result is deducted from the target's hit points.
Percentile Rolls (d%): Percentile dice rolls work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One die (designated before you roll) is the 'tens' digit. The other is the 'ones' digit. Thus a roll of 7 on the 'tens' die and 3 on the 'ones' die gives a result of 73. Two 0s represent 100.

Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.
Exception: Certain rolls, such as damage and hit points, have a minimum result of 1.

Multiplying

Sometimes a rule makes you multiply a number or a die roll. As long as you are applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll) however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double (×2) and a double (×2) applied to the same number results in a triple (×3, because 2 + 1 = 3).

When applying multipliers to real-world values (such as weight or distance), the normal rules of mathematics apply. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to pure steel (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal.

made by rolling one 20-sided die and adding the appropriate modifier found on your character sheet. For Investigate checks, you simply add your total Investigate skill bonus. For ranged attack rolls, you add your ranged attack bonus. 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. If the total of the roll is lower than the Difficulty Class, your character has failed.

That, in a nutshell, is how the rules work.



Veteran d20 Players

For those of you experienced with the similar d20-based games, Babylon 5 uses a familiar system of classes, skills, feats and combat rules, although the following differences should be noted. Firstly, all characters have a Defence Value (DV) instead of Armour Class (AC). Defence Value is calculated as follows:

Defence Value = 10 + class Defence bonus + Dexterity modifier + size modifier

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

Skills work as normal, but a lot of the skills you may be familiar with are combined or renamed in the *Babylon 5 Roleplaying Game*. Consult page 63 for a full list of Babylon 5 skills. Most feats you may be familiar with work as normal but some have been tweaked or re-worked in the *Babylon 5 Roleplaying Game*. Consult page 89 for a full list of Babylon 5 feats.

Characters also have far fewer hit points in the *Babylon 5 Roleplaying Game*. Instead of Hit Dice dependent on which character class is taken, each player receives an amount of hit points when they first create a character and then a 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 or killed in a firefight.

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, 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.

Veteran Babylon 5 (1st Edition) Players

If you are familiar with the 1st edition of Babylon 5, you should feel right at

home with this revised edition. All previous supplements and material are still usable with a few tweaks – and you will find those tweaks on page 352.

PLAYING BABYLON 5

The *Babylon 5 Roleplaying Game* is a lot different from other games you may have played before. Combat is utterly deadly – but while it is common in other games for one or more players to choose characters who are combat experts, such characters are not central 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, possess detailed knowledge in specialised or highly technical subjects and are 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 their knowledge, hide in dark places and engage in high diplomacy with sentients of other races. Other 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.

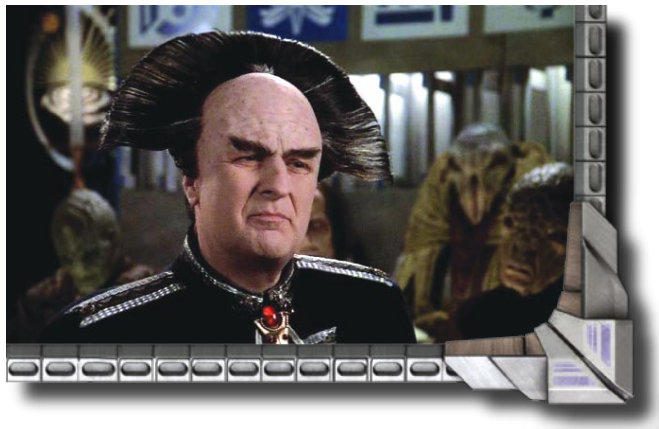
By the same token, you may quickly find that players who are familiar with the game will start showing very different attitudes when assigning ability scores for new characters. It is not uncommon in other d20-based games for Strength, Dexterity and Constitution to be the ability scores that take primary 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 highly technological society such as Babylon 5, Strength often takes second place to other talents but players who insist on 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 demonstrate 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



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 III, 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 acquired. 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, 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. Following 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 blew itself apart in a titanic explosion that scoured all life from their home 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 major alien races in the galaxy, few had direct contact with the species known as 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 enough 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 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. The formidable alien ship approached the Earth ship with its gun ports open. 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 ship, catching the aliens unaware 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 were driven mad by 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. The alien ships 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 did nothing to 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 20,000 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 200 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 original 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 24 hours it had vanished. Some of the construction workers leaving the station reported a bright light, followed by the station shimmering and twisting, before it simply disappeared. No debris or wreckage was ever recovered and what actually happened to Babylon 4 remains a mystery to all but those involved in its remarkable disappearance.

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 500-to-1 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 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 the station 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. Sinclair was able to clear his name but the incident would have lasting repercussions. The station's telepath, Lyta Alexander, scanned Kosh; the head of Medlab, Dr Kyle, actually saw inside Kosh's encounter suit. Both were transferred back to Earth and replaced within weeks. Sinclair maintained his position, not least because of the quiet insistence of the Minbari Federation.

Most troubling of all, though, were the last words of the assassin to Sinclair. 'There is a hole in your mind', the Minbari had said and he was right – Sinclair could not recall anything that happened for 48 hours during the Battle of the Line, from the point when he attempted to ram a Minbari Sharlin war cruiser with his fighter, to the Minbari surrender. Later in 2258, agents of a pro-Earth group attempted to forcibly restore Sinclair's memories. He remembered that he had been taken aboard the Minbari ship and scanned with a triangular device by grey-cloaked Minbari. Their ranks included the female Minbari who would become the race's ambassador to Babylon 5 – Delenn. Delenn, it seemed, was placed on Babylon 5 in order watch Sinclair.

Elsewhere in the galaxy, the Narn and Centauri continued to clash. The Narn Regime invaded the Centauri colony of Raghesh III and kept pushing against the borders of the decaying Republic. While Babylon 5's diplomatic efforts were able to keep events from boiling into full-scale war, the galaxy simmered with tension. One light on the horizon was the re-election of progressive Earth President Santiago, a firm supporter of the Babylon project.

Three very odd events happened towards the end of 2258. Firstly, the station staff were contacted by an alien called Varn. The alien was the master of a Great Machine, located on the planet of Epsilon III, around which the station orbits. Varn was dying and the Machine was going out of control. Both Earth and another alien race tried to claim the Great Machine's secrets but Varn handed control over to a Minbari named Draal, an old teacher of Delenn.

Soon after the Great Machine's malfunction, the missing Babylon 4 station appeared in the midst of a vast time-distortion field. Babylon 5's crew managed to rescue the survivors of the Babylon 4 station before it vanished again. While on board Babylon 4, Sinclair encountered an alien that called itself Zathras, who told him that he was 'not the One' and that Babylon 4 was being taken to fight in a great war against the darkness.

The third strange event went unnoticed by most on board the station but was the most terrible portent of all. A man calling himself Morden visited the station and spoke to all the leaders of the races. He asked them a simple question – *'what do you want?'*

G'Kar wanted revenge on the Centauri, nothing more. Delenn recoiled from Morden in horror, seeing in him something terrible. Londo... Londo wanted it all back, to see the Centauri Republic rise again. And that was the answer Morden wanted. Later that year, Shadow vessels began attacking Narn colonies and destroying Narn ships in Quadrant 37. The Centauri began to rise once more.

In response to the gathering darkness, Delenn activated a device she had been building in her quarters all year. The device incorporated a triluminary, the triangular device used to scan Sinclair at the Battle of the Line. The device spun a chrysalis around Delenn, which began to transform her. She would emerge from the cocoon in early 2259 as a Minbari-Human hybrid, a living bridge between the two races.

Michael Garibaldi, the head of Babylon 5 security, discovered a plot against the life of President Santiago but before he could alert Sinclair or *EarthForce One*, he was shot by his traitorous second-in-command. The security chief survived the attack but lay in a coma for weeks. *EarthForce One* exploded over Io, killing all on board. Fortunately, Vice-President Clark had left the ship before it exploded and was able to quickly assume the presidency…

G'Kar left the station, hunting for the forces behind the attacks on Quadrant 37. Londo began to contemplate exactly who Mr Morden's powerful associates were. Delenn slept in her cocoon, changing into something new. Sinclair tried to hold the station together but was abruptly and unexpectedly transferred to the Minbari homeworld on diplomatic duty. In accordance with one of the last orders left by President Santiago, Commander Sinclair was replaced by Captain John 'Starkiller' Sheridan, the hero of the Earth-Minbari War.

Despite this rough turn of events so soon after it had officially gone online, Babylon 5 is proving a popular meeting place for all races, from the major governments to those of 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. Sheridan is proving himself a capable if brash station commander, who works well with his executive officer, the newly promoted Commander Susan Ivanova, and the other Babylon 5 command staff.

For all the trials and tribulations Babylon 5 has faced, it still remains 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 IN THE BABYLON 5 UNIVERSE



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 in the following chapters.

CREATING A CHARACTER

Step 1 – Concept

The first step is coming up with a concept for the character. Pick a combination of race (Human, Minbari, Narn, Centauri or one of the League races) and class (diplomat, soldier, telepath, trader and so on). The player should make sure that his character will work well with the Games Master's campaign and with the other characters – there is no point in creating a Centauri telepath if everyone else is playing Narn soldiers, officers and agents.

The Core Mechanic

When in doubt about how to resolve any given action, keep this simple piece of advice in mind. Any attempted action that has some chance of failure can be handled by rolling a twenty-sided die (d20). To determine if a character, be it a Player Character or one controlled by the Games Master, succeeds at a task, do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, the character succeeds. If the result is lower than the target number, the character fails.

The character's race and class will determine the basics of the character's temperament but every character is an individual. An EarthForce officer might be a dashing young lieutenant, eager to see the stars, or a bitter old veteran wounded in the Earth-Minbari War. A Narn trader might be an honest and open arms merchant, smiling as he sells guns to raiders, or a conspirator engaged in a long-term scheme to bring down the Centauri.

If you are going to play a telepath, it is a good idea to decide this now, as the decision will have an effect on your character choices.

What are the character's goals? What is his history? Who is he? What does he want? Where is he going? What would he die for? What does he have that is worth living for? Who does he serve and who does he trust?

If you are looking for inspiration for your character, the All Alone In The Night… chapter is probably the best to read, as it contains a great deal of information on the existing characters of Babylon 5. Once you have an idea of who the character is, continue onto the next step – Ability Scores.

Step 2 – Ability Scores

The second step for any character is to generate his ability scores. This can be done in a variety of ways, all of which allow the player to assign values as he sees fit to the character's six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. The values assigned to these ability scores should reflect the personality and rough history of your character concept. If you are designing a Narn soldier, it would be best not to give him a Strength score of 4. Similarly, if you are designing a Minbari diplomat, assigning him a low Charisma score would not be ideal. A character's ability scores affect most rolls they make to influence the universe and so their values should be assigned with some thought.

See the Ability Scores chapter for more details. Once you have determined your character's ability scores, continue onto the next step – Race.

Step 3 – Race

You have probably already determined this but now is the time to note down the particular bonuses and penalties that being a member of a particular race gives you.

If you are going to play a telepath, you cannot play a Narn.

See the Races chapter for more details. Once you have applied your character's racial template, continue onto the next step – Class.

Step 4 – Class

You have probably already determined this but now is the time to develop the core of your character – his class. A character's class determines his starting hit points (how much damage he can take), his class skills (those that come most naturally to him), the number of skill points he may spend, his initial Influence with specific factions in the universe, which weapons he is proficient in, what special class features he gains, what weapons he is proficient in using and how much money he starts with.

A character's class also determines how great a bonus the character receives to his base attack bonus (which helps him attack others), saves (which help him avoid physical or mental harm) and Defence Value (which helps him avoid the attacks of others).

If you are going to play a telepath, it is normal – but not essential – for you to select the telepath class.

See the Classes chapter for more details. Once you have applied your character's class, continue onto the next step – Skills.

Step 5 – Skills

Your character class, along with your race, will have determined how many skill points you receive at 1st level. These points are spent to buy 'ranks' in individual skills. The more ranks you have in a skill, the better you are when performing tasks associated with that skill. How many ranks you can purchase in a skill with your initial skill points is down to whether or not the skill is a 'class skill' – a skill associated with or commonly practised by your character class.

See the Skills chapter for more details. Once you have determined your character's skills, continue onto the next step – Feats.

Step 6 – Feats

Feats are the unique and special abilities that every character develops at least a few of. In many ways, feats are a character's method of 'breaking the rules' that govern everyday life – feats enable him to do things that normal people would find either incredibly difficult or simply impossible. Every character starts with one feat of their choice. A character's race or class may also grant feats (Humans gain an additional starting feat).

If you are going to play a telepath, you must select the Telepath feat at 1st level.

See the Feats chapter for more details. Once you have determined your character's feats, continue onto the next step – Influence.

Step 7 – Influence

Influence is how a character interacts with the immense political, economic and racial forces of the Babylon 5 universe. All characters have some pull in this area, even if it is only very localised. Such influence goes beyond simple charisma – blackmail material, sensitive information, old favours and bitter grudges all play a part in a character's influence with different factions. A character's class determines his initial Influence with certain factions.

See the Influence chapter for more details. Once you have determined your character's Influence, continue onto the next step – Equipment.

Step 8 – Equipment

Equipment can be all that stands between your character and an early grave. The greatest sniper in Centauri space is nothing without his rifle and a medic will have a hard time helping anyone without at least a first aid kit to aid him. A character's class determines his starting wealth. Anything left over will be pocket change for the character as he steps into the big wide universe.

See the Equipment chapter for more details. Once you have determined your character's equipment, continue onto the next step – Finishing Touches.

Step 9 – Finishing Touches

This final step mostly involves fleshing out the parts of a character that have not yet been described. A physical description is useful, as it can give vital clues to other players and Non-Player Characters as to how your character acts. Your character's race is of course important in this regard, but of more importance is his personality and particular quirks. A Drazi will always seem slightly intimidating to others but a Drazi with prominent brawling scars and a nervous tic is even more unsettling…

Sketch out the character's rough history, including how he ended up at the point of the campaign's start. Confer with your Games Master to make sure that the character's personal history does not clash tremendously with his campaign.

Your character's history, race, class and ability scores can all help determine his rough personality. Of all the character's traits, this is by far the most important. A character's personality bleeds into everything they do, whether they intend it to or not.

All players should also review the basic fighting rules in the Personal Combat chapter, to make sure that they understand how their characters will generally work in battles. Telepath players should also review the Telepathy Chapter to see how their special telepathic abilities work.

An Example of Character Creation

Richard is creating a new character for a Babylon 5 campaign. The first step is coming up with a concept. The Games Master tells him that the campaign will centre around intrigue on the Babylon 5 station itself, starting in 2259, and that characters should have some connection to one of the major governments or the League of Non-Aligned worlds..

Step 1 – Concept
Stumped for an initial character idea, Richard picks his character's race at random and ends up selecting Centauri. Richard could play a diplomat – say, a second aide to Londo or an ambassadorial attaché – but he decides to go for something a little more active. His character concept is that of Cato Jaddo, a Centauri agent. He has been sent to Babylon 5 undercover to keep an eye on events for the Republic's intelligence agencies. In truth, Cato is not quite sure which faction in the court he is working for. He believes that he is reporting to supporters of Lord Refa but he leaves it open for the Games Master to add in a subplot where Cato discovers that all is not what it seems back home.

Step 2 – Ability Scores
Next, Richard determines Cato's ability scores. He decides to roll for them. Rolling 4 six-sided dice and discarding the lowest die, he gets a total of 13. Repeating this process five more times, he gets results of 14, 10, 17, 10 and 7. Richard must now decide how to allocate these to his ability scores. Since he wants Cato to be a clever and inventive Centauri, Richard assigns him an Intelligence of 14. Cato's greatest strength is his apparently open and warm personality, which is persuasive even for a Centauri – Richard assigns him a Charisma score of 17. As an agent, Cato will have to be quite nimble and dextrous, so Richard assigns him a Dexterity score of 13. Not being particularly strong or strong-willed are two of Cato's weak points – Richard assigns him an average score of 10 in both Strength and Wisdom. Cato's greatest failing is his relatively fragile health for a Centauri, however – the lowest score of 7 is assigned to his Constitution score.



Step 3 – Race
Richard now starts applying the Centauri racial template. Firstly, Richard decreases Cato's Wisdom from 10 to 8 – Cato can be remarkably gullible and unperceptive for an agent. However, Richard also increases Cato's Charisma from 17 to an exceptional 19; with any luck Cato will be able to talk himself out of most situations his gullibility leads him into. This means that Cato's ability scores look like this:

Ability	Score	Modifier
Strength	10	—
Dexterity	13	+1
Constitution	7	–2
Intelligence	14	+2
Wisdom	8	–1
Charisma	19	+4

Richard notes down that as a Centauri, Cato has a base speed of 30 feet and is Medium-sized. Cato gains a +1 bonus to Fortitude saves – this pleases Richard, as it partially offsets the problems caused by Cato's low Constitution.

Cato also gains a +2 bonus to all Bluff and Intrigue skill checks, and these skills will always be class skills for the Centauri. Cato gets two skills that will always be class skills for him and therefore easier to master – Richard chooses Diplomacy and Intimidate (Cato is a skilled negotiator but is adept at playing hardball if necessary).

Richard also notes down that Cato gains the Fluency feats in both Human and Centauri and that Cato's favoured classes are agent (fortunately) and diplomat.

Step 4 – Class
Richard moves on to making Cato into a 1st level agent. Firstly, the painful part – Cato's hit points. 1st level agents only receive 6 hit points and Richard must reduce this by –2 (Cato's Constitution modifier), leaving Cato with just 4 hit points. Cato had best not get hit…

Richard now notes down his agent class skills, remembering to add Diplomacy due to his Centauri heritage (he would add Bluff, Intrigue and Intimidate too, but these are already present on the agent class skill list anyway). Richard also calculates Cato's starting skill points: 8 plus 2 (Cato's Intelligence modifier), multiplied by 4. That makes for a total 40 skill points – impressive for a starting character.

1st level agents are proficient with all close combat, grenade and pistol weapons and gain the Master of the Craft class feature. This enables Richard to choose Skill Focus (a feat that adds a +3 bonus to one type of skill check) and apply it to one skill. Richard selects Sense Motive, hoping that this will offset some of Cato's natural gullibility.



Richard can also from The Agent table that Cato gains a +2 Reflex saving throw bonus. His base attack bonus, defence bonus, Fortitude saving throw bonus and Will saving throw bonus are all +0.

Step 5 – Skills
Cato must now spend his skill points. Richard opts to make Cato a subversive and shady negotiator, rather than a dedicated saboteur or assassin. As such, he assigns 4 points each to Bluff, Diplomacy, Intrigue, Intimidate, Notice, Linguistics and Sense Motive. This puts them at the maximum for class skills – 4 ranks in each.

With his remaining 12 points, Richard is a little more judicious. Cato will need a certain amount of computer knowledge, investigative know-how and subversive experience in order to access hidden or secure information on behalf of his government. Richard therefore assigns 2 skill points each to Computer Use, Investigate and Subterfuge.

Cato knows quite a bit about his own Centauri culture, assigning 2 points to Knowledge (Centauri). He has researched the Humans well enough to learn English but not much beyond that and so assigns only a single point to Knowledge (Human). He has also kept up to date on news about Babylon 5 and seen glimpses of its schematics, so Richard assigns 1 point to Knowledge (Babylon 5).

Aware of how fragile Cato is, Richard opts to spend his final 2 skill points in Medical. Since this is a cross-class skill, this only gets him 1 rank in Medical.

Step 6 – Feats
With his skill points all spent, Richard now must select a single feat for Cato to benefit from. He can choose any of the feats in the Feats chapter, so long as he is not barred due to being a Centauri or a mundane (non-telepath) and meets its prerequisites. While any of these feats would be useful, Richard eventually elects to shore up one of Cato's less than spectacular areas, combat, by selecting the Dodge feat, which adds a +1 dodge bonus to his Defence Value.

Step 7 – Influence
Agents start with 1d6 in any two Influences. One of these must be a Centauri faction – Richard decides that Cato has a Centauram Influence due to his distant patron, Lord Refa, and rolls a 4 for this particular Influence. Richard also decides that Lord Refa provided Cato with some important names of figures on Babylon 5, along with some

blackmail material to use on them. This translates as a local Influence, which is rolled as a 2. Cato therefore has Centauri Political Influence of 4 and Babylon 5 Influence of 2.

Step 8 – Equipment
Agents gain 3d6 x 100 credits; Richard rolls only 6 meaning that Cato has only 60 credits to buy starting equipment. Still, that is enough for a Human-model W&G 10 PPG pistol (300 cr.), a knife (40 cr,), a dose of hexazyne (145 cr.) in case he needs to incapacitate someone and a dose of antipoison (80 cr,) in case someone tries to do the same to him. This leaves him with 35 credits on his credit chit.

Step 9 – Finishing Touches
Cato is now ready to play, except for the few individual touches that Richard wants to add. Richard elaborates a little on Cato's history, describing how the young Jaddo would have made a tremendous diplomat, except that his low birth precluded him from such duties. Cato is more than a little bitter at this and has a fondness beyond his means for the finer things in life. He dresses in expensive-looking but quite out-of-fashion Centauri outfits and takes great care with his personal appearance, particularly his splendid crest. He is also an incessant name-dropper in conversations, especially when talking to other Centauri.

Cato Jaddo

I'm sure your error in omitting my name from the access list was merely an oversight. If you correct it immediately, I will consider not informing your superiors of your glaring incompetence.

1st Level Centauri Agent
Hit Points: 4
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 12 (+1 Dex, +1 dodge)
Attacks: +0 close combat or +1 ranged
Special Qualities: Born to Intrigue (Diplomacy, Intimidate)

Saves
Fortitude (Fort): **–1**
Reflex (Ref): **+3**
Will: **–1**

Abilities
Strength (Str): **10**
Dexterity (Dex): **13**
Constitution (Con): **7**
Intelligence (Int): **14**
Wisdom (Wis): **8**
Charisma (Cha): **19**

Skills
Acrobatics: **+1** (+1 Dex)
Appraise: **+2** (+2 Int)
Athletics: **+0** (+0 Str)
Bluff: **+10** (4 ranks, +4 Cha, +2 bonus for being Centauri)
Computer Use: **+4** (2 ranks, +2 Int)
Concentration: **–2** (–2 Con)
Diplomacy: **+8** (4 ranks, +4 Cha)
Drive: **+1** (+1 Dex)
Intimidate: **+8** (4 ranks, +4 Cha)
Intrigue: **+10** (4 ranks, +4 Cha, +2 bonus for being Centauri)
Investigate: **+4** (2 ranks, +2 Int)
Knowledge (Babylon 5): **+3** (1 rank, +2 Int)
Knowledge (Centauri): **+6** (2 ranks, +2 Int, +2 bonus from Fluency feat)
Knowledge (Human): **+5** (1 rank, +2 Int, +2 bonus from Fluency feat)
Linguistics: **+6** (4 ranks, +2 Int)
Medical: **+3** (1 rank, +2 Int)
Notice: **+3** (4 ranks, –1 Wis)
Pilot: **+1** (+1 Dex)
Sense Motive: **+6** (4 ranks, –1 Wis, +3 bonus from Skill Focus feat)
Subterfuge: **+3** (2 ranks, +1 Dex)
Stealth: **+1** (+1 Dex)

Feats
Dodge – adds +1 dodge bonus to DV
Fluency (Centauri and Human) – adds +2 bonus to Knowledge (Centauri) checks and Knowledge (Human) checks.
Skill Focus (Sense Motive) – adds +3 bonus to Sense Motive checks.
Weapon Proficiency (close combat, grenade and pistol)

Influence
Babylon 5 Influence +2, Centauri Political Influence +4.

ABILITY SCORES

Each character has six ability scores; Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Each one represents some aspect of that character's mental or physical prowess. Beginning scores range from 3 to 18. There are three methods to determine a character's ability scores – the Games Master can e ither let the players pick their favourite method or just specify which one is used in his game.

Random Generation

Roll 4d6, dropping the lowest die, and total the result. Repeat this process six times. Allocate each result to a particular ability score. For example, if you get a 4d6 roll of 3, 3, 4 and 5, you drop one of the low threes, total the result (12) and assign it to one of your ability scores. If you wanted to have a character of above average agility and speed, then assign the 12 to his Dexterity score.

Planned Generation

Instead of rolling dice, you may select the scores you want. You have 25 points to spend on ability scores. Each score starts at 8 and the costs to increase a score are given in the Planned Generation Costs table. You may also drop scores below 8, gaining one point for every ability point deducted. For example, taking a Strength of 3 would give you another 5 points with which to buy other abilities. You may not drop a score below 3 without the approval of the Games Master.

Planned Generation Costs

Ability Score	Cost
8	0
9	1
10	2
11	3
12	4
13	5
14	6
15	8
16	10
17	13
18	16

Standard Scores

Finally, you may also just take a set package of ability scores and assign them as you see fit. This standard package is: 15, 14, 13, 12, 10, 8.

Applying Racial Bonuses/Penalties

Once all the ability scores have been determined, apply any applicable racial bonuses or penalties. These are summarised on the Racial Adjustments table.

ABILITY MODIFIERS

Each ability, after changes made because of race, has a modifier ranging from –5 to +5. The Ability Modifiers table shows the modifier for each score. Ability score modifiers can range higher than +5, but they cannot go lower than –5 because the status of a creature or object changes when its ability scores drop to 0.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that are not die rolls. A positive modifier is called a bonus and a negative modifier is called a penalty.

Ability Modifiers

Ability Score	Modifier
1	–5
2–3	–4
4–5	–3
6–7	–2
8–9	–1
10–11	—
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7
26–27	+8
28–29	+9
30–31	+10
32–33	+11
34–35	+12
36–37	+13
38–39	+14
40–41	+15
42–43	+16
44–45	+17

THE ABILITIES

Each ability partially describes your character and affects some of his actions. Abilities are not the sum total of a character's personality or capabilities but they do provide the framework around which skills checks and other rolls are typically made, making them a very important part of

a character. When an ability score changes, all attributes associated with that score change accordingly.

Strength (STR)

Strength measures your character's muscle and physical power. Strength also limits the amount of equipment your character can carry. You apply your character's Strength modifier to:

- Close combat attack rolls.
- Damage rolls when using a close combat weapon or a thrown weapon. See Personal Combat for exceptions to this rule.
- Athletics checks. This skill has Strength as its key ability.
- Strength checks (for breaking down doors and the like).

Dexterity (DEX)

Dexterity measures hand-eye coordination, agility, reflexes and balance. This ability is important for characters who want to be a skilled shot or avoid getting hit in combat. You apply your character's Dexterity modifier to:

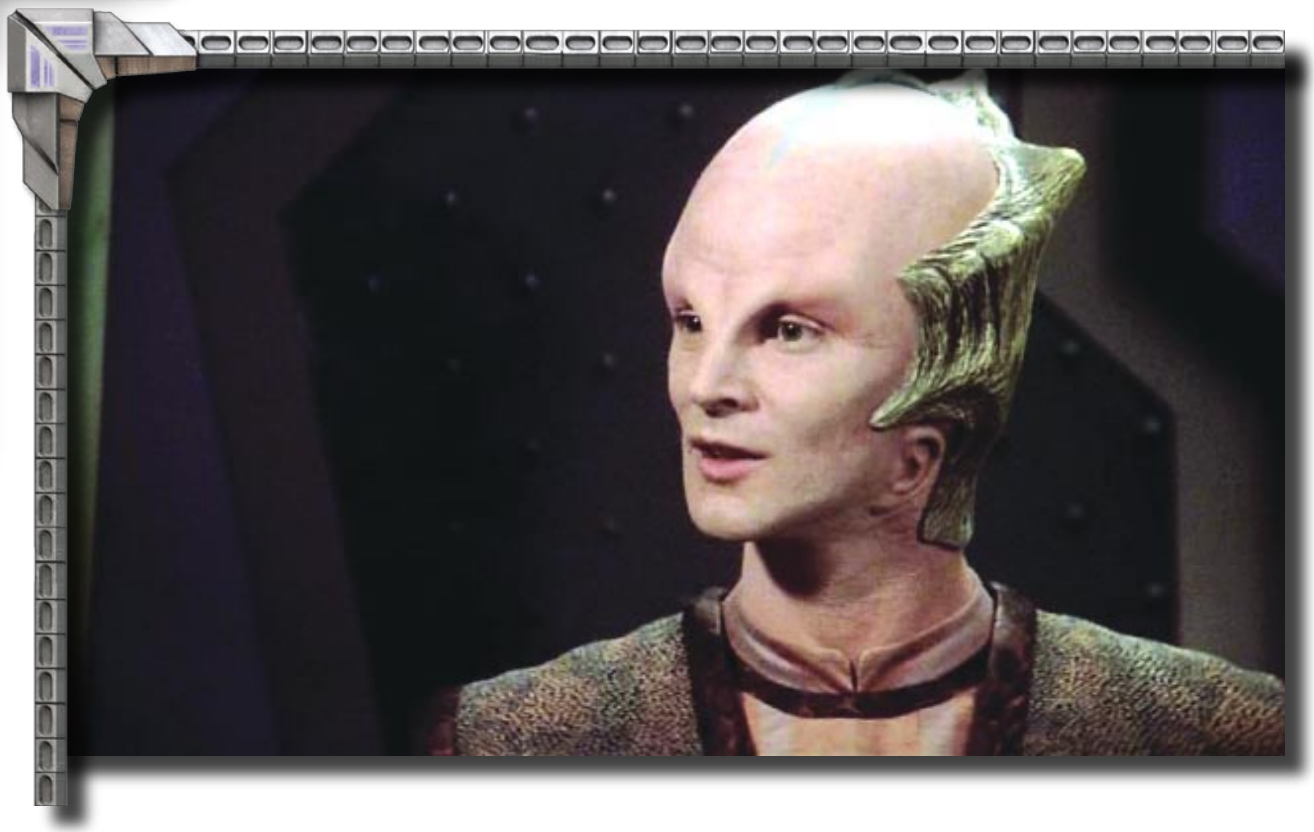
- Ranged attack rolls, including those for attacks made with PPGs, pistols, sporting rifles and other ranged weapons.
- Defence Value, provided that the character can react to the attack.
- Reflex saving throws, for avoiding explosions and other attacks that you can escape by moving quickly.
- Acrobatics, Drive, Pilot, Subterfuge and Stealth checks. These are the skills that have Dexterity as their key ability.

Constitution (CON)

Constitution represents your character's health and stamina. You apply your character's Constitution modifier to:

- Your hit points.
- Fortitude saving throws, for resisting poison, disease, radiation and similar threats.
- Concentration checks. This skill has Constitution as its key ability.





Intelligence (INT)

Intelligence determines how well your character learns and reasons. It is important for any character who wants to have a wide assortment of skills. You apply your character's Intelligence modifier to:

- The number of skill points gained each level.
- Appraise, Computer Use, Investigate, Knowledge, Linguistics, Medical, Operations, Profession (white collar) and Technical checks. These are the skills that have Intelligence as their key abi lity.

An animal has an Intelligence score of 1 or 2. A creature of sentient intelligence has an Intelligence score of at least 3.

Wisdom (WIS)

Wisdom describes a character's willpower, common sense, perception and intuition. While Intelligence represents one's ability to analyse information, Wisdom represents being in tune with and aware of one's surroundings. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. You apply your character's Wisdom modifier to:

- Will saving throws for negating the effects of telepathy and other mind-affecting threats.
- Notice, Profession (blue collar) and Sense Motive checks. These are the skills that have Wisdom as their key ability.

Charisma (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Every creature has a Charisma score. You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Intimidate, Intrigue, Profession (performing) and Telepathy checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

Ability Score Loss

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to *ability damage* return at the rate of 1 point per day

(or double that if the character gets complete bed rest) to each damaged ability. Certain chemical or mechanical effects offset ability damage as well. Ability drain, however, is permanent (though some effects can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score cannot drop below 0. Having a score of 0 in an ability is different from having no ability score whatsoever. Some effects and abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the effect or ability's duration and the ability score immediately returns to its former value.

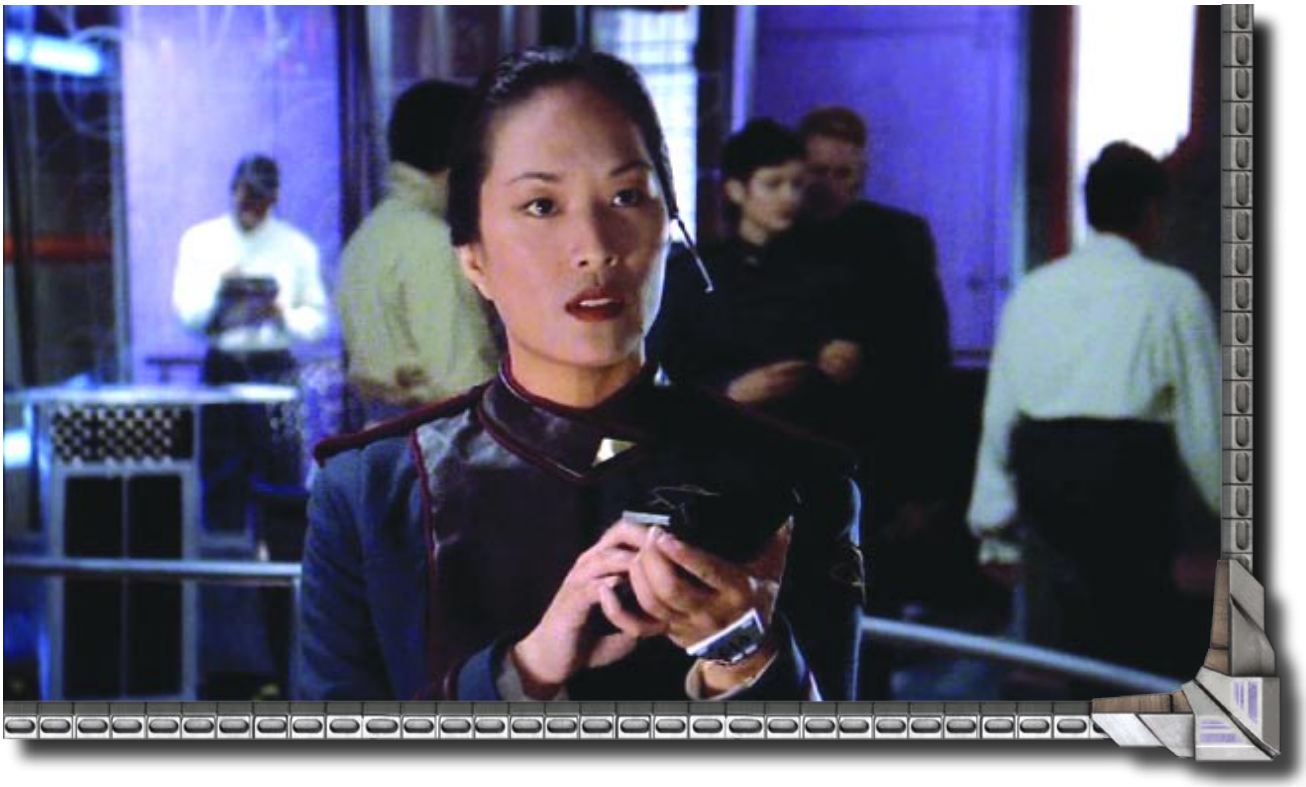
Saving Throw Types

The three different kinds of saving throws are:

Fortitude: These saves measure a character's ability to stand up to massive physical punishment or attacks against his vitality and health such as poison and paralysis. Apply a character's Constitution modifier to his Fortitude saving throws.

Reflex: These saves test a character's ability to dodge massive attacks such as explosions. Often, when damage is inevitable, a character gets to make a Reflex save to take only half damage. Apply the character's Dexterity modifier to his Reflex saving throws.

Will: These saves reflect a character's resistance to mental influence, telepathy and psychological effects. Apply the character's Wisdom modifier to his Will saving throws.



RACES

A player must choose a race for their character. Most races are 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 able 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 only 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 Narn are ever alike!

Racial Adjustments

Race	Ability Adjustments	Favoured Classes
Abbai	–2 Strength , +2 Wisdom	Diplomat, scientist
Brakiri	None	Trader
Centauri	–2 Wisdom, +2 Charisma	Agent, diplomat
Drazi	+2 Strength, –2 Intelligence	Soldier
Humans	None	Any
Minbari	+2 Strength, –2 Charisma	Religious Caste: Diplomat, Ranger Warrior Caste: Officer, soldier Worker Caste: Scientist, worker
Narn	+2 Constitution, –2 Charisma	Officer, soldier
Pak'ma'ra	–2 Dexterity, +4 Constitution, –2 Charisma	Lurker

ABBAi

A peaceful semi-aquatic race, the Abbai are the social glue that holds the League of Non-Aligned Worlds together. Abbai found outside their home system are usually traders or pilgrims seeking either friendly contact with other races or enlightenment as to the nature of what community means to other sentient races.

Personality: Any given Abbai is a calmly rational and caring individual with a great deal of apprehension about interacting with any other race, but enough curiosity and compassion to do so anyway. In conversation, an Abbai tends to be gregarious and interesting, as willing to listen as they are to talk. An offended Abbai responds with silence and distance; they are never hostile unless forcefully provoked and will generally fight a defensive retreat rather than push an offensive even if they have an advantage over their opponent.

Physical Description: Male and female Abbai look very similar, with only a slight swelling of the chest and a narrowing of the hips and limbs revealing the latter. Both have similar colouring – shades of pink to red with mottling on the limbs and throat – and both genders display a similar crest running laterally down the centre line of the skull. This is more pronounced in the male of the species, but both genders have a striking crest and display great dexterity in manipulating it to express emotion or communicate intent during conversation.

Relations: The Abbai have an interesting duality of purpose when establishing relations with other races. They firmly believe that theirs is the dominant species in the galaxy, yet they freely accept that other races are part of the galactic community and embrace them as siblings of a sort. While few Abbai would ever really consider a non-Abbai as a true equal, they maintain cordial and even helpful relations in the hope of maintaining the 'family' that is all sentience.

Abbai Systems: The Abbai have a homeworld, Abba, and one outlying system, Utriel. Utriel is very important to the Abbai in that is it a major colony world and the source of many of their hard materials for maintaining their space fleet and other technologies. The Abbai had a second colony world, Tirolus, but all star charts mark that as a dead system and the Abbai have severed all contact and travel there. The reasons for this quarantine are unknown, but it is an infraction of League law to enter the Tirolus system, one punishable by blockade, seizure and imprisonment by Abbai forces.

Abbai Beliefs: The Abbai believe that all sentient life exists in a complex family – an intricate and carefully balanced 'community'. Most of their lives are spent trying to find their place in this community, respecting the lives of others and their right to do the same. Abbai characters are likely to be very spiritual in this regard but do not hold to any specific theistic tradition.

Language: The Abbai speak two tongues, Abbath and Burai. The former is an eloquent language that handles all forms of conversation and can impart great meaning on a variety of topics. Abbath is used for virtually every part of communication between the Abbai. Burai is a more limited language with utility only for simple tasks and instructions.

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 Player Characters created in this game can speak English (have the Fluency (Human) feat), so as to be able to communicate with each other. Races other than Human also speak their own languages (have the Fluency (native language) feat) and particularly smart characters (those who place skill points in the Linguistics skill) will also be able to communicate comfortably with other races. Characters can also become entirely fluent in other languages (by taking the Fluency feat in them).

In a diplomatic space station in which new aliens constantly arrive, speaking languages other than one's own is 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. The Pak'ma'ra, for instance, can only speak their native languages and are forced to use electronic translators whenever communicating with another race, though they can understand other languages. Non-Pak'ma'ra cannot speak their language – though they may learn how to understand it.

Burai is very important to the Abbai in their home environment because of its unique feature; it uses a special tone and pitch that carries for great distances underwater. As a semi-aquatic race, the Abbai rely on Burai to communicate when they are beneath the waves. Even with the advent of portable communication devices capable of waterproof operation, most Abbai still learn the Burai language for use in emergencies.

Starfarers: The Abbai are not often found outside their home systems except on trade voyages, pilgrimages or diplomatic missions. They are not wanderers by nature and prefer to remain with their families behind the comfort of their planetary defensive barriers. When they do travel, they prefer their own ships, all of which sport impressive defensive armour and armaments. An Abbai on a commercial transport built by any other race is likely to remain nervous and tense through the entire voyage.



Abbai Names: For such graceful creatures, the sounds of Abbai names seem a little incongruous and harsh. This is because Abbai names are given underwater during a ceremony shortly after birth. The harsher sounds resonate better through the waves, making them sound entirely different than when spoken on the surface. Abbai do not general use a family name, as each one is thought of as a separate and unique individual. Abbai names rarely repeat within a given generation; subtle differences in tone and inflection make each name slightly different even when spelling duplication occurs. The Abbai rarely use titles, preferring to save these for the military and government. Abbai citizens are part of one big world-spanning family and they are content to keep things that way.

Male Names: Muath, Hrondal, Vess, Puul, Kannar, Teshath

Female Names: Tinti, Kaamai, Riilata, Mannai, Kinaloi, Shinta

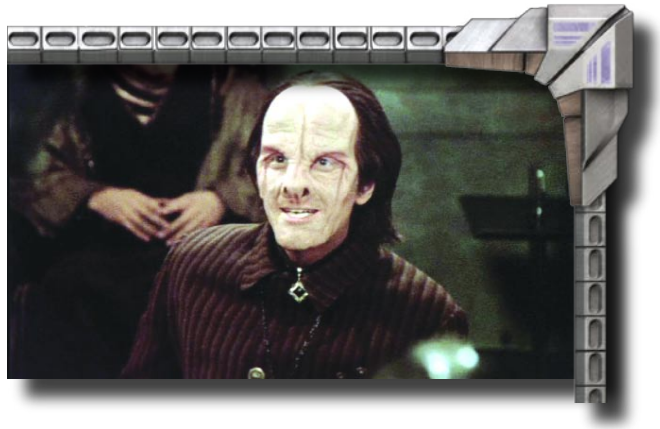
School (Family) Names: Kalo, Holf, Dannar, Tannat, Moltoth

Abbai Racial Traits

- –2 Strength, +2 Wisdom: As a race, the Abbai are very enlightened but do not have a great deal of muscular development. Their environment emphasises mobility over brawn and cerebral pursuits over physical labour.
- All Abbai are of Medium size.
- Abbai have a base speed of 30 feet and a base swim speed of 40 feet.
- Abbai are adept at many mental exercises and have a very comprehensive grounding in the sciences and the arts. They may treat Knowledge (astrophysics, biology, chemistry, engineering, history, philosophy and physics) as class skills regardless of the character class. They may also attempt these skills untrained.
- Abbai may remain underwater for a number of hours equal to their Constitution bonus (minimum one hour) at a time, without needing to surface for air. This ability is dependent on oxygenated water, requires the Abbai to expose their throat gills and may not be useful in some aqueous environments.
- Abbai have a +8 bonus to all Athletics checks for swimming.
- Because the Abbai so rarely act out in a hostile manner, they suffer a –2 penalty to all Initiative checks.
- The Abbai are generally very good at defending themselves. They may gain an additional +1 bonus to Defence Value when performing the fight defensively or total defence actions in combat.
- Automatic Language Feats: Fluency (Abbai), Fluency (Human) and Fluency (any one other language of the Abbai's choice).
- Favoured Classes: Diplomat and scientist. A multiclass Abbai's diplomat and scientist classes do 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. 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 200 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 himself 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.

Brakiri Clan / Corporation Names: Ak-Habil, Im-Rehnsa, Ly-Nakir, Pri-Wakat, Zy-Torga-Ran.

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 bonus to all Appraise, Bluff and Sense Motive checks.
- When in hot conditions, 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 20 minutes when in extremely hot climates. A Brakiri can go without water for two days plus a number of hours equal to twice his Constitution score
- Automatic Language Feats: Fluency (Brakiri), Fluency (Human) and Fluency (any one other language of the Brakiri's choice).
- Favoured Class: Trader. A multiclass Brakiri's trader class does not count when determining whether he suffers an XP penalty for multiclassing.

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 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 100 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 will only be a matter of time before war breaks out once more.

Centauri Beliefs: There are 50 gods within the Centauri pantheon and some of them are 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 that 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

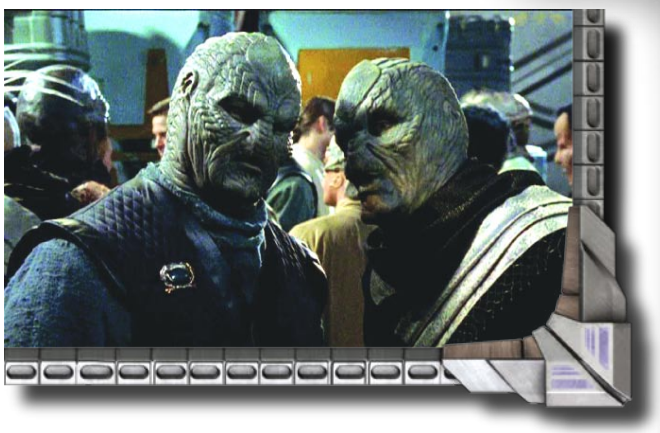
- –2 Wisdom, +2 Charisma: As a race, Centauri tend to be self-destructive and rash but are skilled at politicking and influencing others.
- All Centauri are of Medium size.
- Centauri have a base speed of 30 feet.
- Centauri are raised to the play the political games of their families and so gain a +2 bonus to all Bluff and Intrigue checks. These skills are always class skills for Centauri characters.
- Born To Intrigue: 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: Diplomacy, Linguistics, Notice, Intimidate, Sense Motive, Stealth or Subterfuge. The two selected skills will always be regarded as class skills, regardless of the class chosen by the Centauri.
- 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 bonus to all Fortitude saving throws. There is little that can be done to a Centauri that they have not already done to themselves.
- Automatic Language Feats: Fluency (Centauri) and Fluency (Human).
- Favoured Classes: Agent and diplomat. A multiclass Centauri's agent and diplomat classes do 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 a 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 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 scaled skin gives them the appearance of reptiles but also affords some measure of protection in 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 12 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

- +2 Strength, –2 Intelligence: Drazi are extremely strong for their size but are not known for their intellectual endeavours.
- All Drazi are of Medium size.
- Drazi have a base speed of 30 feet.
- 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 Brawler as a bonus feat.
- 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.
- The thick scaled skin of the Drazi grants a natural Damage Reduction 1. This stacks normally with any armour worn.
- Short Fuse: Drazi are not known for their pacifism. They suffer a –2 penalty to any Wisdom-based check or Will save that involves them reining in their temper or avoiding a fight.
- Automatic Language Feats: Fluency (Drazi) and Fluency (Human).
- Favoured Class: Soldier. A multiclass Drazi's soldier class does not count when determining whether he suffers an XP penalty for multiclassing.

HUMANS

The young race of Humanity has a manifest destiny among the stars and the expanding Earth Alliance now controls many systems 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.

Being nearly brought to the brink of extinction during the recent war with the Minbari, coupled with the mysterious surrender at the Battle of the Line, left deep marks on Humanity's collective psyche. The threat of alien invasion awoke a dormant strain of xenophobia on Earth (although this is far less prevalent on the colonies), while the surrender convinced many that Humanity was marked with a special destiny. Certainly, Humanity's star has been in the ascendant in the last decade.

Personality: Among all the races of the galaxy, Humans are the most adaptable and flexible, building communities wherever they go. They can thrive almost anywhere, driven by curiosity and ambition to explore the galaxy.

Physical Description: Male Humans are noticeably taller and heavier than females but both genders tend to range between five feet tall to a little over six 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 new 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 over a dozen 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, Buddhism, Islam and so on 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 and so on.

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, as they are 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, as they are a versatile and capable race.
- Automatic Language Feats: Fluency (Human).
- Favoured Class: Any. When determining whether a multiclass Human suffers an XP penalty, his highest level class does not count.



MINBARI

The Minbari are regarded with a great deal of respect by 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 lightly when dealing with them.

Personality: Minbari society is divided into three castes; worker, warrior and religious. Any individual Minbari 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 1,000 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 interacting with the galactic community 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. The Minbari also maintain a protectorate area of space containing technically neutral systems, though few non-Minbari will ever gain access to this area.

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: Akel, Delenn, Mayal, Shaal, Sihnon, Yeyani

Family Names: Chu'Domo, Koloni, Mayan, Mir, Zen

Religious Caste Clan Names: Barili, Orfirio, Paren, Voleen

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

Worker Caste Clan Names: Crystal Shapers, Crystal Whisperers, Star Crafters, Valen's Footsteps

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

- +2 Strength, –2 Charisma: Minbari seem almost supernaturally strong for their light build but have little regard or compassion for other races.
- All Minbari are of Medium size.
- Minbari have a base speed of 30 feet.
- Minbari are extremely quick and can react faster than most other races. They gain a +2 bonus to all Initiative checks.
- It takes a lot to defeat 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 a +2 bonus to all Concentration checks.
- 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.
    - 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 bonus to all Knowledge checks and may attempt any Knowledge check untrained. A religious caste Minbari must choose diplomat, Ranger or telepath as their starting class.
    - Warrior Caste: The Minbari warrior caste is trained to fight – all members may pick one weapon they are proficient in as a favoured weapon, gaining Weapon Focus as a bonus feat. A warrior caste Minbari must choose agent, officer or soldier as their starting class.
    - Worker Caste: Members of the worker caste have many diverse skills and trades. They gain a +2 bonus to all Computer Use, Operations and Technical checks and may attempt any Technical check untrained. A worker caste Minbari must choose scientist or worker as their starting class.
- Minbari are known not to lie under normal circumstances; a Minbari gains a +4 circumstance to any Bluff checks he attempts against a particular target. This bonus is lost forever if the Minbari is discovered to have lied. This bonus cannot be used when sending a secret message.
- Automatic Language Feats: Fluency (Minbari; Lenn-Ah, Fik and Adrenato) and Fluency (Human).
- Favoured Classes: A multiclass Minbari's favoured classes do not count when determining whether he suffers an XP penalty for multiclassing.
    - Religious Caste: Diplomat or Ranger.
    - Warrior Caste: Officer or Soldier.
    - Worker Caste: Scientist or Worker.

NARN

Once a peaceful, agrarian people, the Narns have been reforged 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 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 desire to avenge the deaths of family members caused by the Centauri.



Narn Systems: After the Narn broke the back of the Centauri occupation, they quickly consolidated their position among the stars. The Narn Regime is a small but powerful empire with a few newly explored worlds. It is composed 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 currently seem to prefer avoiding open conflict whenever possible.

Narn Beliefs: There are many different faiths among the Narn population 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: Ha'Ten, Ja'Dar, Ko'Dath, Li'Dak, Na'Toth, Pik'Nar

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

- +2 Constitution, –2 Charisma: Narns are an extremely hardy race but are often seen as brute savages by others.
- All Narn are of Medium size.
- Narn have a base speed of 30 feet.
- Low-Light Vision: Narns have excellent night vision. 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.
- For generations, Narns have been taught how to fight Centauri effectively. They gain a +1 bonus to their attack rolls when targeting Centauri in combat, whether it involves fists, firearms or spacecraft.
- Taught to ignore pain and be willing to sacrifice themselves at an early age for the good of all their kind, Narns gain Toughness as a bonus feat.
- Narns have been turned from an agrarian race into warriors and so are automatically proficient with close combat, grenade, pistol and rifle weapons.
- Narns may never have a P-Rating. This precludes them from ever using telepathic abilities, as their race simply does not have the gene responsible for awakening psychic talent.
- Automatic Language Feats: Fluency (Human) and Fluency (Narn).
- Favoured Classes: Officer and Soldier. A multiclass Narn's officer and soldier class do not count when determining whether he suffers an XP penalty for multiclassing.

PAK'MA'RA

The Pak'ma'ra are a minor species, known – or perhaps infamous – for their poor personal hygiene and carrion eating. For religious reasons, they devour the bodies of other sentients. The Pak'ma'ra have been accused of body theft and graverobbing in the past, but in recent times, they only take the bodies they are given. The Pak'ma'ra are relatively unsophisticated, both technologically and culturally. Their homeworld has huge deposits of Quantium-40, the element

used in hyperspace travel, so they were brought into the League with almost unseemly haste.

Personality: Most Pak'ma'ra are aware of the low esteem that they are held in and so keep to themselves and avoid notice. A handful of Pak'ma'ra delight in playing up to the stereotype by being as disgusting and ghoulish as possible, leering and belching fetid air at others. One way or another, the racial pride of the Pak'ma'ra species is carefully concealed.

Physical Description: Pak'ma'ra are large, grey-skinned humanoids. They have two large proboscises on their faces, which function as feeding tentacles, allowing the Pak'ma'ra to shovel food or draw whole corpses into their large mouths. Pak'ma'ra appear to be hunchbacked but the 'hump' actually conceals the Pak'ma'ra's mate. All adult Pak'ma'ra are mated pairs; the smaller, relatively unintelligent male physically and permanently bonds with the female in a union.

Relations: The Pak'ma'ra are tolerated for their mineral wealth and ignored in most other contexts. This has resulted in an underclass of Pak'ma'ra lurkers appearing on every space station and trading post from one side of the League to the other – there are always trade ships coming to their homeworld of Melat and so it is easy to find transport offworld.

Pak'ma'ra Systems: The only Pak'ma'ra world is Melat, a world of thick, toxic atmosphere and sludge seas. The environment is highly dangerous; only the Pak'ma'ra can go out in Melat without wearing encounter suits. Melat's sole export is Quantium-40 but this element is so rare and highly prized that the Pak'ma'ra economy is thriving.

Pak'ma'ra Beliefs: The Pak'ma'ra believe that the soul is caught within the body at the moment of death and the body must be ritually consumed to set the soul free for its journey beyond the Rim. Trapping the soul through burial merely confuses and injures it, forcing it to wait until the body decays before reincarnating. The Pak'ma'ra are surprisingly dedicated to their faith, although they have learned not to speak of it to outsiders.

Language: The Pak'ma'ra language is impossible for other races to learn, so they must make do with electronic translators. Pak'ma'ra translators produce a pidgin trade language composed mainly of loan-words from English, Drazi and Centauri.

Names: Borl, D'Ram, G'Vort, L'Him, Sk'Ven, Trik, Vurk

Starfarers: Most Pak'ma'ra starfarers are stowaways or passengers on board freighters who visited Melat, but the race does have a growing merchant navy, and is beginning



to establish colonies on neighbouring worlds. The Pak'ma'ra ability to survive in almost any environment means they can inhabit worlds that are useless to more established races.

Pak'ma'ra Racial Traits

- –2 Dexterity, +4 Constitution, –2 Charisma: Pak'ma'ra have tremendously resilient physiologies but they are generally none too quick or agile and their unsavoury habits tend to put others off them.
- All Pak'ma'ra are of Medium size.
- Pak'ma'ra have a base speed of 20 feet. This means they suffer a –4 penalty to all Athletics checks made to jump (see page 65).
- Pak'ma'ra are all but ignored by other races, which can prove useful at times. Pak'ma'ra gain a +2 bonus to all Stealth and Subterfuge checks and always treat these skills as class skills.
- Pak'ma'ra are also renowned for their ability to gather information and rummage through the junk of others and find useful materials. They gain a +2 bonus to Intrigue checks made to gather information and Investigate checks made to search an area (but not to forensics checks).
- Amazingly resilient to outside infection, Pak'ma'ra automatically have the Great Fortitude feat. They are also completely immune to many common diseases and poisons, as well as some toxic atmospheres.
- Pak'ma'ra lack the vocal ability to communicate in any language other than their own. They may only communicate with those who do not understand their language through the use of translators.
- Automatic Language Feats: Fluency (Human) and Fluency (Pak'ma'ra).
- Favoured Class: Lurker. A multiclass Pak'ma'ra's lurker class does not count when determining whether he suffers an XP penalty for multiclassing.

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; 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 character classes available in Babylon 5 are as follows:

Agent (Agt): A skilled operative in the employ of a corporation, government or military organisation who performs much of their dirty work.
Diplomat (Dip): An intelligent and charismatic individual who is capable of representing governments at the highest levels of negotiation.
Lurker (Lkr): A character who lives on the fringes of society, surviving by their wits and often turning to crime.
Officer (Off): A ranking member of a military force, skilled at leading others in times of crisis.
Ranger (Rgr): A member of the elite Anla'Shok, the Minbari order of spies and warriors trained to fight the darkness.
Scientist (Sci): A learned individual who specialises in one or more areas of technological discovery.
Soldier (Sol): A warrior well trained in combat and skilled in a variety of weaponry.
Telepath (Tel): A rare character who is able to use the power of their mind to read the thoughts of another.
Trader (Trd): A merchant and spacefarer.
Worker (Wkr): A hard working individual used to back breaking labour in space docks and construction, more cerebral endeavours within large corporations or perhaps entertaining paying customers with performances.

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. See page 251 in the Games Mastering chapter for more details on level advancement.

Character Level and Class Level

Your class level is your level in a particular class. Your character level is your overall level, which adds together your class levels in all your classes.

For Example: Johnny 'Wetslag' Grimes is a 3rd level soldier / 2nd level lurker. This means he has three class levels in soldier (and has all the class levels therein) and two class levels in lurker. Johnny is 5th character level.

Hit Points

At 1st level, a character will have the Initial Hit Points listed for his character class plus their Constitution modifier. No starting character can start with less than 1 hit point.

Whenever a character increase in level, he receives an additional amount of hit points indicated by his character class' Additional Hit Points entry. 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 character level. He will instead receive the Additional Hit Points listed.

For Example: *Anika has just arrived on Babylon 5 and is under orders to perform missions set by her EarthForce superiors. She is a 1st level agent with a Constitution of 9. Agents have Initial Hit Points of 8 but Anika's –1 Constitution penalty reduces her total hit points to 7.*

On completing her first mission for EarthForce, she earns enough experience points to take herself to 2nd agent level. Agents have Additional Hit Points of 2, taking her total hit points to 9. Note that the Constitution modifier is not applied again.

Skill Points

At each level, a character receives a number of skill points to spend on skills. A character's class skills (those listed as class skills in his class description) cost one point per rank; other skills cost one point per half-rank. Skills are described in the Skills chapter. Characters get four times the normal amount of skill points at 1st level. Note that these bonus skill points are only acquired once, at 1st character level. Characters do not get four times the normal skill points if they multiclass into another class, even though they are entering their 1st level in this new class.

A character can have a maximum number of ranks in a class skill equal to 3 + his character level (4 at 1st level). Cross-class skills are limited to half this amount (2 at 1st level).

Influence

Influence is a measure of a character's political or social pull and connections. The full rules for Influence are in the Influence chapter. At 1st level, a character will have the Initial Influence listed for his character class. This Initial Influence is random on purpose – a character's starting Influence is as much a factor of luck as it is skill. A low score here is not troublesome – more than any other score, Influence is likely to increase and decrease dramatically through play.

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

Class Features

Class features are what set character classes truly apart from one another. These are the special abilities normally only available to members of the class. As the character increases their class level, they become more and more skilful in their careers and gain access to some remarkable powers.

Class Table

A class' table gives all the basic bonuses a character gains by becoming a member of that class. This includes increases to base attack bonus, specific save bonuses, defence bonuses and class features.

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: 6.
Additional Hit Points: 2.

Class Skills

The agent's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Athletics (Str), Bluff (Cha), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (law, specific culture or specific local), Linguistics (Int), Notice (Wis), Pilot (Dex), Profession (blue collar) (Wis), Profession (performing) (Cha), Profession (white collar) (Int), Sense Motive (Wis), Stealth (Dex) and Subterfuge (Dex) .

Skill Points At 1st Level: (8 + Int modifier) x 4.
Skill Points At Each Additional Level: 8 + Int modifier.

Influence

Initial Influence: 1d6 in any two Influences. One of these must be a faction of the agent's native culture.
Additional Influence: An agent may increase any two Influences by +2.

Class Features

All of the following are class features of the agent.

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

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

Master of the Craft: Agents are supremely skilled at their profession. Every time the agent gains the Master of the Craft feature, they gain the Skill Focus feat. This Skill Focus feat may only be applied to Bluff, Computer Use, Concentration, Intrigue, Investigate, Notice, Sense Motive, Subterfuge or Stealth.

Multi-Skilled: Agents have an astounding capability for assimilating information and skills. These skills are nearly always learnt 'on the job', though some agents are taught them by more experienced mentors. At 2nd and 7th level, the agent may select any one cross-class skill and make it a class skill.



Opportunism: Agents are trained to take advantage when a vulnerability presents itself. These abilities only work when an agent attacks another character with close combat or personal ranged attacks. They will not work with grenade attacks. The target character must be flat-footed, flanked or helpless for the Opportunism effect to work. Opportunism effects will not affect creatures immune to critical hits. If a creature has the damage from the attack reduced to 0 through Damage Reduction, armour or other means, then they will not suffer the Opportunism effect. If the agent makes more than one attack in a turn (through the full attack action or firing a weapon more than once), then the Opportunism effect will only apply to the first attack. No more than one Opportunism effect may be applied to an attack and Opportunism effects are not multiplied with a critical hit. At 3rd, 6th and 9th levels, the agent character may take one of the following abilities.

- **Crippling Attack:** If successful, the agent deals 1d3 points of Strength damage on a successful hit. This ability may be taken more than once; each additional selection adds +1 to the Strength damage.

- **Sneak Attack:** If successful, the agent deals an extra 1d6 points of damage on a successful hit. This ability may be taken more than once; each time the damage is increased by 1d6.

- **Stunning Attack:** If successful, the target must make a Fortitude save (DC 10 + agent's Dex modifier + ½ agent's class level) or be stunned for one round. This ability may be taken more than once; each time the DC is increased by +1 and the duration of the stun is increased by one round.

Skill Mastery: At 4th level, the agent may select one class skill. When making a skill check with this skill, 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 class skill may be mastered at 8th level.

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 multi-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 in his

The Agent

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+0	+2	+0	+0	Master of the Craft
2nd	+1	+0	+3	+0	+1	Multi-Skilled
3rd	+2	+1	+3	+1	+1	Opportunism
4th	+3	+1	+4	+1	+2	Skill Mastery
5th	+3	+1	+4	+1	+3	Master of the Craft
6th	+4	+2	+5	+2	+3	Opportunism
7th	+5	+2	+5	+2	+4	
8th	+6/+1	+2	+6	+2	+5	Skill Mastery
9th	+6/+1	+3	+6	+3	+5	Opportunism
10th	+7/+2	+3	+7	+3	+6	Master of the Craft

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, Lennier, Mr Lance, Senator Hidoshi, Vir Cotto.

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: 5.
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), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Knowledge (history, law, philosophy, specific culture or specific local) (Int), Linguistics (Int), Profession (white collar) (Int) and Sense Motive (Wis).

Skill Points At 1st Level: (6 + Int modifier) x 4.
Skill Points At Each Additional Level: 6 + Int modifier.

Influence

Initial Influence: 2d4 Political Influence in his native culture.
Additional Influence: A diplomat's Political Influence in his native culture increases by +2 each level. He may also increase any three other Influences by +1.

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.

Cultural Diversity: Diplomats are the premier travellers of most societies and expose themselves to more alien cultures than a typical native will ever see. Good diplomats are natural linguists and networkers. At 1st, 4th, 7th and 10th level, the



diplomat may select one of the following feats (he must meet the prerequisites for this feat as normal):

Alien Empathy, Contact, Fluency, Resist Scan, Skill Focus (Knowledge (specific culture or specific local) or Linguistics).

Improved Diplomacy: At 2nd level, the diplomatic begins to learn the real skills of his profession and gains a +2 competence bonus to all Diplomacy and Sense Motive checks.

Strong Influence: The diplomat is skilled at making the most of his contacts and allies. At 3rd level, the diplomat only suffers a –3 penalty when requesting further aid from an Influence within a week. Normally, each use of an Influence after the first incurs a –4 penalty.

Swift Diplomacy: At 8th level, the diplomatic learns how to defuse tense situations swiftly and with aplomb. The –10 penalty for making a Diplomacy check as a full round action is reduced to –5.

Aide: The character is seconded a junior aide by his parent organisation. This aide is generally a diplomat, though at the Games Master's discretion it could be an agent or soldier. The aide is a Non-Player Character that is generally loyal to the parent organisation and the character. This means that while generally useful, aide's can also come into conflict with a character who does not seem to act in the best interests of the parent organisation.

Note that a character need not accept the aide, though he gains nothing by sending the aide home. If an aide is refused, killed or disappears, the character may choose to gain a new aide whenever he gains a diplomat level in the future.

Powerful Influence: The diplomat now has immense pull with his contacts and allies. At 9th level, the diplomat only suffers a –2 penalty when requesting further aid from an Influence within a week.

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 Downbelow, 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 criminal activities without a second thought. 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

The Diplomat

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+0	+0	+2	+0	Cultural Diversity
2nd	+1	+0	+0	+3	+1	Improved Diplomacy
3rd	+1	+1	+1	+3	+1	Strong Influence
4th	+2	+1	+1	+4	+2	Cultural Diversity
5th	+2	+1	+1	+4	+2	
6th	+3	+2	+2	+5	+3	Swift Diplomacy
7th	+3	+2	+2	+5	+3	Cultural Diversity
8th	+4	+2	+2	+6	+4	Aide
9th	+4	+3	+3	+6	+4	Powerful Influence
10th	+5	+3	+3	+7	+5	Cultural Diversity

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 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.

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 are 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 'respectable' people.

Initial Hit Points: 6.
Additional Hit Points: 2.



Class Skills

The lurker's class skills (and the key ability for each skill) are Appraise (Int), Athletics (Str), Bluff (Cha), Drive (Dex), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (specific local) (Int), Notice (Wis), Stealth (Dex) and Subterfuge (Dex).

Skill Points At 1st Level: (6 + Int modifier) x 4.
Skill Points At Each Additional Level: 6 + Int modifier.

Influence

Initial Influence: 1d4 Local Influence.
Additional Influence: A lurker's Local Influence increases by +2 each level. He may also increase one other Influence by +1.

Class Features

All of the following are class features of the lurker.

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

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

Downbelow Feat: Lurkers are extremely capable individuals, forced top learn many new skills and abilities just to survive day-to-day life in the depths of Downbelow (or wherever their underclass is relegated to). At 1st, 3rd, 6th and 9th level, the lurker gains a bonus feat chosen from the following list. The lurker must meet any prerequisites for the feat as normal..

Alertness, Blind-Fight, Brawler, Die Hard, Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Run, Skill Focus (Knowledge (specific local), Notice, Subterfuge or Stealth), Toughness.



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 gains a competence bonus equal to their class level on Intrigue checks made to gather information and all Knowledge (local) checks.

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. At 7th level, the lurker may use this class feature twice 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 4th level and 8th level, 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 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.

The Lurker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+2	+0	+0	+0	Downbelow Feat, Lurker's Knowledge
2nd	+1	+3	+0	+0	+1	Survivor's Luck 1/day
3rd	+2	+3	+1	+1	+1	Downbelow Feat
4th	+3	+4	+1	+1	+2	Multi-Skilled
5th	+3	+4	+1	+1	+3	
6th	+4	+5	+2	+2	+3	Downbelow Feat
7th	+5	+5	+2	+2	+4	Survivor's Luck 2/day
8th	+6/+1	+6	+2	+2	+5	Multi-Skilled
9th	+6/+1	+6	+3	+3	+5	Downbelow Feat
10th	+7/+2	+7	+3	+3	+6	

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, 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 frontline 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: 6.
Additional Hit Points: 2.

Class Skills

The officer's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Investigate (Int), Knowledge (engineering, law, physics, specific culture, specific local or tactics) (Int), Linguistics (Int), Medical (Int), Notice (Wis), Operations (gunnery, sensors or systems) (Int) or Technical (electronics or engineering) (Int).

Skill Points At 1st Level: (4 + Int modifier) x 4.
Skill Points At Each Additional Level: 4 + Int modifier.

Influence

Initial Influence: 1d6 Military Influence in his native culture.
Additional Influence: An officer's Military Influence in his native culture increases by +2 each level. He may also increase one other Influence by +1.

Class Features

All of the following are class features of the officer.

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.

- *Fleet:* These officers gain the Fleet class features (see The Officer table). They also gain the Spacecraft Proficiency feat for free at 1st level. A fleet officer is proficient with all close combat, grenade and pistol weapons. The following skills are added to the fleet officer's class skills: Knowledge (astrophysics), Operations (piloting) and Pilot.

- *Ground Forces:* These officers gain the Ground Forces class features (see The Officer table). They also gain the Surface Vehicle Proficiency feat for free at 1st level. A ground forces officer is proficient with all close combat, grenade, pistol and rifle weapons. The following skills are added to the ground forces officer's class skills: Drive and Operations (driving).

- *Pilot:* These officers gain the Pilot class features (see The Officer table). They also gain the Spacecraft Proficiency feat for free at 1st level. A pilot is proficient with all close combat, grenade and pistol weapons. The following

skills are added to the pilot's class skills: Knowledge (astrophysics), Operations (piloting) and Pilot.

Fleet Feat: At 2nd, 5th and 8th levels, the fleet officer's capability and experience with the huge starships he crews or commands expands. He gains one of the following feats (he must meet the prerequisites for this feat as normal):

Armour Familiarity, Data Access, Dodge, Fire Control, Improved Fire Control, Iron Will, Martial Artist, Skill Focus (Computer Use, Knowledge (astrophysics or tactics), Operations (gunnery, piloting, sensors or systems) or Technical (electronics or engineering)), Veteran Spacehand, Weapon Proficiency (rifle).

Ground Forces Feat: At 2nd, 5th and 8th levels, the ground forces officer's capability and experience with personal and vehicular combat expands. He gains one of the following feats (he must meet the prerequisites for this feat as normal):

Armour Familiarity, Brawler, Combat Expertise, Dodge, Improved Feint, Improved Initiative, Inspirational Combatant, Lightning Reload, Martial Artist, Nerves of Steel, Point Blank Shot, Skill Focus (Drive, Knowledge (tactics) or Operations (driving or gunnery)), Surface Vehicle Dodge, Weapon Proficiency (heavy).

Pilot Feat: At 2nd, 5th and 8th levels, the pilot's capability and experience with solo craft expands. He gains one of the following feats (he must meet the prerequisites for this feat as normal):

Armour Familiarity, Dodge, Dogfighter, Evasive Action, Fire Control, Lightning Reflexes, Martial Artist, Improved Fire Control, Skill Focus (Knowledge (tactics), Pilot or Technical (electronics)), Spacecraft Dodge, Veteran Spacehand, Weapon Proficiency (rifle).

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 15 – the officer's Charisma modifier) to recover from any shaken condition they may be suffering. Panicked allies will become frightened and frightened allies will become shaken. This ability may be used once per day. At 9th level, it may be used twice per day.

Veteran Commander: At 6th level, the fleet officer is considered a veteran of his branch and gains the Veteran Commander feat.

Veteran GROPOS: At 6th level, the ground forces officer is considered a veteran of his branch and gains the Veteran GROPOS feat.

Veteran Pilot: At 6th level, the pilot is considered a veteran of his branch and gains the Veteran Pilot feat.

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. If the officer is in command of a craft, battle group or wing, all allies within that craft or unit gain a +1 bonus to any attack rolls, ability checks, skill checks or saving throws.

Elite Commander: At 10th level, the fleet officer is considered elite and gains the Elite Commander feat.

Elite GROPOS: At 10th level, the ground forces officer is considered elite and gains the Elite GROPOS feat.

Elite Pilot: At 10th level, the pilot is considered elite and gains the Elite Pilot feat.

The Officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Fleet Class Features	Ground Forces Class Features	Pilot Class Features
1st	+1	+0	+0	+2	+1		Branch Specialisation	
2nd	+2	+0	+0	+3	+2	Fleet Feat	Ground Forces Feat	Pilot Feat
3rd	+3	+1	+1	+3	+2		Rallying Call 1/day	
4th	+4	+1	+1	+4	+3			
5th	+5	+1	+1	+4	+4	Fleet Feat	Ground Forces Feat	Pilot Feat
6th	+6/+1	+2	+2	+5	+4	Veteran Commander	Veteran GROPOS	Veteran Pilot
7th	+7/+2	+2	+2	+5	+5		Way of Command	
8th	+8/+3	+2	+2	+6	+6	Fleet Feat	Ground Forces Feat	Pilot Feat
9th	+9/+4	+3	+3	+6	+6		Rallying Call 2/day	
10th	+10/+5	+3	+3	+7	+7	Elite Commander	Elite GROPOS	Elite Pilot

RANGER

The Rangers, also known as the Anla'Shok, are an ancient Minbari order of spies, warriors and agents created by Valen himself a thousand years ago. The duty of the Rangers is to go into the dark places and bring word of the movements of old and terrible dangers to the leaders of the light. They were seen as hopeless anachronisms until recently, when the growing darkness called for a rebirth of the Anla'Shok. For the first time in their long history, they have begun to recruit non-Minbari to the cause. Most of these new Rangers are Human but a small number are from other races.

The ISA Ranger

After 2161, the Rangers transform again, becoming an elite force serving the Interstellar Alliance directly. While many of their traditions endure, their purpose becomes the preservation of the light of the ISA instead of watching the darkness.

Starfarers: The Rangers have always lived among the stars. For most of their history, the Rangers were a shadowy presence in space, taking passage on tramp traders or scoutships to bring them into the dark places where they must walk. The Anla'Shok had a few ships of unexceptional design, mostly covert scouts and spies. When the Shadow war looms in 2160, however, the Rangers gain access to a new fleet of ships combining Minbari and Vorlon technology – the White Star fleet.

Characteristics: The Rangers are essentially fanatics. They live and die for the ideal of the One, the perfected moral being first exemplified by Valen. They are fanatics, but not foolish ones. The Ranger is willing to die in the line of duty, laying down his life in a moment without fear or regret, but he is taught to live for the one as well, living as a hero and paragon.

They are taught to speak and to keep silent, to laugh and to cry, to fight and to heal.

Background: All Rangers are trained in Tuzanor on Minbar, in the famed City of Sorrows. The training cycle normally takes years, but an accelerated program is in place to train new recruits when they are desperately needed. All Rangers are trained in the techniques of Tunalla (investigation), Tuvor (invisibility) and Veshii (intervention) – the three primary skills of the Anla'Shok – in addition to Minbari language and philosophy, combat (including the use of the feared denn'bok fighting pike) and other studies.

Races: Most Rangers are Minbari, with Humans making up an increasingly important minority within the order. Of the other races, only a handful have even a single Ranger among their number.

Other Classes: It is rare for a Ranger to abandon his training and follow another path. Conversely, it is common for those trained as pilots, officers, agents or even workers to give up their former lives and swear the oath of the Anla'Shok.

Rangers & Multiclassing

Normally, only characters of 5th character level or higher can multiclass into being a Ranger – unless one has been trained from a young age, then the Rangers will only take those of considerable worldly experience. This restriction can be waived in special circumstances. Telepaths of any level of power are rarely accepted into the Rangers.

The very existence of the Rangers is unknown to most people up until the formation of the ISA; even after 'going public', few understand what it is to be a Ranger. Most people see them as the agents of the ISA or Minbari. Only the Minbari truly know the Rangers and even there many Minbari feel that the ancient order of the Anla'Shok has been debased by allowing offworlders to join.

Possible Careers and Professions: Living for the One, Dying for the One.

Examples: Ambassador Sinclair, Marcus Cole, Ranger Lennier.



Game Rule Information

Rangers have the following game statistics.

Abilities: The Rangers will find a use for any member, regardless of their skills and traits. Especially dextrous Rangers will be trained as scouts or gunners; those with great strength master the fighting pike and the art of intimidation and so on. A Ranger is well served by any high ability score.

Initial Hit Points: 7.
Additional Hit Points: 2.

Class Skills

The Ranger's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (history, law, philosophy, specific culture, specific local or tactics) (Int), Linguistics (Int), Medical (Int), Notice (Wis), Pilot (Dex), Sense Motive (Wis), Stealth (Dex) and Subterfuge (Dex).

Skill Points At 1st Level: (6 + Int modifier) x 4.
Skill Points At Each Additional Level: 6 + Int modifier.

Influence

Initial Influence: 1d4 Ranger Influence.
Additional Influence: A Ranger's Ranger Influence increases by +1 each level. He may also increase any two other Influences by +1.

Class Features

All of the following are class features of the Ranger.

Weapon Proficiency: A Ranger is proficient with all close combat, grenade and pistol weapons. A Ranger also gains the Exotic Weapon Proficiency (denn'bok) and Martial Arts feats for free.

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

Adrenato: All Rangers are trained in the Minbari religious caste language of Adrenato – they receive Fluency (Minbari: Adrenato) for free. Non-Minbari Rangers are also considered to be familiar with Minbari technology.

Discipline of the Ranger: Rangers require incredible dedication and mental and physical discipline. A Ranger must

spend at least two hours each day meditating and practising his skills. If the character misses a practice session, he will lose access to the following Ranger class features until such time as they resume their regimen: The Application of Terror, Die For The One, Live For The One and Standing On The Bridge. Note that combat, sneaking and other dangerous activities count as practising, but this requirement can make it difficult for a Ranger to hold down a mundane job or go undercover without preparation or postponing his advancement.

Furthermore, Rangers are expected to hold to the code of the Rangers. If a character retreats from a fight without good reason, shows cowardice or disloyalty, acts in an immoral fashion or otherwise breaches the Ranger code, he is ejected from the Rangers and barred from future advancement in the Ranger class.

Fearless: Rangers are broken of their fear by their hard training. They cannot be affected by fear-based effects. They are also incredibly resistant to mental coercion, torture, pain and deprivation. Rangers receive a +2 competence bonus to Concentration checks and Will saving throws.

Garb of Honour: As part of the ceremony that marks the completion of their training, all Rangers receive three items.

- The black robes of the Ranger. These custom-fitted robes are made of Minbari crystalweave. They give the Ranger Damage Reduction 2 and a +1 bonus to Stealth checks.
- A denn'bok, the Minbari fighting pike (see page 135).
- A Ranger pin, a symbol of the Ranger's oath.

Losing any of these items shames the Ranger greatly. They will not loan or give them to another except under the most grave of circumstances. If one of these items is lost, the Ranger will do everything within his power to regain the item and punish those responsible.

Places Unseen: As they gain basic experience in their new life, Rangers swiftly become exemplary spies. 2nd level Rangers gain a +2 competence bonus to Stealth and Subterfuge checks.

Between the Darkness and the Light: The Ranger is trained in every technique imaginable in order to combat the darkness and preserve the light. At 3rd, 6th and 9th level, the Ranger may choose one of the following feats (he must meet the prerequisites for this feat as normal):

Alertness, Blind-Fight, Brawler, Combat Expertise, Contact, Data Access, Dodge, Die Hard, Endurance, Great Fortitude, Harm's Way, Improved Critical (denn'bok), Improved Feint, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Nerves of Steel, Point Blank Shot, Resist Scan, Run, Skill Focus (any), Spacecraft Proficiency, Surface Vehicle Proficiency, Toughness, Two-Weapon Fighting, Weapon Focus (denn'bok), Weapon Specialisation (denn'bok).

The Application of Terror: This technique allows the Ranger to turn an enemy's fear against him. It takes considerable preparation – one hour per character level of the target – and requires that the Ranger have control over the place where he will encounter this enemy. The Application of Terror is therefore used only for ambushes, duels, council meetings and other planned encounters.

If the preparations are correctly made, then the victim suffers a penalty to all attack rolls, skill checks and saving throws equal to the Ranger's Wisdom bonus (minimum of –1 penalty). The Ranger also gains an equivalent circumstance bonus to all Intimidation checks he makes against the victim, The Application of Terror may only be applied to personal confrontations, not vehicular or space combats.

Denn'Bok: The Ranger's extensive training with the pike increases the weapon's damage to 1d8/1d8 at 4th level and 1d10/1d10 at 8th level.

Die For The One: Rangers are ready to die for their cause. On reaching 0 or lower hit points, a 4th level Ranger can choose to Die For The One. When this decisions is made, it cannot be revoked. While dying for the One, the Ranger need not make Fortitude saves to resist falling unconscious – he automatically remains conscious. The Ranger is not disabled and so may move and act normally. However, the Ranger will not stabilise naturally. He will continue to stand and fight until he reaches –10 hit points and dies.

Standing On The Bridge: A Ranger is are trained to endure terrible hardship and pass through it without fear or weakness. Once per day, a 5th level Ranger may automatically pass one saving throw. At 10th level, the Ranger may use this class feature twice per day.

Live For The One: The Ranger learns to live as well as die for the One, to preserve his own life so that it can be spent in service to the Anla'Shok. A 7th level Ranger can stabilise normally while using Die For The One.

Heart of Izil'zha: At 10th level, the Ranger's reputation is such that the Anla'Shok will refuse him little. He rolls 3d6 (rather than 2d6) in Influence checks when using his Ranger Influence. He may also use his Ranger Influence to directly pressure all Minbari factions (not just Minbari Social).

The Ranger

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+1	+1	+1	+1	+1	Adrenato, Discipline of the Ranger, Fearless, Garb of Honour,
2nd	+2	+1	+1	+1	+2	Places Unseen
3rd	+3	+2	+2	+2	+2	Between the Darkness and the Light, The Application of Terror
4th	+4	+2	+2	+2	+3	Denn'bok 1d8/1d8, Die for the One
5th	+5	+3	+3	+3	+4	Standing on the Bridge 1/day
6th	+6/+1	+3	+3	+3	+4	Between the Darkness and the Light
7th	+7/+2	+3	+3	+3	+5	Live For The One
8th	+8/+3	+4	+4	+4	+6	Denn'bok 1d10/1d10
9th	+9/+4	+4	+4	+4	+6	Between the Darkness and the Light
10th	+10/+5	+5	+5	+5	+7	Heart of Izil'zha, Standing on the Bridge 2/day

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 fame. 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 experimenting 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 rapidly, giving them an advantage when they do finally retire to the laboratory.

Characteristics: Scientists tend to be 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 Benjamin Kyle, 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 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: 5.
Additional Hit Points: 1.

Class Skills

The scientist's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Medical (Int), Profession (white collar) (Int) and Technical (any) (Int).

Skill Points At 1st Level: (8 + Int modifier) x 4.
Skill Points At Each Additional Level: 8 + Int modifier.

Influence

Initial Influence: 1d4 in any Influence. This Influence is normally one associated with the scientist's Primary Area of Study.
Additional Influence: A scientist may increase any one Influence by +2.

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.

Mental Agility: A scientist is capable of applying his considerable intellect to a wide array of problems. Scientists may make Knowledge, Operations and Technical checks untrained. Scientists with no ranks in a Knowledge skill are not limited to common (DC 10) knowledge.

Primary Area of Study: At 1st level, the scientist selects the Medical skill, the Linguistics 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 gains a competence bonus equal to his class level on any check using this skill.

Alien Technology Familiarity: While scientists may not always be the most social of creatures, they will invariably interact with the technology of races other than their own. At 3rd level and every other level thereafter, the scientists can select one alien race whose technology he has become familiar with. The scientist does not suffer the –4 non-familiarity penalty when interacting worth equipment made by that race. Note that the scientist must have had the opportunity to study a race's technology in order to select it with this class feature – this makes familiarity with Vorlon, Shadow or other First One technology very rare.

Peripheral Studies: Few scientists concentrate on just one area of research, knowing that by combining several disciplines they may make new discoveries. At 2nd level and every two levels thereafter, the scientist selects the Medical skill, the Linguistics skill 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 gains a +2 competence bonus to all checks made using that skill.

The Scientist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+0	+0	+2	+0	Mental Agility, Primary Area of Study
2nd	+1	+0	+0	+3	+1	Peripheral Studies
3rd	+1	+1	+1	+3	+1	Alien Technology Familiarity
4th	+2	+1	+1	+4	+2	Peripheral Studies
5th	+2	+1	+1	+4	+2	Alien Technology Familiarity
6th	+3	+2	+2	+5	+3	Peripheral Studies
7th	+3	+2	+2	+5	+3	Alien Technology Familiarity
8th	+4	+2	+2	+6	+4	Peripheral Studies
9th	+4	+3	+3	+6	+4	Alien Technology Familiarity
10th	+5	+3	+3	+7	+5	Peripheral Studies

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. Even during combat in deep space, there is a role for soldiers, normally 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 difficult 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 Narn nurse an especially great hatred for the Centauri and there is never any shortage of recruits for military service.

Races: Even the most pacifistic 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 dependent 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 comfortable 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: Bodyguard, infantryman, marine, mercenary, security officer, terrorist, thug.

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: 8.
Additional Hit Points: 3.

Class Skills

The soldier's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Intimidate (Cha), Knowledge (specific local or tactics) (Int), Operations (driving, gunnery or systems) (Int), Stealth (Dex) and Technical (any) (Int).

Skill Points At 1st Level: (4 + Int modifier) x 4.
Skill Points At Each Additional Level: 4 + Int modifier.

Influence

Initial Influence: 1d4 Military Influence in his native culture.
Additional Influence: A soldier's Military Influence in his native culture increases by +1 each level. He may also increase one other Influence by +1.

Class Features

All of the following are class features of the soldier.

Weapon Proficiency: A soldier is proficient with all close combat, grenade, pistol and rifle weapons. A soldier also gains the Armour Familiarity feat for free.

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

Combat Training: Soldiers practise in the use of weapons and combat constantly and will often be taught that their training is the only thing that stands between them and certain death when facing the enemy. At 1st level and every odd level thereafter, the soldier one of the following feats (he must meet the prerequisites for this feat as normal):

Alertness, Blind-Fight, Brawler, Combat Expertise, Die Hard, Endurance, Exotic Weapon Proficiency (any), Far Shot, Great Fortitude, Hobby, Improved Critical (any), Improved Feint, Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Lightning Reload, Marksman, Martial Arts, Nerves of Steel, Point Blank Shot, Precise Shot, Run, Spacecraft Proficiency, Surface Vehicle Dodge, Surface Vehicle Proficiency, Toughness, Two-Weapon Fighting, Weapon Focus (any), Weapon Proficiency (any), Weapon Specialisation (any).

Co-ordinated Unit: Soldiers are trained to fight in groups. As long as soldiers work in squads with similarly trained soldiers, they increase their effectiveness drastically.

At 2nd level, if a soldier has two other allied 2nd level soldiers within 30 feet of him, he gains a +1 competence bonus to attack rolls and Defence Value.

At 6th level, if a soldier has two other allied 6th level soldiers within 30 feet of him, he gains a +2 competence bonus to attack rolls and Defence Value.

At 10th level, if a soldier has two other allied 10th level soldiers within 30 feet of him, he gains a +3 competence bonus to attack rolls and Defence Value.

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 4th and 8th 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 character levels.

Veteran: At 10th level, the soldier is considered a veteran and gains either the Veteran GROPOS, Inspirational Combatant or Sixth Sense feat. The veteran must meet the prerequisites for the feat as normal.

The Soldier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+1	+2	+0	+0	+1	Combat Training
2nd	+2	+3	+0	+0	+2	Co-ordinated Unit +1
3rd	+3	+3	+1	+1	+2	Combat Training
4th	+4	+4	+1	+1	+3	To The Limit
5th	+5	+4	+1	+1	+4	Combat Training
6th	+6/+1	+5	+2	+2	+4	Co-ordinated Unit +2
7th	+7/+2	+5	+2	+2	+5	Combat Training
8th	+8/+3	+6	+2	+2	+6	To The Limit
9th	+9/+4	+6	+3	+3	+6	Combat Training
10th	+10/+5	+7	+3	+3	+7	Co-ordinated Unit +3, Veteran

TELEPATH

Over the past 200 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 and affect the minds of others, 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 to P5 and these form the basis of those used in commercial enterprises and political negotiations. The scale goes up to P15, though no member of a Younger Race 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: Every race has its own attitudes to telepaths, although those gifted with telepathic powers can never have a wholly normal life. Minbari telepaths are taught to use their abilities to serve and help others. Centauri telepaths are valued tools of espionage and conspiracy to the noble houses. Human telepaths 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 severe, methods of making telepaths productive members of society. Most lesser telepaths (those rated P1 to P5) 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: Centauri Royal telepath, corporate telepath, Psi Corps operative, rogue telepath ('blip').

Examples: Alfred Bester, Lyta Alexander, Talia Winters.

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 personality 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 a high Constitution will help a telepath sustain telepathic abilities in otherwise distracting circumstances.

Special: Narn characters may never take levels in the telepath class. A character must have the Telepath feat to enter this class.

Initial Hit Points: 6.
Additional Hit Points: 2.

Class Skills

The telepath's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (specific culture, specific local or telepathy) (Int), Linguistics (Int), Notice (Wis), Sense Motive (Wis) and Telepathy (Cha).

Skill Points At 1st Level: (4 + Int modifier) x 4.
Skill Points At Each Additional Level: 4 + Int modifier.

Influence

Initial Influence: 1d6 in any Influence.
Additional Influence: A telepath may increase any two Influences by +2.

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: Only those with a P-Rating of 1 or higher may be telepaths. Therefore, in order to take a level in the telepath class, the character must possess the Telepath feat.

Telepathy Feat: As a telepath grows in skill and experience, he becomes a formidable mental adversary. At 1st. 3rd, 6th and 9th levels, the telepath may choose one telepathy bonus feat. They must meet the prerequisites for this feat as normal. If this is the telepath's 1st character level, they may forgo this feat and instead increase their P-Rating by +6.

Discipline Focus: At 2nd level and every even level thereafter, the telepath may choose one of the five Telepathic Disciplines (Scanning, Sensing, Blocking, Communication or Biokinetics). When using a power associated with this Discipline, the telepath rolls d3s when determining nonlethal damage, rather than d4s. The same Discipline may not be chosen twice with this class feature.

Maintain Concentration: At 5th 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 one telepathic ability that has been successfully used in a previous round as a free action, regardless of what action it took to initiate the action.

The Psi Corps

Human telepaths face an especially tough decision. If they opt to not be associated with Psi Corps, they will have to be extremely careful not to attract too much attention to their abilities. They are, by being unregistered or runaway telepaths, criminals. If they opt to be a member of Psi Corps, Human telepaths must take their 1d6 Initial Influence as Psi Corps Influence. Also, one of their Additional Influences that gains a +2 bonus every level must be Psi Corps Influence.

The Telepath

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+0	+0	+2	+0	P-Rating, Telepathy Feat
2nd	+1	+0	+0	+3	+1	Discipline Focus
3rd	+1	+1	+1	+3	+1	Telepathy Feat
4th	+2	+1	+1	+4	+2	Discipline Focus
5th	+2	+1	+1	+4	+2	Maintain Concentration
6th	+3	+2	+2	+5	+3	Telepathy Feat
7th	+3	+2	+2	+5	+3	Discipline Focus
8th	+4	+2	+2	+6	+4	
9th	+4	+3	+3	+6	+4	Telepathy Feat
10th	+5	+3	+3	+7	+5	Discipline Focus

TRADER

While massive corporations and trade guilds dominate interstellar commerce, the large number of small mining colonies and other outposts has created opportunities for small, independent merchants and smugglers to make their fortune. Traders are merchants and fences, operating on the fringes of commerce, law and known space. Most start with nothing more than a stall in the Zocalo or some other galactic bazaar, or with a single battered freighter, but successful traders can become merchant princes of the spaceways.

Starfarers: Isolated colonies and outposts are the trader's primary markets; places too small or poor to be worth a major corporation's time can still support a free trader. Other traders specialise in high-risk, high-profit, small-volume goods like exotic foodstuffs, specialised technical equipment, alien artefacts and illegal drugs.

Characteristics: The stereotypical trader is greedy and callous, out to make a profit by any means necessary. While some traders are dishonest, others are merely trying to survive. Every merchant is well aware of the value of money, so they tend to be somewhat mercenary in their dealing with others.

Background: Traders appear wherever this is demand and opportunity. There are Centauri houses and Brakiri guilds that have been trading in space for centuries, while Humans have taken to the new markets of space with élan. Some traders are part of an old family tradition; others became traders when they were forced to make a new career for themselves, or acquired a small spaceship. A sizable number of traders have criminal pasts or connections.

Races: Centauri, Humans and Brakiri are the most common traders. The Narn Regime is too young and unstable to produce many traders, although the Narn are an extremely lucrative market for many goods such as advanced technologies and weapons. Minbari traders are very rare; they are invariably from the worker caste and can make vast profits by selling Minbari-made technological wonders.

Other Classes: Traders tend to mistrust lurkers, seeing them as thieves and parasites. They are grateful for the protection and security brought by the presence of military personnel such as officers and soldiers but the biggest profits tend to come from illegal activities and smuggling.

Possible Careers and Professions: Smuggler, prospector, courier, merchant.

Examples: Captain Jack, Zocalo traders.

Game Rule Information

Traders have the following game statistics.

Abilities: Charisma and Wisdom of primary importance to a good trader; being able to know a good deal when you see one and being able to sell hair gel to the Narn are key traits of the trader. Dexterity and Intelligence are also important, as many traders have their own vessel.

Initial Hit Points: 5.
Additional Hit Points: 2.

Class Skills

The trader's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Intrigue (Cha), Knowledge (law, specific culture or specific local) (Int), Linguistics (Int), Operations (piloting or sensors) (Int), Pilot (Dex), Profession (blue collar) (Wis), Sense Motive (Wis), Stealth (Dex) and Subterfuge (Dex).

The Trader

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+0	+0	+2	+0	Cultural Diversity, Investment
2nd	+1	+0	+0	+3	+1	Trader's Knowledge
3rd	+2	+1	+1	+3	+1	Master Trader +1
4th	+3	+1	+1	+4	+2	Cultural Diversity
5th	+3	+1	+1	+4	+3	
6th	+4	+2	+2	+5	+3	Master Trader +2
7th	+5	+2	+2	+5	+4	Cultural Diversity
8th	+6/+1	+2	+2	+6	+5	
9th	+6/+1	+3	+3	+6	+5	Master Trader +3
10th	+7/+2	+3	+3	+7	+6	Cultural Diversity

Skill Points At 1st Level: (6 + Int modifier) x 4.
Skill Points At Each Additional Level: 6 + Int modifier.



Influence

Initial Influence: 1d4 Local Influence and 1d4 in any two Economic Influences.
Additional Influence: A trader's may increase any one Economic or Local Influence by +2. He may also increase any two other Influences by +1.

Class Features

All of the following are class features of the trader.

Weapon Proficiency: A trader is proficient with all close combat and pistol weapons.

Starting Credits: A trader begins the game with 6d6 x 100 credits.

Cultural Diversity: Traders expose themselves to more alien cultures than a typical native of their culture will ever see. Good traders are natural linguists and networkers. At 1st, 4th, 7th and 10th level, the trader may select one of the following feats (he must meet the prerequisites for this feat as normal):

Alien Empathy, Contact, Fluency, Skill Focus (Knowledge (specific culture or specific local) or Linguistics).

Investment: The trader has managed to get a group with serious backing to support his endeavours. Their involvement is purely to supply capital in return for monthly repayments (normally 1% of the capital plus 1% interest on the remaining capital). The capital is equivalent to 100,000 to 500,000 credits (Games Master's choice). This capital may take the form of: a trading spacecraft, an amount of valuable goods, a business license, a trading stall or shop, or any combination of these.

Trader's Knowledge: Though disaffected by the rest of society, traders are skilled at keeping their eyes and ears open and are usually the first to hear about major events that might affect their profit margins. A trader gains a competence bonus equal to his class level on Intrigue checks made to gather information and all Knowledge (local) checks.

Master Trader: The trader gains a +1 competence bonus to all Appraise, Bluff, Diplomacy, Profession (blue collar), Sense Motive and Subterfuge skill checks. This competence bonus increases to +2 at 6th level and +3 at 9th level.

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.

Worker Careers and Professions: Accountant, actor, architect, artist, corporate executive, dancer, dock worker, labourer, miner, news anchor, lawyer, musician, prostitute, secretary, technician, waitress.

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: 5.
Additional Hit Points: 1.

Class Skills

The worker's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Knowledge (specific local) (Int), Operations (systems) (Int) and Technical (any) (Int).

Skill Points At 1st Level: (6 + Int modifier) x 4.
Skill Points At Each Additional Level: 6 + Int modifier.

Influence

Initial Influence: 1d4 in any two Influences.
Additional Influence: A worker may increase any two Influences by +1.

Class Features

All of the following are class features of the worker.



Vocation Bonus: While being a worker is often less than glamorous, there is the advantage that workers are generally able to concentrate on their vocation without undue interference. A humble accountant faces life and death moments far less often than a soldier or even a diplomat. A worker of any type adds a vocation bonus equal to their class level to any one class skill, as selected by the player.

Worker Type: At 1st level, the worker must choose which type of worker he is – blue collar, performing or white collar.

- *Blue Collar:* Blue collar workers are exemplified by dock workers, labourers, miners, technicians and waitresses. A blue collar worker is proficient with all close combat weapons. Three of the following skills are added to the blue collar worker's class skills: Athletics, Acrobatics, Drive, Medical, Notice, Pilot or Operations (sensors). The worker also gains Profession (blue collar) as a class skill. The worker advances as shown on the Blue Collar Worker table. A blue collar worker begins the game with 2d6 x 100 credits.

- *Performing:* Performing workers are exemplified by actors, artists, dancers, news anchors, musicians and prostitutes. A performing worker is proficient with all close combat weapons. Three of the following skills are added to the performing worker's class skills: Acrobatics, Bluff, Diplomacy, Intrigue, Linguistics, Sense Motive or Stealth. The worker also gains Profession (performing) as a class skill. The worker advances as shown on the Performing Worker table. A blue collar worker begins the game with 3d6 x 100 credits.

- *White Collar:* White collar workers are exemplified by accountants, architects, corporate executives, lawyers and secretaries. A white collar worker is proficient with all pistol weapons. Three of the following skills are added to the white collar worker's class skills: Appraise, Diplomacy, Intrigue, Investigate, Knowledge (any one), Operations (sensors) or Medical. The worker advances as shown on the White Collar Worker table. A blue collar worker begins the game with 4d6 x 100 credits.

Expertise: 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 Profession checks of the relevant worker type.

Blue Collar Worker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+2	+0	+0	+0	Vocation Bonus, Worker Type: Blue Collar
2nd	+1	+3	+0	+0	+1	
3rd	+1	+3	+1	+1	+1	
4th	+2	+4	+1	+1	+2	
5th	+2	+4	+1	+1	+2	
6th	+3	+5	+2	+2	+3	Expertise
7th	+3	+5	+2	+2	+3	
8th	+4	+6	+2	+2	+4	
9th	+4	+6	+3	+3	+4	
10th	+5	+7	+3	+3	+5	

Performing Worker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+0	+2	+0	+0	Vocation Bonus, Worker Type: Performing
2nd	+1	+0	+3	+0	+1	
3rd	+1	+1	+3	+1	+1	
4th	+2	+1	+4	+1	+2	
5th	+2	+1	+4	+1	+2	
6th	+3	+2	+5	+2	+3	Expertise
7th	+3	+2	+5	+2	+3	
8th	+4	+2	+6	+2	+4	
9th	+4	+3	+6	+3	+4	
10th	+5	+3	+7	+3	+5	

White Collar Worker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+0	+0	+2	+0	Vocation Bonus, Worker Type: White Collar
2nd	+1	+0	+0	+3	+1	
3rd	+1	+1	+1	+3	+1	
4th	+2	+1	+1	+4	+2	
5th	+2	+1	+1	+4	+2	
6th	+3	+2	+2	+5	+3	Expertise
7th	+3	+2	+2	+5	+3	
8th	+4	+2	+2	+6	+4	
9th	+4	+3	+3	+6	+4	
10th	+5	+3	+3	+7	+5	

SKILLS

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.

USING SKILLS

When your character uses a skill, you make a skill check to see how well he does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he would fail.

Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (ability modifier) and luck (the die roll). It may also take into account his race's knack for doing certain things (racial bonus) or what armour he is wearing (armour check penalty) or a certain feat the character possesses, among other things.

At 1st level and every time you advance a level, you will gain a number of skill points to spend dependent on your class and Intelligence modifier. The Skill Points Per Level table summarises skill point gains.

Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a cross-class skill gets your character 1/2 rank in that skill. Cross-class skills are skills not found on your character's class skill list. Half ranks do not improve your skill check, but two 1/2 ranks make 1 rank. You cannot save skill points to spend later.

The maximum rank in a class skill is the character's level + 3. If it is a cross-class skill, the maximum rank is half of that number (do not round up or down).

Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum rank equals your total character level + 3.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armour check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success and a natural roll of 1 is not an automatic failure.

Skill rank + ability modifier + miscellaneous modifiers

This roll works just like an attack roll or a saving throw – the higher the roll, the better. Either you are trying to match or exceed a certain Difficulty Class (DC), or you are trying to beat another character's check result.

Skill Points Per Level

Class	Skill Points at 1st Level[1]	Skill Points at Higher Levels[2]
Agent	(8 + Intelligence modifier) x 4	8 + Intelligence modifier
Diplomat	(6 + Intelligence modifier) x 4	6 + Intelligence modifier
Lurker	(6 + Intelligence modifier) x 4	6 + Intelligence modifier
Officer	(4 + Intelligence modifier) x 4	4 + Intelligence modifier
Ranger	(6 + Intelligence modifier) x 4	6 + Intelligence modifier
Scientist	(8 + Intelligence modifier) x 4	8 + Intelligence modifier
Soldier	(4 + Intelligence modifier) x 4	4 + Intelligence modifier
Telepath	(4 + Intelligence modifier) x 4	4 + Intelligence modifier
Trader	(6 + Intelligence modifier) x 4	6 + Intelligence modifier
Worker	(6 + Intelligence modifier) x 4	6 + Intelligence modifier

[1] Humans add +4 to this total at 1st level.
[2] Humans add +1 at each level.

Skill Ranks: A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include racial bonuses, armour check penalties and bonuses provided by feats, among others.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Example Skill DCs

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Remembering that the Narn do not like the Centauri (Knowledge (history)).
Easy (5)	Accessing ISN on a B5 computer terminal (Computer Use).
Average (10)	Hearing a shouted conversation in the room next door (Notice).
Tough (15)	Sneaking up on a guard (Stealth).
Challenging (20)	Finding an illegal weapons dealer in the Zocalo (Intrigue).
Formidable (25)	Hacking a computer network (Computer Use).
Heroic (30)	Holding a fighter in close proximity to the hull of a hostile enemy ship (Pilot).
Nearly Impossible (40)	Locking a targeting sensor onto a Sharlin war cruiser (Operations (sensors)).

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Sneaking around	Stealth (Dex)	Notice (Wis)
Arguing in court	Diplomacy (Cha)	Diplomacy (Cha)
Lying	Bluff (Cha)	Sense Motive (Wis)
Blending into a crowd	Intrigue (Cha)	Notice (Wis)
Evading pursuit in a shuttle	Pilot (Dex)	Pilot (Dex)
Obstacle race	Athletics (Str)	Athletics (Str)
Telepathic contest of wills	Telepathy (Cha)	Telepathy (Cha)

Trying Again

In general, you can try a skill check again if you fail and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks

Generally, if your character attempts to use a skill he does not possess, you make a skill check as normal. The skill modifier does not have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check. Many skills can be used only by someone who is trained in them.

Favourable and Unfavourable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check. The chance of success can be altered in four ways to take into account exceptional circumstances.

- Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts) or possessing unusually accurate information.
- Give the skill user a –2 penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
- Reduce the DC by 2 to represent circumstances that

make the task easier, such as having a friendly audience or doing work that can be subpar.

- Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions or full round actions. Types of actions define how long activities take to perform within the framework of a combat round (six seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favourable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to Take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, Taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to Take 10. In most cases, Taking 10 is purely a safety measure – you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll would not help.

Taking 20: When you have plenty of time (generally two minutes for a skill that can normally be checked in one round, one full round action or one standard action), you are faced with no threats or distractions and the skill being attempted carries no penalties for failure, you can Take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since Taking 20 assumes that the character will fail many times before succeeding, if you did attempt to Take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he could complete the task.

Bonus Types & Stacking

There are many reasons why a skill or ability may gain a bonus. The specific type of bonus is important, as only some types of bonus 'stack' with themselves. For instance, different types of bonus that apply to a roll will always stack.

For Example: Takima has a +2 synergy bonus and a +2 influence bonus to Diplomacy checks. As these are different types of bonus, they 'stack' – Takima has a total +4 bonus to Diplomacy checks.

If a bonus does not have a specified type – for instance, it is just a '+1 bonus' – then it will always stack.

However, a specific type of bonus will not stack with other bonuses of the same type.

For Example: *Takima has a +2 synergy bonus to Diplomacy checks, as she has 8 ranks in Intimidate and another +2 synergy bonus to Diplomacy checks, as she has 8 ranks in Bluff too. As these are the same type of bonus – synergy – they do not stack. Takima has only a +2 bonus to Diplomacy checks.*

Exceptions

Circumstance bonuses will stack with other circumstance bonuses.

Dodge bonuses will stack with other dodge bonuses.



Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events: Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Athletics check does not influence the results of other characters' Athletics check.

Aid Another: You can help another character achieve success on his skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his check, as per the rule for favourable conditions. You cannot Take 10 or 20 on a skill check to aid another. In many cases, a character's help will not be beneficial or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you cannot aid another to grant a bonus to a task that your character could not achieve alone.

Skill Synergy: It is possible for a character to have two skills that work well together. In general, having 8 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you are making an untrained skill check.

In some cases, an action is a straight test of one's ability with no luck involved. Just as you would not make a height check to see who is taller, do not make a Strength check to see who is stronger.

Skill Descriptions

This section describes each skill in the *Babylon 5 Roleplaying Game*, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here. Here is the format for skill descriptions:

Skill Name

The skill name line includes (in addition to the name of the skill) the following information:

Key Ability: The abbreviation of the ability whose modifier applies to the skill check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armour Check Penalty: If this notation is included in the skill name line, an armour check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armour check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character ('you' in the skill description) can do with a successful skill check and the check's DC.

Action: The type of action using the skill requires or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill does not allow you to attempt the same task more than once or if failure carries an inherent penalty (such as with the Athletics skill), you cannot Take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects.

Synergy: Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See page 87 for a complete list of bonuses granted by synergy between skills.

Restriction: The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry does not appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character cannot attempt checks with this skill (for skills that are designated as 'Trained Only').

Acrobatics (Dex) *Armour Check Penalty*

You can perform all sorts of agile moves in mid-air or zero gravity. This skill covers balancing, tumbling and other acts of trained physical dexterity.

Check: The check for Acrobatics varies depending on what the character is attempting to do.

Balancing

The character can walk on a precarious surface. A successful check lets the character move at half his speed along the surface as a move action. A failure indicates that the character spends his move action keeping his balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface. A damaging surface is any walking area that causes the character to take damage while he is contiguous with it, such as a burning window ledge or the acid-covered rim of an industrial vat.

Balancing DCs

Narrow Surface	DC[1]	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20	Damaging surface	+5

[1] Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

While balancing, the character is flat-footed. If the character takes damage, he must make an Acrobatics check again to remain standing.

The character can try to cross a precarious surface more quickly than normal. The character can move his full speed but the character takes a –5 penalty on his Acrobatics check. Moving twice the character's speed in a round requires two checks, one for each move action.

The character can attempt to charge across a precarious surface. Charging requires one Acrobatics check at a –5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

Land Softly

The character can make an Acrobatics check (DC 15) when falling. If the

Class Skills

Skill	Agt	Dip	Lkr	Off[2]	Rgr	Sci	Sol	Tel	Trd	Wkr[3]	Untrained?	Key Ability	ACP?
Acrobatics	C	cc	cc	C	C	cc	C	cc	cc	cc	Yes	Dex	Yes
Appraise	C	C	C	cc	cc	cc	cc	cc	C	cc	Yes	Int	No
Athletics	C	cc	C	C	C	cc	C	cc	cc	cc	Yes	Str	Yes
Bluff	C	C	C	cc	cc	cc	cc	C	C	cc	Yes	Cha	No
Computer Use	C	C	cc	C	C	C	C	cc	C	C	Yes	Int	No
Concentration	C	cc	cc	C	C	C	cc	C	C	C	Yes	Con	No
Diplomacy	cc	C	cc	C	C	cc	cc	C	C	cc	Yes	Cha	No
Drive	C	cc	C	cc	C	cc	C	cc	C	cc	Yes	Dex	Yes
Intimidate	C	C	C	C	C	cc	C	C	cc	cc	Yes	Cha	No
Intrigue	C	C	C	cc	C	cc	cc	C	C	cc	Yes	Cha	No
Investigate	C	cc	C	C	C	C	cc	C	cc	cc	Yes	Int	No
Knowledge	—	—	—	—	—	—	—	—	—	—	No	Int	No
(astrophysics)	cc	cc	cc	cc	cc	C	cc	cc	cc	cc	—	—	—
(biology)	cc	cc	cc	cc	cc	C	cc	cc	cc	cc	—	—	—
(chemistry)	cc	cc	cc	cc	cc	C	cc	cc	cc	cc	—	—	—
(engineering)	cc	cc	cc	C	cc	C	cc	cc	cc	cc	—	—	—
(history)	cc	C	cc	cc	C	C	cc	cc	cc	cc	—	—	—
(law)	C	C	cc	C	C	C	cc	cc	C	cc	—	—	—
(philosophy)	cc	C	cc	cc	C	C	cc	cc	cc	cc	—	—	—
(physics)	cc	cc	cc	C	cc	C	cc	cc	cc	cc	—	—	—
(specific culture)[1]	C	C	cc	C	C	C	cc	C	C	cc	—	—	—
(specific local)	C	C	C	C	C	C	C	C	C	C	—	—	—
(tactics)	cc	cc	cc	C	C	C	C	cc	cc	cc	—	—	—
(telepathy)	cc	cc	cc	cc	cc	C	cc	C	cc	cc	—	—	—
Linguistics	C	C	cc	C	C	C	cc	C	C	cc	Yes	Int	No
Medical	cc	cc	cc	C	C	C	cc	cc	cc	cc	No	Int	No
Notice	C	cc	C	C	C	cc	cc	C	cc	cc	Yes	Wis	No
Operations	—	—	—	—	—	—	—	—	—	—	No	Int	No
(driving)	cc	cc	cc	cc	cc	cc	C	cc	cc	cc	—	—	—
(gunnery)	cc	cc	cc	C	cc	cc	C	cc	cc	cc	—	—	—
(piloting)	cc	cc	cc	cc	cc	cc	cc	cc	C	cc	—	—	—
(sensors)	cc	cc	cc	C	cc	cc	cc	cc	C	cc	—	—	—
(systems)	cc	cc	cc	C	cc	cc	C	cc	cc	C	—	—	—
Pilot	C	cc	cc	cc	C	cc	cc	cc	C	cc	Yes	Dex	Yes
Profession	—	—	—	—	—	—	—	—	—	—	—	—	—
(white collar)	C	C	cc	cc	cc	C	cc	cc	cc	cc	No	Int	No
(blue collar)	C	cc	cc	cc	cc	cc	cc	cc	C	cc	No	Wis	No
(performing)	C	cc	cc	cc	cc	cc	cc	cc	cc	cc	No	Cha	No
Sense Motive	C	C	cc	cc	C	cc	cc	C	C	cc	Yes	Wis	No
Stealth	C	cc	C	cc	C	cc	C	cc	C	cc	Yes	Dex	Yes
Subterfuge	C	cc	C	cc	C	cc	cc	cc	C	cc	Yes	Dex	No
Technical	—	—	—	—	—	—	—	—	—	—	No	Int	No
(electronics)	cc	cc	cc	C	cc	C	C	cc	cc	C	—	—	—
(engineering)	cc	cc	cc	C	cc	C	C	cc	cc	C	—	—	—
(mechanical)	cc	cc	cc	cc	cc	C	C	cc	cc	C	—	—	—
Telepathy	cc	cc	cc	cc	cc	cc	cc	C	cc	cc	No	Cha	No

[1] Knowledge of a character's native culture is always a class skill and can be used untrained.

[2] Fleet or pilot officers also receive Knowledge (astrophysics), Operations (piloting) and Pilot as class skills. Ground forces officers also receive as Drive and Operations (driving) class skills.

[3] Blue collar workers also receive Profession (blue collar) as a class skill. Performing workers also receive Profession (performing) as a class skill. White collar workers also receive Profession (white collar) as a class skill.

check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble past Opponents

With a successful Acrobatics check (DC 15), the character can weave, dodge and roll up to 20 feet through spaces adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned but provokes attacks of opportunity as normal.

Tumble through Opponents

With a successful Acrobatics check (DC 25), the character can roll, jump or dive through spaces occupied by opponents, moving over, under or around them as if they were not there. Failure either means that the tumbling character's movement is stopped by the of the blocking character *or* the movement is successful but the character provokes attacks of opportunity as normal (blocking character's choice).

Act in Zero 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 an Acrobatics check unless he is solidly braced against a large object or using equipment such as magnetic soles. Attacks with any non-energy-based weapon require this Acrobatics check, as do Reflex saving throws. The Acrobatics 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 Acrobatics check DCs for many actions are listed in the Zero-Gravity DCs table.

Zero-Gravity DCs

Action Attempted	Acrobatics check DC
Made a failed close combat attack	10
Made a Reflex saving throw	10
Made a successful close combat attack	15
Move up to 20 feet.[1]	15
Struck by close combat attack	15 + enemy's Strength modifier
Made a personal ranged attack	20

[1] If failed, the character moves 20 feet as intended but will provoke attacks of opportunity.



If the Acrobatics 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 Acrobatics check at the original DC, as shown on the Zero-Gravity DCs table. This is a move action that provokes attacks of opportunity.

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

Action: Balancing or tumbling is a move action; moving in zero gravity is a free action performed in conjunction with other actions.

Try Again: If a character fails an Acrobatics check, he can retry next round but a failed check often carries further penalties such as falling.

If you have 8 or more ranks in Athletics, you get a +2 synergy bonus on Acrobatics checks.

If you have the Spacecraft Proficiency feat, you gain a +4 bonus to Acrobatics checks you are required to perform due to being in zero gravity.

Appraise (Wis)

You can determine the value of trade goods and the merits of commercial deals, allowing you to find the best bargains and be a successful merchant.

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate

the value at 50% to 150% (2d6+3 times 10%) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20 or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

Action: Appraising an item takes one minute (ten consecutive full round actions).

Try Again: No. You cannot try again on the same object, regardless of success.

Special: Brakiri gain a +2 bonus to all Appraise checks.

A trader gains a +1 bonus to all Appraise, Bluff, Diplomacy, Profession (blue collar), Sense Motive and Subterfuge skill checks. This competence bonus increases to +2 at 6th level and +3 at 9th level

A trader gains a competence bonus equal to one-third his class level to Appraise checks.

If you have 8 or more ranks in a Profession skill, you get a +2 synergy bonus on Appraise checks related to items related to the profession.

Athletics (Str) *Armour Check Penalty*

This skill covers climbing, swimming, jumping and other trained physical activity dependant on strength.

Check: The check for Athletics varies depending on what the character is attempting to do.

Climbing

With each successful check, the character can advance up, down or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Athletics check indicates that the character makes no progress and a check that fails by 5 or more means that the character falls from whatever height he had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5. Since the character cannot move to avoid an attack, he is flat-footed while climbing. Any time the character takes damage while climbing, make an Athletics check against the DC of the slope or wall. Failure means the character falls from his current height and sustains the appropriate falling damage.

A character can try to climb more quickly than normal. The character can move his full speed but the character takes a –5 penalty on his Athletics check. Moving twice the character's speed in a round requires two checks, one for each move action.

Climbing DCs

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope.
	A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed without special gear.
Modifiers	**Condition**
–10[1]	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5[1]	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5[1]	Surface is slippery (increases normal DC by 5).

[1] These modifiers are cumulative; use any that apply.

Jumping

The DC and the distance the character can cover vary according to the type of jump the character is attempting. The character's Athletics check is modified by his speed. The DCs specified below assume a speed of 30 feet (the speed of a typical character). If the character's speed is less than 30 feet, he takes a penalty of –4 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Athletics skill and succeeds on a check, the character lands on his feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts an Athletics check untrained, the character lands prone unless he beats the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Long Jump
This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 5. The DCs for long jumps of 5 to 30 feet are given in the Long Jump DCs table. A character cannot jump a distance greater than his normal speed. All Athletics DCs covered for a Long Jump assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump DCs

Long Jump Distance	DC[1]
5 feet	10
10 feet	15
15 feet	20
20 feet	25
25 feet	30
30 feet	35

[1] Requires a 20 foot move. Without a 20 foot move, double the DC.

If the character fails the check by less than 5, he does not clear the distance but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and an Athletics check (DC 15).

High Jump
This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is 2 + (the height in feet multiplied by 4). The DCs for high jumps of 1 to 8 feet are given in the High Jump DCs table. All Athletics DCs covered for the High Jump assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump DCs

High Jump Distance	DC[1]
1 foot	6
2 feet	10
3 feet	14
4 feet	18
5 feet	22
6 feet	26
7 feet	30
8 feet	34

[1] Requires a 20 foot move. Without a 20 foot move, double the DC.

If the character succeeds on the check, he can reach the height. The character grasps the object he was trying to reach. If the character wishes to pull himself up, the character can do so with a move action and a Athletics check (DC 15). If the character fails the Athletics check, he does not reach the height and lands on his feet in the same space from which the character jumped.

Jumping Down
If the character intentionally jumps from a height, he can take less damage than if he just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start). If the character succeeds on the check, he takes falling damage as if he had dropped 10 fewer feet than he actually did – see Falling on page 282.

Swimming

A successful Athletics check allows a character to swim one-quarter his speed as a move action or half the character's speed as a full round action. Roll once per round. If the character fails, he makes no progress through the water. If the character fails by 5 or more, he goes underwater. If the character is underwater (from failing a swimming Athletics check or because the character is swimming underwater intentionally), the character must hold his breath – see page 280. The DC for the Athletics check depends on the water.

Swimming DCs

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make an Athletics check against DC 20. If the character fails, he becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes



unconscious. Unconscious characters go underwater and immediately begin to drown.

Try Again: A new check is allowed the round after a check is failed.

Time: An Athletics action is normally a move action.

Special: Abbai gain a +8 bonus to all Athletics checks made for swimming.

If you have 8 or more ranks in Acrobatics, you get a +2 synergy bonus on Athletics checks.

Bluff (Cha)

You are adept at lying, prevaricating and being creative with the truth.

Check: A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favourable and unfavourable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character; the bluff is hard to believe or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality or orders.

If it is important, the Games Master can distinguish between a bluff that fails because the target does not believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target and the target's Sense Motive check succeeds by 10 or less, then the target did not so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character cannot be bluffed.

Bluffing Circumstances

Example Circumstances	Sense Motive Modifier
The target wants to believe the character. Example: *You've won the New Vegas Lottery!*	–5
The bluff is believable and does not affect the target much one way or the other. Example: *The Vorlons eat brains!*	+0
The bluff is a little hard to believe or puts the target at some kind of risk. Example: I need to *search your quarters for an invisible assassin.*	+5
The bluff is hard to believe or entails a large risk for the target. Example: *Your wife told me to tell you to give me all your money.*	+10
The bluff is way out there; it is almost too incredible to consider. Example: *The Egyptian god of frustration is about to devour the station!*	+20

Sending a Secret Message: A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. The receiver must also make a Sense Motive check at the same DC for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realises that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again: Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.

Time: A bluff takes at least 1 round (and is at least a full round action) but can take much longer if the character tries something elaborate.

Special: A character can Take 10 when making a bluff but cannot Take 20.

Brakiri and Centauri gain a +2 bonus to all Bluff checks.

A trader gains a competence bonus equal to one-third his class level to Bluff checks.

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: The check for Computer Use varies depending on what the character is attempting to do.

Attack Programming

A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do.

Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting generally takes one minute).

Damaged programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and will not simply decide to use a different computer).

Destroyed programming makes the computer unusable until the programming is repaired.

A character can attack the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Attack Programming DCs

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Computer Hacking

Breaking into a secure computer or network is often called hacking. Some sites can be accessed via public networks or even the StellarCom tachyon net; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site. Several steps are required to hack into a computer:

1. *Access the Site*: There are two ways to do this: physically or over a network. A character gains physical access to the computer or a computer connected to the target site. If the site being hacked is not connected to a network, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

2. *Locate What You Are Looking For*: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File.

3. *Defeat File Security*: Many networks have additional file security. If that is the case, the character needs to make another check to defeat computer security.

Covering Your Tracks

When hacking or even simply accessing a computer system, you can take steps to prevent your intrusion or identity being discovered by the system or later investigations. Covering a character's electronic tracks raises the DC of all Computer Use checks the character makes by 2. As long as the character does not fail any checks, any attempts to discern their entry into the system suffer a –5 penalty, as do attempts to discern their identity. Note that if the character deletes huge swathes of data or wrecks a subsystem, any investigators will still be able to determine the damage – it is just harder to divine how the damage occurred.

4. *Perform Actions*: Finally, the character can actually do what he came to do. If the character just wants to look at records, no additional check is needed. A character can also download data, although that often takes several rounds – or even several minutes, for especially large amounts of information – to complete. Altering or deleting records sometimes requires yet another check to defeat computer security. Characters can also attempt to destroy of damage programming, crash the system, or even write a new program at this stage.

Defeat Computer Security

The DC of this application of Computer Use is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorised entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system. Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking). Some race's computer systems are more secure than others.

Computer Security DCs

Level of Security	**DC**
Minimum	20
Average	25
Exceptional	35
Maximum	40
Race	**Modifier**
Human, Narn, League	+0
Centauri	+5
Minbari	+10



Computers on the Babylon Station

The public network on Babylon 5 has Average security, while the station's own private operations network used by EarthForce and station staff has Exceptional security. All systems functions such as environmental settings, reactor control and so on are controlled from the operations network; key systems have their own independent backup systems. Each ambassadorial suite has its own subnetwork which uses computers and software brought from the ambassador's own homeworld.

False Identification

Computer Use can be used to produce fraudulent identicards or travel papers. This works just like the Defeat Computer Security option; the Games Master should make the Computer Use check secretly for the character. If the check fails, the character must make a Wisdom check (DC 10). If this check succeeds, the character realises the false ID will not work; if the Wisdom check fails, then the character does not realise the false ID is detectable.

Defend Security

If the character is in control of a computer that is being hacked into, he can defend the computer against intruders. To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's access is cut off. The intruder might be able to defeat the character's security and access his computer again but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

Find File

This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are

determined by the size of the site on which the character is searching. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Find File DCs

Size of Site	DC	Time
Personal computer	10	1 round
Small network, average shipboard computer	15	2 rounds
Large network, small station, average warship computer	20	1 minute
Massive corporate network, large station	25	10 minutes
Planetary network, government network	30	30 minutes

Write Program

A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task. A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20, modified by +5 for every level of Security above Minimum of the computer the program is expected to run on. The time required to program is one hour plus one hour for every Security level above Minimum.

Time: Computer Use requires at least a full round action. The Games Master may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Special: A character can Take 10 when using the Computer Use skill. A character can Take 20 in some cases but not in those that involve a penalty for failure. A character cannot Take 20 to defeat computer security or defend security, for example.

A character can substitute a Computer Use check made with a –4 penalty for any kind of Operations skill check. It is in this way that most individuals can access and operate complex systems with basic competence.

Worker caste Minbari gain a +2 bonus to all Computer Use checks.

If you have 8 or more ranks in Investigate, you get a +2 synergy bonus on Computer Use checks to find files.

Familiarity with Alien Technology

A character who is trained in Computer Use, Drive, Operations, Pilot or Technical skills is only familiar with equipment of his culture's creation. While many technological systems share common principles, different races implement those principles in drastically different ways. Therefore, whenever a character attempts to use one of these skills on a piece of equipment created by a different race, the skill check suffers a –4 penalty.

If a character has 4 or more ranks in Knowledge (specific culture which made the equipment), he is sufficiently familiar with the alien race to interact with their equipment without penalty.

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, while telepaths require it to effectively use their talent. Others simply use it to concentrate on a task at hand.

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. You may also make a Concentration check to avoid being distracted whilst using a time-consuming or difficult skill.

The Concentration DCs table summarises the various types of distractions that may cause a Concentration check to be made while either aiming a weapon, using a telepathic ability or concentrating on a skill.

While attempting to use a telepathic ability, you must always add the Power of the ability in question to the Concentration check DC, thus making concentration much harder to hold when using more potent abilities.

Concentration DCs

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 craft re-entering an atmosphere).	15
Being in a high wind.	5
Being in violent weather (driving snow, hail).	10
Entangled (in a net, for example).	15

Try Again: 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 skill being concentrated upon.

Special: Minbari gain a +2 bonus to Concentration checks.

Rangers receive a +2 competence bonus to Concentration checks.

If you have the Combat Telepathy feat, you gain a +4 bonus to Concentration checks made to use and maintain telepathic abilities while in combat.

If you have the Nerves of Steel feat, you gain a +1 competence bonus to Concentration checks.

Diplomacy (Cha)

This skill covers negotiation, bargaining and persuasion, especially in formal situations.

Check: You can change the attitudes of Non-Player Characters with a successful Diplomacy check. The NPC Attitudes table contains good rules of thumb for how certain Non-Player Characters will interact with and react to Player Characters. Diplomacy is a method of changing a Non-Player Character's attitude (hopefully for the better). See the Influencing NPC Attitudes table for the relative DCs.



NPC Attitudes

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee.
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult.
Indifferent	Does not much care	Socially expected interaction.
Friendly	Wishes you well	Chat, advise, offer limited help, advocate.
Helpful	Will take risks to help you	Protect, back up, heal, aid.

In negotiations, participants may roll opposed Diplomacy checks. In this case, the winner gains the advantage in the discussion. Opposed Diplomacy checks can also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Diplomacy generally takes at least one full minute (ten consecutive full round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check can be made as a full round action but you take a –10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far and a retry may do more harm than good. If the initial check

Influencing NPC Attitudes

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	**Unfriendly**	**Indifferent**	**Friendly**	**Helpful**
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

fails, the other character has probably become more firmly committed to his position and a retry is futile.

Special: A character can call upon his Influence to aid him in a Diplomacy check.

2nd level diplomats gain a +2 competence bonus to Diplomacy checks.

A trader gains a competence bonus equal to one-third his class level to Diplomacy checks.

If you have 8 or more ranks in Bluff, Intimidate or Sense Motive, you get a +2 synergy bonus on Diplomacy checks.

If you have 8 or more ranks in Knowledge (specific culture), you get a +2 synergy bonus on Diplomacy checks with members of that culture.

Drive (Dex) *Armour Check Penalty*

This skill covers the operation of all manner of surface vehicles, from fusion bikes and cars to smaller tanks and hovercraft.

Check: Mundane driving actions, such as cruising down a roadway, 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. The Atmospheric and Surface Combat chapter has more details on driving.

The Drive skill is only ever used when driving a solo surface vehicle (one requiring only a single driver). Surface vehicles that require more than one driver or operator instead use the Operations (driving) skill.

Action: Most actions performed in a vehicle will be in surface combat – see the Atmospheric and Surface Combat chapter for details.

Try Again: Yes, though a success does not cancel the effects of a previous failure.

Intimidate (Cha)

The Intimidate skill is used for bullying or frightening Non-Player Characters into subservience.

Check: With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's Will save (the character may add a bonus to this Will save equal to their character level).

If the character succeeds, he may treat the target as Friendly for 10 minutes but only for purposes of actions taken while in the character's presence. That is, the target retains his normal attitude but will answer questions, offer limited help or take simple actions on the character's behalf while intimidated. Circumstances can dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do. The character cannot usually force someone to obey his every command or do something that endangers that person's life. If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Demoralise Opponent

You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for one round. A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks and ability checks. You can only intimidate an opponent that can see you and you threaten in close combat.

Try Again: No. Even if the initial check succeeds, the other character can only be intimidated so much and trying again does not help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator and trying again is futile.

Special: A character can Take 10 when making an Intimidate check but cannot Take 20.

A character may add a +2 bonus to his Intimidate check for every size category the character is larger than his target. Conversely, the character takes a –2 penalty to his check for every size category the character is smaller than his target.

Blackmail material can be used in concert with Intimidation for a circumstance bonus, the size of which varies depending on the quality of the blackmail.

A character can call upon his Influence to aid him in an Intimidate check.

Time: Intimidating someone generally takes one minute of roleplay. Demoralising an opponent is a standard action.

Intrigue (Cha)

This skill covers duplicity, deception and other trickery. It is the skill used for shadowy dealings in back alleys and dark corners.

Check: An Intrigue check is made when the character is trying to keep a low profile – not hiding, but paying for items with credit chits instead of electronic cash and staying out of sight of guards and so on. Intrigue allows the character to blend in with the underclasses and lurkers of a region.

Gathering Information

An evening's time, a few credits for buying drinks and making friends and a DC 10 Intrigue check get you a general idea of a city or station's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information. If you want to find out about a specific rumour or item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Disguise

The Intrigue skill allows a character to disguise himself as another person. A character's Intrigue check result determines how good the disguise is. It is opposed by others' Notice check results. Make one Intrigue check even if several people make Notice checks. The Games Master makes the character's Intrigue check secretly so that the character is not sure how well his disguise holds up to scrutiny.

If the character does not draw any attention to himself, however, others do not get to make Notice checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Notice check. The Games Master can assume that such observers Take 10 on their Notice checks. The effectiveness of the character's disguise depends in part on how much the character is attempting to change his appearance (see the Disguise Modifiers table).



Disguise Modifiers

Disguise	Modifier
Minor details only.	+5
Appropriate uniform or costume.	+2
Disguised as different sex.	–2
Disguised as different age category.	–2[1]
Disguised as similar race (Human to Centauri).	–2
Disguised as different race (Human to Minbari).	–4
Disguised as very different race (Human to Drazi).	–6
Disguised as radically different race (Human to Gaim).	–10

[1] Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Notice checks. Furthermore, they get a bonus on their Notice checks (see the Familiarity Bonuses table).

Familiarity Bonuses

Familiarity	Bonus
Recognises on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Notice check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the Games Master checks once per day or hour, using an average Notice modifier for the group.

Try Again: Sometimes. Even if the initial gathering information check succeeds, a character can only discover so much through casual conversations. A failed check indicates a general reticence to discuss matters with the character, though they could try again a day later. Intrigue checks made for disguising can be retried, though a success does not cancel the effects of a previous failure.

Time: Gathering information generally takes one hour. Disguising oneself can take anywhere from one minute (changing uniform) to several hours (adding prosthetics and makeup to imitate another race).

Special: Centauri gain a +2 bonus to all Bluff checks.

A lurker or trader gains a competence bonus equal to their class level on Intrigue checks when gathering information.

If you have 8 or more ranks in Bluff, you get a +2 synergy bonus on Intrigue checks when disguised.

If you have 8 or more ranks in Knowledge (specific local) for the appropriate location, you get a +2 synergy bonus on Intrigue checks when gathering information.

Investigate (Int)

You can search an area for clues. This skill is used to find hidden items and compartments, to gather forensic evidence or to recreate past events from physical traces.

Check: The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot by 5-foot area or a volume of goods 5 feet on a side with a single check. An Investigate check can turn up individual footprints and allow a character to follow tracks.

Investigate DCs

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Forensics

The character can make an Investigate check to apply forensic knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he has found. The base DC to analyse a clue is 15. It is modified by the time that has elapsed since the clue was left and whether or not the scene was disturbed; see the Forensic Modifiers table.

Forensic Modifiers

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors on a planet	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Note that this use of the Investigate skill only allows a character to draw logical or intuitive conclusions from the information interpreted from the clue. It will not provide indepth knowledge of a topic associated with the clue – that is a function of the various Knowledge skills.

For Example: *Sathenn stumbles across the corpse of a murdered lurker, Sathenn can automatically see the burn mark on the lurker's back. The Minbari decides to investigate the corpse and try to determine what happened to the unfortunate man.*

While relatively fresh, others have stepped over the corpse in the last hour and the DC for an Investigate check is 17. A successful Investigate roll of 21 reveals that the burn is the tell-tale mark of a PPG. Given the extent of the burn, the lurker was probably shot by a high-powered PPG device, probably a rifle. Give the corpse's position, the lurker was trying to crawl towards a nearby public com terminal when he was shot…

However, Sathenn does not know exactly what type of PPG caused the damage (that would require a relevant Knowledge check). Also, if he wished to perform an autopsy on the corpse to discover more information, that would require a Medical check rather than an Investigate check.

Time: An Investigate check is generally a full round action, though the Games Master may determine that particular forensic checks take minutes rather than rounds to complete.

Try Again: Generally, analysing a clue again does not add new insight unless another clue is introduced. A character can keep searching an area if he wishes.

Special: A character can Take 10 when making an Investigate check but cannot Take 20.

If you have 8 or more ranks in Notice, you get a +2 synergy bonus on Investigate checks to notice things (but not forensics checks).

If you have 8 or more ranks in Knowledge (biology, chemistry or physics), you get a +2 synergy bonus on forensic (Investigate) checks relevant to that area of knowledge.

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. The following 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:

- Astrophysics (space travel and its potential hazards, including hyperspace travel)

- Biology (physiology and ecology)
- Chemistry (chemical reactions, pharmacology)
- Engineering (construction and design of complex structures)
- History (general history and significant galactic events)
- Philosophy (religious and spiritual beliefs)
- Physics (fundamental principles, mechanics)
- Law (common law between races, as well as race-specific variations)
- Specific Culture (the culture, history and customs of a particular race, such as Human, Minbari or Drazi)
- Specific Local (a particular city, planet, sector or location)
- Tactics (military tactics and strategies)
- Telepathy (identifying telepathic powers and phenomena)

Skills listed as 'specific' must have a specialisation. For instance, Knowledge (Drazi culture) and Knowledge (Human culture) are two separate skills.

Check: The Knowledge DCs table gives a general guide as to how difficult a question within your field of study is to answer.

Knowledge DCs

Difficulty of Question (example)	DC
Easy (where is the Zocalo?)	10
Routine (where can I buy illegal drugs?)	15
Tough (what are Security Chief Garibaldi's hobbies?)	20
Difficult (what race once shared the Hyach homeworld?)	30
Extremely Difficult (what are the symptoms for the extinct Thenavi beta-flu?)	40

Knowledge (culture) checks can be used instead of Knowledge (biology, history, philosophy or law) checks, as long as the knowledge required pertains to the specified culture. Natives of a culture are able to make their Knowledge (native culture) checks untrained.

Knowledge (local) checks can be used instead of Knowledge (history or law) checks, as long as the knowledge required pertains to the specified area. Also, Knowledge (local) checks will be easier or harder depending on how large an area they cover. If they are very specific – Knowledge (Downbelow) – then all DCs are reduced by 5. If they cover an area roughly the size of a city – Knowledge (Babylon 5) – then all DCs remain the same. If they cover a planet – Knowledge (Epsilon Eridani III) – then all DCs are raised by 5. If they cover a sector – Knowledge (Epsilon Eridani Sector) – then all DCs are raised by 10.

For Example: *Sathenn, Grimes, Takima, Arkwright and Chu'Vos are comparing their relative knowledge of the Psi Corps presence in the Redsands Row district of MarsDome One. The Games Master has set the DC as 20 – the Psi Corps keep a very low profile and only the most aware of individuals will be aware of their influence in Redsands.*

Grimes was born in Redsands Row and has 2 ranks in Knowledge (Redsands Row). His DC is lowered to 15.

Arkwright was posted in MarsDome for a few months and has 1 rank in Knowledge (MarsDome One). His DC is 20.

Chu'Vos once visited Narn Town on Mars and has 1 rank in Knowledge (Mars). His DC is raised to 25.

Sathenn has never been to Mars, though he has travelled to Earth's home system in the past and has 3 ranks in Knowledge (Sol Sector). His DC is raised to 30.

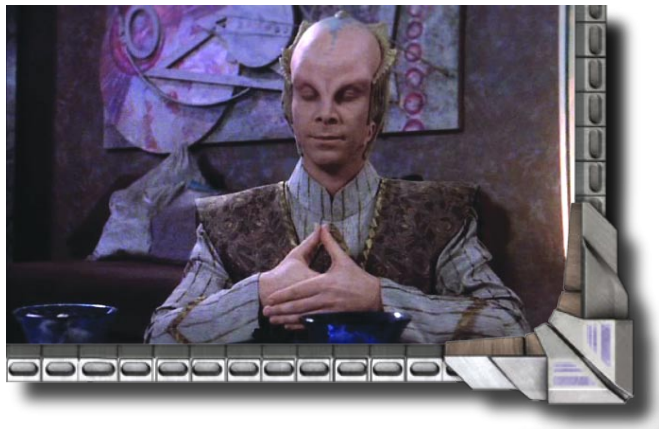
Takima knows little of Humans at all and is barely aware that Mars is in Earth Alliance territory. She has no ranks an applicable Knowledge skill and cannot attempt a Knowledge check.

Try Again: 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 or easily available knowledge (up to DC 10).

A character may always Take 10, even under duress, when making Knowledge (specific culture) checks about their own culture.

Abbai may make Knowledge (astrophysics, biology, chemistry, engineering, history, philosophy and physics) skill checks untrained.



Religious caste Minbari gain a +2 bonus to Knowledge checks and may make Knowledge skill checks untrained.

A lurker or trader gains a competence bonus equal to their class level on Knowledge (specific local) checks.

If a scientist selects a specific Knowledge skill to be his Primary Area of Study, he receives a competence bonus equal to his class level on skill checks for that Knowledge skill. If a scientist selects a specific Knowledge skill to be a Peripheral Study, he receives a +2 competence bonus on skill checks for that Knowledge skill.

Scientists may attempt Knowledge checks untrained.

If you have the Fluency feat, you gain a +2 bonus to any Knowledge (specific culture) checks for cultures whose language you speak.

If you have the Veteran Commander, GROPOS or Pilot feat, you gain a +1 competence bonus to Knowledge (tactics) checks. If you have the Elite Commander, GROPOS or Pilot feat, you gain a +2 competence bonus to Knowledge (tactics) checks. If you have the Legendary Commander, GROPOS or Pilot feat, you gain a +3 competence bonus to Knowledge (tactics) checks.

Linguistics (Int)

You have a developed understanding of how creatures communicate. This skill is used to communicate with races when you are not fluent in their language.

Check: A character must make a check whenever they try to communicate in a language they are not fluent in, such as when commanding an unknown enemy ship to surrender. The DC of the Linguistics check varies depending on the complexity of the desired communication.

While an unsuccessful Linguistics check generally indicates that a character is simply stumped on how to express a particular concept in the given language, a failure by 5 or more indicates the character has communicated or understood something amusing, inaccurate or insulting instead.

Time: A Linguistics check is generally a standard action, as unlike normal communication the character must put considerable time and effort into piecing together meanings. The Games Master may determine that some communications take minutes or hours to complete.

Common Languages

Abbai
Brakiri
Centauri
Human (English is the most common language used in the Earth Alliance)
Drazi
Hyach
Markab
Minbari, dark – Fik, language of the warrior caste
Minbari, grey – Adrenato, language of the religious caste
Minbari, light – Lenn-Ah, language of the worker caste
Narn

Linguistics DCs

Communication	DC
Basic common phrases (hello, goodbye, help)	5
Simple conversations (I need to purchase a PPG)	10
Everyday conversations (what news from Centauri Prime?)	15
Technical conversations (according to this Minbari technical manual…)	20
Complex topics, reading literature (is it not written in the Book of G'Lon…)	25 or more
Complication	**DC Modifier**
Cannot see or cannot hear communication.	+5

Try Again: Yes, though a success does not cancel the effects of a previous failure (such as accidentally insulting an alien).

Special: A character cannot Take 10 or 20 on Linguistics checks. A starting character is always considered fluent in his native languages (see the individual racial description for details) and therefore need not make Linguistics checks with them.

If a scientist selects the Linguistics skill to be his Primary Area of Study, he receives a competence bonus equal to his class level on Linguistics skill checks. If a scientist selects the Linguistics skill to be a Peripheral Study, he receives a +2 competence bonus on Linguistics skill checks.

If you have 8 or more ranks in Diplomacy or Sense Motive, you get a +2 synergy bonus on Linguistics checks.

If you have 8 or more ranks in Knowledge (specific culture), you get a +2 synergy bonus on Diplomacy checks and Linguistics checks with members of that culture.

Medical (Int) *Trained Only*

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.

First Aid

Characters may be 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 more advanced medical equipment. The character being treated with first aid will regain hit points on a successful Medical check (DC 15). First aid may only be administered to a character who still has 1 or more hit points.

First Aid Results

Circumstance	Hit points regained
Medical check result was 15–19.	+1
Medical check result was 20–30.	+2
Medical check result was 31 or higher.	+3
Medic is using first aid kit.	+d4
Medic is using Medlab facilities.	+d6

First aid may only be applied once to a character once per combat (and only if that combat injured the character).



In other words, first aid cannot be used on the same set of injuries twice.

Long-Term Care

Providing long-term care means treating a wounded person for a day or more with aid of advanced medical equipment. If the Medical check (DC 20) is 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 when using the Medical skill in this manner. Giving long-term care counts as light activity for the healer and you cannot give long-term care to yourself.

Stabilise

This is used to try and save a dying character. If a character is dying a successful Medical check (DC 15) can force the dying character to make an additional stabilisation check, with a bonus to the percentile check as detailed on the Stabilisation Bonuses table. Unlike all other uses of the Medical skill, anyone can attempt to stabilise another character, even if they are untrained.

Stabilisation Bonuses

Circumstance	Bonus
Medical check result was 15–19.	+10%
Medical check result was 20–30.	+20%
Medical check result was 31 or higher.	+30%
Medic is using first aid kit.	+10 %
Medic is using Medlab facilities.	+20%

Treat Disease, Poison or Radiation

Irradiated, diseased or poisoned characters may avoid the effects of their ailment by the use of a Medical check. Every time the afflicted character makes a saving throw against the

radiation, disease or poison effects, you may 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 DCs

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

Try Again: Yes, though a success does not cancel the effects of a previous failure.

Special: A character cannot Take 10 or 20 when using the Medical skill.

If a first aid or stabilisation Medical check is attempted without the use of a first aid kit, you will suffer a –4 penalty check to the check.

If a long-term care or treatment Medical check is attempted with a first aid kit rather than the use of a Medlab, you will suffer a –4 penalty check to the check. Without at least the use of a first aid kit, long-term care or treatment Medical checks are generally impossible.

All Medical checks made on races other than your own but which have been encountered before suffer a –4 penalty. If you have 4 or more ranks in Knowledge (specific culture), this penalty is reduced to –2.

All Medical checks made on previously unknown alien race (one for which you have no medical records or biological data) suffer a –10 penalty.

Time: First aid attempts take one minute. Long-term care takes at least one day. Stabilisation checks are generally a full round action. Treating disease, poison or radiation is takes anywhere between one minute to one day.

Special: If a scientist selects the Medical skill to be his Primary Area of Study, he receives a competence bonus equal to his class level on Medical skill checks. If a scientist selects the Medical skill to be a Peripheral Study, he receives a +2 competence bonus on Medical skill checks.

If you have 8 or more ranks in Knowledge (biology), you get a +2 synergy bonus on Medical checks to provide long-term care or treat disease, poison or radiation.

Notice (Wis)

This skill covers a character's ability to notice events and clues that are otherwise undetectable.

Check: This skill is primarily concerned with vision and sound, although the other senses such as taste and smell are also covered by it. In general, a character can make a Notice check as a free action when prompted by the Games Master to see if the character notices something (does the character spot the PPG being drawn under the table) or can make a Notice check as a move action when trying to detect some sign he suspects is there (the character listens for the sound of approaching footsteps).

Vision

A successful Notice check when there is not anything to notice results in the character noticing nothing. Notice is often used to sense a person or creature hiding from view. In such cases, the character's Notice check is opposed by the Stealth check of the character trying not to be seen. Notice is also used to detect someone in disguise (see the Intrigue skill) or to notice a concealed weapon on another person (see Subterfuge on page 83).

A character's Notice check is modified by a –1 penalty for every 10 feet of distance between the character and the character or object he is trying to discern. The check carries a further –5 penalty if the character is in the midst of activity.

Sound

Make a Notice check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Stealth check.

Sample Sound DCs

DC	Sound
–10	A battle.
0	People talking.
5	A person in medium armour walking at a slow pace, trying not to make noise.
10	An unarmoured person walking at a slow pace, trying not to make any noise.
15	A 1st level lurker sneaking up on someone[1].
20	A tiger stalking prey[1].
30	A bird flying through the air.
+5	Through a door.
+15	Through a solid wall.

[1] This is actually an opposed check; the DC given is a typical Stealth check result for such a character or creature.

Hearing Penalties

Condition	Notice Penalty
Per 10 feet of distance.	–1
Listener distracted.	–5

Try Again: Yes.

Time: Listening and vision are not generally actions, they are carried out automatically.

Special: If you have 8 or more ranks in Investigate, you get a +2 synergy bonus on Notice checks.

If you have the Alertness feat, you gain a +1 bonus to Notice checks.

Operations (Int) *Trained Only*

The Operations skill allows the character to control complex systems. It is generally used to operate, control and manipulate massive machines such as the Babylon 5 docking bay, a terraforming station, a ground crawler or an Omega-class destroyer. Operations is divided into a number of specific skills:

- *Driving:* The control of particularly large surface vehicles. The Drive skill covers most surface vehicles, as most ground-based craft require only one driver. Nevertheless, some particularly gargantuan vehicles, such as industrial crawlers, require the use of this skill.

Operations (driving) DCs

Type of Operation	DC
Execute a *Join Battalion* order in surface combat.	10
Execute a *Defensive Position* order in surface combat.	15
Execute an *Extreme Measures!* order in surface combat.	20
Pass over a thick icefield without falling through.	25
Jump a crevasse.	30

- *Gunnery:* Operations (gunnery) covers the operation of large fixed weapon emplacements such as a defence grids, ship-mounted cannons, anti-aircraft guns and artillery. Note that operating such huge arrays is a separate talent from accurately firing them.

Operations (gunnery) DCs

Type of Operation	DC
Formulate a basic artillery trajectory formula.	10
Execute a *Broadsides!* order.	15
Execute a *Blast Them As They Launch!* order.	20
Execute a *Spray!* order.	25
Calculate a gunnery formula that predicts a Sharlin's probable location.	30

- *Piloting:* The control of starships. The Pilot skill covers fighters and other craft that require only one pilot; Operations (piloting) is for huge vessels where the helmsman works in concert with dozens of others to steer and navigate the ship.

Operations (piloting) DCs

Type of Operation	DC
Execute a *Join Fleet* order in space combat.	10
Execute a *Defensive Position* order in space combat.	15
Execute an *Extreme Measures!* order in space combat.	20
Navigate a dense asteroid field.	25
Hold position within the atmosphere of a gas giant.	30

- *Sensors:* Operations (sensors) is used when analysing and filtering the data stream from sensor arrays.

Operations (sensors) DCs

Type of Operation	DC
Detect a maintenance pod.	10
Detect an Aurora Starfury.	15
Detect a Delta-V light fighter.	20
Detect a White Star.	25
Detect a Sharlin (with a damaged jamming suite).	30

- *Systems:* This skill covers other complex functions, like the docking bay on a station, an automated Quantium-40 refinery, a fusion reactor controller and so on. It is often used as the 'default' operations skill – if an Operations action is not covered by piloting, piloting, gunnery or sensors, it is probably a part of systems.

  Many systems are operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorised



use of the equipment. An alerted administrator may attempt to identify the character or cut off his access to the system.

Operations (systems) DCs

Type of Operation	DC
Execute an *Open Jump Point!* order.	10
Access passive remote (including cameras and door locks); execute a *Run Silent, Run Dark* order.	15
Shut down passive remote.	20
Shut down active remote (including motion detectors and alarms).	25
Change passcodes.	25
Reset parameters on system (change enemy recognition criteria, for instance).	30

Check: Mundane operating actions, such as testing that a sensor array is working or warming up a ship's engines, do not require any checks. However, more extreme actions may require a succession of Operations checks. Combat orders have many examples of different kinds of Operations checks and their DCs.

Time: Most Operations actions take one minute to perform.

Try Again: Usually yes, though a success does not cancel the effects of a previous failure.

Special: A character can substitute a Computer Use check made with a –4 penalty for any kind of Operations skill check. It is in this way that most individuals can access and operate complex systems with basic competence.

Scientists may attempt Operations checks untrained.

Worker caste Minbari gain a +2 bonus to all Operations checks.

If you have the Fire Control feat, you gain a +4 competence bonus to any Operations (sensors) checks to perform the *Lock Weapons* order and to hold on to a lock (if the target executes a *Shake The Lock!* order). If you have the Improved Fire Control feat, you gain a +8 competence bonus to any Operations (sensors) checks to perform the *Lock Weapons* order and to hold on to a lock (if the target executes a *Shake The Lock!* order).

If you have the Veteran Spacehand feat, you gain a +1 competence bonus on all Operations checks involved in the operation of spacecraft.

Pilot (Dex) *Armour Check Penalty*

This skill covers the operation of all manner of flying and spacefaring vehicles, from tiny one-man hover pods, through to fighters, shuttles and transports.

Check: Mundane flying actions, such as cruising in space, do not require any checks. However, extreme manoeuvres may cause a succession of Pilot checks, all of which must be passed if the craft is to remain in control. The Space Combat chapter has more details on spaceflight and the Atmospheric and Surface Combat chapter has more details on flying in an atmosphere.

The Pilot skill is only ever used when flying a solo craft (one requiring only a single pilot). Air or spacecraft that require more than one pilot instead use the Operations (piloting) skill.

Action: Most actions performed in a flying craft will be during space combat (see the Space Combat chapter) or atmospheric combat (see the Atmospheric and Surface Combat chapter).

.

Try Again: Yes, though a success does not cancel the effects of a previous failure.

Special: Pilot checks made in spacecraft without the Spacecraft Proficiency feat suffer a –4 non-proficiency penalty. This penalty does not apply for aircraft.

If you have the Evasive Action feat, you gain a +4 competence bonus on Pilot checks when executing the *Defensive Position* or *Extreme Measures!* orders.

If you have the Veteran Spacehand feat, you gain a +1 competence bonus on all Pilot checks involved in the operation of spacecraft.

Profession (Int, Wis or Cha) *Trained Only*

A character with this skill is trained in a livelihood or a professional role, such as cook, tour guide, shop owner, entertainer, 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 has three broad groups:

- **White collar** professions, which are based on Intelligence. Examples include: Information brokers, engineers, academics and doctors.

- **Blue collar** professions, which are based on Wisdom. Examples include: Shop owners, miners, dock workers and cooks.
- **Performing** professions, which are based on Charisma. Examples include: Singers, musicians, actors and dancers. Some performing Profession checks, such as singing and acting, can be attempted untrained.

Check: You can practise a trade and make a decent living. The Games Master is the final arbitrator as to whether you can actually practise 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. The Daily Wage table can be used to help determine the amount of credits a character will likely earn from practising their profession for one day.

Salaries

The Profession skill is the most straightforward way in which to earn a steady wage. However, it is quite possible – and usual in some cases – for a character to earn a salary that has little bearing on their actual skills. It is simply their monthly wage for being in their position. Salaries are generally paid once per month. The Salaries table only gives an indication of typical salaries; different races and cultures may well pay more or less than other cultures.

Salaries

Class[1]	Typical Salary per Month
Agent	Class level x 500 cr. or wages are earned through daily Profession checks.
Diplomat[2 & 3]	Class level x 1,000 cr. or wages are earned through daily Profession checks.
Lurker	None, wages are earned through daily Profession checks or larceny.
Officer[3]	Class level x 500 cr.
Ranger[4]	None.
Scientist	Class level x 1,000 cr. or wages are earned through daily Profession checks.
Soldier	Class level x 300 cr.
Telepath	Class level x 1,500 cr.
Trader	None, wages are earned through daily Profession checks or trading.
Worker	Wages are normally earned through daily Profession checks. Blue collar workers may settle for a 2,000 cr. salary. White collar workers may settle for a 4,000 cr. salary.

[1] Minbari are not paid – to work in their role is a spiritual calling, not a 'job'. They have an Average lifestyle provided for them by the Federation.
[2] Diplomats, officers and soldiers generally have an Average lifestyle provided for them by their parent organisation.
[3] Centauri diplomats and officers receive twice this amount.
[4] Ranger characters are not paid, but will be given a stipend – normally their class level x 100 cr. – at the start of every mission, in order to purchase essential items. More can be requested through Ranger Influence checks but anything unused is expected to be returned to the order.

Daily Wage

Profession Check Result	Earnings[1]
4 or less	None. The day is wasted
5	20 to 70 credits[2].
10	70 to 120 credits. Amateur level performance in your profession.
15	120 to 250 credits. Routine level performance in your profession.
20	250 to 500 credits. Great level performance in your profession.
25	500 to 1,000 credits. Excellent level performance in your profession.
35 or more	1,000 to 2,000 credits. Masterful level performance in your profession.

[1] Particularly highly placed white collar workers will earn double or triple this amount.
[2] This is also the default for those labourers and assistants with no Profession skill.

Note that many characters will have a job with a set wage. In this case, assume the character is paid roughly equal to their worth and earn as if they Take 10 on their Profession check.

Profession checks may also be made to create or make an item relevant to your profession or to answer questions based on your field of expertise. Profession checks tend to give less information than related Knowledge checks but also tend to have more practical applications. For example, a character with Knowledge (astrophysics) can tell can inform others on the precise dangers of an asteroid field. A character with Profession (crewman) will only know the most common asteroid dangers – but he also knows how to ionise a ship's hull to repel the field's dust cloud.

Try Again: 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.

Time: A Profession check to earn wages usually requires at least one day's labour. Profession checks to create items relevant can take anywhere from one full round action to one week, depending on the size and complexity of the item.

Special: A character can Take 10 when making a Profession check but cannot Take 20. If a character does not have the specific instruments and equipment to carry out his profession, he may not make a Profession check to earn wages or create items.



A trader gains a competence bonus equal to one-third his class level to Profession (blue collar) checks.

A 6th level worker gains a +4 competence bonus to Profession checks of the relevant worker type (blue collar, performing or white collar).

Sense Motive (Wis)

This skill represents a characters sensitivity to verbal nuance and body language and their ability to accurately interpret this information. It is commonly used to sense if someone is lying, trying to convey a subtle message or cue, or under some kind of mental duress.

Check: A successful check allows the character to avoid being bluffed (see the Bluff skill). The character can also use the skill to tell when a person or situation is inexplicably 'odd' for some reason..

Sense Motive DCs

Circumstance	Sense Motive Check DC
Sense that someone is lying or hiding the truth.	Opponent's Bluff result
Receive and understand secret message that is being sent to you (see Bluff skill).	Equal to sender's Bluff check DC
Realise that a secret message is being conveyed to another (see Bluff skill).	Equal to sender's Bluff check DC
Realise and understand a secret message is being conveyed to another (see Bluff skill).	Equal to sender's Bluff check DC +5
Realise that someone is acting oddly or that a social situation is not quite what it seems.	20

In addition, a character can use this skill to make an assessment of a social situation. With a successful check

(DC 20), the character can get the feeling from another's behaviour that something is wrong. Also, the character can get the feeling that someone is trustworthy and honourable.

All Sense Motive checks made to oppose Bluff checks made by a race other than your own suffer a –4 penalty. If you have 4 or more ranks in Knowledge (specific culture), this penalty is reduced to –2.

Try Again: No, though the character may make a Sense Motive check for each bluff made on the character.

Time: A Sense Motive check may be made as a reaction to another character's Bluff check. When that is the case, the Games Master may roll the character's Sense Motive check in secret, so the character does not necessarily know someone is trying to bluff him. Sense Motive is usually a free action, though it can take sometime to fully receive a secret message.

Special: A character can Take 10 when making a Sense Motive check but cannot Take 20.

Brakiri gain a +2 bonus to all Sense Motive checks.

2nd level diplomats gain a +2 competence bonus to Sense Motive checks.

A trader gains a competence bonus equal to one-third his class level to Sense Motive checks.

If you have 8 or more ranks in Linguistics, you get a +2 synergy bonus on Sense Motive checks.

Subterfuge (Dex)

The Subterfuge skill covers sleight of hand, pickpocketing, lockpicking and other sorts of potentially illegal activity.

Check: The check DC for Subterfuge depends on what is being done.

Sabotage

Subterfuge can be used to pick locks, jam doors and perform other acts of petty vandalism or cunning sabotage. The DC for this varies depending on the task at hand.



Sabotage DCs

Technical Device Complexity	Time Required	DC[1]	Example
Simple	1 round	15	Open a quarter's electronic door lock.
Average	2d4 rounds	20	Disable a ship's atmosphere recycler.
Difficult	2d10 rounds	25	Bypass security sealed door locks.
Complex	2d6 minutes	30	Disable a fusion bomb.
Impossible	1 hour	35	Modify a Starfury so it will fly without a proper authorisation code.

[1] If you wish to avoid leaving a trace of your tampering with an existing device, add 10 to the DC of the Subterfuge check.

Note that Subterfuge cannot be used to repair devices, only to disable them. Furthermore, it is easier to for a trained technician to disable a device that it is for a character to use Subterfuge to perform the same task (the technician knows what he is doing; the character using Subterfuge is just pulling wires and frying circuits).

Sleight of Hand

A check against DC 10 lets a character palm a Tiny, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing. When a character performs this skill under close observation, the character's skill check is opposed by the observer's Notice check. The observer's check does not prevent the character from performing the action, just from doing it unnoticed.

When a character tries to take something from another person, the character's opponent makes a Notice check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his check result beats the character's check result, whether the character takes the object or not.

A character can use Subterfuge to conceal a Diminutive weapon or object on his body. It can also be used to manipulate a Diminutive object in each hand. Used this way, it can conceal the manipulation from others, though it can be opposed by Notice.

Creating a Diversion to Hide

A character can use Subterfuge to help him hide. A successful Subterfuge check against the target's Notice check gives the character the momentary diversion needed to attempt a Stealth check while people are aware of the character. See the Stealth skill for more details.

Try Again: Yes, though a success does not cancel the effects of a previous failure.

Time: Sabotage checks have times as specified in the Sabotage DCs table. Sleight of hand and creating diversions are generally standard actions.

Special: A character can Take 10 on sleight of hand attempts but cannot Take 20. A character cannot Take 10 or 20 on other applications of the Subterfuge skill.

Pak'ma'ra gain a +2 bonus to all Subterfuge checks.

2nd level Rangers gain a +2 competence bonus to Subterfuge checks.

If you have 8 or more ranks in Technical (electronics), you get a +2 synergy bonus on sabotage checks.

Stealth (Dex) *Armour Check Penalty*

The Stealth skill allows the character to avoid being noticed by hiding and moving silently.

Hiding

A character's Stealth check is opposed by the Notice check of anyone who might see the character. The character can move up to half his normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a –5 penalty. It is practically impossible (–20 penalty) to hide while attacking, running or charging. The Stealth check is also modified by the character's size:

Hiding Size Modifiers

Size	Modifier
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium	+0
Large	–4
Huge	–8
Gargantuan	–12
Colossal	–16

If people are observing the character, even casually, he can not hide (though circumstances or feats might alter this). The character can run

around a corner so that he is out of sight and then hide but the others then know at least where the character went.

Either cover or concealment are a necessity for hiding – without one of these, the character cannot hide. If a character has both cover *and* concealment (such as hiding behind a wall in a fog), he gains a +4 bonus to the Stealth check.

Diversions
Diversions help a character to hide. One of the few ways in which a character can hide when others are aware of him is to turn any spectators' attention away from the character. This diversion can be provided by the character himself with a successful Subterfuge check (see the Subterfuge skill) but could also be provided by allies or unexpected events (such as a nearby grenade detonating). Such a diversion allows the character to make a Stealth check, if the character can get to a hiding place of some kind (as a general guideline, the hiding place has to be within one foot for every rank the character has in Stealth). This check, however, is at a –10 penalty because the character has to move fast.

Moving Silently

A character's Stealth check is opposed by the Notice check of anyone who might hear the character. A character can move up to half his normal speed at no penalty. At more than half speed and up to the character's full speed, he takes a –5 penalty. It is practically impossible (–20 penalty) to move silently while attacking, running or charging.

Tailing

Also called shadowing, a character can use Stealth to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he can make a Notice check (opposed by the character's Stealth check) every time he changes course (goes around a street corner, exits a building). If he is unsuspecting, he generally gets only a Notice check after ten minutes of tailing or if the tailing character draws attention to himself.



Try Again: Yes, though a success does not cancel the effects of a previous failure. In order to hide around people aware of your location, you must follow the rules set down in the hiding description.

Time: Stealth checks are generally made in conjunction with a move action.

Special: A character can sometimes Take 10 on Stealth checks but only when there is remarkably little pressure involved in the attempt (such as quietly sneaking past drugged guards). A character cannot Take 20 on Stealth checks.

Pak'ma'ra gain a +2 bonus to all Stealth checks.

2nd level Rangers gain a +2 competence bonus to Subterfuge checks.

A trader gains a competence bonus equal to one-third his class level to Subterfuge checks.

Technical (Int) *Trained Only*

This skill is used to repair, build or disable all manner of mechanical and electronic devices, from simple door locks to high-yield fusion bombs. Technical is divided into a number of specific skills:

- **Electronics**: which covers all areas predominantly electrical, such as computers, sensors and weapon systems. Those with ranks in Technical (electronics) are often also skilled in Computer Use and Operations (systems).
- **Engineering**: which covers complex and highly technological equipment, such as reactors and drive systems. Those with ranks in Technical (engineering) are often also skilled in Knowledge (astrophysics and engineering).
- **Mechanical**: which covers relatively simple machinery and load-bearing apparatus, such as cranes, ship hulls and heavy machinery. Those with ranks in Technical (mechanical) are often also skilled in Knowledge (physics).

Check: The Games Master will often secretly roll Technical checks, as you will not necessarily know if a check has succeeded or not. It may become pretty obvious that you have not been successful in repairing the power plant of a 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 Technical DCs table.

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 DCs

Technical Device Complexity	Time Required	DC	Examples
Simple	1 round	10	Open a quarter's electronic door lock. (Electronics)
Average	2d4 rounds	15	Repairing a loading bay door. (Mechanical)
Difficult	2d10 rounds	20	Bypass security sealed door locks. (Electronics)
Complex	2d6 minutes	25	Manually shutting down an overloaded fusion reactor. (Engineering)
Impossible	1 hour	30	Modify a Starfury so it will fly without a proper authorisation code. (Electronics)

If you exceed the DC by 10 or more, you may leave no trace of your tampering.

Repairing Hit Point Damage To Objects

A Technical check (DC 20) will restore hit points to a damaged piece of equipment. This takes an amount of time determined by the Technical DCs table and success restores 2d6 hit points to the item.

This application of the Technical skill will not work on vehicles or other craft – that is usually achieved through orders or docking at spaceyards.

Repairing Damaged Computer Programs

Fixing programming that has been damaged requires one hour's work and a successful Technical (electronics) check (DC 15). Restoring destroyed programming is exceedingly hard but not impossible – the DC is 25.

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

Special: A character can Take 10 on Technical checks but cannot Take 20.

Worker caste Minbari gain a +2 bonus to all Technical checks and may attempt Technical checks untrained.

If a scientist selects a specific Technical skill to be his Primary Area of Study, he receives a competence bonus equal to his class level on skill checks for that Technical skill. If a scientist selects a specific Technical skill to be a Peripheral Study, he receives a +2 competence bonus on skill checks for that Technical skill.

Scientists may attempt Technical checks untrained.

If you have 8 or more ranks in Operations (systems), you get a +2 synergy bonus on Technical (electronics) checks.

If you have 8 or more ranks in Knowledge (engineering), you get a +2 synergy bonus on Technical (engineering) checks.

If you have 8 or more ranks in Knowledge (physics), you get a +2 synergy bonus on Technical (mechanical) checks.

If you have the Veteran Spacehand feat, you gain a +1 competence bonus on all Technical checks involved in the operation of spacecraft.

Telepathy (Cha) *Trained 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 the Telepathy skill with telepathic abilities are covered in the Telepathy Chapter. Any character with a P-Rating of 1 or higher may use the Telepathy skill untrained.

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

Time: Telepathy checks take a variable amount of time, as determined by the ability being used.

Special: A character cannot Take 10 or 20 on Telepathy checks. Attempting to use telepathic abilities on a race that is not your own incurs a –4 penalty on the Telepathy check.

If you have the Ability Focus feat, you gain a +2 bonus to Telepathy checks when using telepathic abilities of a particular Discipline.

SYNERGY

Some skills naturally complement one another. Once a character gains a certain number of ranks in a skill, he may find that his expertise in it is applicable to other skills too. A character who knows a great deal about designing engine systems, for instance, will have a better chance of repairing them too.



In game terms, if you possess 8 or more ranks in a skill, it may give you a synergy bonus on another skill's checks. The Synergy table summarises these bonuses, though the Special section of each skill description will also contain these bonuses. Note that synergy bonuses do not stack, so a particular skill check can only benefit from one synergy bonus.

Synergy

If you have 8 or more ranks in...	You gain a +2 synergy bonus to...
Acrobatics	Athletics checks
Athletics	Acrobatics checks
Bluff	Diplomacy checks and Intrigue checks when disguised
Diplomacy	Linguistics checks
Intimidate	Diplomacy checks
Investigate	Notice checks and Computer Use checks to find files
Knowledge (biology)	Medical checks to provide long-term care or treat disease, poison or radiation and forensic (Investigate) checks relevant to biological knowledge
Knowledge (chemistry)	Forensic (Investigate) checks relevant to chemical knowledge
Knowledge (engineering)	Technical (engineering) checks
Knowledge (physics)	Technical (mechanical) checks and forensic (Investigate) checks relevant to physics knowledge
Knowledge (specific culture)	Diplomacy checks and Linguistics checks with members of that culture
Knowledge (specific local)	Intrigue checks when gathering information
Linguistics	Sense Motive checks
Operations (systems)	Technical (electronics) checks
Notice	Investigate checks to notice things (but not forensics checks)
Profession (specific blue collar, performing or white collar)	Appraise checks related to items related to the profession
Sense Motive	Linguistics checks and Diplomacy checks
Technical (electronics)	Sabotage (Subterfuge) checks

FEATS

Feats are special abilities and qualities that can greatly enhance a character and, in some cases, grant them almost supernatural expertise. 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 avoid 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.

Racial Feats

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

Telepathy Feats

Only characters possessing a telepathic ability (those with a P-Rating of 1 or higher, usually gained through the Telepathy feat) are permitted to choose telepathy feats. Such feats greatly enhance the power and flexibility of a telepath.

FEAT DESCRIPTIONS

Ability Focus (Telepathy)

You have honed your telepathic talent and can now use telepathic abilities of a particular Discipline as if they were second nature to you.
Benefit: Choose a single telepathic Discipline. You now gain a +2 competence bonus to all Telepathy checks made when using abilities in this Discipline.
Special: This feat may be selected multiple times. Its effects do not stack – instead, a new telepathic Discipline is selected each time.

Adaptive Mind (Telepathy)

Having spent much time with alien races and their strange minds no longer hold any fear for you. Your telepathic abilities now have as much an effect upon them as they do members of your own species.
Prerequisite: Telepathy 6 ranks.
Benefit: You suffer no penalty for using telepathic abilities on races other than your own.
Normal: Telepathy checks normally face a –4 penalty when used on members of a different race to the telepath.

Alertness

You are quick to notice and react to unexpected events.
Prerequisite: Improved Initiative.
Benefit: You gain a +1 bonus to all Notice checks and may retain your Dexterity bonus to Defence, even when flat-footed. You still count as being flat-footed, however, for the purposes of Opportunity effects and other rules that are only ative when you are flat-footed.
Normal: Flat-footed characters lose their Dexterity bonus to Defence Value.

Alien Anatomy

Having made a detailed study of many different species from all over the galaxy, your medical knowledge now extends to alien biologies.
Prerequisite: Medical 6 ranks.
Benefit: You reduce the penalty for making Medical checks on alien species by 2. If you have 6 ranks in Knowledge (specific culture), you no longer suffer a penalty at all with the specified race.
Normal: Characters attempting to use the Medical skill on a species alien to their own normally suffer a –4 penalty (or a –2 penalty if they have 4 ranks in Knowledge (specific culture)).



Feats

Name	Type	Prerequisite	Effect
Ability Focus[1]	Telepathy	—	+2 to Telepathy checks for abilities in one Discipline.
Adaptive Mind	Telepathy	Telepathy 6 ranks	Eliminates –4 penalty for using telepathic abilities on aliens.
Alertness	—	Improved Initiative	+1 to Notice checks, do not lose Dex bonus when flat-footed.
Alien Anatomy	—	Medical 6 ranks	Reduce penalty for using Medical skill on aliens by 2.
Alien Empathy	—	Sense Motive 6 ranks	Reduce penalty for using Sense Motive skill on aliens by 2.
Armour Familiarity	—	—	Decrease ACP due to wearing armour by 2.
Bimitha Adept	Abbai	Wisdom 13	Increase Abbai racial defence bonus and eliminate Initiative penalty.
Blind-Fight	—	—	Allows re-roll if attack misses due to concealment, reduces movement penalties when blinded.
Blood Oath[1]	Narn	Must have suffered a great injustice	+2 bonus to all attack and damage rolls against targets of Blood Oath.
Blood Rage	Narn	Base attack bonus +1	+4 Str and Con, +2 to Will saves and –2 DV for duration of rage.
Brawler	—	Base attack bonus +1	Considered armed and can deal lethal damage when unarmed, +2 to bull rush and grapple checks.
Combat Expertise	—	Base attack bonus +1	Apply attack penalty to gain equal DV bonus.
Combat Telepath	Telepathy	—	+4 to Concentration checks made in combat to maintain telepathic abilities.
Contact	—	—	Gain one contact.
Data Access	—	Wisdom 13, Computer Use 4 ranks	Halve time for Computer Use checks, reduce find files DC by 5.
Dense Scales	Drazi	1st level only	Increase natural DR to 2, natural ACP –1
Devoted Friend[1]	—	At least one contact	Increases contact bonuses, ally will risk themselves for character.
Die Hard	—	Endurance, Toughness	Automatically stabilise between –1 and –9, +4 to recover.
Dodge	—	Dexterity 13	+1 dodge bonus to DV.
Dogfighter	—	Pilot 6 ranks, Spacecraft Proficiency	+4 to set up, avoid and shake targeting runs.
Drazi Tackle	—	Athletics 6 ranks, Brawler	+2 to bull rush attempts, no attack of opportunity, target may not avoid bull rush, more bull rush options.
Elite Commander	—	9th character level, Spacecraft Proficiency, Veteran Commander	4 orders per turn when commanding space/aircraft, +2 to Knowledge (tactics) checks, easier to form a fleet.
Elite GROPOS	—	9th character level, Surface Vehicle Proficiency, Veteran GROPOS	4 orders per turn when commanding surface vehicles, +2 to Knowledge (tactics) checks, easier to form a battalion/battle group.
Elite Pilot	—	9th character level, Spacecraft Proficiency, Veteran Pilot	4 orders per turn when commanding solo space/aircraft, +2 to Knowledge (tactics) checks, easier to form a wing.
Endurance	—	—	+4 to resist nonlethal damage from most sources.
Enhanced Speed	Minbari	—	Base speed is increased to 40 ft.
Evasive Action	—	Pilot 6 ranks, Spacecraft Proficiency	+4 to some defensive order checks.
Eye for Quality	Brakiri	Skill Focus (Appraise)	Make Appraise checks faster and more accurately.
Exotic Weapon Proficiency[1]	—	Base attack bonus +1	May use specified weapon without penalty.
Family Ka'Toc	Narn	Weapon Focus (ka'toc)	+2 damage, +1 to Will saves and +2 to resist disarm when wielding family ka'toc.
Far Shot	—	Point Blank Shot	Halves range increment penalties.

Fire Control	—	Operations (gunnery) 4 ranks, Operations (sensors) 4 ranks	+4 to attain and hold a lock on a target.
Fluency[1]	—	—	Need not make Linguistics checks to communicate in specified language. +2 to relevant Knowledge (specific culture) checks.
Gestalt	Telepathy	P5	Other touching telepaths increase the DC of your telepathic abilities, group bonus to Will saves.
Greater Gestalt	Telepathy	P10, Gestalt	As Gestalt, except telepathic damage may be shunted and participants need only be near one another.
Great Fortitude	—	—	+2 to Fort saves.
Harm's Way	—	Alertness, Improved Initiative	You may ready an action to become the victim of an attack aimed at an adjacent target.
Hobby[1]	—	—	One skill becomes permanent class skill.
Improved Critical	—	Weapon Focus with weapon, base attack bonus +8	Doubles threat range of specified weapon.
Improved Feint	—	Base attack bonus +1, Combat Expertise	+2 to feint or resist feinting, may feint as move action.
Improved Fire Control	—	Operations (gunnery) 8 ranks, Operations (sensors) 8 ranks, Fire Control	+8 to attain and hold a lock on a target.
Improved Initiative	—	—	+4 on Initiative checks.
Improved Two-Weapon Fighting		Dexterity 17, Two-Weapon Fighting, base attack bonus +6	Extra attack with off-hand weapon at –5.
Independently Wealthy[3]	—	—	Gain 1,000 credit/month income.
Inspirational Combatant	—	Nerves of Steel	Other experienced combatants who can see you ignore suppression rules.
Iron Will	—	—	+2 to Will saves.
Latent Telepath	—	1st level only	Gain some minor telepathic abilities.
Legendary Commander	—	13th character level, Spacecraft Proficiency, Elite Commander, Veteran Commander	5 orders per turn when commanding space/aircraft, +3 to Knowledge (tactics) checks, all craft in fleet gain +1 to skill checks and attack rolls.
Legendary GROPOS	—	13th character level, Surface Vehicle Proficiency, Elite GROPOS, Veteran GROPOS	5 orders per turn when commanding surface vehicles, +3 to Knowledge (tactics) checks, all craft in battle group or battalion gain +1 to skill checks and attack rolls.
Legendary Pilot	—	13th character level, Spacecraft Proficiency, Elite Pilot, Veteran Pilot	5 orders per turn when commanding solo space/aircraft, +3 to Knowledge (tactics) checks, all craft in wing gain +1 to skill checks and attack rolls.
Lightning Reflexes	—	—	+2 to Reflex saves.
Lightning Reload	—	—	Reload firearms as a free action.
Liturgies of the Heart	Narn	Charisma 13, Priestly Devotion	Narn within earshot gain Priestly Devotion bonuses.
Marksman	—	Base attack bonus +8, Weapon Focus (any personal ranged)	Once three full round aiming actions are made, threat range for specific weapon is doubled.
Martial Arts	—	Base attack bonus +1	Considered armed and can deal lethal damage when unarmed, +2 to disarm and trip checks.
Meditation	Telepathy	Wisdom 13	Add Wis bonus to Telepathy checks in an area.
Mental Fortress	Telepathy	P6	Gain DR 2 against telepathic damage whilst mind shield is active.
Might Makes Right	Drazi	Constitution 13	Automatically stay conscious between –1 and –9, +2 to demoralise opponents.

Mindshredder	Telepathy	P8	Increase all telepathic damage dealt to others by +2.
Natural Athlete	—	Athletics 4 ranks	Flat-footed less often, can get up as a free action, automatically catches onto and pulls up from ledges.
Nerves of Steel	—	—	Ignore suppression rules in personal combat, +1 to Concentration checks.
Noble Birth	Centauri	1st level only	+1 to Cha-based checks with other Centauri, +1d4 Influence (Centauri Royal Court).
Perfection of Toil	Minbari	Worker caste only, Concentration 8 ranks, Profession 13 ranks	Can Take 20 with specified skill, also takes less time.
Point Blank Shot	—	—	+1 to attack and damage rolls against targets within 30 ft.
Precise Shot	—	Base attack bonus +6, Point Blank Shot	Once three full round aiming actions are made, you may ignore cover with personal ranged weapons.
Prehensile Tentacles	Centauri	Must be male	Can use tentacles to grasp small objects, +2 to sleight of hand Subterfuge checks, +4 to other checks.
Priestly Devotion	Narn	Wisdom 13, Knowledge (Narn) 4 ranks, Knowledge (philosophy) 4 ranks	Use standard action to gain +2 to Fort or Will saves and skill checks for Wis bonus in rounds.
Resist Scan	—	May not have P-Rating of 1 or higher, Iron Will	May gain +2 to Will saves to resist telepathy, will incur –1 penalty to Int- and Wis- based checks.
Run	—	—	x5 speed (x4 if encumbered) and not flat-footed when running, +4 to jumping with a run-up.
Silent Tread	Minbari	Must be religious caste, Concentration 4 ranks, Stealth 4 ranks	Can Take 20 on Stealth checks when moving silently at half speed, unless encumbered or have ACP.
Sixth Sense	—	Alertness, Improved Initiative	Automatically know when being targeted, halve firer's aim bonus, those flanking you receive no attack bonus.
Skill Focus[1]	—	—	+3 to checks with selected skill.
Spacecraft Dodge	—	Pilot 4 ranks, Spacecraft Proficiency	+1 bonus to solo craft's DV.
Spacecraft Proficiency	—	—	2 orders per turn when commanding space/aircraft, no gravity penalty to Dex in low gravity, may make checks and rolls in space/aircraft without penalty.
Stench	Pak'ma'ra	1st level only	Non-Pak'ma'ra nearby may become sickened, +1 to Cha checks with nearby Pak'ma'ra.
Surface Vehicle Dodge	—	Drive 4 ranks, Surface Vehicle Proficiency	+1 bonus to solo vehicle's DV.
Surface Vehicle Proficiency	—	—	2 orders per turn when commanding a surface vehicle.
Synergist	Telepathy	P5, Concentration 13 ranks, Telepathy 13 ranks	Halve penalties to maintain two telepathic abilities at the same time.
Telepath	—	1st level only	Gain P-Rating of 2d4–2.
Toughness[3]	—	—	Gain +2 hit points.
Two-Weapon Fighting	—	Dexterity 15	Reduces two-weapon fighting penalties by 2 for main hand and 6 for off-hand, plus other bonuses.
Veteran Commander	—	5th character level, Spacecraft Proficiency	3 orders per turn when commanding space/aircraft, +1 to Knowledge (tactics) checks.
Veteran GROPOS	—	5th character level, Surface Vehicle Proficiency	3 orders per turn when commanding surface vehicles, +1 to Knowledge (tactics) checks.
Veteran Pilot	—	5th character level, Spacecraft Proficiency	3 orders per turn when commanding solo space/aircraft, +1 to Knowledge (tactics) checks.
Veteran Spacehand	—	Spacecraft Proficiency	+1 to Pilot, Operations and Technical checks in spacecraft, automatically pass some Acrobatics checks in zero gravity.

Vision of Death	Centauri	—	Re-roll one check, stabilisation roll or save per day.
Way of the Warrior	Minbari	Must be warrior caste	+1 to Fort, Ref and Will saves.
Weapon Focus[1]	—	Proficient with weapon, base attack bonus +1	+1 to hit with specified weapon, may draw specified weapon as free action.
Weapon Proficiency[1]	—	—	May use specified weapons without penalty.
Weapon Specialisation[1]	—	Base attack bonus +4, Weapon Focus	+2 damage with specified weapon.
Wind Sword	Minbari	Must be warrior caste, 1st level only	+1 to attack and damage rolls (or Total Offence) against Humans.

[1] This feat may be chosen multiple times. Each time, it is applied to a different Discipline, language, contact, target, skill, weapon or type of weapon.
[2] This feat may be chosen multiple times. Each time, it gains the character one more contact.
[3] This feat may be chosen multiple times. Its effects stack.

Alien Empathy

You have dealt with many types of alien on a social and professional level and that has broadened your understanding of communicating with and understanding these other races.
Prerequisite: Sense Motive 6 ranks.
Benefit: You reduce the penalty for making Sense Motive checks on alien species by 2. If you have 4 ranks in Knowledge (specific culture), you no longer suffer a penalty at all with the specified race.
Normal: Characters attempting to use the Sense Motive skill on a species alien to their own normally suffer a –4 penalty (or a –2 penalty if they have 4 ranks in Knowledge (specific culture)).

Armour Familiarity

You are used to wearing restrictive clothing and armour, such as spacesuits, and such outfits do not hinder you as much as others.
Benefit: You decrease armour check penalty of any armour, such as a pressure suit, by 2. Note that this also makes it quicker to don armour. An armour check penalty due to other circumstances (such as a Drazi with Dense Scales) is not affected by this feat.
Normal: Characters suffer a stiff armour check penalty to Acrobatics, Athletics, Drive, Pilot and Stealth checks.

Bimitha Adept (Abbai)

You are an adept in the Abbai martial art of Bimitha, which enhances your racial predilection for personal defence.
Prerequisite: Wisdom 13.
Benefit: You receive a +2 bonus (rather than +1 bonus) when fighting defensively or engaging in total defence. Also, you no longer suffer the Abbai racial –2 penalty to Initiative.
Normal: Abbai receive only a +1 bonus when fighting defensively or engaging in total defence and suffer a –2 penalty to Initiative.

Blind-Fight

You are adept at fighting in the darkness.
Benefit: In close combat, every time the character misses because of concealment, the character can re-roll the miss chance roll one time to see if the character actually hits. The character also takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Blood Oath (Narn)

Narn 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: 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 a particular individual or small group who has wronged you, your family or your race. When involved in combat with this individual, you will receive a +2 morale bonus to all attack and damage rolls. As soon as



the individual has been killed or otherwise brought to justice, the Blood Oath is fulfilled. However, the Narn may declare a new Blood Oath against a new target, as long as that target has also committed a great injustice.
Special: You may select this feat multiple times, with each allowing you to select an additional target for the Chon-Kar.

Blood Rage (Narn)

Few Narn are noted for their patience or 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 +1.
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. The Constitution bonus will increase your hit points by +2. However, you also become far more reckless and so suffer a temporary –2 penalty to Defence Value. The Blood Rage lasts for a number of rounds equal to 3 + your (newly improved) Constitution modifier. At the end of the Blood Rage, you lose all temporary bonuses and penalties. In addition, you will be fatigued.

Brawler

You can hold your own in a bar-fight or brawl.
Prerequisite: Base attack bonus +1.
Benefit: You are considered to be armed even when unarmed – that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option. You also gain a +2 bonus to bull rush and grapple checks.
Normal: A character without the Brawler or Martial Arts feats provokes attacks of opportunity when attacking unarmed and can only deal nonlethal damage.

Combat Expertise

Prerequisite: Base attack bonus +1.
Benefit: When the character uses the attack action or the full attack action in personal combat, the character can take a penalty of up to –5 on his attack rolls and add the same number (up to +5) as a dodge bonus to his Defence Value. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defence Value last until the character's next action.
Normal: A character without the Combat Expertise feat can fight defensively to take a –4 penalty on attack rolls and gain a +2 dodge bonus to Defence.

Combat Telepath (Telepathy)

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 implement your telepathic abilities at any time.
Benefit: You gain a +4 bonus to all Concentration checks made to use and maintain telepathic abilities while in combat.

Contact

You know the value of friends and favours and have cultivated one particular relationship in order to provide you with great benefits.
Benefit: You gain one contact, as described in the rules for Influence (see page 35).
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

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.
Prerequisites: Wisdom 13, Computer Use 4 ranks.
Benefit: When using your Computer Use skill, the time required for any action is halved. You may also reduce the DC of checks to find files by 5.

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.
Prerequisite: This feat must be selected at 1st character level.
Benefit: The natural Damage Reduction of your scales is increased to 2. However, you gain a natural armour check penalty of –1, which stacks with the armour check penalty of any armour worn.
Normal: Drazi normally gain natural Damage Reduction 1 from their scales.

Devoted Friend

You have strong ties to a friend or relative and have already experienced hardship or adventure together – above all else, this is the one person you can always rely upon during adversity.
Prerequisite: At least one contact.
Benefit: Your devoted friend is one of your contacts (pick one). Your devoted friend has 10 points of Influence in their field (rather than 6) and can give the character a +4 bonus to Influence checks made within their field of Influence (rather than +2). Also, unlike a regular contact, a devoted friend will physically interpose themselves between the character and mortal danger. It takes a tremendous amount to cause a devoted friend to betray you. Note that on occasion, however, the devoted friend will also ask favours of the character and expect them to be fulfilled.
Normal: A contact only has 6 points of Influence in their field, can only give the character a +2 bonus to Influence checks and will not risk themselves for the character.

Die Hard

Unusually resilient, you refuse to accept the inevitable and can cling on to life long after others would have simply given up.
Prerequisites: Endurance, Toughness.
Benefit: You automatically stabilise when reduced to –1 to –9 hit points and gain a +4 bonus to the Fortitude save to recover from such terrible injuries.
Normal: You have only a percentage chance of stabilising when reduced to –1 to –9 hit points.

Dodge

You are especially good at avoiding attacks, as long as you are not caught flat-footed or unaware.
Prerequisite: Dexterity 13.
Benefit: You gain a +1 dodge bonus to Defence Value. This Defence Value bonus applies only to personal combat.

Dogfighter

Your advanced spacecraft skills enable you to easily set up and avoid targeting runs.
Prerequisites: Pilot 6 ranks, Spacecraft Proficiency.
Benefit: When executing a *Targeting Run!* order, you receive a +4 competence bonus on the Pilot check. You also receive this bonus when making an opposed Pilot check to resist a *Targeting Run!* or perform an *He's In Your Six!* or *Pivot!* order.
Special: This feat only applies when the character is piloting a solo space/aircraft.

Drazi Tackle

Named because it exemplifies a typical Drazi approach to unarmed combat, those skilled in tackling others can often treat targets as little more than bowling pins.
Prerequisites: Athletics 6 ranks, Brawler.
Benefit: You gain a +2 bonus to bull rush checks. You do not provoke an attack of opportunity when you try to bull rush an opponent. Bull rush targets may not choose to avoid the character. Also, if the attacker exceeds the target's Strength check by 5 or more, he may choose to either:

- Push the target to one side (the target is moved to the 5-foot by 5-foot space either to the left or right of their current position and the attacker continues in the direction of the bull rush as normal).
- Knocking the target down and move over them (the target becomes prone automatically and the attacker continues in the direction of the bull rush as normal).
- Knock the target backwards and stay in the target's original space (the target will still move 5 feet in the direction of the bull rush for every 5 points by which the attacker' Strength check exceeded the target's).



Normal: Successful bull rushes can only knock the target backwards and the attacker must move with the target for the knockback distance to be greater than one 5-foot by 5-foot space.

Elite Commander

Your skills and instincts for commanding flying craft are virtually unparalleled.
Prerequisites: 9th character level, Spacecraft Proficiency, Veteran Commander.
Benefit: You may issue four orders each turn when you are in command of a space/aircraft (but not solo space/aircraft). You also gain a +2 competence bonus to Knowledge (tactics) checks (superseding the +1 bonus for Veteran Commander).

If you are in command of a craft nominated to be the flagship of a fleet, craft executing the *Join Fleet!* order to join your fleet automatically succeed in their Operations (piloting) checks to do so.

Elite GROPOS

Your skills and instincts for commanding surface vehicles are virtually unparalleled.
Prerequisites: 9th character level, Surface Vehicle Proficiency, Veteran GROPOS.
Benefit: You may issue four orders each turn when you are in command of a surface vehicle. You also gain a +2 competence bonus to Knowledge (tactics) checks (superseding the +1 bonus for Veteran GROPOS).

If you are in command of a surface vehicle nominated to be the lead vehicle of a battle group or battalion, craft executing the *Join Battle Group!* or *Join Battalion!* orders to join you automatically succeed in their Drive or Operations (driving) checks to do so.

Elite Pilot

Your skills and instincts for piloting small air and space craft are virtually unparalleled.
Prerequisites: 9th character level, Spacecraft Proficiency, Veteran Pilot.
Benefit: You may issue four orders each turn when you are in command of a solo space/aircraft. You also gain a +2 competence bonus to Knowledge (tactics) checks (superseding the +1 bonus for Veteran Pilot).

If you are in command of a solo craft nominated to be the wing commander of a wing, solo craft executing the *Join Wing!* order to join your wing automatically succeed in their Pilot checks to do so.

Endurance

You can withstand pain and hardship.
Benefit: The character gains a +4 bonus on the following checks and saves: Athletics checks to increase a character's hourly mileage when hiking, hourly Athletics checks to avoid becoming fatigued when swimming, Constitution checks to hold the character's breath or resist suffocation/drowning, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments and Will saves to resist torture and pain. They increase the number of hours they may hike by four.

Enhanced Speed (Minbari)

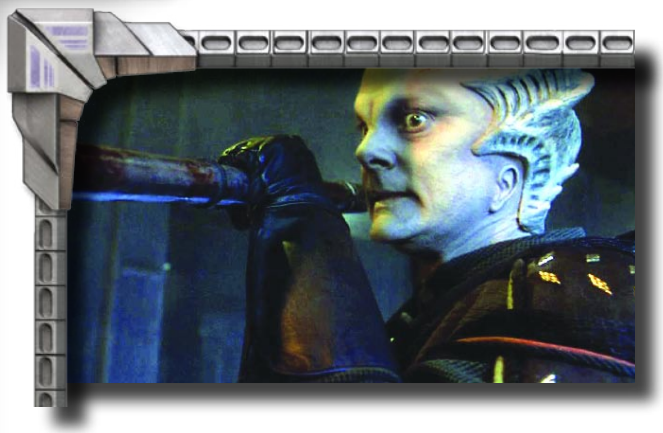
Like many of your race, you are exceptionally quick and have an athletic physiology.
Benefit: Your base speed is increased to 40 feet. This also gives you a +4 bonus to most Athletics checks made for jumping.

Evasive Action

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.
Prerequisites: Pilot 6 ranks, Spacecraft Proficiency.
Benefit: You gain a +4 competence bonus on Pilot checks when executing the *Defensive Position* or *Extreme Measures!* orders.
Special: This feat only applies when the character is piloting a solo space/aircraft.

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 usually be made in just one full round action. If the item you are examining is disguised in some way, it may take five rounds to get a feel for its apparent value. Even if you fail a Appraise check, you will accurately



guess the item's value to between 80% to 120% of its actual value.
Normal: Appraise checks normally take one minute to make and failure estimates the value to between 50% to 150% of its actual value.

Exotic Weapon Proficiency

The character can wield a rare weapon, one which few can master, such as the Minbari denn'bok.
Prerequisite: Base attack bonus +1.
Benefit: Choose one exotic weapon. You may use that weapon without penalty.
Normal: If a character attempts to use a weapon he is not proficient in, he suffers a –4 penalty to all attack rolls.

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 a +2 bonus to damage rolls, a +2 bonus to attack rolls to resist being disarmed and a +1 morale bonus to Will saves. 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 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 Shot

You can hit distant targets easily.
Prerequisite: Point Blank Shot.
Benefit: When the character uses a personal ranged weapon, each range increment beyond the first only applies a –1 penalty to the attack roll.

Fire Control

You have learnt how to fire weapons from craft effectively and can easily compensate for the often great speeds involved.
Prerequisites: Operations (gunnery) 4 ranks and Operations (sensors) 4 ranks.
Benefit: You gain a +4 competence bonus to any Operations (sensors) checks to perform the *Lock Weapons* order and to hold on to a lock (if the target executes a *Shake The Lock!* order).
Special: You may only apply this feat when the character is in a space/aircraft if you also have the Spacecraft Proficiency feat.
You may only apply this feat when the character is in a surface vehicle if you also have the Surface Vehicle Proficiency feat.

Fluency

You have learnt how to speak another language fluently.
Benefit: You need not make Linguistics checks to communicate with other speakers of the language. Note that you may still have trouble with some concepts or words and native speakers will still be able to detect that you are not a native, (unless you succeed at a Linguistics check opposed by their Sense Motive check).

You gain a +2 bonus to any Knowledge (specific culture) checks for cultures whose language you speak. All races are fluent in their starting languages and therefore receive this +2 bonus for Knowledge checks relating to their own culture and any other whose language they are fluent in.

Special: You may only apply the +2 bonus to Knowledge (Minbari) checks concerned with the caste whose language you can speak.

The Minbari religious caste language of Adrenato and the Centauri tongue are especially well suited to equivocation; characters fluent in those languages gain a +4 circumstance bonus when using them to send a secret message with the Bluff skill.

Some languages can only bespoken by their native race. Becoming fluent in these languages only allows comprehension and possibly writing (if the language possesses a written form). Examples of languages that can be understood but not spoken by most races are Pak'ma'ra and Gaim. These two races also suffer in that they cannot speak languages other than their native

tongue. These races must normally use translators in order to be understood by aliens.

Fluency in Abbai includes fluency in the underwater language, Burai. This language can only pronounced by Abbai and only when the speakers and listener are underwater.

Gestalt (Telepathy)

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.
Benefit: You may draw upon the mental energies of any willing telepath (those with a P-Rating of 1 or higher) as a free action that is holding hands with you (forming a chain or circle as necessary).

Only you need possess the Gestalt feat, it is not necessary for the other telepaths to have it. Those telepaths aiding you must succeed on a DC 10 Telepathy check and spend a full round action doing so. For every telepath willingly aiding you, you may add +1 to the DC of any Will save required to resist telepathic ability you use.

In addition, you and every other member of the Gestalt gain a +1 morale bonus per member (including yourself) on Will saves.
Normal: Telepaths may not aid each other with their telepathic abilities.

Greater Gestalt (Telepathy)

Your ability to access other telepath's reserves of power is nearly limitless.
Prerequisites: P10, Gestalt.
Benefit: As Gestalt, except for willing telepaths need only be within 10 feet of yourself in order to aid you. Any telepath involved in the Greater Gestalt may choose to offset some or all telepathic damage they suffer onto one or more of other telepaths.
Normal: Telepaths may not aid each other with their telepathic abilities. Telepaths with Gestalt must be holding hands for it to succeed and may not shunt telepathic damage.

Great Fortitude

You are physically healthy and tough.
Benefit: The character gets a +2 bonus on all Fortitude saving throws.

Harm's Way

Ever alert, you have dedicated your life to the preservation of others and find it impossible to stand idle when danger threatens the innocent.
Prerequisites: Alertness, Improved Initiative.
Benefit: You can physically interpose yourself between another character and any incoming attacks. You must be within 5 feet of the targeted character to do this and readied in anticipation of the incoming attack. Your readied action interrupts the attack and automatically causes the attack to be made against yourself, rather than the intended target.

Hobby

You have developed a hobby outside your normal career path.
Benefit: You may select any one skill. From this point on, that skill will always be regarded as a class skill, no matter which character class(es) you advance in.
Special: You may select this feat a number of times. Each time this feat is selected, a new cross-class skill is chosen.

Improved Critical

Choose one type of weapon. You are especially lethal when using that weapon.
Prerequisites: Weapon Focus (specific weapon), base attack bonus +8.
Benefit: When using the weapon you selected, your threat range is doubled.

For Example: *A knife normally has a threat range of 19–20. This means that any attack roll where the d20 comes up as a 19 or 20 is a threat – a possible critical hit. If you have Weapon Focus (knife), the knife's threat ranged is doubled. This makes its new threat range 17–20 – any attack roll where the d20 comes up as a 17, 18, 19 or 20 is a threat.*

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Improved Feint

You are an expert at feinting in combat.
Prerequisites: Base attack bonus +1, Combat Expertise.
Benefit: You gain a +2 bonus to all checks made to attempt or resist feinting in combat. You may also feint as a move action rather than an attack action.

Improved Fire Control

You are an expert at firing mounted weapons and maintaining a lock.
Prerequisites: Operations (gunnery) 8 ranks and Operations (sensors) 8 ranks, Fire Control
Benefit: You gain a +8 competence bonus to any Operations (sensors) checks to perform the *Lock Weapons* order and to hold on to a lock (if the target executes a *Shake The Lock!* order). Note that this bonus replaces the +4 competence bonus of Fire Control.
Special: You may only apply this feat when the character is in a space/aircraft if you also have the Spacecraft Proficiency feat.
You may only apply this feat when the character is in a surface vehicle if you also have the Surface Vehicle Proficiency feat.

Improved Initiative

You are especially quick to react to dangerous situations.
Benefit: The character gains a +4 bonus on Initiative checks.

Improved Two-Weapon Fighting

You are a master of fighting with a weapon in each hand.
Prerequisites: Dexterity 17, base attack bonus +6, Two-Weapon Fighting, .
Benefit: The character gets a second attack with his offhand weapon, albeit at a –5 penalty.
Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon.

Independently Wealthy

Having come from a wealthy family or due to a successful entrepreneurial enterprise, you have accumulated a great deal of independent income.
Benefit: You immediately gain 1,000 credits. In addition, you gain a regular income of 1,000 credits at the end of every month.
Special: You must have the Games Master's permission to select this feat.
You may select this feat multiple times. Its effects stack.

Inspirational Combatant

You have fought in firefights on innumerable occasions and your calm demeanour is an example to others.
Prerequisite: Nerves of Steel.
Benefit: Those with at least one level of soldier, Ranger or officer can also ignore suppression rules if they are within line of sight of you.

Iron Will

You are mentally resilient and stubbornly resist attempts to sway you.
Benefit: The character gets a +2 bonus on all Will saving throws.

Latent Telepath

While not a true telepath in the true sense, you have an expanded consciousness that acts almost like a sixth sense.
Prerequisite: This feat must be selected at 1st character level.
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, you may use an extremely weak version of the *surface scan* ability that detects the rough emotions of a single person within 10 feet. This requires a full round action and a Concentration check (DC 16).

Legendary Commander

You are a legend in your own time, rivalling the commanding genius of such notables as John Sheridan.
Prerequisites: 13th character level, Spacecraft Proficiency, Elite Commander, Veteran Commander.
Benefit: You may issue five orders each turn when you are in command of a space/aircraft (but not solo space/aircraft). You also gain a +3 competence bonus to Knowledge (tactics) checks (superseding the +2 bonus for Elite Commander).

If you are in command of a craft nominated to be the flagship of a fleet, craft executing the *Join Fleet!* order to join your fleet automatically succeed in their Operations (piloting) checks to do so.

If you are in command of a craft nominated as the flagship of a fleet, all craft (including your own) within the fleet gain a +1 morale bonus to attack rolls and skill checks (a +1 morale bonus to BAB and Training).

Legendary GROPOS

You are a legend in your own time, rivalling the commanding genius of such notables as General Franklin.

Prerequisites: 13th character level, Surface Vehicle Proficiency, Elite GROPOS, Veteran GROPOS.
Benefit: You may issue five orders each turn when you are in command of a surface vehicle. You also gain a +3 competence bonus to Knowledge (tactics) checks (superseding the +2 bonus for Elite GROPOS).

If you are in command of a surface vehicle nominated to be the lead vehicle of a battle group or battalion, craft executing the *Join Battle Group!* or *Join Battalion!* orders to join you automatically succeed in their Drive or Operations (driving) checks to do so.

If you are in command of a vehicle nominated as the lead vehicle of a battle group or battalion, all vehicles (including your own) within the battle group or battalion gain a +1 morale bonus to attack rolls and skill checks (a +1 morale bonus to BAB and Training).

Legendary Pilot

You are a legend in your own time, rivalling the piloting genius of such notables as Jeffrey Sinclair.
Prerequisites: 13th character level, Spacecraft Proficiency, Elite Pilot, Veteran Pilot.
Benefit: You may issue five orders each turn when you are in command of a solo space/aircraft. You also gain a +3 competence bonus to Knowledge (tactics) checks (superceding the +2 bonus for Elite Pilot).

If you are in command of a solo craft nominated to be the wing commander of a wing, solo craft executing the *Join Wing!* order to join your wing automatically succeed in their Pilot checks to do so.

If you are in command of a solo craft nominated as the wing commander of a wing, all craft (including your own) within the wing gain a +1 morale bonus to attack rolls and skill checks (a +1 morale bonus to BAB and Training).

Lightning Reflexes

You react remarkably quickly to changes in your environment.
Benefit: The character gets a +2 bonus on all Reflex saving throws.

Lightning Reload

Intense training and practice allow you to reload weapons at a 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 or cap is immediately at 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.
Prerequisites: Charisma 13, Priestly Devotion.
Benefit: As Priestly Devotion, except that every Narn who can hear your words also gains the Priestly Devotion bonuses for the duration.

Marksman

You are skilled in bringing down an opponent with a single, exceptionally well-aimed shot.
Prerequisites: Base attack bonus +8, Weapon Focus (any personal ranged).
Benefit: If you spend three consecutive full round actions aiming (see page 170) with any personal ranged weapon for which you have Weapon Focus, the threat range for your weapon is doubled.

Martial Arts

You are trained in a particular school of martial artists, such as tae kwon doe, karate or an alien style such as that used by the Minbari.
Prerequisite: Base attack bonus +1.
Benefit: You are considered to be armed even when unarmed – that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option. You also gain a +2 bonus to disarm and trip checks.
Normal: A character without the Brawler or Martial Arts feats provokes attacks of opportunity when attacking unarmed and can only deal nonlethal damage.

Meditation (Telepathy)

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.
Prerequisite: Wisdom 13.
Benefit: By spending at least ten minutes meditating in an area, which may not be larger than 30 feet by 30 feet, the Telepath can more easily implement his telepathic abilities. Meditation is therefore generally only used before interrogations, ambushes, council meetings and other planned encounters.

If the preparations are correctly made, then the telepath gains a circumstance bonus to all Telepathy checks made within that area for the next hour. This circumstance bonus is equal to the telepath's Wisdom bonus.

Mental Fortress (Telepathy)

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.
Benefit: As long as your mind shield is active, you gain Damage Reduction 2 against any telepathic damage caused by another telepath interfering with your mind. This Damage Reduction will not reduce damage caused by the telepath exerting mental effort.
Normal: Telepathic damage ignores 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 –1 to –9 hit points, you may automatically stay conscious. You also gain a +2 bonus to Intimidate checks made to demoralise opponents.

Mindshredder (Telepathy)

You have been trained in advanced attack and disruption methods, making you a perfect telepathic killer. With a single thought, you can cripple an enemy.
Prerequisite: P8.
Benefit: Whenever you cause telepathic damage to another, increase the damage by +2.

Natural Athlete

You have developed your athletic potential and find many tasks easier as a result.
Prerequisite: Athletics 4 ranks.
Benefit: You do not become flat-footed when balancing or climbing. You automatically succeed at Reflex saves to catch onto edges when jumping and Athletics checks to drag yourself up from dangling. You can also 'kip up' (stand up) as a free action that does not provoke attacks of opportunity.

Nerves of Steel

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 ignore the rules for being caught in suppression during a firefight. You also gain a +1 competence bonus to Concentration checks.

Noble Birth (Centauri)

Born into a good family, you have known little other than privilege and responsibility in your life.
Prerequisite: This feat must be selected at 1st character level.
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 bonus to all Charisma-based checks made when dealing with other Centauri. In addition, you gain 1d4 Influence (Centauri Royal Court).

Perfection of Toil (Minbari)

Your reverent attention to detail makes your work some of the finest to be found in its field.
Prerequisites: Must be worker caste, Concentration 8 ranks, Profession 13 ranks.
Benefit: Choose one Profession skill the Minbari has 13 ranks in. You may Take 20 when using this skill and it only takes you ten times as long to do so.
Special: This feat may be selected multiple times. Its effects do not stack but a new Profession skill may be selected each time.

Point Blank Shot

You are skilled at hitting targets at close range.
Benefit: The character gets a +1 bonus on attack and damage rolls with personal ranged weapons against opponents within 30 feet.

Precise Shot

You are able to focus your ranged attacks. As long as you can see part of your target, you are likely to hit it.
Prerequisites: Base attack bonus +6, Point Blank Shot.
Benefit: If you spend three consecutive full round actions aiming (see page 170) with any personal ranged weapon, you can ignore cover when using personal ranged weapons. Total cover is still effective.
Normal: A target gains a +4 bonus to Defence Value if he has cover relative to the attacker.

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: Must be male.
Benefit: By loosening your clothes, you can extend the two primary tentacles from your torso, up to a range of 5 feet. They can be used to grip or stick to small objects of up to one pound in weight. 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. When using these tentacles, you gain a +2 bonus to Subterfuge checks when using sleight of hand. You also gain a +4 bonus to any checks during sex with a female Centauri…

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.
Prerequisites: Wisdom 13, Knowledge (Narn) 4 ranks, Knowledge (philosophy) 4 ranks.
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 bonus, you gain a +2 morale bonus to Fortitude or Will saving throws and any skill checks.



Resist Scan

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.

Prerequisites: May not have P-Rating of 1 or higher, Iron Will.

Benefit: As a free action, you may concentrate to resist telepathic abilities that target you. You receive a +2 competence bonus to all Will saves made to resist telepathic abilities being used upon you. Any Intelligence or Wisdom-based checks suffer a –1 penalty while concentrating in this way.

Run

You are exceptionally fast and nimble when sprinting.

Benefit: When running, you move five times your normal speed (if unencumbered) or four times your speed (if encumbered). If you make a jump after a running start (see the Athletics skill), you gain a +4 bonus on your Athletics check. You are not flat-footed while running.

Normal: You move four times your speed while running (or three times when encumbered) and you are flat-footed.

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.

Prerequisites: Must be religious caste, Concentration 4 ranks, Stealth 4 ranks.

Benefit: So long as you move at one half of your base speed or less and are unencumbered and not suffering from an armour check penalty, you can move in virtual silence. You can Take 20 on Stealth checks for moving silently in these circumstances (it takes no extra time for you to Take 20 in this case).

Sixth Sense

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

Prerequisite: Alertness, Improved Initiative.

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. Those taking aiming actions on you only receive half their usual bonus (+1 to attack per aiming action rather than +2). Opponents who flank you do not gain the usual +2 bonus to attack rolls.

Normal: You will not necessarily know when someone is targeting you with aiming actions and they receive a +2 bonus to attack rolls against you per consecutive aiming action. Flanking opponents gain a +2 bonus to attack rolls that target you.

Skill Focus

You are a master of a specific skill.

Benefit: Select one skill, such as Acrobatics, Knowledge (biology) or Medical. You gain a +3 bonus to all checks made with that skill. Telepathy may not 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 Dodge

You are naturally adept at avoiding attacks whilst piloting a flying craft.

Prerequisite: Pilot 4 ranks, Spacecraft Proficiency.

Benefit: While you are piloting a solo space or aircraft, it gains a +1 dodge bonus to its Defence Value.

Spacecraft Proficiency

You have been trained in how to operate spacecraft.

Benefit: You may issue two orders each turn when you are in command of a space/aircraft. You do not suffer the usual –4 non-proficiency penalty to checks and rolls while in a spacecraft. In addition, you no longer suffer a gravity penalty to Dexterity in low, very low or microgravity (see page 289).

Normal: Non-proficient spacefarers suffer a –4 penalty to most checks and rolls while in a spacecraft and may only issue one order per turn if in command of a craft.

Stench (Pak'ma'ra)

You smell really, really, really bad – enough to throw those around you off. Other Pak'ma'ra find this scent attractive, however.

Prerequisite: This feat must be selected at 1st character level.

Benefit: Any character coming within ten feet of you must make a Concentration check (DC 10 + your Constitution modifier). If this Concentration check is failed, the character suffers a –2 penalty to all skill checks and attack rolls this round. Characters suffering from your stench may attempt this check every round in order to overcome their nausea. Pak'ma'ra need not make Concentration checks and you gain a +1 bonus to all Charisma-based checks made when dealing with Pak'ma'ra within ten feet.

Surface Vehicle Dodge

You are naturally adept at avoiding attacks whilst driving a surface vehicle.

Prerequisite: Drive 4 ranks, Surface Vehicle Proficiency.

Benefit: While you are driving a solo surface vehicle, it gains a +1 dodge bonus to its Defence Value.

Surface Vehicle Proficiency

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.

Benefit: You may issue two orders each turn when you are in command of a surface vehicle. When driving in poor visibility, you reduce your vehicle's speed by 10% rather than 25%.

Normal: Non-proficient drivers and vehicle commanders may only issue one order per turn if in command of a vehicle.

Synergist (Telepathy)

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: P5, Concentration 13 ranks, Telepathy 13 ranks.

Benefit: Attempting to initiate a telepathic ability while retaining control of another increases the DC of the second Telepathy check by +2 (rather than +4). Concentration checks to maintain either ability have their DC increased by +2 (rather than +4).

Normal: Normal telepaths attempting to initiate a telepathic ability while retaining control of another increase the DC of the second Telepathy check by +4. Concentration checks to maintain either ability have their DC increased by +4.

Telepath

You have definite telepathic potential.

Prerequisite: This feat must be selected at 1st character level.

Benefit: You can use telepathic abilities. You have a P-Rating of 2d4–2. Note that a character must take this feat to begin taking levels in the telepath class.
Normal: Mundane characters cannot use telepathic abilities.
Special: If your P-Rating is rolled as 0, swap this feat for the Latent Telepath feat.

Toughness

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. Its effects stack.

Two-Weapon Fighting

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Prerequisite: Dexterity 15.
Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

You can also draw two light weapons in the time it normally takes to draw one. Also, this feat allows the character to use a close combat weapon in one hand and a ranged weapon in the other.
Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off-hand. If your off-hand weapon is light the penalties are reduced by 2 each. Both weapons must be of the same type (either both ranged weapons or both close combat weapons).

Veteran Commander

You are a seasoned campaigner and are able to fight with rare ability in when commanding flying craft.
Prerequisites: 5th character level, Spacecraft Proficiency.
Benefit: You may issue three orders each turn when you are in command of a space/aircraft (but not solo space/aircraft). You also gain a +1 competence bonus to Knowledge (tactics) checks.

Veteran GROPOS

You are a seasoned campaigner and are able to fight with rare ability in when commanding surface vehicles.
Prerequisites: 5th character level, Surface Vehicle Proficiency.
Benefit: You may issue three orders each turn when you are in command of a surface vehicle. You also gain a +1 competence bonus to Knowledge (tactics) checks.

Veteran Pilot

You are a seasoned campaigner and are able to fight with rare ability in when piloting solo flying craft.
Prerequisites: 5th character level, Spacecraft Proficiency.
Benefit: You may issue three orders each turn when you are in command of a solo space/aircraft. You also gain a +1 competence bonus to Knowledge (tactics) checks.

Veteran Spacehand

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 +1 competence bonus on all Pilot, Operations and Technical checks involved in the operation of spacecraft. In addition, you automatically succeed at Acrobatics checks in zero or low gravity if the DC is 15 or lower.

Vision of Death (Centauri)

You have foreseen your own death in a psychic dream and so have a measure of protection from fate.
Benefit: You may re-roll one skill check, stabilisation percentage roll or saving throw per day.

Way of the Warrior (Minbari)

Having been toughened by the intense battle training of the warrior caste, you are extraordinarily hard to kill.
Prerequisite: Must be warrior caste.
Benefit: You gain a +1 bonus to your Fortitude, Reflex and Will saving throws.

Weapon Focus

You are particularly skilled with a particular weapon.
Prerequisites: Proficient with weapon, base attack bonus +1.
Benefit: Choose a specific weapon, such as a knife or PPG. You can choose unarmed strike or grapple for your weapon for purposes of this feat. You gain a +1 bonus to all attack rolls made using the selected weapon. You may also draw this weapon as a free action.
Normal: Drawing a weapon is a move action.
Special: You can gain this feat multiple times. Each time, it applies to a different weapon.

Weapon Proficiency

You are able to use a certain type of weapon competently.
Benefit: Select one of the following; close combat, grenade, pistol, rifle or heavy weapons. You are skilled at using the selected weaponry. You may use the selected weapons in the selected category without suffering the –4 non-proficiency penalty.
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

Prerequisite: Base attack bonus +4, Weapon Focus.
Benefit: Choose a specific weapon for which you have Weapon Focus. You are especially good at dealing damage with this weapon, causing horrific injuries whenever you strike. You add +2 to all damage rolls made with the selected weapon.
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: Must be warrior caste, this feat must be selected at 1st character level.
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 (or Total Offence).



INFLUENCE



Politics and diplomacy, underworld connections and military authority, secret alliances and cryptic 'associates' – few characters in the Babylon 5 universe are without allies, influence or contacts. The Influence rules allow characters to exert political and social power upon the universe.

All characters gain some Influence with each level. There are numerous types of Influence, reflecting the multiple factions and types of power. For example, while both Captain Sheridan and Garibaldi have great influence on board the Babylon 5 station, their approaches to solving a problem might differ greatly. Sheridan has authority over all the EarthForce resources and personnel on board. Garibaldi's lower rank means he has less command over EarthForce assets – but he has the personal loyalty of his security teams and far better connections with the underworld.

Gaining Influence

All characters gain some Influence when they gain a level, reflecting their greater rank and mastery of their profession. Most of this Influence is in fields related to the character's class – officers gain Military Influence with their race, Diplomats gain Political Influence and so on. Some classes also gain Influence in related fields, or in a field of their choice – those who are widely travelled or move in multiple social circles can end up with allies in many social strata.

At 1st level and every time you advance a level, you will gain an amount of Influence with specific factions dependent on your class. The Influence Per Level table summarises Influence gains.

Influence Per Level

Class	Influence at 1st Level	Influence at Higher Levels
Agent	1d6 in any two Influences. One of these must be a faction of the agent's native culture.	An agent may increase any two Influences by +2.
Diplomat	2d4 Political Influence in his native culture.	A diplomat's Political Influence in his native culture increases by +2 each level. He may also increase any three other Influences by +1.
Lurker	1d4 Local Influence.	A lurker's Local Influence increases by +2 each level. He may also increase one other Influence by +1.
Officer	1d6 Military Influence in his native culture.	An officer's Military Influence in his native culture increases by +2 each level. He may also increase one other Influence by +1.
Ranger	1d4 Ranger Influence.	A Ranger's Ranger Influence increases by +1 each level. He may also increase any two other Influences by +1.
Scientist	1d4 in any Influence. This Influence is normally one associated with the scientist's Primary Area of Study.	A scientist may increase any one Influence by +2.
Soldier	1d4 Military Influence in his native culture.	A soldier's Military Influence in his native culture increases by +1 each level. He may also increase one other Influence by +1.
Telepath	1d6 in any Influence[1].	A telepath may increase any two Influences by +2[2].
Trader	1d4 Local Influence and 1d4 in any two Economic Influences.	A trader's may increase any one Economic or Local Influence by +2. He may also increase any two other Influences by +1.
Worker	1d4 in any two Influences.	A worker may increase any two Influences by +1.

[1] Human telepaths in the Psi Corps must take their 1d6 Influence in Psi Corps Influence.
[2] Human telepaths in the Psi Corps must take on of their +2 bonuses in Psi Corps Influence.

Characters can also gain Influence as a roleplaying reward for aiding a group. Such Influence rewards are at the discretion of the Games Master.

Losing Influence

Influence can be taken away by roleplaying actions or environmental effects. A diplomat who is fired from his post can no longer call on the resources of his government. An officer caught up in an embarrassing military debacle will lose Influence within his own military as a result. Influence can also be lost by burning it to achieve a result otherwise out of a character's reach.

Using Influence

Influence can be used to:

- Draw on the resources of a group,
- Pressure another group,
- Or boost Diplomacy and Intimidate checks.

Influence Checks

To make an Influence check, use the following formula:

Character's relevant Influence score + 2d6 + miscellaneous modifiers

The result is compared to the DC of the activity. If it equals or exceeds the DC, then the desired result is achieved. If not, then the attempt is wasted… or the character can choose to burn Influence.

Burning Influence
If an Influence check's result is lower than the DC, then the character can choose to burn his Influence – by permanently reducing his Influence, a character can boost his result by double the burned amount. This represents a character throwing their weight around and putting immense pressure on his allies. It invariably weakens a character's Influence but it is sometimes the only way to achieve a short-term goal.

General DCs are listed in the General Influence DCs table but more detailed DCs are listed with the description of each field of Influence. A character must have an Influence score in a field in order to make an associated Influence check.

Sample Influence DCs

Sample Activity	DC
General rumours related to that field	10
Minor aid	12
Internal news and rumours	15
Average aid	20
Considerable aid	25
Major aid	30
Epic aid	40

Influence checks can be modified by whether the 'favour' is within the usual range of activity for the field and how many requests the character has recently made and the Influence; the Influence Check Modifiers table summarises these.

Influence Check Modifiers

Condition	Modifier
Distance[1]	
Within normal activity range	+0
Within unusual activity range	–2
Within extreme activity range	–5
Within reach of Influence	–10
Per use of the Influence[2]	–4 per attempt after the first

[1] The 'activity range' of an Influence depends on the type of Influence. For example, EarthForce normally operates only within the Earth Alliance space. Calling on EarthForce at a major colony incurs no penalty, as the fleet is likely to have plenty of assets there. Calling on EarthForce when in a backwater within Human space incurs a –2 penalty but it is not a significant strain for EarthForce. Asking for help beyond Earth space, or within the domain of another alien government, however, is much more of a problem.
[2] This condition only applies when multiple requests are made within a short time (typically one week). A character can make one Influence attempt without penalty in a scenario (or once per two weeks, at the Games Master's option). Influence attempts after that first attempt are penalised by –4 per attempt. The exception is for tasks whose DC is equal to or less than the character's Influence score – if the task is so trivial for the character that he does not even need to roll for it, then drawing on the resource fashion does not cause a penalty to future checks.

Influence Checks and Time

Making an Influence check usually takes about an hour – the character need only use the com network or some other communications method to contact his allies and put the wheels in motion. It can take days or weeks for the results to become apparent, however. A senior EarthForce general can call in an Omega to garrison a planet but he still has to wait for the Omega to travel to the planet.

A character cannot Take 10 or 20 on an Influence check. A character must normally wait for one Influence attempt to resolve before making another check of the same type.

Contacts

Contacts are vital to any networker's arsenal of social power. Contacts are gained through the Contact feat and are always associated with a specific field of influence. For instance, a shady contact in Downbelow will probably be associated with the Criminal Influence field.

A contact is a Non-Player Character who is friendly to the Player Character and will go out of his way to provide information and aid to that character. The Games Master will create the contact – as a Non-Player Character, the contact has a class and level, along with skills, feats and ability scores. The contact will pass on important news and rumours and but will not offer to personally endanger themselves – that is a step too far. In game terms, a contact can aid the character in two ways:

- If the Player Character has no personal Influence in the contact's field of Influence, they may ask their Contact to use their Influence instead. The contact is considered to have 6 points of Influence in their field.
- If the Player Character does have personal Influence in the contact's field of Influence, they may ask their Contact to help them implement their Influence. The Player Character gains a +2 bonus to Influence checks made within the contact's field of Influence.

To gain either of these benefits, the character must be able to speak to the contact, which is often more difficult and time-consuming than just contacting the abstract Influence directly. Knowing an admiral in the Centauri fleet is very useful under normal circumstances, but if he is on secret manoeuvres on the Narn border, he cannot help a character easily.

Drawing on Resources

Each type of Influence offers advantages to the character. The Rangers can provide news from the borders of known space or deploy the White Star fleet to danger zones. A character with ties to ISN could gain access to the ISN archives or have the news organisation spin or cover up a story. Each Influence has different resources (see the individual descriptions) but they all work the same way.

The character makes an Influence check. If the result is greater than or equal to the DC, then the character gains access to the desired resource.

Pressuring Another Group

Related Influences can exert pressure on each other. For example, the Minbari religious caste can ask their allies in the warrior caste to send warships to the border. While the warriors no doubt dislike the religious caster meddling in military affairs, they will usually bow to such pressure to keep the peace within the Grey Council. The movement of these warships might threaten the Narn or Earth militaries, who would be forced to respond somehow. Every action has repercussions and reactions, rippling across the galaxy.

To pressure another faction, a character must use an Influence from the same *race* or of the same *type* as the target Influence. An Earth faction can pressure another Earth faction; a Political faction can pressure another Political faction.

To make a pressure attempt, the character makes an Influence check. As long as the result is 10 or higher, the faction applies the necessary pressure. This pressure is an Influence check against the target faction, with an automatic result equal to the previous check's result, minus 5.

Note that the pressured faction can then pressure another faction. The –5 penalty to the original check result is simply applied at every step.

For Example: *Sathenn, a Minbari warrior caste investigating the murder of a leading Alyt, needs to threaten a small Human company named Decacon Ltd. with trading restrictions, if they will not yield sensitive documents to him. He uses his Minbari Military Influence to pressure the worker caste (Minbari Economic). Hopefully, the worker caste will be able to talk their counterparts in the Earth Alliance into backing up Sathenn's threat...*

Sathenn has a Minbari Military Influence of 12. His Influence check roll is a 10, for a total of 22. This exceeds the DC of 10: Sathenn's warrior caste superiors agree to pass on his request to the warrior caste.

The worker caste now try to influence their Earth Alliance counterparts. Deducting 5 from the original result of 22 gives Sathenn a 17; this is still greater than the 10 and therefore the worker caste are successful. It is now in the hands of the Earth Alliance.

The Games Master decides that the DC for threatening a small company with trade restrictions is 12. Deducting 5 from the result of 17 yields 12 – just enough to achieve the required result! A few days and several heated com conversations later, the Chief Executive of Decacon Ltd. Receives official notice that if he does not cooperate with the Minbari Sathenn, Decacon Ltd. Will face sever trading restrictions enforced by their parent government.

Aiding Another's Influence

It is possible to aid another's Influence check. If two Player Characters are EarthForce colonels, they will have more sway when they combine their efforts than when attempting Influence checks on their own. Any character can choose to aid another character in an Influence attempt. This requires an Influence check of the same kind as the main character's check but the DC is only 10. Success adds a +2 bonus to the main character's Influence check.



Boosting Diplomacy or Intimidate Skills

A character can choose to use their Influence to gain a bonus to a Diplomacy or Intimidate check. This use of Influence is more immediate than others, as a character need only insinuate or declare his faction's interest in the matter at hand. This gives the character an influence bonus to the next Diplomacy or Intimidate check he makes that targets those who understood his insinuation or declaration. This bonus is equal to the character's Influence with the faction he has called upon, divided by five.

Note that using the power of one's superiors and allies in such a manner can cause a great deal of friction. Failure on the Diplomacy or Intimidate check will mean that one or more listeners were incensed rather than convinced or cowed by the character's dialogue. The result of this may be as minor as simply shifting a Non-Player Character's from Indifferent to Unfriendly. Alternatively, it may cause a breakdown in peace talks and the advent of an interstellar war…

Factions & Influence Types

Influences are divided into racial and general categories. Criminal Influence, for example, crosses racial boundaries – a character with criminal connections has dealings with thieves and thugs in Centauri space, Narn space, Earth space and so on. Racial Influences, however, are tied to a specific race and to a group within that race. There is no general Military Influence, for example – there is Narn Military Influence, Centauri Military Influence and League Military Influence. Each is obtained separately.

There are also specialised Influences, which are special subfactions within a race. The Psi Corps and Rangers are examples of this sort of specialised group. Specialised Influences are indicated by *italics* in the Influential Factions table.



Influential Factions

Influence	Also Known As/Description	Usually Possessed by
Earth Alliance		
Earth Political	EarthGov or EarthDome Influence	Human diplomats
Psi Corps		*Human telepaths*
Earth Social	ISN / Media	Humans
Earth Economic	Megacorporations	Human traders
Specific Megacorporations	*IPX, Edgars Industries, etc.*	
Earth Military	EarthForce	Human officers
Centauri Republic		
Centauri Political	Centauram	Centauri diplomats
Centauri Social	Centauri Royal Court	Centauri diplomats
Centauri Economic	Centauri Houses	Centauri traders
Centauri Military		Centauri officers
Specific House	*House Mollari, House Jaddo*	*Centauri*
Narn Regime		
Narn Political	Kha'Ri	Narn diplomats
Narn Social	Religious leaders	Narn diplomats
Narn Economic		Narn traders
Narn Military		Narn officers
Thenta Makur		*Narn agents and lurkers*
Minbari Federation		
Minbari Political	Grey Council	Minbari diplomats
Minbari Social	Religious Caste	Minbari diplomats
Rangers	*Only exists pre-2261*	*Rangers*
Minbari Economic	Worker Caste	Minbari workers and traders
Minbari Military	Warrior Caste	Minbari officers
League of Non-Aligned Worlds		
League Political		League diplomats
League Social		League diplomats
League Economic		League traders
League Military		League officers
Specific Race		
General		
Specific Local		*Lurkers*
Criminal		Agents and lurkers
Criminals of a Specific Race		
Interstellar Alliance	Only exists post-2261	Rangers
Vorlon	Only exists pre-2261	
Shadow	Only exists pre-2261	

Influence Descriptions

Each Influence is described as follows:

Description: A short précis of what that Influence entails.

Obtained by: How a character might gain this Influence.

Contacts: Common contact types.

Pressures: What other Influences this Influence can exert pressure on.

Resources: A table showing what resources that Influence offers.

EARTH ALLIANCE

One of the younger powers of the galaxy, the Earth Alliance has risen like a phoenix from the ashes after the disastrous Earth-Minbari War. The extinction of Humanity had seemed assured, as the unstoppable Minbari fleet bore down upon Earth. Then, at the Battle of the Line, the Minbari surrendered unconditionally for unknown reasons. Since that time, Earth has made itself known as a major player in the realms of interstellar politics and trade.

Earth Political (EarthGov, EarthDome)

Description: EarthGov is centred at EarthDome in Geneva. The head of EarthGov is the President, who rules in concert with the Earth Alliance senate. In 2258, President Santiago is killed when *EarthForce One* explodes over Io. His vice-president, Clark, takes over and institutes an increasingly xenophobic and totalitarian regime. Clark is overthrown by a revolt led by Captain Sheridan in 2261 but the 'Clark regime' represents an alarmingly dark and unstable period in Human history. Characters who gain Earth Political Influence before he is overthrown will have to choose whether or not they support Clark; those who refuse to support Clark will find their Influence diminished during 2258 to 2261 and may even face imprisonment or other dangers. Clark used the Psi Corps to ferret out alien sympathisers and political rivals and took control of the media to whip Humans into a frenzy of paranoia about alien spies and invaders.
Obtained By: Re-election campaign funds; aiding the Alliance; involvement in Earth affairs.
Contacts: Senators, bureaucrats.
Pressures: Any Earth; any Political.

Resources	DC
Government internal documents; government grant of 500 credits.	10
Access to the diplomatic bag (allows materials to be brought through checkpoints).	12
Government secret reports; access to a government ship; government grant of 3,000 credits.	15
Intervention on a legal matter; establishing a non-aggression or trade treaty.	20
Diplomatic immunity; establishing a mutual-defence treaty.	25
Intervention on a major internal matter of another government; breaking a non-aggression pack; declaring war on a minor power; government grant of 20,000 credits.	30
Breaking a major treaty; declaring war on a major power.	40

Psi Corps

Description: The Psi Corps has authority over all Human telepaths. Only Corps telepaths may use their abilities legally; those who are not registered with the Corps must take sleeper drugs to suppress their powers. Those who refuse to join or take the drugs are rogues and are hunted down by the Corps' elite Psi Cops and Bloodhounds. The Psi Corps is massively influential within Human society, as it has been involved in government and intelligence gathering for over a hundred years.

Obtained By: Aiding Psi Corps; turning in rogues; you do not remember but the nice man in black said he would be seeing you…
Contacts: Psi Cops, Psi Corps personnel.
Pressures: Any Earth.

Resources	DC
Accessing Psi Corps archives.	10
Getting the services of a commercial telepath (P5).	12
Access to Psi Corps resources (shuttles, resource centres); arranging for an illegal scan.	15
Calling in a Bloodhound Unit or Psi Cop; access to secret records.	20
Illegal telepathic procedures (memory erasure).	25
Access to Psi Corps secret research; highly illegal telepathic procedures (such as personality reprogramming).	30
Access to the Psi Corps motherships.	40

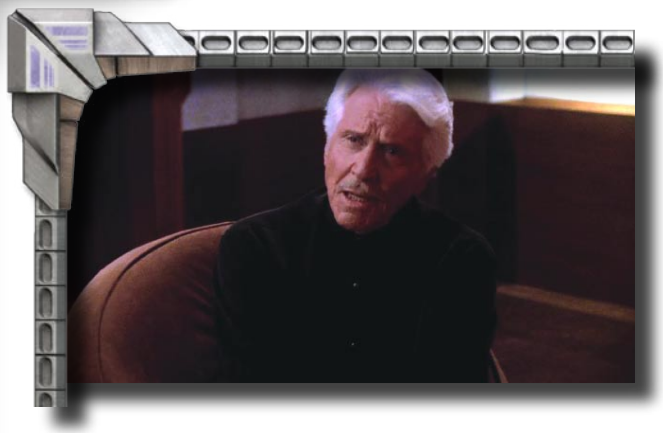
Earth Social (ISN)

Description: The mass media is just as powerful in the 23rd century as it is today; channels like ISN keep Humanity informed of galactic events but can also change opinions and shape minds. When President Clark took over, he seized control of the media and used it to distribute propaganda; the free media survived in the underground and in hidden networks.
Obtained By: Becoming a famous celebrity; reporting news to the networks; informing on scandals.
Contacts: Reporters, researchers, celebrities.
Pressures: Any Earth; any Social.

Resources	DC
Access to the ISN archives.	10
Calling in a reporter team to investigate a valid story.	12
Gaining access or tickets to an exclusive event.	15
Calling in a reporter team to investigate a minor story.	20
Changing public opinion on a topic.	25
Falsifying an ISN story; making a nobody a celebrity.	30
Affecting the beliefs of millions.	40

Earth Economic

Description: The Alliance economy is controlled partly by the government, but also by the handful of massive megacorporations such as Edgars Industries. The massive expansion of the Alliance in the last few years has given the corporations unprecedented influence; there are some outposts and mining colonies that are essentially planet-sized corporate holdings.



Obtained By: Working for the corporation; protecting its assets; opening new markets.
Contacts: Executives, factory workers, traders, representatives.
Pressures: Any Earth; any Economic.

Resources	DC
Access to 1,000 credits.	10
Trivial use of corporate resources (shuttle).	12
Access to 5,000 credits; access to factory-cost equipment.	15
Use of corporate equipment (research lab, freighter).	20
Access to 25,000 credits.	25
Cutting off supplies to a system.	30
Access to 500,000 credits; attacking the economy of a whole government.	40

Specific Megacorporation

Some corporations are better at providing some items than others. Most corporations, for example, are limited in activity to the core worlds of the Earth Alliance but Interplanetary Expeditions operates throughout known space and is active on the Rim. However, IPX lacks freighters or any sort of heavy manufacturing base. When determining the capabilities of a specific megacorporation, determine what the particular areas the megacorporation specialises in. A character can only draw upon those specific assets but will have an easier time accessing them. For instance, getting a lift to the Rim through IPX may be relatively easy (DC 15). But there is no chance of borrowing a freighter from IPX.

Earth Military (EarthForce)

Description: EarthForce is one of the more powerful military forces operating in the galaxy. It was severely damaged by the advancing Minbari fleet in the Earth-Minbari War, but has since been rebuilt better and stronger. Indeed, overconfidence is one of EarthForce's problems, with many senior commanders being convinced that their forces are unstoppable. EarthForce patrols the borders of the Alliance.
Obtained By: Protecting Earth colonies; service to EarthForce.
Contacts: Generals, captains, GROPOS, civilian advisors.
Pressures: Any Earth; any Military.

Resources	DC
Requisitioning a squad of marines for light duty.	10
Use of a shuttle; borrowing weapons.	12
Requisition a squad of marines for guard duty; borrowing a Starfury.	15
Use of a cutter ship; requisitioning a squad of marines for combat duty; access to EarthForce Intelligence files.	20
Use of a Hyperion.	25
Access to top-secret files; blockading a system; Use of an Omega.	30
Deployment of a battle group; use of a Warlock.	40

CENTAURI

The 'Lion of the Galaxy' has fallen on hard times of late. As its strength dwindles and its former conquered provinces revolt and turn on their masters, the once-mighty Republic is forced to sell its technology and heritage to preserve even a little of its fading glory. The Centauri are an increasingly decadent and inward-looking people, lacking the greatness of their forefathers.

During the Shadow war, the Centauri allied with the Shadows and regained much of their former strength. This proved to be a hollow victory; with the departure of the Shadows, the Centauri gains were swiftly lost and steps had to be taken to preserve the Republic. Londo Mollari and his aide Vir, for example, had to murder the mad emperor Cartagia. After the Shadow War, the Centauri become increasingly isolationist, turning their back on the galaxy.

Centauri Political (Centauram)

Description: The 'Republic' is actually ruled by an Emperor, who controls the Royal Court. The various noble houses can influence the selection of the Emperor, who must rule with their consent. A Chancellor runs the court when the Emperor is absent or unwell. Politics in the Republic is Byzantine in the extreme; assassination, blackmail, poison and treachery are common practices.

Obtained By: Reclaiming the glory of the grand old days; eliminating rivals; blackmail.
Contacts: Nobles, servants, bureaucrats.
Pressures: Any Centauri; any Political.

Resources	DC
Government internal documents.	10
Access to the diplomatic bag (allows materials to be brought through checkpoints); grant of 500 credits.	12
Government secret reports; access to a government ship; establishing a non-aggression or trade treaty pact;	15
Intervention on a legal matter; government grant of 3,000 credits; getting an audience with a minor figure (baron, ambassador)	20
Diplomatic immunity; establishing a mutual-defence treaty; breaking a non-aggression pack; declaring war on a minor power.	25
Intervention on a major internal matter of another government; getting an audience with a major figure (duke).	30
Breaking a major treaty; declaring war on a major power; government grant of 20,000 credits.	40

Centauri Social (Centauri Royal Court)

Description: The great houses and noble families are the arbiters of status and influence in Centauri society. Family connections and alliances are everything. Having the right name or right friends opens doors in Centauri circles.
Obtained By: Being seen in the right place at the right time, associating with one's betters, pioneering a new fashion trend.
Contacts: Reporters, researchers, celebrities.
Pressures: Any Centauri; any Social.

Resources	DC
Family rumours; getting an invitation to a ball.	10
Covering up a minor scandal; spreading rumours.	12
Arranging a good marriage for yourself; getting an invitation to court.	15
Access to family Purple Files; covering up a major scandal; changing public opinion.	20
Altering the opinion of the Royal Court.	25
Arranging an excellent marriage for yourself.	30
Being kingmaker to an Emperor.	40

Centauri Economic (Centauri Houses)

Description: The Centauri Trade Houses pick like vultures at the declining economy of the Republic. Once, the Trade Houses pushed outwards, voraciously hunting for new markets. Now, they parlay the technological expertise of the Republic into profit for themselves. The Republic does a huge trade in luxuries, including drugs, slave courtesans and liquors.
Obtained By: Opening new markets; making a huge profit; supplying the debauched needs of the Republic.
Contacts: Traders, degenerate nobles, entertainers.
Pressures: Any Centauri; any Economic.

Resources	DC
Access to 1,000 credits.	10
Trivial use of house resources (shuttle).	12
Access to 5,000 Credits; access to house stores.	15
Use of house equipment or troops; access to old Centauri starmaps.	20
Access to 25,000 credits.	25
Cutting off supplies to a noble family.	30
Access to 500,000 credits; attacking the economy of a whole government.	40

Specific House

Different Centauri houses have different specialities, and often have exclusive contracts in a system. House Jaddo, for example, managed to gain an exclusive trade contract with Humanity following their first contact in 2056. When determining the capabilities of a specific house, determine what the particular areas the house specialises in. A character can only draw upon those specific assets but will have an easier time accessing them. For instance, gaining an invitation to a ball through House Lurshan may be relatively easy (DC 5). But there is no chance of gaining military support from House Lurshan.

Centauri Military

Description: The Centauri Military is seen as a useless antique by some but this is far from the truth. While many



Centauri vessels are old, their technology is second only to the Minbari and even a century-old Centauri design is more than a match for the ships of the other Younger Races. It is a lack of political will that holds the Centauri fleet back.
Obtained By: Having contacts in the right noble house; winning victories; funding the military.
Contacts: Generals, captains, nobles.
Pressures: Any Centauri; any Military.

Resources	DC
Requisitioning a squad of marines for light duty.	10
Use of a shuttle; borrowing weapons.	12
Requisition a squad of marines for guard duty; borrowing a fighter.	15
Use of a Centurion destroyer; requisitioning a squad of marines for combat duty; access to Centauri Intelligence files; raiding a minor colony.	20
Use of a Vorchan destroyer; blockading a system; deployment of a battle group.	25
Access to top-secret files; raiding a major colony; use of a Primus battleship.	30
Starting a major war; use of an Octurion.	40

NARN REGIME

The Narn were once a peaceful, agrarian people, but a century of enslavement and exploitation by the Centauri has changed them. Using captured Centauri technology and weapons, the Narn have taken to the stars and conquered a sizeable region of space. The Narn are seen by many as aggressive and rapacious but they are also a deeply spiritual people who revere the teachings of their ancient prophets and philosophers.

In 2259, the Centauri (together with their associates) invade the Narn Regime and reconquer it. The Narn homeworld is pummelled from orbit using mass drivers, killing a huge proportion of the population. The Narn are enslaved; all the Kha'Ri save Ambassador G'Kar are captured or killed. The Narn are freed after two years, thanks to the growing weakness of the Centauri and the actions of G'Kar.

Narn Political (Kha'Ri)

Description: The Narn government is called the Kha'Ri. There are nine circles to the Kha'Ri but it is dominated by the Inner Circle of elders and the Fourth Circle of planetary governors. The Narn government is still a relatively young institution; all its senior figures fought in the wars of liberation against the Centauri overlords and the Kha'Ri is still a military force in many ways.
Obtained By: Advancing Narn goals; hurting the Centauri.
Contacts: Old soldiers; terrorists; religious leaders.
Pressures: Any Narn; any Political.

Resources	DC
Government internal documents.	10
Access to the diplomatic bag (allows materials to be brought through checkpoints); grant of 500 credits.	12
Government secret reports; access to a government ship; establishing a non-aggression or trade treaty pact.	15
Intervention on a legal matter; government grant of 3,000 credits.	20
Diplomatic immunity; establishing a mutual-defence treaty; breaking a non-aggression pack; declaring war on a minor power; given title of planetary governor.	25
Intervention on a major internal matter of another government.	30
Breaking a major treaty; declaring war on a major power.	40

Narn Social

Description: Narn society is still rebuilding itself after the Centauri conquest; it is an uneasy mix of devotion to the prophets like G'Quon and G'Lan, and military discipline built up by decades of resistance to the Centauri. The Narn are quite a private people, preferring to keep to themselves instead of socialising with other races.
Obtained By: Being a part of Narn society; honouring Narn traditions and belief.
Contacts: Narn priests; Narn leaders.
Pressures: Any Narn; any Social. Note that Narn Social Influence, due to their strong but unyielding traditions, suffers a –5 penalty when pressuring other Social Influences. However, attempts to pressure Narn Social Influence also suffer a –5 penalty.

Resources	DC
Spreading rumours; local news.	10
Shelter with a Narn family; borrowing up to 500 credits.	12
Narn Bat Squad (gang of Narn thugs will act as your muscle).	15
Arranging for a minor political appointment; changing public opinion.	20
Get a group of Narn to swear a Blood Oath against a foe.	25
Arranging for a major political appointment.	30
Becoming a prophet.	40

Narn Economic

Description: The Narn economy is still operating on a war footing,

concentrating on the needs of the military. Narn traders are aggressive, operating on the fringes of both the law and known space. Many are rumoured to have ties to the raiders and pirates who plague the spaceways. The Narn are especially known for trading in weapons; they supplied Humanity during the Earth-Minbari War.
Obtained By: Supplying the Narn Military; supplying Narn colonies.
Contacts: Traders, raiders, military buyers.
Pressures: Any Narn; any Economic.

Resources	DC
Access to 1,000 credits.	10
Trivial use of Narn resources (shuttle).	12
Access to 5,000 credits; access to stolen Centauri technology.	15
Use of Narn resources (freighter).	20
Access to 25,000 credits.	25
Cutting off supplies to a system.	30
Access to 500,000 credits; attacking the economy of a whole government.	40

Narn Military

Description: 'We have unlimited manpower' was the boast of G'Kar in 2258 and even with the losses in their various wars with the Centauri and other races, the fighting spirit and sheer numbers of Narn infantry make them a fearsome army. The Narn space fleet is not quite so impressive, being composed mainly of reworked Centauri designs. The Narn have mastered energy mine technology and pre-2259 their fleet was almost a match for any of the three other great powers. The Narn military is crippled by the wars of the following years and by the sacrifices the Narn made in the defence of Babylon 5 during the Shadow War.
Obtained By: Fighting heroically with the Narn; damaging the Centauri.
Contacts: Generals, Captains, Kha'Ri members.
Pressures: Any Narn; any Military.

Resources	DC
Requisitioning a squad of marines for light duty.	10
Requisition a squad of marines for guard duty; borrowing weapons.	12
Use of a shuttle; requisitioning a squad of marines for combat duty.	15
Use of a fighter; access to Narn Intelligence files; raiding a minor colony.	20
Use of a Sho'Kar light scout; blockading a system.	25
Access to top-secret files; deployment of a battle group; raiding a major colony; use of a G'Quan heavy cruiser.	30
Starting a major war; use of a Bin'Tak.	40

Thenta Makur

Description: The Thenta Makur order of assassins was originally created to prosecute Blood Oaths (Cho'Kar) for those too weak or infirm to carry them out themselves. Since then, the order has expanded, taken on assassination and espionage missions beyond their original cultural remit. The method for hiring the Thenta Makur remains unchanged – to contact the Death Masters, one need only buy a certain blossom in a flower shop They will come to you.
Obtained By: Being a member of the Thenta Makur; aiding their missions; being a regular client.
Contacts: Death Masters, criminals, priests.
Pressures: Any Narn.

Resources	DC
Rumours of feuds and Blood Oaths.	10
Obtaining weapons or shelter.	12
Finding out who has a Blood Oath against whom.	15
Getting travel to a Narn Colony; obtaining the services a trainee assassin.	20
Obtaining the services of a death hand; killing a significant foe.	25
Obtaining the services of a death master; killing a famous target.	30
Killing a head of government.	40

Minbari Federation

Believed to the oldest and most powerful of the Younger Races, the enigmatic Minbari Federation was a mystery to most races for centuries. Even the Centauri at the height of their power did not dare challenge the Minbari. 'Leave them alone', went the proverb, 'and they will leave you alone'.

Following the disastrous first contact between Earth and Minbar, and the ensuing war, the Minbari Federation became much more involved in galactic affairs. The Minbari emerged from their self-imposed exile, taking their place among the great powers of known space. While recent events, including their surrender at the Battle of the Line, have damaged the Minbari reputation for invincibility, they are still the most powerful and technologically advanced of the Younger Races.

Minbari Political (The Grey Council)

Description: The Minbari are ruled by the Grey Council, a council of nine Minbari leaders established by Valen a thousand years ago. The Satai (Grey Council members) choose their own successors among the other Minbari. They watch over the race from their flagship, never setting foot on the Minbari homeworld below. In times of need, the Council selects a leader for the Minbari people, to take Valen's role as

a supreme authority. The last such leader, Dukhat, was killed in the first contact with Earth.

Obtained By: Being of use to the Council; being highly influential with one or more of the three castes.

Contacts: Grey Council members, aides.

Pressures: Any Minbari; any Political. The Grey Council resists pressure from other governments; all attempts to pressure it have their effective Influence scores halved again. However, the Grey Council is far less likely than other governments to hand out funds or technologies.

Resources	DC
Government internal documents.	10
Access to the diplomatic bag (allows materials to be brought through checkpoints).	12
Intervention on a legal matter; access to a Minbari flyer.	15
Establishing a non-aggression or trade treaty pact.	20
Diplomatic immunity; establishing a mutual-defence treaty.	25
Intervention on a major internal matter of another government; breaking a non-aggression pack; declaring war on a minor power.	30
Breaking a major treaty; declaring war. on a major power.	40

Minbari Social (Religious Caste)

Description: The religious caste established by Valen is responsible for more than the spiritual well-being of the Minbari people; they are also diplomats, scientists, scholars, educators, spies and historians. Of course, the Minbari would classify all these roles and more as being aspects of religion.

Obtained By: Understanding Minbari philosophy; aiding the religious caste.

Contacts: Diplomats, scholars, Rangers.

Pressures: Any Minbari; any Social. Note that Minbari Social Influence, due to the religious caste's resistance to pressure from other governments, suffers a –5 penalty when pressuring other Social Influences. However, attempts to pressure Minbari Social Influence also suffer a –5 penalty.

Resources	DC
Advice.	10
Access to religious caste records.	12
Access to Minbari technology or weapons; use of Minbari telepaths.	15
Access to religious caste artefacts.	20
Changing Minbari public opinion.	25
Access to religious caste ships / White Stars.	30
Access to the greatest religious caste secrets.	40

Ranger

Description: The order of the Anla'Shok was established by Valen himself to watch for the return of the darkness. Up until recently, membership of the Rangers was restricted to the Minbari and the organisation was essentially a tool of the religious caste. As the shadows extend across the galaxy, however, the Rangers are rejuvenated and expanded to deal with the challenges they must face. Once the Interstellar Alliance is formed, Ranger Influence is effectively subsumed by Interstellar Alliance (Ranger Influence is swapped for Interstellar Alliance Influence).

Obtained By: Heroism; swearing allegiance to the One.

Contacts: Rangers; religious caste leaders.

Pressures: Minbari Social only.

Resources	DC
Rumours.	10
Access to Ranger equipment; supplies.	12
Getting a Ranger team to investigate a situation.	15
Access to ancient Ranger archives.	20
Access to a White Star; Ranger combat team.	25
Covert operations on a planet.	30
Use of the White Star fleet.	40

Minbari Economic (Worker Caste)

Description: The Minbari worker caste are the invisible bulk of the Minbari population; silent, subservient but also driven and highly intelligent. The worker caste builds the cities, ships and colonies of the Minbari but as the race has long since ceased expanding and its crystal structures are essentially eternal, most worker caste now concentrate on improving and refining their art. Minbari science is a form of art and vice versa.

Obtained By: Trading with the Minbari; protecting Minbari worker caste interests.

Contacts: Scientists; workers.

Pressures: Any Minbari; any Economic.

Resources	DC
Access to 1,500 credits.	10
Access to basic Minbari technology.	12
Access to 8,000 credits; access to factory-cost equipment.	15
Use of corporate equipment (research lab, freighter).	20
Access to 40,000 credits; access to advanced Minbari technology.	25
Construction of a custom-designed starship.	30
Access to 1,000,000 credits; attacking the economy of a whole government.	40

Minbari Military (Warrior Caste)

Description: The fanatic warrior caste guards the Minbari Federation. Their mighty warships are undetectable by conventional sensors; their weapons can blast through a fleet of lesser ships. During the Earth-Minbari War, the warrior caste suffered only a single defeat in two years and crushed the Alliance fleets with insolent ease. Honour and glory are important to the warriors, who hearken back to the old martial spirit of the fighting Minbari clans.
Obtained By: Heroism; fighting alongside Minbari.
Contacts: Generals, captains, warriors.
Pressures: Any Minbari; any Military.

Resources	DC
Requisitioning a squad of warriors for light duty.	10
Use of a flyer; borrowing weapons.	12
Requisition a squad of warriors for guard duty; borrowing a Nial fighter.	15
Requisitioning a squad of warriors for combat duty; access to Intelligence files.	20
Use of a Tinashi attack cruiser.	25
Access to top-secret files; blockading a system; Use of a Sharlin cruiser.	30
Deployment of a battle group.	40

League of Non-Aligned Worlds

The League of Non-Aligned Worlds was formed to balance the expansionist aims of the established powers of the galaxy like the Centauri Republic. While none of the League members can match the strength of the Centauri, Narn or Earth Alliance, a united League is a potent force. Of course, unity is one thing the League can rarely achieve. While the member states do band together to oppose the other great powers, they are usually divided by internal squabbles and mutual dislike.

The 'generic' form of League Influence gives pull with all the League governments; characters can also choose to take specialised Influence with a single government, which has advantages and disadvantages.

League Political

Description: The League is more like the United Nations of old than a federated structure like the Interstellar Alliance; there is no real League government, just a council of member worlds. It is relatively powerless, capable of passing endless resolutions and decrees, but unless one of the member races lend their internal military or political support, very little gets done.
Obtained By: Uniting League worlds; allying with the League.
Contacts: Diplomats, politicians.
Pressures: Any League; any Political.

Resources	DC
Government internal documents.	10
Access to the diplomatic bag (allows materials to be brought through checkpoints).	12
Government secret reports; access to a government ship.	15
Intervention on a legal matter; establishing a non-aggression or trade treaty pact; combining efforts from two League members.	20
Diplomatic immunity; establishing a mutual-defence treaty; combining efforts from three League members.	25
Intervention on a major internal matter of another government; breaking a non-aggression pack; declaring war on a minor power; combining efforts from four League members.	30
Breaking a major treaty; declaring war on a major power; combining efforts from all League members.	40

League Social

Description: The League is a melange of cultures, from the deep spiritualism of the near-extinct Markab and the strange telepathic conversations of the Vree to the rampant commercialism of the Brakiri and the Green vs Purple wars of the Drazi. The chief benefit of having a high League Social Influence is connections on 20 or more colonies.
Obtained By: Travelling widely; media contacts.
Contacts: Civil leaders; rumour-mongers; pundits.
Pressures: Any League; any Social. Attempts to pressure the League socially are difficult, as there is no overarching social structure; halve all Influence attempts.

Resources	DC
Getting cultural information on a League member race.	10
Access to rumours from across League space.	12
Gaining access or tickets to an exclusive event.	15
Changing the opinion of one League member; gaining access to the minor secrets of a League race.	20
Changing the opinion of two League members.	25
Changing the opinion of four League members; gaining access to the major secrets of a League race (the Hyach / Hyach-Doh).	30
Changing the opinion of the entire League.	40

League Economic

Description: The League operates a free trade zone within its borders, protecting its member world's economies from the flood of cheap Narn goods or advanced Centauri technologies. The League is the biggest single market in known space. Characters with high League Economic Influence can obtain all sorts of interesting items.
Obtained By: Trading with the League; smuggling.
Contacts: Brakiri, Vree, smugglers.
Pressures: Any League; any Economic.

Resources	DC
Access to 1,000 credits.	10
Passage on a cargo transport.	12
Access to 5,000 credits; access to factory-cost equipment.	15
Membership of a Brakiri trade syndicate.	20
Access to 25,000 credits.	25
Cutting off supplies to a system.	30
Access to 500,000 credits; attacking the economy of a whole government.	40

League Military

Description: The League's military is rarely united in common cause; the last time the majority of the League's army fought in a single engagement was during the Dilgar War. However, it is possible to draw forces from the more militant members, like the Drazi or Vree, to patrol the borders of the League and fight in minor wars.
Obtained By: Protecting League colonies; contacts with commanders.
Contacts: Generals, captains.
Pressures: Any League; any Military.

Resources	DC
Requisitioning a squad of Drazi for hitting people.	10
Use of a shuttle; borrowing weapons.	12
Requisition a squad of Drazi for hitting people who hit back.	15
Use of a cutter ship; requisitioning a squad of Drazi for hitting people with guns.	20
Use of a Sunhawk.	25
Access to top-secret files; blockading a system.	30
Deployment of a battle group.	40

Specific Race

Different League races have different specialities and drawbacks. What they all share is a certain insularity when running their own affairs. A character may choose a specific League Racial Influence, instead of the general League Influences. Such a specialised Influence is incredibly useful in one way: It can be applied to either Military, Social, Political or Economic Influence, as the character wishes. However, it may only be used to draw resources; it may not be used to apply pressure on other factions or to boost Diplomacy or Intimidate checks.

When determining the capabilities of a specific House, determine what the particular areas the house specialises in. A character can only draw upon those specific assets but will have an easier time accessing them.. For instance, gaining an invitation to a ball through House Lurshan may be relatively easy (DC 5). But there is no chance of gaining military support from House Lurshan.

General

General Influences cannot be used to pressure other groups, but are very useful as they represent Influence spread over the entirety of known space.

Local

Description: Local Influence is tied to a particular location; a character could have Local Influence (Babylon 5), Local Influence (New York), Local Influence (Proxima Colony), Local Influence (MarsDome) and so on. The more limited the area, the more concentrated the character's power. For example, Local Influence (Babylon 5) would give the character contacts and pull throughout the station, while Local Influence (Downbelow) would be limited to that sector only but would be more potent (typically resulting in lower DCs).
Obtained By: Living in a region; economic power in that area; lots of friends.
Contacts: General population; local leaders.
Pressures: None.

Babylon 5 Influence Resources	DC
Rumours from across Babylon 5.	10
Finding out legal suppliers for obscure goods on Babylon 5.	12
Finding out who the real powers are on the station.	15
Suppressing or starting a rumour; finding out who the suppliers for illegal goods are on the station.	20
Changing public opinion on the station; recruiting a mob.	25
Hiding a sector.	30
Starting a mutiny.	40

Criminal

Description: While Local Influence gives some ties to criminal elements in the area, Criminal Influence stretches across known space. There are criminal gangs, fraternities, even guilds that have connections from planet to planet. The raider space pirates have their own carriers and fighter wings; the Thieves' Guild can obtain almost any artefact.
Obtained By: Doing favours; earning the respect of the local crime lords.
Contacts: Fixers, fences, crime lords, thugs.
Pressures: None.

Criminal Influence Resources	DC
Criminal rumours.	10
Finding a fence or an illegal weapon.	12
Recovering stolen goods.	15
Obtaining almost any non-unique item.	20
Use of a raider fighter.	25
Use of a raider carrier; arranging for a major heist.	30
Controlling crime across the galaxy.	40

Interstellar Alliance

Description: The Interstellar Alliance only exists after 2262. It is an alliance of Earth, the Minbari, the Narn, the League worlds and – sometimes – the Centauri. Headquartered on Minbar and lead by President Sheridan, the ISA uses the Rangers and the White Star fleet as its security force. It is a dream given form, the best hope for peace and progress in the galaxy.
Obtained By: Ensuring peace; aiding Babylon 5.
Contacts: ISA staff, Rangers, Minbari.
Pressures: Any Political.

ISA Influence Resources	DC
ISA internal documents.	10
Access to the diplomatic bag (allows materials to be brought through checkpoints).	12
Intervention on a legal matter; aid from Rangers.	15
Use of a White Star; access to ISA intelligence.	20
Intervention on a major internal matter of another government.	25
Use of a Victory-class destroyer; declaring war on a minor power.	30
Breaking a major treaty; declaring war on a major power; use of the White Star fleet.	40

Shadow

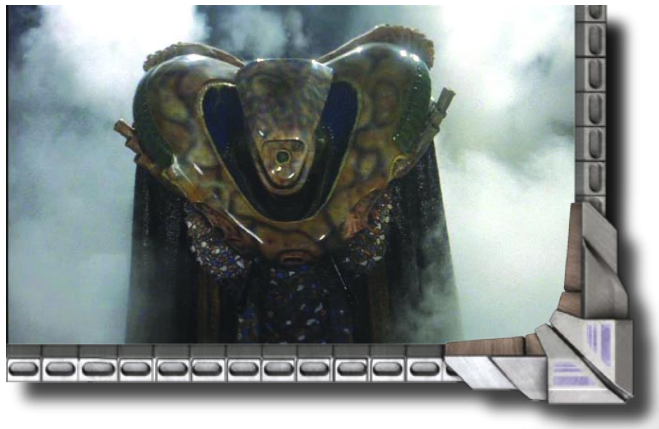
Description: Shadow Influence is only possible when the Shadows are active; it represents a certain willingness on their part to aid you, which is not necessarily a good thing. While the Shadows have immeasurable power – they were able to wipe the Narn Regime forces from the field with ease – they cannot be controlled or understood. Shadow Influence is a sword that cuts both ways.
Obtained By: Knowing what you want.
Contacts: Mr Morden, Shadow agents.
Pressures: None.

Shadow Influence Resources	DC
News from the Rim.	10
Dealing with an insignificant problem, such as a rival.	15
Dealing with a trivial problem, such as a colony or army; access to Shadow technology; Shadow intervention.	20
Dealing with a minor problem, like another race.	25
Access to Z'ha'dum.	30

Vorlon

Description: The Vorlon Empire rarely extends its support to anyone; only Ambassador Kosh is known to speak openly for that race. Still, there are a few agents and allies of the Vorlons who can claim the friendship – or at least the support – of that enigmatic race.
Obtained By: Being useful to the Vorlons.
Contacts: Kosh; other Vorlons; other Vorlon agents.
Pressures: Any Political.

Vorlon Influence Resources	DC
Relevant information from the Vorlon Empire (what you need to know).	10
Meeting with a Vorlon.	20
Access to Vorlon technology.	30
Vorlon intervention; access to Vorlon space.	40



TELEPATHY

I don't trust telepaths. Never have, never will.

- Michael Garibaldi



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.

Nearly 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.

P-Rating

Telepathic potential is measured on the P-Scale by most of the Younger Races. Mundanes do not have a P-Rating, though some individuals possess a rating of P0 and are latent telepaths, which are virtually indistinguishable from mundanes. P1 is the minimum level of detectable telepathic ability; most commercial telepaths range between P4 and P8. Telepaths above P8 are very rare; the highest rated Human telepaths top out at P12 and they are almost always recruited into the elite order of the Psi Cops to police other Human telepaths. Strong telepaths are equally rare among the other Younger Races.

USING TELEPATHIC ABILITIES

Only characters with a P-Rating of 1 or higher (usually gained through the Telepath feat) may use the powers outlined in this chapter. A character's P-Rating determines how much telepathic power the telepath possesses and therefore what levels of telepathic ability they can use.

Each telepathic ability has a Power entry. If a character's P-Rating is equal to or greater than the Power of the ability, then the telepath can use that ability freely and without becoming swiftly tired.

Mental Effort

If a character's P-Rating is lower than the Power of the ability, then the telepath cannot attempt the power without significant mental effort. This mental effort is represented by the telepath choosing to suffer nonlethal damage in order to boost his P-

Rating, purely for the purposes of activating the ability. This is carried out in the following manner:

1. The telepath rolls a number of four-sided dice (d4s) equal to the amount they would like to temporarily boost their P-Rating by. No more than six dice may be rolled.
2. The total of this roll is the amount of nonlethal damage suffered by the telepath. As long as this damage does not render the telepath unconscious, they have temporarily boosted their P-Rating sufficient to use the telepathic ability.

A telepath with Discipline Focus (see page 52) in the ability's parent Discipline rolls three-sided dice (d3s) rather than d4s.

A telepath can instead choose to suffer one point of lethal damage for each nonlethal die that would be rolled.

For Example: *Talia Winters is hired as a commercial telepath to scan a businessman. The* surface scan *ability is used in such transactions. The Power required to use this ability is 7; Talia is a P5 with the Discipline Focus (Scanning) class feature. By taking 2d3 nonlethal damage, she boosts her P-Rating to 7 for the purposes of using the ability. She then makes a Telepathy check against DC 16 to scan the target's mind for signs of deceit or falsehood.*

The Telepathy Skill

If a character's P-Rating measures his raw telepathic power, the Telepathy skill measures his finesse and ability to control his telepathic abilities. Telepathic ability are often be activated even if the character fails a Telepathy skill check but the character might not be able to retrieve the thoughts or memories he is searching for or might even cause dangerous side effects.

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 will suffer a –4 penalty.

Maintaining Abilities

When using telepathic abilities that can be maintained (any with Yes listed next to their Concentration entry), a telepath need only make one Telepathy check in order for it to succeed. The ability will automatically continue to function every round thereafter that the telepath maintains concentration, though any resisting 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.

Telepathic Traits

Games Masters should be aware that there are some telepathic powers which are reflexive traits rather than practised abilities. These traits, known as accidental scan, danger sense and mind shield, are considered to always be in operation.

All telepaths of P-Rating 1 or higher may accidentally scan others and have a mind shield active. Only telepaths with a P-Rating of 7 or higher have sufficient telepathic prowess to develop a danger sense.

Accidental Scan

P-Rating 1 or higher.
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 telepath will know what the subject is currently thinking, as well as actually feeling his present emotional state.

Accidental scans occur at the whim of the Games Master. Whenever a telepath comes into physical contact with a sentient being, the Games Master can choose to make a Telepathy check for the telepath (DC 16).

This is considered an involuntary free action on the part of the telepath and may occur even if he is surprised or caught flat-footed. If the subject is feeling extremely strong emotions, such as rage or terror, the Telepathy check gains a +4 bonus. Gloves apply their normal –2 penalty to the Telepathy check.

If the Telepathy check is successful, the telepath has garnered some flashes of useful information. Normally this is the equivalent of a successful *surface scan* that only lasts a few seconds, as an accidental scan will only last as long as the telepath maintains physical contact with the subject.

If the Telepathy check is failed, then the telepath only gets random impressions and images, reading the incoherent babble of unformed thoughts that froth at the surface of the mind. Such information is very unlikely to be of any informative use.



Note that the telepath will be visibly distracted and discomforted by an accidental scan, whether it is intentional or not. In order to avoid this reaction, a telepath may make a Bluff check at the same DC as the accidental scan's Telepathy check.

Danger Sense

P-Rating 7 or higher.
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. The telepath will not be able to identify the source, nature or direction of the threat, only that he is in immediate danger. Danger sense will not function against completely automated threats such as drones or mechanical traps.

Danger sense is considered to be continually operational so long as the telepath has learned to use this ability. If the telepath is about to be surprised by a sentient being, he may make a Telepathy check (DC 20) to avoid being surprised. This Telepathy check is a free action and occurs in addition to any other skill check that may be required to avoid the ambush (such as a Notice check to hear the tell-tale whine of a PPG warming up).

Mind Shield

P-Rating 1 or higher.
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.

All telepaths benefit from a mind shield, which grants a circumstance bonus to their Will saves against any other telepathic ability equal to their P-Rating.

Note that the telepath can willingly lower or erect this mind shield as a free action. The main reason for this flexibility is that all Telepathy checks suffer a penalty equal to the telepath's P-Rating while the mind shield is up. The sole exception to this are Telepathy checks made due to other telepathic traits (accidental scan and danger sense).

TELEPATHIC ABILITIES

Disciplines

Telepathic abilities are divided into five Disciplines. These are:

Scanning: Retrieving information from another mind. Also called *probing*.
Blocking: Countering telepathic abilities and guarding thoughts.
Communication: Transferring information
Biokinetics: Control over the body, or the bodies of others
Sensing: Gathering psychic impressions from the surrounding environment

A telepath can attempt to use any ability in any Discipline, as long as they can achieve that ability's Power with their P-Rating.

For Example: *Talia Winters is considering using the* action block *ability. However, the ability's requisite Power is 14. Her P-Rating is only 5, and even if she rolled six dice to temporarily increase her P-Rating, this would only raise her P-Rating to 11 – not enough to use the ability. In effect, Talia is limited to using abilities with a Power of 11 or less.*

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.

Self: These abilities may only be used upon the telepath using them.

Touch: These 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 range ability inflicts a –2 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.

Close: An ability requiring close range means that the telepath must be within a few feet of the target – within roughly arm's length. These abilities generally require that there is no obstruction between the telepath and the target. Even other people can block the telepathic ability. The maximum range for a close range ability is 10 feet.

Actually touching a subject can ease the difficulty of using close range abilities. If the telepath actually touches his subject when using a close range ability, he is granted a +2 circumstance bonus to his Telepathy check (this bonus is reduced to +1 if the telepath is wearing gloves).

Medium: Medium range abilities can only be used when the telepath can see the target clearly. The maximum range for a medium range ability is 100 feet.

Actually touching a subject can ease the difficulty of using medium range abilities. If the telepath actually touches his subject when using a medium range ability, he is granted a +4 circumstance bonus to his Telepathy check (this bonus is reduced to +2 if the telepath is wearing gloves).

Long: Long range abilities have no maximum range; as long as the telepath has line of sight, he can use the ability.

Actually touching a subject can ease the difficulty of using long range abilities. If the telepath actually touches his subject when using a medium range ability, he is granted a +6 circumstance bonus to his Telepathy check (this bonus is reduced to +3 if the telepath is wearing gloves).

Telepathic Abilities by Discipline

Biokinetics	Blocking	Communication	Scanning	Sensing
Action Block Power 14, DC 22	*Extend Shield* Power 5, DC 17	*False Memory Implantation* Power 16, DC 25	*Deep Scan* Power 10, DC 16	*Locate Mind* Power 10, DC 24
Daze Power 8, DC 14	*Jamming* Power 15, DC 16	*Idea Seed* Power 8, DC 16	*Surface Scan* Power 7, DC 16	*Psychometry* Power 15, DC 24
Nerve Stimulation Power 12, DC 20	*Mind Mirror* Power 6, DC 18	*Message* Power 6, DC 12		*Sense Telepathy* Power 5, DC 14
Pain Power 10, DC 18		*Second Sight* Power 7, DC 18		
Reality Fabrication Power 16, DC 22		*Warning* Power 4, DC 10		

It should be noted that exceptionally powerful telepaths 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.

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 discern features so that they can readily make a telepathic connection.

Hyperspace & Telepathy

It is a secret kept from mundanes, but telepaths travelling through hyperspace will find the range of their telepathic abilities 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 Younger Races do not understand. The normal ranges of abilities are increased when a telepath is in hyperspace, as detailed on the Hyperspace Telepathic Ranges table.

Hyperspace Telepathic Ranges

Normal Range	Hyperspace Range
Touch	No change
Close	x5 normal
Medium	x10 normal
Long	True Line of Sight[1]

[1] 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.

Action

Most telepathic abilities have 'Standard' listed as their action. In order to use the ability, the telepath can either use a move or attack action. Some abilities require a full round or free action to use. If the ability is maintained over a number of rounds, this action will need to be spent every round in order to maintain the effect.

Using Multiple Telepathic Abilities Simultaneously

Most telepaths will only ever use one telepathic ability at a time. Telepathy is incredibly demanding and it is very hard to concentrate on two abilities at the same time. However, as long the two abilities can be maintained within a telepath's action allowance, a telepath may attempt to use two abilities simultaneously, or even two instances of the same ability.

However, attempting to initiate a telepathic ability while retaining control of another increases the DC of the second Telepathy check by +4. Also, Concentration checks to maintain either ability have their DC increased by +4.

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 and automatically allow the telepathic ability to take effect.

The Will save against any telepathic ability is made at a DC equal to: 5 + the telepath's P-Rating + the character's telepath level + the telepath's Charisma modifier.

If the Will save is successful, the telepath suffers one point of nonlethal damage and the ability fails to affect the target. If the Will save is a failure, the ability works upon the target.

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. It has also led to their persecution in the histories of many races.

Concentration

To use a telepathic ability, a telepath must usually concentrate. All abilities can be disrupted if a distraction occurs while the telepath is trying to manifest the ability.

Some abilities, such as a continual *deep scan* that requires extended concentration can be disrupted while the telepath is using them. These abilities will have Yes listed next to their Concentration entry.

A disruption in concentration is usually due to an attack, an environmental change or another telepath using an ability on him. The more distracting the interruption and the more powerful the ability being attempted is, the higher the DC of the Concentration check. Concentration checks are covered in more detail on page 70 but are summarised for telepaths here:

- Any Concentration check made to avoid distractions when attempting to use a telepathic ability has its DC increased by the Power of the ability being attempted.

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 beyond the first inflicts a cumulative –2 penalty to the Telepathy check required to use it successfully and increases the Required Power of the ability by 1. If the Telepathy check fails, none of the subjects will be affected by the ability.

Variations

Some telepathic abilities can be used in multiple ways; these variations are listed after the most common version. Most involve modifications to the Telepathy check DC.

Telepathic Damage

Telepathic damage, whether it be dealt by a vicious deep scan or suffered by exerting mental effort, ignores all Damage Reduction that does not specifically protect against telepathic damage. This is true of both lethal and nonlethal telepathic damage.

Biokinetics

The Biokinetics Discipline gives the telepath mastery over the lower brain functions, over the central nervous system and other autonomic systems.

Action Block

Power Required: 14
Range: Touch
Action: Special
Telepathy Check: DC 22
Concentration: Yes
Multiple Subjects: No

Few telepaths, and even fewer mundanes, realize that a telepath can program a mind to prevent it from taking specific actions. Even if they did know it they would most likely avoid taking the idea to its logical conclusion; that telepaths can control the actions of others by forcing them to avoid specific ways of thinking.

Implanting an *action block* requires at least one minute of uninterrupted concentration. The target may make one Will save every round to resist the effect. Success results in the block breaking down before it fully integrates with the target's personality.

An *action block* may prohibit the target from taking one general type of action or it may prevent him from taking a specific action for a given duration. Typically these blocks take the form of: 'You may not harm or allow though inaction to come to harm myself'. At most a block can prevent a character from acting against one person or a specific location.

Daze

Power Required: 8
Range: Long
Action: Standard
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.

Daze Variations

- **Reverie** (DC 18): The subject has no memory of his time in the *daze* and is unaware anything odd ever happened.
- **Sleepwalk** (DC +6): The telepath may control the subject's gross motor functions – he can make the dazed target walk, nod, move their arms, open a door and so on. Fine control such as pressing a specific button on a keyboard, aiming a gun or speaking is not possible. Anything that would injure or alarm the target allows the target to make another Will save.

Nerve Stimulation

Power Required: 12
Range: Medium
Action: Standard
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 this ability is performed purely through telepathy.

Any subject failing their Will saving throw will automatically sustain 1d3 points of lethal telepathic damage. In addition, they become flat-footed until their next turn.

Nerve Stimulation Variations

- **Force Action** (DC 24): The target takes a single action specified by the telepath instead of becoming flat-footed. For example, the target might step to the side, pull a trigger, raise an arm or scream. The action must be a single one; raising a gun and pulling a trigger are two separate actions for example.
- **Nauseate** (DC 25): The telepath seizes control of the target's digestive, excretory or respiratory system. Instead of becoming flat-footed, the target is nauseated for 1d4 rounds.
- **Spark** (DC 24): By randomly scrambling the target's nerves, the telepath forces the target to suffer a –5 penalty to his next skill check or attack roll, as long as that action occurs within one round.

Pain

Power Required: 10
Range: Close (P8 Medium, P10 Long)
Action: Standard
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 will automatically sustain 1d6 points of nonlethal telepathic damage every round. They will also be sickened. Their agony will be obvious to anyone witnessing this attack.

Pain Variations

- **Agony** (DC +4): The telepathic damage dealt by this ability is increased to 2d6.

- **Targeted Pain** (DC 20): The target feels the pain in a body part chosen by the telepath, instead of all over. For example, the pain might be concentrated in the target's head or hand. Alternatively, the pain can feel like a particular type of pain (burning, acid, cold, vacuum) instead of generalised agony.

Reality Fabrication

Power Required: 16
Range: Medium
Action: Full round
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 the subject 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.

Reality Fabrication Variations

- **As You Wish** (DC +2): Like the *false memory implantation* variant of the same name, this variant lets the target create a reality instead of the telepath imposing one on him. The target perceives what he wants to perceive. Again, the telepath can vaguely suggest the nature of the fabricated reality. For example, the telepath could force a target to see the telepath as someone who is allowed through a security check, but exactly who he is perceived to be is up to the target.

- **Sustained Reality** (DC +2/round): The fabricated reality is sustained after the telepath stops concentrating. The target may make a Will save each round to break out of the reality.

Blocking

The Discipline of Blocking, also known as *counter-telepathy*, is the first technique taught to most telepaths, to keep out the constant pressure of other minds.

Extend Shield

Power Required: 5
Range: Close
Action: Standard
Telepathy Check: DC 17
Concentration: Yes
Multiple Subjects: Yes
The telepath splits his mind shield bonus to Will saves (see page 158) among several people, all of whom must be within close range. The telepath can choose how much of the bonus to allocate to each person.

Jamming

Power Required: 15
Range: Medium (P12 Long)
Action: Standard
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 *jamming*, all telepaths within range (not including himself) suffer a penalty to Telepathy checks equal to the *jamming* telepath's P-Rating.

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 Notice check (DC 15) every round to realise they are being jammed. The Games Master should make this check in secret.

Jamming Variations

- **Targeted Jamming** (DC 20): The telepath's *jamming* field is restricted to a 90-degree arc in front of him, instead of affecting the whole area around him.

- **Individual Jamming** (DC 24): The telepath targets a single other telepath to jam. He must have Line of Sight to the other telepath.

Mind Mirror

Power Required: 6
Range: Self
Action: Standard
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. While *mind mirror* is successfully used, the telepath is immune to *locate mind* and *sense telepathy*. In addition, the telepath will not trigger the danger sense of another telepath while *mind mirror* is in operation.

Mind Mirror Variations

- **Bland Mind** (DC 25): Instead of creating a psychic void, the telepath projects a false consciousness. This variant has all the benefits of a normal *mind mirror*, but also means that the telepath does not stand out in a crowd (a telepath scanning a group and finding six people but only five minds will raise an alarm, but using bland mind avoids this problem).

- **Reflect Attack** (DC = result of other telepath's Telepathy check +5): To use this variant, the telepath must ready an action. If he is the target of a Biokinetics ability, he may attempt to reflect the attack back on the telepath who is using the offensive ability. If the Telepathy check succeeds, the attack targets the attacker instead of the defender.

COMMUNICATION

The Communication Discipline allows telepaths to exchange information directly from mind to mind.

False Memory Implantation

Power Rating: 16
Range: Touch
Action: Special
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 a 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 occurring 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 implantation*.

False Memory Implantation Variations

- **As You Wish** (DC 25): The telepath merely erases a chosen portion of the subject's memories and the subject fills them in as he wishes to remember events. This can result in more convincing memories (the subject is less likely to 'act out of character', as he is creating the false history instead of the telepath). However, this version of *false memory implantation* can also create more problems, as the subject's history may be contradicted by actual events that the subject was unaware of. The telepath may give a direction to the subject ('you remember a happy event/a routine day/falling asleep') but the telepath does not know the nature of the false memories unless he scans the subject afterwards.

- **Force Implant** (DC +3): For every +3 increase in the DC of the Telepathy check, the subject's Will save is reduced by –1.

- **Chain Memories** (DC 28): This variant lets the telepath leave 'connectors' at the end of each memory period, so if the subject succeeds in his Will save, only the most recent hour of changed memories is lost.

Idea Seed

Power Required: 8
Range: Close (P9 Medium, P11 Long)
Action: Standard
Telepathy Check: DC 16
Concentration: No
Multiple Subjects: No

This ability is similar to the *message* ability, except that it plants a simple idea

in the target's subconscious rather than communicating with the target's conscious mind. The idea must be one that can be conveyed in a dozen words. For a number of hours equal to the result of the telepath's Telepathy check, the idea will stick in the target's mind. Whenever the target is involved in a boring or routine task, or is not doing anything in particular, and has the opportunity to act on the planted idea, he must make a Concentration check at DC 12 to avoid acting on the idea.

Idea seed works on the subconscious level – planting the idea 'let me out of this cell' in a guard's mind will not make him throw open the cell door. But it might mean that when he goes back to his security office and is sitting there reading *Universe Today*, he accidentally rests his foot on a button and opens the cell door slightly, or just does not pay attention to the security monitors.

Message

Power Required: 6
Range: Close (P9 Medium, P11 Long)
Action: Standard
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 12 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*.

Message Variations

- **Glyph** (DC 14): The telepath sends a mental image instead of just words.
- **Squirt** (DC 16): The telepath sends a large amount of text instead of a few words. The telepath must mentally prepare the squirt *message* before sending, which takes one full round action for every 1,000 words he wishes to transmit. He can send 1,000 words for every rank he has in the Concentration skill. The recipient cannot access the transmitted text immediately; he has to mentally 'read' it. Squirt therefore cannot be used for efficient communication but it is a quick way to transfer raw data.
- **Confuse** (DC +4): The *message* is overlaid onto the recipient's senses, so it seems as though he hears the *message* through his ears instead of it being sent directly into his mind. Similarly, a Glyph is 'seen' by the recipient. The recipient must make a Wisdom check (DC 10) to realise that the *message* is a telepathic communication, not a real event.



Second Sight

Power Required: 7
Range: Close (P9 Medium, P11 Long)
Action: Standard
Telepathy Check: DC 18
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 target must allow this intrusion willingly. If the telepath has any special skills or capabilities with regards to sight and sound, they will not apply for the duration of this ability – only what the subject sees and hears will be noticed. Any Notice checks, for example, will use the subject's skill bonus, not the telepath's. This ability requires Line of Sight to execute but the target can wander out of Line of Sight once it is active.

Second Sight Variations

- **Force Sight** (DC +5): The telepath can use this ability on an unwilling target but the target is permitted a Will save to resist.
- **Share Senses** (DC +5): The telepath can share the *second sight* vision with a third party, who must be within close range of the telepath.
- **Telepath Hop** (DC 25): The telepath can use other telepathic abilities as if he were located at the spot where the target of *second sight* is located.

Warning

Power Required: 4
Range: Close (P8 Medium, P10 Long)
Action: Free (only one per turn)
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 word.

Warning Variation

- **Flash Glyph** (DC 15): The telepath projects a single simple image through the *warning*. This glyph cannot be more than a sort of mental sketch but it can also be the telepath's current field of view.

Scanning Discipline

The Discipline of Scanning is the primary use most telepaths put their powers to. By reaching into the minds of others, telepaths can unearth lies or long-buried secrets. The Psi Corps ensures honesty and fairness in business negotiations by scanning the minds of the parties involved; the Centauri use their telepaths to dredge secrets out of the minds of rivals.

Deep Scan

Power Required: 10
Range: Close (P12 Medium)
Action: Full round
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 *deep scan* is extremely uncomfortable for the subject, both physically and emotionally, as the telepath penetrates roughly into their mind. Any subject trying to resist the *deep scan* will instead automatically suffer 1d3 points of lethal damage every time a Will save is rolled (whether the save is successful or not).

Even a subject not resisting the *deep scan* will automatically suffer 1d3 points of nonlethal damage every round they are being scanned.

Deep Scan Variations

- **Gentle Scan** (DC 20): The telepath carefully protects the subject of the scan from any painful memories or aberrant thoughts, reducing the strain of the scan. Only a single point of lethal or nonlethal damage is suffered by the target every round.
- **Brute Scan** (DC 20): The telepath pushes deeply with the scan, causing much more damage that necessary. This scan always deals lethal damage, whether or not the target attempts to resist.
- **Holistic Scan** (DC +2): Instead of asking specific questions, the telepath simply assesses the current state of the target's mind. Each round, the telepath must make an Intrigue check (DC 20). If successful, the telepath learns one useful fact from the subject's mind, assuming the subject knows any facts relevant to the telepath. For instance, the telepath might come across a memory of a face in the crowd; the subject does not know this person but the telepath does. Such a fact is useful to the telepath but would not turn up in the course of normal *deep scan* questioning.
- **Extended Range** (DC +3 / every additional 5 feet): The telepath can stretch the physical limits of the scan, although this is extremely difficult. For every increase of +3 to the DC, the range is increased by 5 feet. Note that P12s can use *deep scan* at medium range; Extended Range in this case increases the range by 10 feet for every +3 increase to DC.

Surface Scan

Power Required: 7
Range: Close (P10 Medium)
Action: Standard
Telepathy Check: DC 16
Concentration: Yes
Multiple Subjects: No
This is one of the most well known and oft-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.

If the Telepathy check fails, then the telepath still picks up surface thoughts but cannot tell truth from lies or pick up on a specific train of thought.

Sensing

The Sensing Discipline is related to Scanning, but where Scanning involves penetrating a single mind, Sensing allows the telepath to detect disturbances in the local psychic 'atmosphere'.

Locate Mind

Power Required: 10
Range: Close (P7 Medium, P9 Long)
Action: Standard
Telepathy Check: DC 24
Concentration: Yes
Multiple Subjects: No
For telepaths used to abilities that require touch or visual confirmation, 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. This ability does not require Line of Sight.

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 feet of their actual location and can maintain concentration to continually track them over the course of multiple rounds.

Locate Mind Variations

- **Precision** (DC 28): The telepath learns the exact location of the target mind, instead of only knowing the location within 30 feet.

- **Sense Minds** (DC 28): The telepath selects a location within range of this ability and instantly knows if there are any sentient minds within 30 feet of that location.

Psychometry

Power Required: 15
Range: Close
Action: Full round
Telepathy Check: DC 24
Concentration: Yes
Multiple Subjects: No
Strong emotions and traumatic events, as well as powerful energy discharges, can leave psychic impressions on physical objects. A telepath using psychometry can detect such impressions. This ability is unpredictable and the information gained from it is usually a mess of conflicting emotions, fragmentary memories and bizarre images. Psychometry can be used on a location or an object, although the best results come from having a significant item at the location it was imprinted on.

Psychic impressions tend to fade over time but at uncertain and unpredictable rates. Hyperspace has been known to preserve these telepathic echoes, leading to tales of ghost-haunted derelicts.

Sense Telepathy

Power Required: 5
Range: Close (P8 Medium, P12 Long)
Action: Standard
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.

By casting his mind around his immediate location, the telepath will be able to tell if anyone has 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. The psychic traces left in an area will remain for a number of hours equal to the P-Rating of the telepath. By increasing the DC by +2, the telepath can read the psychic 'fingerprint' of the telepath who used the ability and will be able to recognise that telepath's mind if he encounters it again. *Sense telepathy* does not require Line of Sight.

Sense Telepathy Variations

- **Analyse** (DC 15): By performing a *sense telepathy* during a *deep scan*, the telepath can tell if the target's 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 a number of hours equal to the P-Rating of the telepath. A successful Knowledge (telepathy) check, where the DC is equal to the Power of the ability the other telepath used, will determine what that ability was and how it affected the target. Analyse is a free action.

- **Assess** (DC 16): By directing the power at a specific individual, the telepath will instantly know whether they are telepathic themselves and if they are of greater, equal or lower P-Rating than the sensing telepath.

EQUIPMENT

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.

Starting Credits by Character Class

Character Class	Starting Credits
Agent	3d6 x 100 cr.
Diplomat	4d6 x 100 cr.
Lurker	1d6 x 100 cr.
Officer	3d6 x 100 cr.
Ranger	2d6 x 100 cr.
Scientist	4d6 x 100 cr.
Soldier	2d6 x 100 cr.
Telepath	3d6 x 100 cr.
Trader	6d6 x 100 cr.
Worker (blue collar)	2d6 x 100 cr.
Worker (performing)	3d6 x 100 cr.
Worker (white collar)	4d6 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.



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 can be especially 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, Player Characters will find it much more difficult to purchase illegal or restricted items and so will have to make use of the black market.

All items that are restricted or illegal on Babylon 5 are marked as such on the equipment tables. Restricted items can only be legally purchased if one has the relevant permit. Illegal items cannot be legally purchased at all.

The Games Master is free to make any restricted or illegal items easier to purchase when the Player Characters travel to far flung colonies and lawless planets, or add more items to the restricted or illegal lists 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 Character 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. Alternatively, the Games

Master may allow Player Characters to accomplish this with a Knowledge (specific local) check (DC of 20 for restricted, 25 for illegal) or a Local Influence check (DC 10 for restricted, DC 15 for illegal) or a Criminal Influence check (DC of 15 for restricted, 20 for illegal).

Buying a restricted item on the black market generally costs twice (200%) the listed amount. Player Characters may haggle with the provider as normal but the basic black market price will not drop below 150%. Particularly rare or dangerous items can far exceed normal prices, however.

Buying an illegal item on the black market generally costs three times (300%) the listed amount. Player Characters may haggle with the provider as normal but the basic black market price will not drop below 250%. Particularly rare or dangerous items can far exceed normal prices, however.

Finally, Player Characters should remember that even if they manage to purchase items on the black market, they are still likely to be illegal for them to own or use. A Player Character 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, charged and imprisoned for illegal possession of a firearm.

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 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.

Weapon Qualities

Here is the format for weapon entries.

Cost: This value is the weapon's cost in credits. The cost includes miscellaneous gear that goes with the weapon, such as a sheath for a knife.

I / R: This entry shows whether the weapon is illegal (I) or restricted (R) on Babylon 5. Restricted weapons can only be legally purchased if one has the relevant permit. Illegal weapons cannot be legally purchased at all. No entry means that the weapon is entirely legal to purchase.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll) and add all the results together.

- x*2:* The weapon deals double damage on a critical hit.
- x*3:* The weapon deals triple damage on a critical hit.
- x*3/x4:* One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.
- x*4:* The weapon deals quadruple damage on a critical hit.
- *19–20/x2:* The weapon has a threat range of 19–20 and therefore scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit.
- *18–20/x2:* The weapon has a threat range of 18–20 and therefore scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit.

Range Increment: Any attack at less than this distance is not penalised for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile or energy weapon can shoot out to ten range increments.

Size: The size of the weapon. If a weapon is of Medium size or smaller, it may be used in one or two hands. If a weapon is of Large size, it requires two hands for to use.

Weight: This column gives the weight of the weapon.

Damage Type: Weapons are classified according to the type of damage they deal: bludgeoning, energy, piercing or slashing. Some creatures may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

Features: Some weapons have special features. Common ones are described here but it is worth checking the weapon's description for specific details.

- *AP X:* AP, or armour piercing, weapons ignore the specified value in Hardness (for objects) or Damage Reduction (for personal armour). If used against craft with an Armour trait, such as spacecraft, the AP value is considered to be the weapon's Offence value.
- *Automatic:* A personal ranged weapon without the Automatic quality may only be fired once per round. Automatic weapons may be fired more than once and are even capable of burst fire.
- *Double Weapon:* A character can fight with both ends of a double weapon as if fighting with two weapons but he incurs all the normal attack penalties associated with two-weapon fighting, as though the off-hand weapon was light. The character can also choose to use a double weapon two handed, attacking with only one end of it.
- *Light:* This weapon imparts a lower penalty when used in the off-hand in two-weapon fighting (see page 104).
- *Nonlethal:* This weapon may only deal nonlethal, rather than lethal, damage.
- *Rapid Fire:* Weapons with this trait may be fired in burst fire and full rapid fire modes (see page 173). Unless the weapon also possesses the Automatic trait, the weapon may only fire in burst fire and full rapid fire modes.

Close Combat Weapon Descriptions

Club: Not strictly a weapon as such, the club is any heavy metre-long implement.

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 close combat weapon in battle. Some coutari blades date back centuries and were fashioned by some of the greatest weaponsmiths of the Centauri Republic. They are valuable and often placed in high demand by the noble houses for as well as being light weight and balanced for combat, they are often finely crafted antiques. You may apply your Dexterity modifier instead of your Strength modifier to attack rolls with a coutari, even though it is not a light weapon.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Most types of riot or battle armour come with gauntlets.

Handaxe: While a rare sight in the modern era, handaxes are very common among low-tech colonies and also in the workshops of more traditional craftsmen.

Ka'toc: A long blade of Narn manufacture, the ka'toc is a powerful weapon in close 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.

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. You get a +2 bonus on Subterfuge checks made to conceal a knife on your body.

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, in the hands of a member of the warrior caste it can be just as deadly a weapon as a PPG.

Rapier: Only commonly used by Human fencing enthusiasts, the rapier is a nimble if fragile type of sword. You may apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier, even though it is not a light weapon.

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 nonlethal damage and contains its own kinetically-charged capacitor that ensures it never runs out of energy, even when in constant use.

Spear: Though virtually unheard of in modern warfare, the spear is a common weapon among low tech cultures.

Unarmed Attack: All unarmed attacks, whether by fist or foot, deal nonlethal damage and provoke an attack of opportunity. If the

Close Combat Weapons

Weapon	Cost	R / I	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Axe	60 cr.	R	1d6	—	x3	—	10 ft.	Medium	3 lb.	Slashing	—
Club	—	—	1d6	—	x2	—	10 ft.	Medium	3 lb.	Bludgeoning	—
Coutari	250 cr.	R	1d6	—	19–20/x2	—	—	Small	4 lb.	Slashing	—
Gauntlet	—	—	1d3	—	x2	—	—	—	1 lb.	Bludgeoning	Light
Ka'toc	400 cr.	R	1d8	—	19–20/x2	—	—	Medium	6 lb.	Slashing	AP 2
Knife	40 cr.	R	1d4	—	19–20/x2	—	10 ft.	Tiny	1 lb.	Piercing	Light
Minbari Fighting Knife	300 cr.	R	1d4	—	x3	—	—	Tiny	1 lb.	Piercing	AP 2, Light
Rapier	200 cr.	R	1d6	—	18–20/x2	—	—	Medium	2 lb.	Piercing	—
Riot Shield	150 cr.	R	1d4	—	—	—	—	Small	2 lb.	Bludgeoning	—
Shock Stick	150 cr.	R	1d8	—	—	—	—	Small	2 lb.	Bludgeoning/ Energy	Nonlethal
Spear	60 cr.	R	1d8	—	x3	—	20 ft.	Large	6 lb.	Piercing	—
Unarmed Attack	—	—	1d3	—	x2	—	—	—	—	Bludgeoning	Light, Nonlethal

character has the Brawler or Martial Arts feats, the attack of opportunity is avoided and the character may deal lethal damage if he wishes.

Exotic Weapon Descriptions

Agony Whip: Also known as the electric lash or *sio poro*, the agony whip is a favoured weapon of Centauri agents. It has both a low energy setting which deals nonlethal damage and a high energy setting that deals lethal damage. Switching between the two settings is a free action. An agony whip can be used to attack opponents that are up to 10 feet away. Using an agony whip provokes an attack of opportunity. You can make trip attacks with an agony whip. If you are fail in a trip attempt with an agony whip, you can drop the agony whip to avoid being targeted by an attack of opportunity. You apply your Dexterity modifier instead of your Strength modifier to attack rolls with an agony whip, even though it is not a light weapon.

Denn'bok: The Minbari fighting pike can be collapsed into a Diminutive cylinder as a free action. It is a double weapon, allowing the user to make two attacks each round, one with each end. The denn'bok can be used as a club if the wielder does not possess the requisite Exotic Weapon Proficiency (denn'bok) feat. You may apply your Dexterity modifier instead of your Strength modifier to attack rolls with a denn'bok, even though it is not a light weapon.

Grenade Weapon Descriptions

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.

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.

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

Exotic Weapons

Weapon	Cost	R / I	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Agony Whip	500 cr.	I	1d4	—	x2	—	Special	Large	1 lb.	Energy	Light
Denn'bok	950 cr.	R	1d6/1d6	—	x2	—	—	Large	1 lb.	Bludgeoning	Double Weapon

Throwing Grenades

Grenades count as thrown weapons and therefore require an attack action to throw. You may not throw grenades as attacks of opportunity.

A grenade is never thrown at an individual. It is instead thrown at a particular 5-foot by 5-foot space. This generally requires a personal ranged attack roll against a Defence Value of 5, though the Defence Value can be greater if that particular space is hard to throw into (perhaps it is behind cover).

If the attack roll is a critical hit, the attack automatically hits the specified 5-foot by 5-foot space. Grenades do not cause additional damage on a critical hit, however.

If the attack roll is a success (but not a critical hit), roll 1d6 on the Successful Grenade Attack table.

If the attack roll is a failure, roll 1d10 on the Failed Grenade Attack table.

Grenades deal their specified damage on all within their area of effect. A successful Reflex save will halve this damage, as the character leaps behind cover. The DC for this Reflex save is usually 12, though it may be increased to 15 or higher for areas particularly devoid of cover or reduced to 10 or lower if there is plenty of cover available. Grenades do not cause extra damage on a critical hit.

Successful Grenade Attack

D6 result	Effect
1	The grenade falls one 5-foot by 5-foot space short of the target space.
2	The grenade falls one 5-foot by 5-foot space to the right of the target space.
3	The grenade falls one 5-foot by 5-foot space to the left of the target space.
4	The grenade falls one 5-foot by 5-foot space behind the target space.
5–6	The grenade hits the specified 5-foot by 5-foot space.

Failed Grenade Attack

D10 result	Effect
1	The grenade falls at the thrower's feet.
2–3	The grenade falls d3 5-foot by 5-foot spaces short of the target space.
4–5	The grenade falls d3 5-foot by 5-foot spaces to the right of the target space.
6–7	The grenade falls d3 5-foot by 5-foot spaces to the left of the target space.
8–9	The grenade falls d3 5-foot by 5-foot spaces behind the target space.
10	Miraculously, the grenade hits the specified 5-foot by 5-foot space.

may have morph gas dispensers capable of flooding an entire area to incapacitate rioters. A character wearing a breather mask or a pressure suit is immune to the effects of morph gas.

Plasma Grenade: Normally imported in from Narn, these grenades are among the most lethal and damaging of thrown explosives.

Grenade Weapons

Weapon	Cost	R / I	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Concussion Grenade	95 cr.	I	1d10	20 ft.	—	—	20 ft.	Tiny	1 lb.	Projectile	Light
Hand Grenade	50 cr.	I	2d8	10 ft.	—	—	20 ft.	Tiny	1 lb.	Projectile	Light
Morph Gas Grenade	80 cr.	I	—	30 ft.	—	—	20 ft.	Tiny	1 lb.	Special	Light
Plasma Grenade	500 cr.	I	3d4	20 ft.	—	—	20 ft.	Tiny	1 lb.	Energy	AP 4, Light
Smoke Bomb	25 cr.	R	—	30 ft.	—	—	20 ft.	Tiny	1 lb.	—	Light

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 count as having concealment. The effects of a smoke bomb cannot be halve with a successful Reflex save.

Heavy Weapon Descriptions

D'Va'Tak Assault Pulse Rifle: Very expensive and relatively rare, the D'Va'Tak is nevertheless the most common portable heavy rifle available on the black market. Its extremely high rate of fire and armour piercing capabilities ensure that it is a firm favourite of those mercenaries who can afford 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.

Pistol 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.

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 two rounds to recharge before it may be fired again. As an emergency weapon, however, there are few that can match it.

Multi-Part PPG: A favourite among smugglers and diplomats who wish to avoid too many awkward questions, the multi-part

Heavy Weapons

Weapon	Cost	R / I	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
D'Va'Tak Assault Pulse Rifle	1,700 cr.	I	3d6	—	x2	40	90 ft.	Large	6 lb.	Energy	AP 3, Rapid Fire
Narn Pulse Rifle Clip (40 shots)	100 cr.	I	—	—	—	—	—	Diminutive	1 lb.	—	—
Grenade Launcher, Auricon Mk IX	750 cr.	I	As grenade	As grenade	As grenade	10	100 ft.	Large	6 lb.	As grenade	Automatic

Pistol Weapons

Weapon	Cost	R / I	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Antique Slugthrower	100 cr.	R	2d6	—	x2	6	50 ft.	Small	1 lb.	Projectile	AP 2, Automatic, Light
Antique Slugthrower Rounds (6 shots)	60 cr.	I	—	—	—	—	—	Fine	—	—	—
Minbari Holdout Laser	1,950 cr.		3d6	—	18–20/x2	Special	30 ft.	Small	1 lb.	Energy	AP 3, Light
Multi-Part PPG	950 cr.	I	2d6	—	19–20/x2	20	60 ft.	Small	1 lb.	Energy	AP 1, Automatic, Light
Narn Stun Gun	1,250 cr.	R	—	—	—	5	10 ft.	Small	1 lb.	Energy	Automatic, Light, Nonlethal
Needler	250 cr.	R	1d3	—	—	1	15 ft.	Small	1 lb.	Projectile	Automatic, Light
PPG, Auricon EF-7	600 cr.	R	2d8	—	19–20/x2	12	60 ft.	Small	1 lb.	Energy	AP 1, Automatic, Light
PPG, W&G Model 10	300 cr.	R	2d6	—	19–20/x2	6	50 ft.	Small	1 lb.	Energy	AP 1, Automatic, Light
PPG Cap (12 shots)	60 cr.	I	—	—	—	—	—	Fine	—	—	—

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 vidscreens. 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 14 or be knocked unconscious for a number of hours equal to 6 – the victim's Constitution modifier. The stun gun uses the same energy caps as a PPG.

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 makes it a useful tool for assassination. Any living target taking damage from a needler attack will immediately be affected by its toxin.

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.

Rifle Weapon Descriptions

Centauri Guardsman's Rifle: The official armament of the Centauri Royal Guard, these rifles represent the pinnacle of Centauri personal firepower. Its bursts of focussed ion energy make it both powerful and feared by the enemies of the Centauri.

Rifle Weapons

Weapon	Cost	R / I	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Centauri Guardsman's Rifle	2,500 cr.	R	3d6	—	19–20/x2	45	150 ft.	Large	3 lb.	Energy	AP 4, Automatic, Rapid Fire
Centauri Rifle Clip (45 shots)	90 cr.	I	—	—	—	—	—	Fine	—	—	—
PPG Rifle, Auricon EF-PR	800 cr.	R	2d8	—	19–20/x2	24	150 ft.	Large	4 lb.	Energy	AP 2, Automatic, Rapid Fire
PPG Rifle Cap (24 shots)	90 cr.	I	—	—	—	—	—	Fine	—	—	—

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 PPG rifle cap that contains enough energy for 24 shots.

Armour & Clothing (Outfit) Qualities

Here is the format for armour and clothing entries.

Cost: This value is the outfit's cost in credits. The cost includes miscellaneous gear that goes with the outfit, such as gloves for a cold weather outfit.

I / R: This entry shows whether the outfit is illegal (I) or restricted (R) on Babylon 5. Restricted outfits can only be legally purchased if one has the relevant permit. Illegal outfits cannot be legally purchased at all. No entry means that the outfit is entirely legal to purchase.

Weight: This column gives the weight of the outfit.

DR: The Damage Reduction of the armour. This is the principle reason to wear any kind of armour; any attack that strikes the character has its damage reduced by this amount.

Speed Reduction: One of the drawbacks of more bulky armour types is that it will reduce the base speed of the character wearing it by this amount.

ACP: Some outfits and most armour types are quite restrictive. Acrobatics, Athletics, Drive, Pilot and Stealth skill checks will suffer the listed armour check penalty (ACP) when the character wears this outfit.

Special: Some outfits have special features. See the outfit's description for details.

Armour & Clothing (Outfit) Descriptions

Chainmail Vest: While certainly a throwback, chainmail armour is still of use in the universe, especially on frontier planets. Made of carefully interlinked rings of steel or other metal, it is extremely tiring to wear for long periods of time and quite cumbersome.

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 +4 bonus to all Fortitude saves made against the effects of cold.

Diplomat's Attire: A diplomat's attire always exemplifies the best traits of the diplomat's parent culture. It also invariably has numerous energy-absorbing and stiffened fabrics within it,



providing a slim measure of protection in case the diplomat's mission is less than successful.

Flak Jacket: The shell jacket is standard equipment for many security personnel and comprises layers of toughened kevlar laminated to a thin alloy. The result, while heavy, provides a great deal of protection.

Jumpsuit: The generic clothing of most professions that expect to get dirty at some point. Contains many pockets and loops to aid in easy access to professional tools. It only takes one full round action to don a jumpsuit.

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 an Acrobatics check due to zero gravity. Also, a character benefits from a +4 bonus to oppose bull rush attempts while wearing activated magnetic soles and standing on a metal floor.

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 a suit of this armour will suffer an armour check penalty one greater than normal (–4 rather than –3), as it will not be ideally 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 suit of this armour will suffer an armour check penalty one greater than normal (–5 rather than –4), as it will not be ideally 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. Note that if a pressure suit has its magnetic soles activated, add the pressure suit's speed reduction is increased to –15 feet and the armour check penalty is increased by one.

Pressure Suit, Pilot's: As pressure suit, save that these variations are specifically designed for pilots of small spacecraft and zero-g crawlers. As such, the suit's armour check penalty does not apply to Drive or Pilot checks.

Pressure Suit, Combat: As pressure suit, save that these variations are specifically designed for combat. As such they have much more armour plating but only a ten hour air supply.

Ranger Robes: The black robes of a Ranger. These custom-fitted robes are made of Minbari crystalweave. They give the Ranger Damage Reduction 2 and a +1 bonus to Stealth checks. Wearing these robes when one is not a Ranger is a very bad idea.

Uniform: The standard official outfit for a culture, military unit or corporation. Typically functional and hard-wearing, if lacking in flair.

Uniform, Dress: Generally only worn on special or state occasions, dress uniforms are both impressive and expensive.

Donning Outfits

It normally takes a number of minutes equal to an outfit's armour check penalty +1 to don an outfit. A character can make a Dexterity check (DC 15) to don the outfit in half the required amount of time.

Armour or Clothing Outfit

Outfit	Cost	I / R	Weight	DR	Speed Reduction	ACP
Chainmail Vest	200 cr.	—	40 lb.	3	–10 ft.	–6
Cold Weather Clothing	125 cr.	—	16 lb.	0	—	—
Diplomat's Attire	500 cr.	R	8 lb.	1	—	—
Flak Jacket	800 cr.	R	25 lb.	4	–10 ft.	–5
Jumpsuit	80 cr.	—	3 lb.	—	—	—
Magnetic Soles	95 cr.	—	4 lb.	0	–10 ft.	–2
Minbari Battle Armour	3,750 cr.	R	12 lb.	5	–10 ft.	–3
Narn Battle Suit	600 cr.	R	22 lb.	3	–10 ft.	–4
Padded Armour	250 cr.	—	18 lb.	2	—	–1
Pressure Suit	950 cr.	—	32 lb.	1	–10 ft.	–2
Pressure Suit, Pilot's	1,250 cr.	—	27 lb.	1	–10 ft.	–2
Pressure Suit, Combat	1,500 cr.	R	42 lb.	3	–10 ft.	–4
Ranger Robes	5,000 cr.	R	15 lb.	2	—	—
Uniform	95 cr.	R	3 lb.	—	—	—
Uniform, Dress	250 cr.	R	4 lb.	—	—	—

General Equipment Qualities

Here is the format for general equipment entries.

Cost: This value is the item's cost in credits. The cost includes miscellaneous gear that goes with the item, such as a carry-case for a toolkit.

I / R: This entry shows whether the item is illegal (I) or restricted (R) on Babylon 5. Restricted items can only be legally purchased if one has the relevant permit. Illegal items cannot be legally purchased at all. No entry means that the item is entirely legal to purchase.

Weight: This column gives the weight of the item.

Special: Some items have special features. See the item's description for details.

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 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 ten 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 foot length of steel chain has Hardness 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 feet of the target and make a Computer Use 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 General Equipment table. 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 50 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.

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. A Subterfuge check at DC 30 must be made to be free from these handcuffs. They have Hardness 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 attempt to bypass an electronic lock by making a Technical (electronics) check at the DC given in the General Equipment table. Alternately, a Subterfuge check based on the DC +5 may be used to neutralise 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 attempt to bypass a lock by making a Technical (mechanical) check at the DC given in the General Equipment table. Alternately, a Subterfuge check based on the DC +5 may be used to break the lock.

Recorder: Built around a small hover-fan assembly, 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 feet: 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 ranged weapon, a scope incorporates telescopic lenses and laser range-finding to greatly increase the accuracy of any shot fired at extreme ranges. Every aiming action spent with the weapon reduces the penalty for one range increment by one. If combined with the Far Shot feat, this can remove the range increment penalty entirely for the first three range increments (if three rounds are spent aiming).

Silencer: A silencer removes almost all sound of firing from any projectile weapon. Fitting a silencer is a standard action and will causes the DC to hear the weapon firing to be increased by 10. The weapon's range increment is also reduced by 10 feet, however. 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 reactors and gravity projectors, the engineering toolkit provides all the tools necessary.

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 craft a simple weapon.

General Equipment

Item	Cost	I / R	Weight	Special
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.	I	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 Mounted, 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.	R	2 lb.	—
Hand Computer	2,950 cr.	—	4 lb.	—
Handcuffs	30 cr.	R	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.	—	1 lb.	—
Lock, Mechanical (DC 10)	50 cr.	—	1 lb.	—
Lock, Mechanical (DC 15)	120 cr.	—	1 lb.	—
Lock, Mechanical (DC 20)	500 cr.	—	1 lb.	—
Recorder	1,200 cr.	—	2 lb.	—
Rope, 100 ft.	70 cr.	—	4 lb.	—
Scope	150 cr.	R	1 lb.	—
Silencer	85 cr.	R	1 lb.	—
Toolkit, Electronic	200 cr.	—	3 lb.	—
Toolkit, Engineering	50 cr.	—	7 lb.	—
Toolkit, Mechanical	150 cr.	—	12 lb.	—
Translator	700 cr.	—	2 lb.	—
Tripod	200 cr.	R	8 lb.	—

Translator: A complex yet widely-used piece of equipment, using a translator can range from helpful (finding the correct Brakiri term for 'discount') to vital (understanding what the Pak'ma'ra just said). A translator's main function is to allow those with little skill in languages to interact with other races. Conducting any business through a translator generally takes a little longer than normal and may stall if the translator's memory cannot recognise certain phrases.

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 rifle. All burst firing penalties are reduced to –5. It takes a full round action to set up a tripod.

SERVICES

Commercial services provide the structure around which the galaxy makes credits. Characters involved with the events taking place between 2258 and 2262 might well want to purchase access to one or more of these services during the course of their activities. The need for these services remain despite the constant ebb and flow of war. Here is the format for service entries.

Service: The name and nature of the service.

Key Skills: The key skill(s) involved in the service. This will often give a character a good idea as to whether it is worth employing someone else to perform a specific service. Sometimes, it is just as easy – though not necessarily possible – to perform a service oneself.

Total Skill Bonus, Class: The skill bonus used for the service-providing character to make any relevant skill rolls. If called upon to make normally irrelevant skill checks – such as a computer programmer called upon to balance on a girder while reprogramming an isolated computer system – use half of this bonus.

Quality of Goods & Services

Variations in service infrastructure, available technology and business practice severely affect the quality of services and goods. This reality is reflected through the following quality system. All services and goods come in four potential service levels: Poor, Adequate, Excellent and Exceptional.

Poor services possess a very limited service infrastructure and have limited ability to provide customer service and less interest in doing so. Poor equipment just barely meets whatever standards govern licensing. On the positive side, Poor goods and services are cheap. Multiply the price of Poor quality goods or services by 0.75. These goods or services impart a –1 equipment penalty to all associated checks or rolls, While this may seem counterproductive, many professional or medical skills can only be used with a particular item or type of service and a small penalty is better than not being able to acquire the item or service at all.

Adequate services have sufficient infrastructure to provide both reasonable levels of service and customer support. Adequate goods are standard examples of their type and widely available. Adequate quality goods or services cost the listed amount.

Excellent services invest heavily in their service infrastructure, offsetting their high initial and continuing costs by billing their customers considerably more than the other services. In exchange, their customers get access to services that provide a high degree of consistency. Excellent goods are finely crafted examples of their type, generally being lighter and more durable than their Adequate counterparts. Double the price of Excellent quality goods or services. These goods or services impart a +1 equipment bonus to all associated checks or rolls,

Exceptional services are uniformly of the highest quality and responsiveness to their customers. Exceptional examples of goods employ the very best technology and are usually made to order. Quadruple the price of Exceptional quality goods or services. These goods or services impart a +2 equipment bonus to all associated checks or rolls,

Cost in Credits (per hour): This value is the service's cost in credits for one hour. The cost includes miscellaneous costs that go with the service, such as a contraception for a personal entertainer.

I / R: This entry shows whether the service is illegal (I) or restricted (R) on Babylon 5. Restricted services can only be legally purchased if one has the relevant permit. Illegal services cannot be legally purchased at all. No entry means that the service is entirely legal to purchase.

Services

Service	Key Skills	Total Skill Bonus, Class	Cost in Credits (per hour)	I / R:
Accounting	Profession (accountant)	+10, worker (white collar)	50	—
Appraisal	Appraise	+8, worker (blue or white collar)	35	—
Appraisal, Expert	Appraise, Knowledge (specific culture)	+14, worker (blue or white collar)	70	—
Arbitration	Knowledge (law)	+14, diplomat	90	—
Archaeological Translation	Knowledge (specific culture), Linguistics	+14, scientist	70	—
Bodyguarding	Intimidate, Notice	+10, soldier	40	R
Cleaning	—	—	10	—
Commercial *Deep Scan*	Telepathy	+10, telepath	95	R
Commercial *Surface Scan*	Telepathy	+8, telepath	65	R
Computer Programming	Computer Use	+10, worker (white collar)	40	—
Computer Repair	Technical (electronics)	+10, worker (blue collar)	35	—
Courier	Stealth	+6, lurker	20	—
Data Analysis	Concentration, Investigate	+8, scientist	45	—
Data Analysis, Expert	Concentration, Investigate	+14, scientist	90	—
Data Entry	Computer Use	+6, worker (white collar)	15	—
Dock Worker	Profession (dock worker)	+6, worker (blue collar)	25	—
Dock Worker, Master	Operations (systems), Profession (dock worker)	+14, worker (blue collar)	70	—
Diplomatic Translation	Diplomacy, Linguistics	+10, diplomat	50	—
Driver	Drive	+6, worker (blue collar)	35	—
Driver, Expert	Drive, Knowledge (specific local)	+12, worker (blue collar)	50	—
Enforcers	Intimidate	+8, lurker	70	R
Engineer	Technical (engineering)	+10, worker (blue collar)	50	—
Engineer, Apprentice	Technical (engineering)	+8, worker (blue collar)	30	—
Engineer, Master	Knowledge (physics), Technical (engineering)	+14, worker (blue collar)	85	—
Entertainer	Profession (any performing)	+8, worker (performing)	25	—
Entertainer, Personal	Profession (courtesan)	+10, worker (performing)	45	R
Facilitation	Diplomacy, Sense Motive	+12, diplomat	75	—
Forgery	Computer Use	+8, lurker	80	I
Forgery, Expert	Computer Use, Intrigue	+12, lurker	95	I
Investigation	Intrigue, Investigate	+10, agent	65	R
Labourer	—	—	10	—
Mechanic	Technical (mechanical)	+10, worker (blue collar)	50	—
Mechanic, Apprentice	Technical (mechanical)	+8, worker (blue collar)	30	—
Mechanic, Master	Knowledge (physics), Technical (mechanical)	+14, worker (blue collar)	85	—
Negotiation	Diplomacy	+10, diplomat	50	—

Pilot	Pilot	+8, officer (pilot)	55	—
Pilot, Expert	Operations (piloting), Pilot	+12, officer (pilot)	85	—
Private Doctor	Medical	+12, scientist	55	—
Private Tutor	Knowledge (any two)	+10, diplomat	60	—
Researcher	Computer Use	+8, worker (white collar)	30	—
Secretarial	Computer Use	+8, worker (white collar)	25	—
Space Hand	Operations (systems)	+8, worker (blue collar)	25	—
Teacher	Knowledge (any)	+8, diplomat	25	—
Technician	Technical (electronics)	+10, worker (blue collar)	50	—
Technician, Apprentice	Technical (electronics)	+8, worker (blue collar)	30	—
Technician, Master	Knowledge (physics), Technical (electronics)	+14, worker (blue collar)	85	—
Translator	Linguistics	+8, diplomat	25	—
Tour Guide	Knowledge (specific local)	+6, diplomat	20	—

Lifestyles

Lifestyle costs covers food, clothing, appropriate hobbies and sundry living expenses – basically, the monthly 'invisible' costs of living on a day-to-day basis. All other payments follow the rules for equipment in this book. Lifestyle costs do not include bodyguards or other professional services. The character may assume that security devices suitable for the credits he pays will protect his property. The lifestyle fee covers a single character – a family of four would have to pay four times the fee to insure that each member could enjoy the benefits of their chosen lifestyle. When the character moves to a new area, he may select any lifestyle he chooses. If he chooses not to pay the monthly fee, his lifestyle begins to deteriorate at the rate of one level per month. Each month he fails to pay the fee, the character also gains debts equal to the unpaid amount. The Lifestyle Costs table lists the monthly fee for a given lifestyle.

Lifestyle: The name of the lifestyle.



Cost in per Month: This value is the service's cost in credits for one month.

Description: A general description of what a particular lifestyle provides a character with.

Examples: Examples of character types that possess this level of lifestyle.



Lifestyle Costs

Lifestyle	Cost per Month	Description	Examples
Poverty	150 cr.	The character rarely tastes anything other than public assistance. He can occasionally afford low-quality synthetics. His luxuries and entertainments mostly come in the form of free programming, broadcast to his broken down vid-unit. He wears the same clothing, or a very limited set of clothes, every day. When the items wear out he replaces them from public charity or in the bazaars where others in the same circumstances sell the clothes off their backs for a final handful of credits.	Babylon 5 lurkers, the homeless, drug addicts, Pak'ma'ra
Poor	300 cr.	The character pays for a slightly less indigent lifestyle than that enjoyed by his poverty-stricken brethren. He can afford to buy his own meals, an occasional bit of new clothing and cheap entertainments at least twice a month. The character also has enough money to support a simple hobby (e.g. drinking or a craft) in addition to his traditional work. If he would like to go out to a 'nice' restaurant or pay for expensive entertainment he will need to save up for at least two months.	Monks, apprentice dockworkers, new station arrivals, most Narn
Average	1,000 cr.	The character enjoys a relaxed, materially wealthy lifestyle supported by weekly entertainment, at least one hobby and regularly purchased meals. The character can afford high-quality synthetics as well as the occasional real meal. He can afford widely available luxuries as part of his daily grind. He can replace his wardrobe completely with cheap items once per year or replace it every five years with higher-quality goods.	Most Minbari, Centauri and Humans
Successful	3,000 cr.	The character begins to taste what it might be like to be rich. He can afford to go out to formal restaurants about half of the time, supplementing his intake the other half of the time with a mix of high quality synthetics and real cooked foods. He has access to a replaceable wardrobe of high quality clothes. He can support up to three expensive hobbies (e.g. travel, luxury shopping or extreme sports) while maintaining a busy entertainment schedule. His budget includes can stretch to commonly available items as well as a few luxuries.	Grey Council members, Minbari caste leaders, Narn diplomats
Wealthy	5,000 cr.	The character experiences a lifestyle more decadent than the dreams of the lower classes. He has access to fine clothing, uncommon luxuries and regular nights out. When he does eat in, his personal servants take care of his needs. He can indulge his desires for planetary travel at a whim or even go interstellar. The character's lifestyle may, in fact, interfere with his professional work.	Narn Kha'Ri, Human senators, Centauri minor nobles
Noble	9,000 cr.	The character buys a decadent lifestyle fit for a Centauri noble. The character consumes common and uncommon luxuries as a matter of course. He orders bespoke clothing for particular situations. Every night he parties as hard as his antics (or at least his money). He can afford at frequent interstellar trips, usually to an exotic destination.	Centauri nobles
Royal	25,000 cr.	The character enjoys a lifestyle usually reserved for a race's power elite. He consumes uncommon and rare luxuries, orders commercial services and can hire nearly any professional service he desires. His minions deal with most of the complex issues of day-to-day life, allowing him to focus on either his professional responsibilities or his hobbies.	Centauri Emperor

Business License

Babylon 5, along with virtually every other trading port and colony, demands that a character hold a license if they wish to conduct business in their environs. A generic business license allows the character to perform commercial transactions while on board the station. The qualifications for and benefits of, the various levels of license are listed in the Business License table.

Most business on Babylon 5 takes place under the auspices of Class B business licenses. Start-up businesses generally try to come in under one of the other programs rather than pay the monthly renewal fee for a Class A during their first year. Large, multi-system concerns often secure Class C licenses as part of their bid to upgrade to the coveted Class D. Class D licenses require the company to secure diplomatic assistance. This practice makes it easy for the somewhat corrupt or just mildly dishonest among the diplomats on the station to line their pockets. While the license itself does not cost much, the priority access to the StellarCom system for business communication can mean literally billions of credits a year.

Business License

Class	Qualifications	Cost	License Duration	Benefits
A	Presentation of proper ID.	500 cr.	1 month, renewable.	May rent stall space in the Zocalo; may secure restricted, non-illegal items with Security for demonstration purposes; allowed to request telepathic monitoring of a business; negotiation with Security approval.
B	Presentation of proper ID, 1 year's worth of tax receipts, 1 business reference.	1,000 cr.	1 year, renewable.	May rent stall space in the Zocalo; may secure restricted, non-illegal items with Security for demonstration purposes; allowed to hire telepaths to monitor negotiations; priority access to BabCom station communications for conducting transactions.
C	Presentation of proper ID, 3 years' worth of tax receipts, 4 business references.	5,000 cr.	1 year, renewable.	May rent multiple stall spaces in the Zocalo; may secure restricted, non-illegal items with Security for demonstration purposes; may carry non-functional demonstration items onto the station; allowed to hire telepaths to monitor negotiations; priority access to BabCom station communications for financial transactions; priority access to Babylon 5 jump gate and docking bays.
D	Presentation of proper ID, hold a class C license for at least one year, 5 years' worth of business receipts, 4 business references, diplomatic sponsorship.	10,000 cr.	1 year, reviewed on each renewal.	May rent multiple stall spaces in the Zocalo and in other areas; may secure restricted, non-illegal items with Security for demonstration purposes; may carry one functional demonstration item onto the station; allowed to hire telepaths to monitor negotiations; priority access to BabCom station communications for financial transactions and business communications; priority access to Babylon 5 jump gate and docking bays.



DRUG QUALITIES

Drugs on Babylon 5 come in a wide range of types and potencies. Whether affected by a poison or a beneficial drug, or even just drinking a beer in Earharts, a character is unlikely to spend a day on Babylon 5 without encountering drugs in some form or another. Here is the format for drug entries.

Drug: The name of the drug.

Vector: The method by with the drug can be introduced into a body's system. Ingested drugs must be eaten or imbibed, injury drugs must be injected or otherwise physically introduced (applied to the edge of a weapon, for instance), inhaled must be breathed in.

Fort DC: This is the DC for the Fortitude saving throws necessary to avoid the initial or secondary effects of the drug. If this DC is in brackets, the drug is generally beneficial. Characters normally voluntarily fail their Fortitude saves in order for the drug to take its effects automatically.

Initial Effect: This is the effect that the drug has on the character immediately, upon the introduction of it to his system, as long as the Fortitude saving throw fails.

Secondary Effect: Ten rounds (one minute) after a failed initial Fortitude saving throw, the character must make another Fort save at the same DC to avoid these secondary effects.

Cost: This value is the drug's cost in credits. The cost is for one dose of the drug.

I / R: This entry shows whether the drug is illegal (I) or restricted (R) on Babylon 5. Restricted drugs can only be legally purchased if one has the relevant permit. Illegal drugs cannot be legally purchased at all. No entry means that the drug is entirely legal to purchase.

Special: Some drugs have special effects. See the drug's description for details.

DRUG DESCRIPTIONS

Alcohol: Various forms of alcoholic drinks are freely available on board Babylon 5, mostly of Earth or Centauri origin. Oxy pills can counter the short-term negative effects of imbibing too much, although long-term abuse of alcohol can create problems that cannot be solved so easily. Prices for alcohol vary depending on quality – cheap hooch manufactured on a chemical still in

Downbelow can be had for a credit or two, while fine Centauri drinks costs hundreds of credits.

Every time a character imbibes an alcoholic drink, they must make a Fortitude save. The DC depends on the strength of the alcoholic drink but is generally quite low, such as 5. Every drink the character has in addition to the first in the same scenario requires another check, increasing the DC by one each time. As soon as one Fortitude save is failed, the character becomes sickened. Failure on the secondary Fortitude roll results in unconsciousness for 2d6 hours

Minbari cannot metabolise alcohol as most other races do; it is a psychoactive poison to them, driving them into berserk rages. They use the same rules as Narn do when using Blood Rage (see page 93), except that they have no control over their actions whatsoever. They also suffer the secondary effect immediately after the rage ends.

Antipoison: These pills counter most common forms of poison, giving a +d10 bonus to Fortitude saves against the effects of drugs for one hour. Note that this may also combat beneficial drugs as well as poisons.

Cyanide: An old favourite of Human poisoners, cyanide is still one of the most reliable poisons in an assassin's arsenal.

Hexazyne: A much newer type of poison that directly attacks the nervous clusters responsible for gross muscle movement, hexazyne is a favourite poison for those wishing to incapacitate or weaken their targets without killing them. It is also used on occasion to ensure paralysis in patients during delicate surgical procedures.

Morph Gas: Morph gas is the riot deterrent of preference on Babylon 5. Any character that breathes within the area of effect of morph gas must make a Fortitude save every round or be rendered unconscious for 2d6 minutes. It is not used without due thought, however, as it can leave a character feeling groggy for quite some time afterwards.

Oxy Pills: These pills rejuvenate the user, removing any penalties from drinking alcohol and removing 2d4 points of nonlethal damage after one minute.

Sleepers: Sleeper pills suppress psychic potential. They are used by the Psi Corps to deal with telepaths who are unwilling to join the Corps. Once a dose of the sleeper drug has been applied, the telepath will be considered a P0 for the next ten days. This effectively makes the telepath latent for the period and therefore unable to use telepathic abilities (though he may use the Latent Telepath abilities (see page 98). 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. It is theoretically possible to also modulate the sleeper to only reduce a telepath's P-Rating, rather than set it to zero.

Note that the secondary effect leads to extreme depression. Every time the telepath fails the secondary Fortitude save, there is a standard 5% chance that the Charisma damage is converted to drain, and is therefore permanent. Regular use of sleepers therefore inevitably leads to the telepath's personality gradually fading away.

Vin'Rath: A virulent poison harvested from a particularly vicious form of insect found only on the Narn homeworld of Nar'Shal, vin'rath is a powerful paralytic.

Stim: Stims are stimulants are injected directly into the bloodstream. They were originally designed for military use, but are available to civilians. A stim instantly removes any fatigue or exhaustion afflicting the user, as well as neutralising any current dazed or stunned conditions. Stims are designed as a short-term measure – their secondary effect represents the disastrous effects repeated use can have on the user's metabolism and sanity.

Drugs

Drug	Vector	Fort DC	Initial Effect	Secondary Effect	Cost	I / R
Alcohol	Ingested	5+	Sickened	Unconsciousness	10 cr. – 100 cr.	—
Alcohol (for Minbari)	—	20+	Rage	2d6 Con damage	—	—
Antipoison	Ingested or Injury	(15)	+d10 to Fort saves against drugs	—	80 cr.	—
Cyanide	Ingested or Injury	20	1d6 Con damage	1d6 Con damage	195 cr.	I
Hexazyne	Injury	20	1d6 Str damage	2d6 Str damage	145 cr.	I
Morph Gas	Inhaled	15	Unconsciousness	1 Int damage	125 cr.	R
Oxy Pill	Ingested	(20)	Eliminates alcohol effects	Eliminates 2d4 nonlethal damage	40 cr.	—
Sleeper	Injury	30	Inhibits P-Rating	1 Cha damage	400 cr.	R
Stim	Injury	(25)	Eliminates fatigue or exhaustion	1 Wis damage	75 cr.	R
Vin'Rath	Injury	20	1d6 Dex damage	2d6 Dex damage	140 cr.	I

PERSONAL COMBAT

The Narn Regime is dedicated to peace!

- G'Kar

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. The following rules deal with combat on a personal scale within Babylon 5. Rules for fighting in space can be found in the Space Combat Chapter.

SUMMARY

Personal combat in the *Babylon 5 Roleplaying Game* is played out in rounds, and in each round everybody acts in turn, in a recurring cycle. Each round represents roughly six seconds of time in the game. Personal combat usually runs in the following way:

1. Each combatant starts the battle flat-footed. Once a combatant acts, he is no longer flat-footed.
2. The Games Master determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for Initiative. In Initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled Initiative do so. All combatants are now ready to begin their first regular round.
4. Combatants act in Initiative order (highest to lowest). Initiative is calculated using a Dexterity check (detailed on page 58).

When everyone has had a turn, whether they take advantage of it or not, the combatant with the highest Initiative acts again and Step 4 is repeated until the combat ends.

INITIATIVE

Every round, each combatant gets to take their allotment of actions. The combatants' Initiative checks, from highest to lowest, determine the order in which they act.

At the start of a battle, each combatant makes a single Initiative check. An Initiative check is a Dexterity check. Each character applies his Dexterity modifier to the roll and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The Games Master finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his Initiative changing; see Special Initiative Actions on page 178).

If two or more combatants have the same Initiative check result, the combatants who are tied go in order of total Initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

Flat-Footed: At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the Initiative order), the character is flat-footed. A character cannot use his Dexterity bonus and therefore loses his Dexterity bonus to Defence Value while flat-footed, though a Dexterity penalty will still apply. A flat-footed character also loses any dodge bonuses he may have to Defence.

Joining a Battle: If characters enter a battle after it has begun, they roll Initiative at that time and act whenever their turn comes up in the existing order.

SURPRISE

When a personal combat starts, if a character was not aware of his enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his enemies if the character knows about them before they are aware of the character.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular combat rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for Initiative. In Initiative order

(highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet.

ATTACKS

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, he rolls 1d20 and adds his attack bonus. If the result equals or beats the target's Defence Value, the character hits and deals damage.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss.

A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat – a possible critical hit.

If the character is not proficient in the weapon he is attacking with (the character does not have the appropriate Weapon Proficiency feat), that character takes a –4 penalty on the attack roll.

Attack Bonus

A character's attack bonus with a close combat weapon, such as a coutari, is:

Base attack bonus + Strength modifier + size modifier + miscellaneous modifiers

A character's attack bonus with a personal ranged weapon, such as a PPG, is:

Base attack bonus + Dexterity modifier + size modifier + range penalty + miscellaneous modifiers

Strength Modifier

Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to close combat attack rolls.

Light Close Combat Weapons

Some close combat weapons, such as knives, are designated as 'light' weapons. Due to the ease with which such a weapon can be used in close combat, any character can use their Dexterity modifier rather than their Strength modifier when calculating their attack bonus.

Size Modifier

Size modifiers generally only come into effect when a character attacks something bigger or smaller than himself. Since this size modifier also applies to Defence Value against all personal combat attacks, two creatures of the same size strike each other normally, regardless of what size they actually are.

Size Modifier Table

Size (example)	Size Modifier
Colossal (spaceship)	–8
Gargantuan (shuttle)	–4
Huge (Starfury)	–2
Large (hovercraft)	–1
Medium-size (Human)	+0
Small (dog)	+1
Tiny (camera drone)	+2
Diminutive (rat)	+4
Fine (insect)	+8

Dexterity Modifier

Dexterity measures coordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a personal ranged weapon or a light close combat weapon.

Range Penalty

The range penalty for a personal ranged weapon depends on what weapon the character is using and how far away



the target is. Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles (such as revolvers) or energy (such as PPGs) can shoot up to ten increments.

Miscellaneous Modifiers

There are a variety of other modifiers that can be applied to an attack roll. For example, the Weapon Focus feat (see page 105) gives a +1 bonus to attack rolls, as long as the character is using a particular weapon. Alternatively, being sickened results in a –2 penalty to attack rolls.

Defence Value

A character's Defence Value (DV) represents how hard it is for opponents to land a solid, damaging blow on the character. It is the attack roll result that an opponent needs to achieve to hit the character. A character's Defence Value is equal to:

10 + class Defence bonus + Dexterity modifier + size modifier

Dexterity Modifier

Sometimes a character cannot use his Dexterity bonus, whether because of an entanglement, being caught flat-footed, or for some other reason. If a character cannot react to a blow, that character cannot add his Dexterity bonus to his Defence Value. This will also result in the character losing any dodge bonuses to Defence Value. Note that a situation that removes a character's Dexterity bonus will not remove a Dexterity penalty.

Class Defence Bonus

A character's class and level grant the character an innate bonus to Defence Value. This bonus applies in all personal combat situations, even when the character is flat-footed or when the character would lose his Dexterity bonus for some other reason.

Favourable and Unfavourable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state or tactics applies to the defender's Defence. The Games Master judges what bonuses and penalties apply, using the Defence Modifiers table and the Attack Roll Modifiers table as guides.

Defence Value Modifiers

Circumstance	Close Combat DV Modifier	Personal Ranged DV Modifier
Defender sitting or kneeling	–2	+2[1]
Defender prone	–4	+4[1]
Defender stunned or cowering	–2[2]	–2[2]
Defender climbing	–2[2]	–2[2]
Defender flat-footed	+0[2]	+0[2]
Defender running	+0[2]	+0[2]
Defender grappling (attacker not)	+0[2]	+0[3]
Defender pinned	+4[4]	+0[4]
Defender helpless (such as paralysed, sleeping or bound)	+0[2]	+0[2]
Defender has cover	— See Cover —	
Defender concealed or invisible	— See Concealment —	

[1] May instead improve bonus to DV granted by cover. See Cover.
[2] The defender also loses any Dexterity bonus to DV.
[3] Roll randomly to see which grappling combatant the attacker strikes. That combatant loses any Dexterity bonus to DV.
[4] Treat the defender's Dexterity as 0 (–5 Dexterity penalty to DV).

Attack Roll Modifiers

Circumstance	Close Combat Attack Roll Modifier	Personal Ranged Attack Roll Modifier
Attacker flanking defender[1]	+2	—
Attacker on higher ground	+1	+0
Attacker prone[2]	–4	–2
Attacker assailing running defender	+0[3]	–2[3]
Attacker invisible	+2[3]	+2[3]

[1] A character flanks a defender when he has an ally on the opposite side of the defender who is threatening the defender (see Personal Combat for details of threatened areas).
[2] Some ranged weapons cannot be used while the attacker is prone.
[3] The defender loses any Dexterity bonus to DV.

Cover

Cover provides a +4 bonus to Defence Value. In a close combat, if a character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it is easy to have better cover than your opponent. Cover also has the following effects:

- **Low Obstacles and Cover:** A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet of it. The attacker can ignore the cover if he is closer to the obstacle than his target.
- **Cover and Attacks of Opportunity:** You cannot execute an attack of opportunity against an opponent with cover relative to you.
- **Cover and Reflex Saves:** Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you.
- **Cover & Hiding:** You can use cover to make a Stealth check and hide from view. Without cover, you usually need concealment to hide.
- **Soft Cover:** Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to Defence Value. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Stealth checks in order to hide.
- **Total Cover:** If a target is completely obscured by cover, he is considered to have total cover from you. You cannot make an attack against a target that has total cover.
- **Varying Degrees of Cover:** In some cases, cover may provide a greater bonus to Defence Value and Reflex saves. In such situations the normal cover bonuses to Defence Value and Reflex saves can be doubled (to +8 and +4, respectively). A character with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, this improved cover provides a +10 bonus on Stealth checks made to hide from view. Conversely, particularly poor cover may only grant a +2 bonus to Defence Value and a +1 bonus to Reflex saves; this poor cover will not allow a character to make Stealth checks in order to hide.

The Games Master may impose other penalties or restrictions on attacks depending on the details of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the Games Master should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck.

This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defence Value of the covering character, the covering character takes the damage intended for the target. If the covering character has a Dexterity bonus to Defence or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead (the covering character has dodged out of the way and did not provide cover after all). A covering character can choose not to apply his Dexterity bonus to Defence or his dodge bonus, if the covering character so desires.

Concealment

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy. Fog or darkness are two examples of conditions that can provide concealment. Concealment always depends on the point of view of the attacker.

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll – there is a 20% chance that the attacker missed because of the concealment. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Cover also has the following effects:

- **Concealment and Hiding:** You can use concealment to make a Stealth check and hide from view. Without concealment, you usually need cover to hide.
- **Total Concealment:** If a target is completely obscured by concealment, he is considered to have total concealment from you. You cannot attack an opponent that has total concealment, though you can attack into an area (5-foot by 5-foot square) that you think he occupies. A successful attack into an area occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance).
- **Concealment and Attacks of Opportunity:** You cannot execute an attack of opportunity against an opponent with total concealment, even if you know what area the opponent occupies.
- **Ignoring Concealment:** Concealment is not always effective. A shadowy area or darkness does not provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Notice checks to notice the location of an invisible character. An invisible character gains a +10 bonus on Stealth checks if moving or a +20 bonus on Stealth checks when not moving (even though opponents cannot see you, they might be able to figure out where you are from other clues).
- **Varying Degrees of Concealment:** Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly. Light fog, for instance, only applies has a 10% miss chance and you cannot use it to make a Stealth roll to hide.

DAMAGE

When a character hits with a weapon, he deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures.

Damage is deducted from the target's current hit points. Attacks against objects are dealt with in a separate section detailed on page 168.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage. This can be negated by Hardness or Damage Reduction to 0; the minimum damage of 1 rule only applies to penalties applied to the damage roll itself.

Strength Bonus

When a character hits with a close combat weapon or thrown weapon, add his Strength modifier to the damage.

Off-Hand Weapon: When a character deals damage with a weapon in his off hand, add only half of the character's Strength bonus.

Wielding a Weapon Two-Handed: When a character deals damage with a weapon that he is wielding two-handed, add 1.5 times the character's Strength bonus.

Light Close Combat Weapons

When wielding a light close combat weapon in two hands, only the character's normal Strength bonus applies to the damage roll, rather than 1.5 times the character's Strength modifier. This applies even if the character used their Strength modifier rather than Dexterity modifier when calculating their attack bonus.

Multiplying Damage

Sometimes damage is multiplied by some factor, generally a x2 or more due to a critical hit. Roll the damage (with all modifiers)

Optional Rule: Accurate Shots

If the Games Master wants to make combat deadlier, then the accurate shot rules can be employed. Under this rule, a weapon does one point of extra damage for every point by which the attack roll exceeds the target's Defence Value. For example, a security guard fires a PPG at a lurker. The lurker has a Defence Value of 14; the guard rolls an attack of 21. The PPG shot deals 2d6+7 damage. This rule makes combat considerably deadlier and should only be employed in games where combat is a rare event.

Optional Rule: Bleeding

Several times in the *Babylon 5* series, we see a character in danger of bleeding to death. To simulate this loss of health over time, the bleeding rules can replace the normal critical hit rules. When using the bleeding rules, a character who suffers a critical hit continues to lose 1d2 hit points each round after the critical hit (1d3 for x3 critical damage multiplier weapons, 1d4 for x4 critical damage multiplier weapons).

A bleeding character also counts as sickened until such time as his bleeding is staunched. Staunching a character's bleeding wounds can be achieved with a Medical check (DC 15). Under these rules, do not multiple the damage on a successful critical hit.

multiple times and total the results. Bonus damage represented as extra dice, such as from an agent's sneak attack class feature is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

Critical Hits

When a character makes an attack roll and gets a natural 20 (the d20 shows 20), the character hits regardless of the target's Defence Value and the character has scored a threat of a critical hit. To find out if it is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defence, the attack is a critical hit (note that the second roll just needs to hit to confirm a critical hit; the character does not need to roll a second 20). If the second roll is a miss, then the attack just deals the damage of a regular hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2. It is possible for some weapons to have higher multipliers, such as x3 or even x4. Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical entry listed with a weapon on the Weapons tables in the Equipment Chapter indicates the threat range and damage multiplier for that weapon. For instance, a Critical entry of '19–20/x2' indicates that the weapon has a threat range of 19 to 20 and a damage multiplier of x2.

Saving Throws

Generally, when a character is subject to an unusual attack, he gets a saving throw to avoid or reduce the effect. A saving throw is a 1d20 roll plus a bonus based on the character's class and level (the character's base save bonus) and an ability modifier. A character's saving throw bonuses are:

Fortitude Saving Throw

Base Fortitude bonus + Constitution modifier + miscellaneous modifiers

Reflex Saving Throw

Base Reflex bonus + Dexterity modifier + miscellaneous modifiers

Will Saving Throw

Base Will bonus + Wisdom modifier + miscellaneous modifiers

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success. The Difficulty Class for a save is determined by the attack or effect itself.

INJURY AND DEATH

A character's hit points measure how much damage he can sustain before succumbing to his injuries. Damage does not slow a character down until his current hit points reach 0 or lower. At 0 hit points, he is disabled. At from –1 to –9 hit points, he is dying. At –10 or lower, he is dead.

Massive Damage: If a character ever sustains a single attack deals damage equal to or greater than his Constitution score and it does not kill him outright, he must make a DC 15 Fortitude save. If this saving throw fails, his hit point total is immediately reduced to –10. This represents a single attack that does such massive damage to his system that the character simply cannot survive the experience.

Disabled (0 hit points)

When a character's current hit points drop to exactly 0, he is disabled. He can only take a single move or standard action each turn (but not both, nor can he take full round actions). He can take move actions without further injuring himself but if he performs any standard action (or any other strenuous action) he takes 1 point of damage after the completing the act.

A character can also become disabled when recovering from dying.

Dying (–1 to –9 hit points)

When a character's current hit points drop to between –1 and –9 inclusive, he is dying.

A dying character must make a Fortitude save every round; the DC is 10 – his current hit point score (so DC 11 at –1 hit points, DC 12 at –2 hit points and so on). If this saving throw is failed, the character goes unconscious. A character may voluntarily fail this roll if he wishes.

If conscious, the dying character may act as if disabled (single action per round, non-move actions will cause damage).

Whether or nor a dying character is unconscious, he will continue to lose hit points due to blood loss and internal injuries. This hit point loss occurs until the character dies or becomes stable (see Stable Characters and Recovery). A character loses hit points depending on his current hit point total (see the Dying and Hit Point Loss table). This is in addition to the hit point loss for taking non-move actions while disabled or dying.

Dying and Hit Point Loss

Current Hit Points	1 Hit Point Lost Every...
–1 to –3	Minute (10 rounds)
–4 to –6	3 Rounds
–7 to –9	Round

Dead (–10 hit points)

When a character's current hit points drop to –10 or lower, he is dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

Stable Characters and Recovery

On the round after a dying character succumbs to unconsciousness , roll d% on the Stabilisation table to see whether the dying character becomes stable.

Stabilisation

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

If this roll fails, roll again the next time the unconscious dying character loses a hit point (see the Dying and Hit Point Loss table). If the roll is a success, the character stabilises. A stable character does not lose any more hit points

from his injuries. If the character's hit points drop to –10 or lower, he is dead.

A Medical check (DC 15) can also force a dying character to make a Stabilisation roll. This Stabilisation roll may have a bonus of up to 50%, depending on the techniques and facilities available to the medic.

A stable character cannot benefit from natural healing until they have recovered.

Recovering: One hour after a dying character becomes stable, he makes a Fortitude save. The DC is 15 – his current hit point score (so DC 16 at –1 hit points, DC 17 at –2 hit points and so on). Should the roll succeed, his hit point total is raised to 0 (disabled) and he becomes conscious and may heal naturally. As soon as a character's hit points rise to 1 or higher, that character is no longer disabled and may act normally.

Should the Fortitude save fail, the character remains or falls unconscious in a coma-like state for d10 hours, before making another Fortitude save to recover, as above. Note that if a stable character spends more than 24 hours unconscious without receiving at least basic medical attention, they will normally die (due to dehydration, exposure, blood loss or another factor).

A Medical check (DC 15) can grant a +4 bonus to a character's Fortitude saves to recover.

If a character is somehow elevated from negative hit points to positive hit points without going through the normal healing process (perhaps by being subject to advanced healing technology), they immediately recover and are conscious, able to act normally once more.

Healing

Natural Healing: With a full night's rest (8 hours of sleep or more), a character recovers 1 hit point per character level. Any significant interruption during rest prevents healing that night. Complete bed rest for 24 hours heals two hit points per character level.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

See the Medical skill on page 77 for more details on giving medical care to the injured.

Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further. When temporary hit points are lost, they cannot be restored as real hit points can be,

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

Nonlethal Damage

Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When a character takes nonlethal damage, keep a running total of how much he has accumulated. *Do not deduct the nonlethal damage number from his current hit points.* It is not 'real' damage. Instead, when his nonlethal damage equals his current hit points, he is staggered, and when it exceeds his current hit points, he falls unconscious. It does not matter whether the nonlethal damage equals or exceeds his current hit points because the nonlethal damage has gone up or because his current hit points have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: A character can use a close combat weapon that deals lethal damage to deal nonlethal damage instead but suffers a –4 penalty on his attack roll. Similarly, a nonlethal weapon can do lethal damage by taking a –4 penalty.

Staggered and Unconscious: When a character's nonlethal damage equals his current hit points, he is staggered. He can only take a standard action or a move action in each round. He ceases being staggered when his current hit points once again exceed his nonlethal damage. When nonlethal damage exceeds current hit points, the character falls unconscious.

Healing Nonlethal Damage: Nonlethal damage heals at the rate of 1 hit point per character level per hour.

Conditions

Hit point damage is not the only ill effect that can befall a character in the universe of Babylon 5. The following is a list of conditions that may affect a character – if more than one

condition affects a character, apply them all. If certain effects cannot combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralysed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through advanced technological means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralysed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a –2 penalty to Defence Value, loses his Dexterity bonus to Defence Value (if any), moves at half speed and takes a –4 penalty on Notice checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Defence Value and loses his Dexterity bonus (if any).

Dazed: The character is unable to act normally. A dazed character can take no actions but has no penalty to Defence Value. A dazed condition typically lasts one round.

Dazzled: The character is unable to see well because of overstimulation of the eyes. A dazzled character takes a –1 penalty on attack rolls and Notice checks involving vision.

Deafened: A deafened character cannot hear. He takes a –4 penalty on Initiative checks and automatically fails Notice checks dependent on hearing. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Encumbered: An encumbered character is one carrying a medium load. The character's base speed is reduced by 10 feet and he suffers a –3 encumbrance penalty to all Strength and Dexterity-related checks and Reflex saves.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as character levels, he dies. Each negative level gives a character the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks and the loss of 5 hit points.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled character moves at half speed, cannot run or charge and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After one hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated character is entranced by some kind of phenomena. The character stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Notice checks. Any potential threat, such as a hostile character approaching, allows the fascinated character a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon or aiming a ranged weapon at the fascinated character, automatically breaks the effect. A fascinated character's ally may shake it free of its entrancement as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.



Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to Defence Value (if any) and cannot make attacks of opportunity.

Frightened: A frightened character flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened character takes a –2 penalty on all attack rolls, saving throws, skill checks and ability checks. A frightened character can use vehicles to flee; indeed, the character must use such means if they are the only way to escape. Frightened is like shaken, except that the character must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any areas around him and loses his Dexterity bonus to Defence Value (if any) against opponents he is not grappling.

Heavily Encumbered: A heavily encumbered character is one carrying a heavy load. The character's base speed is reduced by 10 feet, his running multiplier drops from x4 to x3 and he suffers a –6 encumbrance penalty to all Strength and Dexterity-related checks and Reflex saves.

Helpless: A helpless character is paralysed, bound, sleeping, unconscious or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Close combat attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Agents can sneak attack helpless targets.

As a full round action, an enemy can use a close combat weapon to deliver a coup de grace to a helpless foe. An enemy can also use a personal ranged weapon, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit (an agent also gets his sneak attack damage bonus against a helpless foe when delivering a coup de grace). If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die (dropping to –10 hit points). Delivering a coup de grace provokes attacks of opportunity. Characters that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body, incorporeal characters are usually immune to all attack forms.

Invisible: Visually undetectable. An invisible character gains a +2 bonus on attack rolls against opponents that cannot see it and ignores their Dexterity bonuses to Defence Value (if any).

Nauseated: Experiencing severe stomach distress. Nauseated characters are unable to attack or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked character must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It cannot take any other actions. In addition, the character takes a –2 penalty on all saving throws, skill checks and ability checks. If cornered, a panicked character *cowers* and does not attack, typically using the total defence action in combat. A panicked character can use vehicles to flee; indeed, the character must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.

Paralysed: A paralysed character is frozen in place and unable to move or act. A paralysed character has effective Dexterity and Strength scores of 0 and is helpless. It can take purely mental actions (such as using some telepathic abilities).

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on close combat attack rolls. A defender who is prone gains a +4 bonus to Defence Value against ranged attacks but takes a –4 penalty to Defence Value against close combat attacks. Standing up is a move action that provokes an attack of opportunity.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks and ability checks.
Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks.

Stunned: A stunned character drops everything held, cannot take actions, takes a –2 penalty to Defence Value and loses his Dexterity bonus to Defence Value (if any).

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between –1 and –9, from nonlethal damage in excess of current hit points or from taking enough Intelligence, Wisdom or Charisma damage to reduce one of these ability scores to 0. A number of pharmacological, technological and telepathic sources can also cause unconsciousness.

Actions in Combat

The fundamental actions of moving and attacking cover most of what a character will to do in a battle.

The Combat Round

Each round represents about six seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in six seconds, a character can do in one round.

Each round's activity begins with the character with the highest Initiative result and then proceeds, in order, from there. Each round of a combat uses the same Initiative order. When a character's turn comes up in the Initiative sequence, that character performs his entire round's worth of actions (for exceptions, see Attacks of Opportunity on page 176 and Special Initiative Actions on page 178).

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a set amount of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same Initiative number in the next round. Effects that last a certain number of rounds end just before the same Initiative count that they began on.

Actions in Combat

Attack Actions	Attack of Opportunity[1]
Aid another	No
Close combat attack	No
Close combat attack (unarmed)	Yes
Disarm a weapon	Yes
Escape a grapple	No
Feint	No
Grab an object	Maybe[2]
Personal ranged attack	Maybe[3]
Ready (triggers an attack action)	No
Stabilising a dying character (with a Medical check)	Yes
Total defence	No
Use a skill that takes an attack action	Varies

Move Actions	Attack of Opportunity[1]
Climb	No
Crawl	No
Draw a weapon[4]	No
Open a door	No
Move your speed	Yes
Pick up an object	Yes
Reload a firearm	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting or kneeling	No
Start/complete full round action	Varies
Swim	No
Use a piece of equipment	Varies
Use a skill that takes a move action	Varies

Full round Actions	Attack of Opportunity[1]
Aiming	No
Bull rush	Yes
Charge	No
Coup de grace	Yes
Full attack (close combat)	No
Rapid fire (personal ranged)	Maybe[3]
Run	Yes
Use a skill that takes a full round	Varies
Withdraw	No

Free Actions	Attack of Opportunity[1]
Drop an object	No
Drop to prone, sitting or kneeling	No
Speak	No

Action Type Varies	Attack of Opportunity[1]
Disarm[5]	Yes
Grapple[5]	Yes
Load a weapon	Yes
Trip[5]	No
Use a feat[6]	Varies

No Action	Attack of Opportunity[1]
Delay	No
5-foot step	No

[1] See page 176 for details on Attacks of Opportunity. Regardless of the action, if a character moves out of a threatened space, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
[2] If the object is being held, carried or worn by a character, Yes. If not, No.
[3] See Pistols in Close Combat.
[4] If the character has the Weapon Focus feat for a particular weapon, he can draw that weapon as a free action. If the character has the Two-Weapon Fighting feat, he can draw two light weapons in the time it would normally take to draw one.
[5] These attack forms substitute for a close combat attack, not an action. As close combat attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.
[6] The description of a feat defines its effect.

Action Types

The four types of actions are attack actions, move actions, full round actions, and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a character can always take a move action in place of an attack action), or a character can perform a full round action. A character can also perform as many free actions as the Games Master allows.

In some situations (such as when staggered, disabled or in the surprise round or) a character may be limited to taking only a single attack or move action.

Attack Action

An attack action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full round action to perform), or perform other similar actions. During a combat round, a character can take an attack action and a move action. A character can take a move action before or after performing an attack action.

Move Action

A move action allows a character to move his speed or perform an action that takes a similar amount of time. A character can move his speed, climb ¼ of his speed, draw or stow a weapon or other object, stand up, pick up an object or perform some equivalent action.

A character can take a move action in the place of an attack action. If a character moves no actual distance in a round, that character can take one 5-foot step before, during or after the action.

Full round Action

A full round action consumes all a character's effort during a round. The only movement the character can take during a full round action is a 5-foot step before, during or after the action. Some full round actions do not allow a character to take a 5-foot step. A character can also perform free actions as the Games Master allows.

Free Action

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. A character can perform one or more free actions while taking another action normally.

However, the Games Master puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position and speaking a sentence or two are all free actions.

Attack Actions

Most common attack actions are described below.

Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in close combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against a Defence Value of 10. If the character succeeds, he does not actually damage the opponent – instead, the character's friend gains one of the following benefits (aiding character's choice):

- A +2 circumstance bonus to attack rolls against that opponent for one round.
- A +2 circumstance bonus to Defence Value against that opponent for one round.

Close Combat Attacks

With a normal close combat weapon, a character can strike any adjacent enemy. Enemies within 5 feet – that is, their 5-foot by 5-foot space abuts the character's 5-foot by 5-foot space – are considered adjacent to the character. A character capable of making more than one close combat attack per round must use the full attack action (see Full round Actions on page 170) in order to make more than one attack.

Fighting Defensively: A character can choose to fight defensively while making a close combat attack. If the character does so, he takes a –4 penalty on all of his attacks in a round and gains a +2 dodge bonus to Defence for one round.



Flanking

If a character is making a close combat attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and his ally flank the opponent. The character gains a +2 bonus on his attack roll. The ally must be on the other side of the opponent so that the opponent is directly between the character and the ally.

A character does not gain a bonus for flanking when making a personal ranged attack.

Disarm

As a close combat attack, a character may attempt to disarm his opponent. A disarm attempt will not cause damage to the target in itself. A character attempts to disarm a target of a weapon in the following manner:

1. The character provokes an attack of opportunity from the target he is trying to disarm.
2. The attacker and the target make opposed close combat attack rolls with their respective weapons. Apply any applicable modifiers from the Disarm Modifiers table.

Disarm Modifiers

Your Weapon Is...	Modifier
Held in two hands	+4
Light	–2
Not a close combat weapon (for instance, it is a personal ranged weapon)	–4

Successful Disarm

If the attacker beats the target's attack roll, the target is disarmed. If the attacker attempted the disarm action unarmed, he now has the weapon. If the attacker was armed, the target's weapon is on the ground at the target's feet.

Unsuccessful Disarm

If the character fails the disarm attempt, the target may immediately react the target may immediately react with an attack of opportunity.

Grabbing Objects

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt, except for the following.

- *Attack of Opportunity:* If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.
- *Opposed Attack Roll:* Instead of an opposed attack roll, the attacker must make an attack roll against a base Defence Value (which can be found on the Size and Defence of Objects table) + 5 + the target's Dexterity modifier + the target's class Defence bonus. If the object is well secured or otherwise difficult to grab from the target, the Defence Value is increased by +4.

The Subterfuge skill can also be used to pick-pocket a target (see page 83).

Feint

A character can attempt to mislead an opponent in combat so that the opponent cannot dodge the character's next attack effectively. The target must be aware of and in combat with the character in order for the feint to work. The feinting character's makes a feint check:

1d20 + base attack bonus + Dexterity modifier + miscellaneous modifiers

The target character then tries to resist the feint, by noticing the ploy and refusing to fall for it. The target rolls:

1d20 + base attack bonus + Wisdom modifier + miscellaneous modifiers

If the character's feint result is higher than the target's result, the target loses his Dexterity bonus to Defence (if the opponent has one) for one round – but only against attacks from the character.



Feinting against a creature of animal intelligence (Intelligence 1 or 2) requires a –8 penalty on the check. Feinting against a non-intelligent creature is impossible.

Grapple

Grappling is wrestling and constraining a foe using brute physical force or martial finesse. When a character is involved in a grapple, he will need to make opposed grapple checks against an opponent – often repeatedly. A grapple check is something like a close combat attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple size modifier + miscellaneous modifiers

Grapple Modifier: A creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a close combat or ranged attack roll), use the appropriate grapple modifier from the Grapple Size Modifiers table.

Grapple Size Modifiers

Size (example)	Grapple Modifier
Colossal (Ceti Gamma snark)	+16
Gargantuan (whale)	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (Human)	+0
Small (German shepherd)	–4
Tiny (housecat)	–8
Diminutive (rat)	–12
Fine (insect)	–16

Starting a Grapple

To start a grapple, a character first needs to grab and hold his target. Attempting to start a grapple is the equivalent of making a close combat attack. If the character gets multiple attacks in a round, he can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps:

1. *Attack of Opportunity:* A character provokes an attack of opportunity from the target he is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to Step 2.
2. *Grab:* The character makes a close combat attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to Step 3.
3. *Hold:* Make an opposed grapple check; this is a free action. If the character succeeds, he has started the grapple and deals damage to the target as if with an unarmed strike. If the character loses, he fails to start the grapple.
4. *Maintain the Grapple:* To maintain the grapple for later rounds, the character must move into the target's space. This movement is free and does not count as part of the character's movement for the round. Moving, as normal, provokes attacks of opportunity from threatening enemies but not from the target. The character and the target are now grappling.

Grappling Consequences

While a character is grappling, his ability to attack others and defend himself is limited.

- A character does not threaten any spaces while grappling.
- A character loses his Dexterity bonus to Defence Value (if the character has one) against opponents the character is not grappling. The character can still use his Dexterity bonus to Defence Value against opponents he is grappling.
- A character cannot move while held in a grapple.

If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he can attempt any of several actions on his turn. Unless otherwise noted, each of these options is equivalent to an attack. If the character normally gets more than one attack per attack action, he can attempt as many of these options as he has attacks available, using his successively lower attack bonus for each roll. The character is limited to these options only; he cannot take any other actions.

- *Damage the Opponent:* Make an opposed grapple check; if the character succeeds, he deals damage as with an unarmed strike or held light weapon. A character cannot attack with two weapons while grappling.

- *Pin*: Make an opposed grapple check; if the character succeeds, he holds the opponent immobile for one round. The opponent takes a –4 penalty to Defence against all attacks from other people (but not from the pinning character); however, the opponent is not considered helpless. A character cannot use a weapon on a pinned character or attempt to damage him. A pinned character cannot take any action except for Escape from Pin (or possibly Use Telepathic Ability).

- *Escape from Grapple*: Make an opposed grapple check. If the character succeeds, he can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. Opponents do not have to try to hold a character if they do not want to.

- *Draw a Light Weapon*: Make an opposed grapple check. If the character succeeds, he can draw a light weapon.

- *Use Telepathic Ability:* Some telepathic abilities may be used even when grappled or pinned. A Concentration check must be made, which is opposed by the opponent's grapple check. Success allows use of the telepathic ability.

If the Character is Pinned
When an opponent has pinned the character, he is held immobile (but not helpless) for one round. On the character's turn, he can attempt to Escape from Pin; the character cannot attempt any other action (except possibly Use Telepathic Ability).

- *Escape from Pin:* Make an opposed grapple check; if the character succeeds, he breaks the pin that an opponent has over him. Even if the character succeeds, he is still grappling.

Personal Ranged Attacks

With a personal ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between the character and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles or energy, it is ten range increments.

While firing or throwing a personal ranged weapon is usually an attack action, it is often used in conjunction with a move action. In this case, a character may move both before and after making the personal ranged attack, provided that the total distance moved is not greater than their base speed.

A ranged personal weapon fired with a single attack action will only fire once, regardless of the number of attacks the character is entitled to or the specific qualities of the weapon (such as Automatic or Rapid Fire).

Shooting or Throwing into Close Combat: If a character shoots or throws a personal ranged weapon at a target that is engaged in close combat with an ally, the character takes a –4 penalty on his attack roll because the character has to aim carefully to avoid hitting the ally. Two characters are engaged in close combat if they are enemies and they are adjacent to one another. An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.

Fighting Defensively: A character can choose to fight defensively while making a ranged attack. If the character does so, he takes a –4 penalty on all of his attacks in a round and gains a +2 dodge bonus to Defence for one round.

Firing Pistols in Close Combat

Pistol weapons fired at an opponent threatening the wielder will not provoke an attack of opportunity. However, attacks made with pistols against targets who threaten the wielder are made with a –4 penalty to their attack rolls, due to the extreme close proximity of the target. This penalty is lifted if the target is flat-footed.

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 close combat, using the same –4 penalty described above.

Pistol-Whipping
A character may attempt to pistol-whip opponents, using their personal ranged weapon as a close combat weapon. This attack counts as an unarmed strike except that it deals 1d3 bludgeoning damage.

Firing Rifles in Close Combat

Rifle weapons fired at an opponent threatening the wielder will provoke an attack of opportunity. Also, attacks made with rifles against targets who threaten the wielder are made with a –4 penalty to their attack rolls, due to the extreme close proximity of the target. This penalty is lifted if the target is flat-footed.

Rifle weapons may not be used to make attacks of opportunity in close combat.

Butt-Striking
A character may attempt to butt-strike opponents, using their personal ranged weapon as a close combat weapon. The rifle is used exactly as a club. The attack roll suffers a –4 penalty to attack roll (–2 if the character is proficient in rifle weapons).

Throwing Weapons in Close Combat

Thrown weapons hurled at an opponent threatening the wielder will not provoke an attack of opportunity. However, attacks made with thrown weapons against targets who threaten the wielder are made with a –4 penalty to their attack rolls, due to the extreme close proximity of the target. This penalty is lifted if the target is flat-footed.

Attacks made with thrown weapons generate attacks of opportunity if thrown at one target while threatened by another. Thrown weapons may also be used to make attacks of opportunity in close combat, using the same –4 penalty described above.

Unless otherwise stated, thrown weapons can be used as close combat weapons without penalty.

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.

At the Games Master's option, a missed ranged attack 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. A roll of a 20 on this 1d20 automatically results in a critical hit.

For example: *Mr Drake (a 3rd level agent) has fired at a lurker in the Zocalo and unfortunately 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 another person. 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 businessman only has a Defence Value of 11 and, rolling 1d20, the Games Master gets a 17. The alien is indeed hit by Mr Drake's stray shot. He had better hope the Narn can survive the damage of a PPG and that security is not too vigorous in their investigations to track him down...*

Total Defence

Instead of attacking, a character can use his attack action simply to defend. This is called a total defence action. The character does not get to attack or perform any other activity but does get a +4 dodge bonus to his Defence Value for one round. The character's Defence Value improves at the start of this action, so it helps against any attacks of opportunity the character is subject to while performing his move action.

Trip

A character can try to trip an opponent or otherwise knock him down, as an unarmed close combat attack. A trip attempt will not cause damage to the target in itself. A character performs a trip in the following manner:

1. The attacker makes an unarmed close combat attack against the target.

2. If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (target's choice). The target gets a +4 stability bonus if he is braced for a charge or in some other way exceptionally stable (such as wearing magnetic soles).

Successful Trip
If the attacker's Strength check beats the target's Strength or Dexterity check, he trips the target. The target is knocked prone.

Unsuccessful Trip
If the attacker loses the opposed check, he becomes flat-footed for one round as he regains his balance. Also, the target may immediately react with an attack of opportunity.

Unarmed Attacks

Striking for damage with punches, kicks and head butts is much like attacking with a close combat weapon, except that an unarmed attack deals nonlethal damage. Unarmed strikes count as light close combat weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal close combat rules apply to unarmed attacks.

Attacks of Opportunity: Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before the character's attack. An unarmed attack does not provoke attacks of opportunity from other nearby foes, nor does it provoke an attack of opportunity from an unarmed foe.

'Armed' Unarmed Attacks: Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs and similar natural physical weapons, for example, counts as armed. Being armed counts for both offence and defence – not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if the character makes an unarmed attack against it.

Unarmed Strike Damage: An unarmed strike from a Medium-size character deals 1d3 points (plus the character's Strength modifier, as normal) of nonlethal damage.

A character can specify that his unarmed strike will deal lethal damage before the character makes his attack roll, but the character takes a –4 penalty on the attack roll because he has to strike a particularly vulnerable spot to deal lethal damage.

Attack an Object

Sometimes a character needs to attack or break an object. Objects are easier to hit than characters because they usually do not move, but many are tough enough to shrug off some damage from each blow. Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried or worn by opponents. The base Defence of objects is shown on the Size and Defence of Objects table.

Size and Defence of Objects

Size (example)	Defence Value
Colossal (spaceship)	–3
Gargantuan (shuttle)	1
Huge (Starfury)	3
Large (big door)	4
Medium-size (bike)	5
Small (rifle)	6
Tiny (camera/recording unit)	7
Diminutive (pistol)	9
Fine (link)	13

If a character uses a full round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a close combat weapon or a +5 bonus on his attack roll with a ranged weapon.



Sample Object Hardness, Hit Points and Break DCs

Substance	Hardness[1]	Hit Points[1]	Break DC[1]
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

[1] Figures for manufactured objects are minimum values. The Games Master may adjust these upward to account for objects with more strength and durability.

An object being held, carried or worn has a Defence Value equal to its base Defence Value (see the Size and Defence of Objects table) + 5 + the opponent's Dexterity modifier + the opponent's class Defence bonus. Striking a held, carried or worn object provokes an attack of opportunity from the character who holds it.

Hardness: Each object has Hardness – a number that represents how well it resists damage. Whenever an object takes damage, subtract its Hardness from the damage. Only damage in excess of its Hardness is deducted from the object's hit points (see the Substance Hardness and Hit Points and the Sample Object Hardness, Hit Points and Break DC table).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see the Substance Hardness and Hit Points and the Object Hardness and Hit Points tables below).

Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminium	6	10/inch of thickness
Concrete	8	15/inch of thickness
Lead	10	10/inch of thickness
Steel	20	20/inch of thickness
Corrillium Alloy	25	30/inch of thickness

Energy Attacks: Acid and sonic attacks deal normal damage to most objects. Electrical and fire attacks (including the plasma damage of a PPG shot) deal half damage to most objects; divide the damage by 2 before applying the Hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the Hardness.

Ineffective Weapons: The Games Master may determine that certain weapons just cannot deal damage effectively to certain objects. Objects are generally immune to nonlethal damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched or worn) receives a saving throw just as if the character himself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he succeeds. The DC depends more on the construction of the object than on the material. If an object has lost half or more of its hit points, the DC to break it decreases by 2.

MOVE ACTIONS

With the exception of specific movement-related skills, most move actions do not require a check. In some cases, ability checks might be required.

A character's speed is how far he can move in a single move action. A character normally moves as a move action, leaving an attack action to attack. The character can, however, use his attack action as a second move action. This could let the character move again, for a total movement of up to double his normal speed. Another option is to run all out (a full round action). This lets the character move up to four times his normal speed but a character can only run all out in a straight line and doing so affects the character's Defence (see Run on page 102).

Movement

The simplest move action is moving the character's speed. If a character takes this kind of move action during his turn, the character cannot also take a 5-foot step. Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to ¼ the character's speed), crawling (up to 5 feet) and entering or exiting a vehicle.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object and opening a door. If the character has the Weapon Focus feat for a particular weapon, he can draw that weapon as a free action.

Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten the character. A character can make an Acrobatics check (DC 20) to stand without provoking an attack of opportunity. If the Acrobatics check result is 30 or better, standing is a free action instead of a move action.

Start/Complete Full round Action

The 'start/complete full round action' move action lets a character start undertaking a full round action at the end of his turn, or complete a full round action by using a move action at the beginning of his turn (in the round following the round when the character started the full round action). If the character starts a full round action at the end of his turn, the next action that character takes must be to complete the full round action (or the action will be wasted).

Full Round Actions

A full round action requires an entire round to complete. If it does not involve moving any distance, a character can combine it with a 5-foot step.

Aiming

Some characters pride themselves on their sharp shooting and are able to drill a credit chit at 50 feet with ease. Achieving this level of accuracy requires skill, dedication and a steady hand. Aiming may only be performed with a ranged personal weapon.

Instead of just blasting away at the enemy, a personal 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 personal ranged weapon at a target, a character will receive a +2 bonus to his attack roll, up to a maximum of a +6 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 and thrown weapons may not be aimed.

If a character is wounded or otherwise distracted whilst aiming, a Concentration check must be made, as detailed on page 70. If this check is failed, then all bonuses gained from previous aiming actions are lost.

Bull Rush

A bull rush allows a character to try to push another character back. A bull rush attempt will not cause damage to the target (though it may knock the target into a damaging area). A bull rush is an attack action combined with a move action; therefore the total distance moved is generally only 30 feet at most. If the attacker performing the bull rush moved at least 10 feet in a straight line, the bull rush attempt is also considered a charge. A character performs a bull rush in the following manner:

1. The attacker moves into the target's 5-foot by 5-foot space. Moving in this way provokes an attack of opportunity from each foe that threatens the character, including the target.

How Far Can Your Character Move?

The base land speed for most sentient creatures is 30 feet per round, meaning they can move up to 30 feet in a single move action. However, this speed can change due to the following circumstance:

- A character encumbered by carrying a large amount of gear or possibly a fallen comrade may move slower than normal.
- Difficult terrain, obstacles or poor visibility can hamper movement.
- Some technological devices can increase a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed due to encumbrance.

Generally, you can move your speed in a round and still do something else (take a move action followed by a standard action). If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you will move double your speed (60 feet for most characters). If you spend the entire round running you can move quadruple your speed. If you do something that requires a full round, leaving you with no actions left, you can only take a 5-foot step.

Moving through an Occupied Area

You cannot finish your movement in the same the 5-foot by 5-foot space as another character. You cannot move through the 5-foot by 5-foot space occupied by another character, unless:

- That character is a friend and you are not charging. The friend will not provide you with cover.
- That character is helpless.
- You succeed in a bull rush attempt against that character (see Bull Rush on page 170).
- You succeed in a tumbling attempt to evade that character (see the Acrobatics skill on page 62).

Difficult Terrain

Difficult terrain hampers movement. Halve your speed if you move through difficult terrain (even if the terrain only covers part of your movement). You cannot run or charge across difficult terrain. Incorporeal creatures are not hampered by difficult terrain.

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but does not completely block it, halve your speed if you cross the obstacle (even though crossing the obstacle may only cover part of your movement). If you do not have sufficient movement to cross the barrier, you cannot cross the barrier. Some obstacles may also require a skill check to cross (usually Athletics).

(continued on page 172)

(continued from page 171)

On the other hand, some obstacles block movement entirely. A character cannot move through a blocking obstacle. Incorporeal creatures can avoid most obstacles.

Squeezing
In some cases, you may have to squeeze into or through an area that is not 5 feet wide (the normal space a *Babylon 5* character takes up). You can squeeze through or into a space that is at least half as wide as this (2½ feet wide). Each move that involves moving through a narrow space halves your speed.

While squeezed in a narrow space you take a –4 penalty on attack rolls and a –4 penalty to Defence Value.

Special Movement Rules
These rules cover special movement situations:

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends up in an area where it is not allowed to stop (perhaps by falling into another character's 5-foot by 5-foot space). When that happens, place the character in the closest legal position you can.

Double Movement Cost: When your movement is hampered in some way, your speed is usually halved. If speed is halved twice, then the character moves at ¼ speed.

Minimum Movement: Despite penalties to movement, you can always take a full round action to move 5 feet in one direction. Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step). his rule does not allow you to move through impassable terrain or to move when all movement is prohibited.

2. The target chooses whether to try and **avoid** or **rebuff** the bull rush attack (see below).

Avoiding a Bull Rush
The attacker and the target make opposed Dexterity checks. The attacker gets a +2 bonus if he was charging.

If the attacker fails to beat the target's Dexterity check, the target avoids him and moves 5 feet straight forward, ending up adjacent to the target but on the other side to where he entered the target's 5-foot by 5-foot space. The attacker must also make a Reflex save (DC 10) to avoid falling prone.

Rebuffing a Bull Rush
The attacker and the target make opposed Strength checks. The attacker gets a +2 bonus if he was charging. The target gets a +4 stability bonus if he was braced for a charge or in some other way exceptionally stable (such as wearing magnetic soles).

If the attacker fails to beat the target's Strength check, he is rebuffed by the target and moves 5 feet straight back to where the attacker was before the character moved into the opponent's 5-foot by 5-foot space. The attacker must also make a Reflex save (DC 10) to avoid falling prone.

Successful Bull Rush
If the attacker beats the target's Strength or Dexterity check, the attacker pushes the target back 5 feet. The attacker can push the target back an additional 5 feet for every 5 points by which the character exceeded the target's check result, provided the attacker moves with the target. An attacker cannot, however, exceed his normal movement for that action. Both the attacker and the target must make a Reflex save (DC 10) to avoid falling prone at the end of the movement.

Charge

Charging is a special full round action that allows a character to move more than his speed and attack during the action. The character must move before his attack, not after. The character must move at least 10 feet and may move up to twice his speed. All movement must be in a

straight line, with no backing up allowed. The character must stop as soon as he is within striking range of his target (the character cannot run past the target and attack from another direction). A character cannot take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his turn) the character can still use the charge action, but he is only allowed to move up to his speed (instead of up to twice his speed).

Attacking after a Charge: After moving, the character may make a single close combat attack. The character gets a +2 bonus on the attack roll. The character also takes a –2 penalty to his Defence for 1 round (until the beginning of the character's turn in the following round).

Full Attack

If a character gets more than one attack per action because his base attack bonus is high enough, because he fights with two weapons or is using a double weapon, the character must use the full attack action to get his additional attacks. The character does not usually need to specify the targets of his attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after or between the attacks. If a character gets multiple attacks based on his base attack bonus, the character must make the attacks in order from highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

Fighting Defensively: A character can choose to fight defensively while taking a full attack action. If the character does so, he takes a –4 penalty on all of his attacks in a round and gains a +2 dodge bonus to Defence for one round.

Rapid Fire

Rapid Fire is the full attack action for ranged fighting. A character capable of making more than one ranged attack per round must use must take one of the options below (Automatic Fire, Burst Fire or Full Rapid Fire) in order to make more than one attack.

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 having the Rapid Fire quality. 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.

Automatic Fire

A weapon with the Automatic quality can be fired more than once as a full round action, as long as the firer has more than one attack (i.e. has a base attack bonus of +6 or higher).

A weapon without the Automatic quality may only be fired once per round.

Thrown Weapons

Thrown weapons do not have the Automatic quality and therefore only one may be thrown per turn (or two, one with each hand, suffering the usual Two-Weapon Fighting penalties). However, if the character has the Weapon Focus feat for a particular weapon, he can draw that weapon as a free action and therefore throw as many in a round as his attacks allow (plus an additional one, if the characters is willing to suffer the usual Two-Weapon Fighting penalties).

Burst Fire

Burst firing is the median fire mode between single shots and full rapid fire – it fires three shots in quick succession at a target. Most personal firearms are capable of burst fire, as long as they have the Automatic or Rapid Fire traits. It can also only be used if the weapon has three or more units of ammunition left, as each burst fire attack will use up three shots (a burst fire attack made with only one or two shots automatically misses). Burst fire is carried out in one of the following ways:



- Weapons with the Automatic quality may use burst fire mode, which generates a single burst fire attack against a single target. This represents firing three times in quick succession at the same target.

- Weapons with the Rapid Fire quality may use burst fire mode, which generates a number of burst fire attacks equal to the firer's attacks, which may be split among as many targets.

The target of a burst fire attack is subject to three attack rolls, rather than just one. Each attack roll suffers a –6 penalty.

For example: *Johnny 'Wetslag' Grimes, a 6th level soldier, has a base attack bonus of +6/+1. Combined with his Dexterity of 13 and Weapon Focus (PPG rifle) feat, he has a total attack bonus of +8/+3 when he fires his PPG rifle at an approaching thug. He decides to burst fire his PPG rifle, therefore making three attack rolls with each of his attacks instead of just the normal one, though each attack roll has a –6 penalty.*

Johnny's first burst fire attack consists of three shots, and therefore three attack rolls, which are all have total +2 attack bonus (+8, plus the burst fire penalty of –6).

Johnny's second burst fire attack consists of three shots, and therefore three attack rolls, which are all have total –3 attack bonus (+3, plus the burst fire penalty of –6).

Full Rapid Fire

Only weapons with the Rapid Fire may use fire in full rapid fire mode. If a weapon possesses the Rapid Fire quality but not the Automatic quality, it may *only* be fired in full rapid fire mode.

> Full rapid fire can only be used to spray an area; it is too inaccurate to aim at a particular target – though the area aimed may only contain one target!

Using full rapid fire mode greatly reduces a weapon's accuracy. It can also only be used if the weapon has five or more units of ammunition left, as each area sprayed during full rapid fire will use up at least five shots.

Spraying an Area

When spraying an area, a character may either concentrate his fire on to just one 10-foot by 10-foot area or select up to five such areas to saturate with his firepower. These areas must be contiguous. The character must also determine how many shots he is firing (maximum of 25, or the limit of his ammunition).

A number of attacks equal to the number of shots fired are then allocated between the areas sprayed. Remember that each area sprayed must have a minimum of five shots allocated to it. Once every area has been allocated five shots, any excess shots may be placed into whichever area the firer chooses

For example: *Johnny 'Wetslag' Grimes is in a tight spot – half a dozen thugs are charging him and he's trapped at the end of a 20-foot wide corridor!*

Johnny decides to spray the corridor with his PPG rifle. He has 22 shots remaining and elects to use all of them, spraying a swathe across the corridor (amounting to two 10-foot by 10-foot spaces). Johnny has to allocate five rounds to each 10-foot by 10-foot space, which he does. He then allocates the remaining 12 shots into the left-hand 10-foot by 10-foot space, where he can see the thug's leader.

Each shot allocated to an area forces one target in that area to make a Reflex save (DC 10). Particularly large or small characters apply their size category modifier as a modifier to this roll. Failure indicates the target has been hit; also, a roll of 1 indicates an automatic hit.

- If there are more targets than shots in the area, randomly determine which targets are unaffected by the spray.

- If there are more shots than targets in the area, randomly determine which targets must make additional Reflex saving throws.

For example: *In Johnny's fight, the right-hand 10-foot by 10-foot space takes only five shots and there are four thugs within that space. Three must make a Reflex save whilst one unlucky thug must make two – each failed Reflex save will mean that thug has taken a hit. If the unlucky thug with two fails both Reflex saving throws, he gets hit twice.*

On the other hand, the left-hand 10-foot by 10-foot space takes 17 shots and there are two thugs within that space! The Games Master rules that one must make eight Reflex

saves whilst the other must make nine – each failed Reflex save will mean that thug has taken a hit.

Indiscriminate
When determining targets for full rapid fire mode, every character in a selected area is considered a target, whether friend of foe. The Games Master may also rule that other elements within an area count as targets, such as a medical kit, a briefcase or a crate of explosives, Such items are not entitled to a saving throw; they are struck or not struck at the Games Master's option.

Range
The further away a sprayed area is, the more likely is that no bullets will hit a target in that area. Decrease the DC of the Reflex saving throw by 1 for each range increment beyond the first, to a minimum DC of 2.

Concealment & Cover
Concealment provides a 20% miss chance as usual, and total concealment provides a 50% miss chance. A Reflex save bonus gained from cover applies to the Reflex save against full rapid fire shots.

Prone/Kneeling/Sitting Characters
Prone characters gain a +2 bonus to the Reflex save while kneeling or sitting character gain a +1 bonus.

Suppression
Any character in an area affected by a weapon firing on full rapid fire mode will instinctively duck for cover. Any characters that fail a Will save (DC 12) will become shaken and attempt to gain cover from the source of the spray. Characters may re-attempt this Will save every round in order to try and shake off its effects; otherwise, they will remain shaken and hiding for as long as their area is targeted by sprays.

Run

A character can run all out as a full round action. When a character runs, he can move up to four times his speed in a straight line. The character does not get a 5-foot step. The character loses any Dexterity bonus to Defence Value since he cannot avoid attacks. However, ranged attacks are trickier against a running character – opponents firing at the running character take a –2 penalty to personal ranged attack rolls.

A character can run for a number of rounds equal to his Constitution score but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he continues to run and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he must stop running. A character who has run to his limit must rest for one minute (ten rounds) before running again. During a rest period, a character can move normally but cannot run.

A run represents a speed of about 14 miles per hour for an unencumbered Human.

Firing Two Pistols

Normally, only one ranged weapon may be used during a full attack action. A character may not burst fire or full rapid fire more than one weapon at a time. However, a character armed with two pistol weapons has these options open to him:

- Fire both pistols once at one target, as a full attack action. Each attack roll has a –2 penalty.
- If both pistols have the Automatic trait and the firer has more than one attack (base attack bonus of +6 or better), fire a number of shots equal to the number of attacks +1. This is a full attack action. Each attack roll has a –2 penalty.

Two-Weapon Fighting

If the character wields a second weapon in his off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however: the character takes a –6 penalty on the regular attack or attacks with his primary hand and a –10 penalty on the attack with his off hand.

Characters can either fight with two close combat weapons or two personal ranged weapons in his hands, unless they have the Two-Weapon Fighting feat (see page 104). Despite being a two-handed personal ranged weapon, a rifle can be fired (but not reloaded) one-handed, though this suffers a –4 penalty to attack rolls, in addition to the normal two-weapon fighting penalties.

A character can reduce the penalties inherent in two-weapon fighting in two ways. If the off-hand weapon is light, the penalties are reduced by 2 each. Note that an unarmed strike

is always considered light. Also, the Two-Weapon Fighting feat reduces the primary hand penalty by 2 and the off-hand penalty by 6. The Two-Weapon Fighting Penalties table summarises the interaction of all these factors.

Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and Two-Weapon Fighting feat	–2	–2

Withdraw

Withdrawing from close combat is a full round action. When a character withdraws, he can move up to twice his speed. The character does not also get a 5-foot step. The space the character starts from is not considered threatened for purposes of withdrawing and therefore enemies do not get attacks of opportunity against the character when he moves from that space.

If while withdrawing, the character moves through another threatened 5-foot by 5-foot space (other than the one started in) without stopping, enemies get attacks of opportunity as normal. Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

Free Actions

Free actions do not take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are:

Drop an Item

Dropping an item in your space or into an adjacent space is a free action.

Drop Prone/Kneel/Sit

Dropping to a prone position, kneeling or sitting in your space is a free action.

Speak

In general, speaking is a free action that you can perform even when it is not your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Miscellaneous Actions

Some actions do not fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the Games Master determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

Attacks of Opportunity

The close combat rules assume that combatants are actively avoiding attacks. A player does not have to declare anything special for his character to be on the defensive. Sometimes, however, a combatant in a close combat lets his guard down and does not maintain a defensive posture as usual. In this case, combatants near him can take advantage of this lapse in defence to attack for free. These attacks are called 'attacks of opportunity'.

Weapon Type: A character can use a close combat weapon, a thrown weapon or a pistol to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity). In addition, a character can make attacks of opportunity with unarmed attacks, but only if the character's unarmed attacks count as armed (see 'Armed' Unarmed Attacks).

Threatened Spaces: A character threatens the spaces into which he can make a close combat attack (whether or not he is holding a close combat weapon), even when it is not the character's action. Generally, that is all 5-foot by 5-foot spaces adjacent to the character's position. An enemy that takes certain actions while in a threatened space provokes an attack of opportunity from the character. A character can generally only make attacks of opportunity with close combat weapons.

Exception: A flat-footed character does not threaten any spaces around him and therefore may not make attacks of opportunity.

Provoking an Attack of Opportunity: Two actions can provoke attacks of opportunity: Moving out of a threatened space and



performing an action within a threatened space that distracts from defending and lets the character's guard down.

- *Moving out of a Threatened Space*: When a character moves out of a threatened space, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character does not provoke an attack of opportunity if all he moves is a 5-foot step or if the character withdraws. If the character does not start in a threatened space but moves into one, the character has to stop there – or else he provokes an attack of opportunity as he leaves that threatened space.

- *Performing an Action that Distracts the Character*: Some actions, when performed in a threatened space, provoke attacks of opportunity because they make a character divert his attention from the fight at hand. Using a rifle, in particular, provokes attacks of opportunity. The Actions in Combat table on page 162 notes many additional actions that provoke attacks of opportunity.

Making an Attack of Opportunity: An attack of opportunity is a single (usually close combat) attack. A character does not have to make an attack of opportunity if he does not want to. An experienced character gets additional regular close combat attacks (by using the full attack action) but at a lower attack bonus. A character makes his attack of opportunity, however, at his normal attack bonus – even if the character has already attacked in this round.

Note: An attack of opportunity never provokes attacks of opportunity itself, even if it would normally do so.

A character can make a number of attacks of opportunity per round equal to 1 + his Dexterity bonus. However, an character can only take one attack of opportunity per provoking action, no matter how many attacks of opportunity he is entitled to. Note that the attack of opportunity generated by someone attempting to trip or disarm an opponent, and the possible subsequent attack of opportunity for failing in the attempt, count as two separate provoking actions.

Take 5-Foot Step

You can move 5 feet in any round when you do not perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You cannot take more than one 5-foot step in a round and you cannot take a 5-foot step in the same round when you move any distance.

You can take a 5-foot step before, during or after your other actions in the round. You can only take a 5-foot-step if your

movement is not hampered by difficult terrain or a concealing environment (such as darkness or fog). Any creature with a speed of 5 feet or less cannot take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature. You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

Use Feat, Skill or Talent

Certain feats let a character take special actions in combat. Other feats are not actions in themselves but they give a character a bonus when attempting something he can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell a character what he needs to know about them. Most uses of skills or talents in a combat situation are attack actions but some might be move actions or full round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

Helpless Defenders

A helpless foe – one who is bound, sleeping, unconscious or otherwise at the attacker's mercy – is an easy target. A character can sometimes approach a target who is unaware of his presence, get adjacent to the target and treat him as helpless. If the target is in combat or some other tense situation (and therefore in a state of acute awareness and readiness) or if the target can use his Dexterity bonus to Defence, then that target cannot be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his back to a wall or being able to make Notice checks, also precludes catching that target unaware and helpless.

Regular Attack

A helpless defender has an effective Defence of 5 + his size modifier. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full round action to make the attack and gain a +5 bonus on the attack roll. If the character is attacking with a close combat weapon or with a personal ranged weapon from an adjacent space, the character can use a full round action to deliver a coup de grace.

Coup de Grace

As a full round action, a character can use a close combat weapon to deliver a coup de grace to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and score a critical hit. If the defender survives the damage, he still must make a massive damage check (whether or not the attack dealt more damage than defender's Constitution) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. A character cannot deliver a coup de grace against a creature that is immune to critical hits.

Knockout Blow

As a full round action, a character can make an unarmed attack or use a close combat weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. A character can also use a close combat weapon that deals lethal damage but the character takes a –4 penalty on any attempt to deal nonlethal damage with the weapon. The target has an effective Defence of 5 + his size modifier. If the character hits, he automatically scores a critical hit.

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. A character cannot deliver a knockout blow against a creature that is immune to critical hits.

Special Initiative Actions

Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the Initiative count the character decides to act. When a character delays, he voluntarily reduces his Initiative result for the rest of the combat. When the character's new, lower Initiative count comes up later in the same round, the character can act normally. The character can specify this new Initiative result or just wait until some time later in the round and act then, thus fixing the character's new Initiative count at that point. A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

Delaying Limits: The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round. If multiple characters are delaying, the one with the highest Initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same Initiative count, the



one with the highest Initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest Initiative modifier gets to go last; the others must go first or lose their action for the round.

Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his action, taking the move action on the character's Initiative count and the attack action at a later point. On the character's turn, he prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action. Readying does not provoke an attack of opportunity. The character's move action, and the attack action he readies, may both provoke attacks of opportunity normally.

Readying an Action: A character can ready an attack action or a move action. To do so, the character specifies the action he will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his actions once the readied action is completed.

The character's Initiative count changes. For the rest of the encounter, it is the count on which the character took the readied action and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his readied action but only if the character did not otherwise move any distance during the round.

If the character comes to his next action and has not yet performed the readied action, the character does not get to take the readied action (though the character can ready the same action again). If the character takes his readied action in the next round, before his regular turn comes up, the character's Initiative count rises to that new point in the order of battle and he does not get his regular action that round.

SPACE COMBAT

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 sections, 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 tied to the main drive systems of their ships. The Centauri and Minbari are the principal races with control of gravitic technology and both jealously guard their secrets as it grants them a great advantage in battle.

This chapter describes spacecraft themselves, their typical crews and the methods by which these juggernauts clash, from fighter dogfights to capital-scale spacecraft conflicts.

CRAFT 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.

All craft 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.

Superscale Size

The first and most important quality is the craft's superscale size. Using the normal size scaling system, the spacefaring craft of the Babylon 5 universe range from Medium-sized (for a spacesuited humanoid) to the Colossal-sized big cargo shuttles and free traders. The problem is that there are also gradations of size beyond this – there are gunboats, Hyperions, Sharlins and Explorers. Such craft are far beyond Colossal and need to be represented as such. In order to make sure that this greater scale of size is represented in game terms, all craft are described in terms of their superscale size, as shown on the Superscale Size table.

Superscale Size

Superscale Size	Superscale Size Modifier	Examples
Fine	+16	Spacesuited Human
Diminutive	+8	Escape pod
Tiny	+4	Fighter, Starfury, cargo pod
Small	+2	Light shuttle, Frazi
Medium	+0	Cargo shuttle, free trader
Large	–2	Gunboat, freighter, White Star
Huge	–4	Cargo hauler, liner, Hyperion
Gargantuan	–8	Sharlin, Nova, Omega
Colossal	–16	Babylon 5, Victory

Superscale sizes roughly work out to being four steps larger than their normal size counterparts. So a Human wearing a spacesuit, who is normally Medium size, is only Fine superscale size.

Fine Craft

Fine-sized superscale craft, typified by a crewman in a spacesuit, do not follow some of the usual rules of craft. For instance, they do not have structural spaces. This means that any amount of damage will automatically and utterly destroy a Fine-sized superscale craft. It is for this reason that crew do not generally like to don spacesuits and take a space walk – they are incredibly vulnerable when doing so.

Also, due to the lack of space available for anything above the most basic life support, Fine-sized superscale craft usually carry out only very specific orders in space combat, or none at all. Virtually all Fine-sized superscale craft also lack Armour.

Spaceship Example – Hyperion Heavy Cruiser

Huge Spacecraft
Defence Value: 7 (–4 size, +1 Handling); **Armour:** 35; **Handling:** +1; **Sensors:** +3; **Stealth:** 7; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)
Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 10 Pilots, 12 Sensor Operators, 98 Crewmen
Structural Spaces: 68 (Cargo 15, Control 3, Crew 20, Engine 10, Hangar 10, Weapons 23)
Fore Arc Weapons

- Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- Twin-Linked Medium Plasma Cannon (Close, Offence 22, 2 weapon spaces)

- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)
- Tri-Linked Particle Beams (Close, Offence 12, 3 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons

- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons

- Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (8): 2 Light Shuttles, 6 Starfuries

Size and Type: A simple listing of the craft's size, as well as its type – usually surface vehicle, aircraft or spacecraft. These define much of what a vehicle is capable of and more importantly, in what situations.

A spacecraft can only participate in space combat, unless it has the Atmosphere Capable special quality (in which case it may participate in atmospheric combat, or even surface combat if it has landed).
An aircraft can only participate in atmospheric combat, unless it has landed (in which case it may participate in surface combat).
A surface vehicle can only participate in surface combat.

Defence Value: All craft have a base Defence Value of 10, modified by their superscale size modifier.

Armour: Nearly all craft have Armour of some kind, representing their innate hardness and ability to shrug off damage. Actual armour plating can make up very little of a craft's Armour score; structural integrity and resilience are more important.

Handling: This is the modifier an operator of the craft must add to his Pilot or Operations (piloting) checks when performing manoeuvres or executing orders. It also adds to a craft's Defence Value, as long as the craft is being piloted and is adequately operational.

Sensors & Stealth: These two scores determine how easily a craft can locate potential enemies and how well it can avoid being detected itself. Activity on the part of the craft decreases



its stealth – a craft's Stealth score is temporarily decreased by 5 for each order it executes in a turn.

Stress: This is a measure of how hardy the craft is in terms of withstanding pressure and harsh manoeuvres. Whenever a craft must make a Stress check (see page 193), this is the DC. Therefore a craft that can take a great deal of Stress has a lower Stress statistic. Surface vehicles do not have a Stress statistic.

Features: Some craft have special or unique traits that set them apart from others.

Crew: All craft require crew members of some description, even if it is only a single driver or pilot. This listing also includes the general crew quality used on this type of craft. Also listed here are the number of passengers the craft can transport at any one time.

Structural Spaces: All basic craft of a certain type have the same number of construction spaces, which are further subdivided into cargo, control, crew, engine, hangar and weapon spaces. The number of construction spaces a craft has is determined by the quality of its design and its superscale size.

Cargo Spaces: These spaces contain the cargo holding areas of a craft. Nearly all of a craft's passengers will be located in these spaces. If there are important Non-Player Characters on board, they can be placed in a specific cargo space. If this space is destroyed, they are automatically killed. Not all craft will have cargo spaces (most fighter spacecraft do not).

Control Spaces: Control spaces include the bridge, computers, targeting sensors and so on. As control spaces are destroyed, the craft loses functionality and orders given in combat become much harder to execute. All craft have at least one control space.

Crew Spaces: Crew spaces do not just represent crew quarters but also access spaces, special tools and gear, food and life support, spare parts storage and all the other things which



make a spaceship functional. Not all craft will have cargo spaces (some fighter spacecraft do not); in spacecraft, this will mean that the occupant must wear a spacesuit while inside the craft and is unlikely to be capable of prolonged activity.

Engine Spaces: Engine spaces contain both the engines themselves, the power plants and the engineering control areas. As these are destroyed, the craft loses manoeuvrability and speed, and a spacecraft may find itself *drifting*. All craft have at least one engine space.

Hangar Spaces: These spaces are dedicated to the storage, maintenance and launching of the craft's auxiliary vehicles. Damage to these spaces may cripple unlaunched auxiliary vehicles or block their routes of egress. Each hangar space can hold a number of auxiliary vehicles dependent on the craft's superscale size.

Superscale Size of Craft	Each Hangar Space May Hold...
Large	One Tiny vehicle
Huge	One Small vehicle or two Tiny vehicles
Gargantuan	One Medium vehicle or two Small vehicles or four Tiny vehicles
Colossal	One Large vehicle or two Medium vehicles or four Small vehicles or eight Tiny vehicles

Craft without auxiliary vehicles are unlikely to possess hangar spaces.

Weapon Spaces: Some vehicles are armed with a variety of weaponry with which to defend themselves from attack. Weapons are grouped by arc; either Fore, Aft, Port, Starboard or Turret. Listed with each weapon system is its range (Close or Long), Offence (the amount of damage a successful hit deals), special qualities (if any), and the number of weapon spaces it takes up.

Craft (X): Many craft carry other vehicles, such as shuttles and fighters. These carried craft are sometimes referred to as 'auxiliary vehicles' and are typified by shuttles and fighters in spacecraft. The maximum number of auxiliary vehicles a craft may launch per turn is given in the parentheses.

Craft Crews

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

In many cases, the Games Master will not need to detail every crew position on a craft, 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 Crew Experience table can be used to determine the capabilities of crews on board craft of all races. Use the BAB score for all attack rolls called for and the Training score for all skill checks.

Battles in Space

Space combat in *Babylon 5* is abstract – there are no maps or miniatures used at all. Unlike character combat, using a map is not even an option. The battle comes down to the relative power of the ships and the skill of the commanders and crew.

Summary

Space combat in the *Babylon 5 Roleplaying Game* is played out in rounds, and in each round every craft acts in turn, in a recurring cycle. Each round represents roughly one minute of time in the game. Space combat usually runs in the following way:

1. The Games Master determines which craft are aware of their opponents at the start of the battle. This is achieved by every craft performing a Sensors roll and comparing the result to the Stealth score of every other craft in the vicinity. This Sensor roll result is also the craft's Initiative score. Craft may only target and react to other craft they are aware of.
2. Craft act in Initiative order (highest to lowest). The commander of each craft issues a number of orders, which either he or his crew attempt to execute.

Quick Space Combat

The space combat rules detailed in this chapter allow many characters to interact and have an influence upon a space battle. However, it may well be the case that a Games Master does not need to go into details with a space combat, especially with craft not piloted by or carrying noteworthy characters.

At certain points in these rules, you will see Quick Space Combat boxes. These put forward alternate ways to deal with space combat. These alternative rules are always faster and easier to multitask than the normal rules, but will not contain the full spectrum of options open to those craft using the full rules.

Crew Experience

	Green		Line		Veteran		Elite	
Race	**BAB**	**Training**	**BAB**	**Training**	**BAB**	**Training**	**BAB**	**Training**
Anla'Shok (Rangers)	+4	+7	+5	+9	+9	+13	+13	+17
Centauri	+2	+5	+3	+8	+6	+10	+9	+12
Civilian (Human)	+0	+2	+1	+4	+4	+6	—	—
EarthForce	+3	+6	+4	+9	+8	+12	+11	+15
League Race	+2	+5	+3	+7	+6	+8	+9	+11
Minbari (Religious or Worker Caste)	+3	+6	+4	+9	+8	+12	+11	+15
Minbari (Warrior Caste)	—	—	+5	+9	+9	+14	+14	+18
Narn	+3	+5	+4	+7	+7	+9	+11	+12
Raider (Human)	+2	+4	+3	+6	+6	+8	+9	+11
Shadow / Vorlon	—	—	—	—	—	—	+18	+25



When everyone has had a turn, whether they take advantage of it or not, the combatant with the highest Initiative acts again and Step 2 is repeated until the combat ends.

Prior to Space Combat

Assigning a Commander: Nearly all ships will automatically have a commander in place, usually the highest ranking officer. On the rare occasions where this is not the case, the commander must be decided upon now.

- If the commander is not a Player Character or a Non-Player Character, they will simply use the normal crew traits (BAB and Training) for all attack rolls and skill checks.
- If the commander is a Player Character or specific Non-Player Character, they will use their own calculated attack bonus and skill bonuses. Note that those crew members without the Spacecraft Proficiency feat will suffer a –4 non-proficient penalty to relevant skill checks and other rolls.

Assign Shipboard Roles: Shipboard roles should be assigned well before combat begins. Any Player Characters who are aboard a capital ship may be assigned to handle specific tasks. Each order has a skill associated with it. A Player Character may be assigned to handle all orders involving that skill. Only one Player Character can be assigned per skill.

On smaller ships, where the Player Character is the only one with the skill in question, it can be assumed the Player Character is acting directly. On larger ships, he is most likely ordering subordinates around and lending a hand as required. In this latter case, the Player Character uses his skill bonus rather than the general crew Training bonus when making these checks (even if this results in a lower bonus to the check). It is for this reason that only the competent are put in command of a section's crew, as otherwise they will suffer rather than benefit from a Player Character's leadership.

A Player Character can only be assigned to one shipboard role in any one turn. The Shipboard Roles and Skills table details which skills may be used by the character in their role and whether they may make attack rolls.

A Player Character without the Spacecraft Proficiency feat suffers a –4 penalty to all attack rolls and skill checks when assigned to a shipboard role.

Any skill check that is not covered by a Player Character in a shipboard role will be taken by the crew instead, using their Training bonus rather than a skill bonus.

For Example: *On board the Narn vessel Da'na'ri are three Player Characters: Chu'Vos an engineer with a Technical (electronics) bonus of +12, G'Ros, who has +11 attack bonus when using spacecraft weapons and Du'Sten, a pilot with an Operations (piloting) bonus of +17. The vessel's commander, Du'Rog, assigns Chu'Vos as Chief Technician, G'Ros as Chief Gunner and Du'Sten as Chief Pilot. All other orders will be handled by the crew, who have a Training bonus of +8. Du'Rog, Chu'Vos, G'Ros and Du'Sten may only make skill checks for their respective roles.*

Helping Out: Rather than being assigned to lead a crew section, a Player Character may instead opt to 'help out' a specific section. The Player Character may make a relevant skill check at DC 10 (or attack roll against Defence Value 10) to grant a +2 bonus to a Training check, skill check or attack roll made by the section chief. A Player Character helping out may not make any other skill checks.

For Example: *One of the passengers aboard the Da'na'ri, a diplomat by the name of the Ska'Vek, is determined to help the ship, despite his inexperience. He assigns himself to help out G'Ros. He may help out with any roll or check G'Ros is called upon to make, as long as he is capable of using that skill. He will suffer a –4 penalty to every roll or check, however, as he does not have the Spacecraft Proficiency feat.*

Uninvolved Characters: Player Characters not assigned to a shipboard role or helping out are assumed to not be involved in the running of the ship. They may make other skill checks, though, such as Medical checks to patch up injured crew in the Medlab. The Games Master also may call upon the players of uninvolved characters to make attack rolls and Training checks for the general crew.

Shipboard Roles and Skills

Shipboard Role	Character may only make the following skill checks:	Character can make attack rolls?
Commander	Bluff[1], Computer Use[1], Concentration, Diplomacy[1], Intimidate[1], Knowledge (any), Linguistics, Notice and Sense Motive	No
Pilot (solo craft)	Bluff[1], Computer Use[1], Concentration, Diplomacy[1], Intimidate[1], Knowledge (any), Linguistics, Notice, Operations (any) [1], Pilot[1], Sense Motive and Technical (any) [1].	Yes
Chief Pilot	Computer Use, Concentration, Knowledge (any), Notice, Operations (piloting)	No
Chief Sensor Operator	Computer Use, Concentration, Knowledge (any), Notice, Operations (sensors)	No
Chief Gunner	Computer Use, Concentration, Knowledge (any), Notice, Operations (gunnery)	Yes
Chief Systems Operator	Computer Use, Concentration, Knowledge (any), Notice, Operations (systems)	No
Chief Technician	Computer Use, Concentration, Knowledge (any), Notice, Technical (electronics)	No
Chief Engineer	Computer Use, Concentration, Knowledge (any), Notice, Technical (engineering)	No
Chief Mechanic	Computer Use, Concentration, Knowledge (any), Notice, Technical (mechanical)	No
Uninvolved PC	Any that do not involve ship operations.	No

[1] Use of one of these skills by a commander or solo pilot imparts a cumulative –2 penalty to any attack rolls and skill checks made by the character later in the same turn.

Solo Craft

A solo craft is any ship that has '1 Pilot' listed in its Crew description. This is true for most fighters and small transports. While generally benefiting from better manoeuvrability due to their small size (solo craft are generally of Small superscale size, or smaller), solo craft also rely upon the pilot performing a great deal of multitasking.

A solo craft pilot without the Spacecraft Proficiency feat may only perform one order per turn and all attack rolls and skill checks he is called to make suffer an additional –4 penalty.

The other key difference between solo craft and other craft is that solo craft pilots always make Pilot checks instead of Operations (piloting) checks.

For Example: *Savenn is a Minbari pilot with the Spacecraft Proficiency feat. He may attempt to perform two orders per turn. His first order is* Close For Battle, *which requires an Operations (piloting) check. Since Savenn is piloting a solo craft, he instead makes a Pilot check.*

His second order is Angle For Maximum Effect, *which also requires an Operations (piloting) check. Again, since Savenn is piloting a solo craft, he instead makes a Pilot check. However since this is Savenn's second Pilot check in his turn, he suffers a –2 penalty to the check.*

Quick Space Combat – Shipboard Roles

In Quick Space Combat, simply roll BAB or Training when checks or rolls are called for. Do not worry about individual skills.

Games Mastering the Centre

The centre of a space battle may change in a given encounter. Doing so is entirely at the behest of the Games Master, however, and the new relative positions of all craft in the vicinity will be regulated by the Games Master.

In essence, changing the centre of a battle is the ultimate plot device of space combat. By changing the centre, the Games Master can suddenly move the focus away from the space station and shift it to the retreating attack spaceship.... effectively altering a space encounter from being a defensive battle to a chase sequence.

Note that there is no problem in making the centre of the battle a mobile point. Enemy capital craft are often the centre of stellar battles. Two things to bear in mind if a craft is the centre of a battle:

Pull Back orders will not move the centre craft. Instead, every other craft is moved one range bad further away from the centre craft.
Close For Battle orders may not be issued by the centre craft.

Despite the obvious advantages a Games Master has when changing the centre of a space combat, it is recommended that he does not do so more often than necessary within a given encounter.

Space Combat Checks & Rolls

Attack Rolls: This is an attack roll, using the firer's base attack bonus, plus the firer's Dexterity or Intelligence modifier plus targeting computer bonus (if locked on). This roll is then compared to the Defence Value of the target. Should the attack roll equal or exceed the target's Defence Value, it is a success and the attack roll hits.

Random Craft Damage Rolls: These rolls use 2d6 and the result is compared to the Random Craft Damage table on page 191. Random Craft Damage Rolls determine where a craft has been hit

Sensor Rolls: This is an Operations (sensors) check, adding the craft's Sensors modifier. It is normally compared to another craft's Stealth score.

Skill Checks: There are a variety of skill checks that are made in space combat. They are normally made as part of, or in response to, orders executed by a craft. A character may not Take 10 or 20 when making skill checks in space combat. Also, a natural 1 rolled on the d20 is automatically a failure, while a natural 20 is an automatic success (except in the case of opposed checks).

Position

Very few space combats have happened without a strategic or military goal being at the core of at least one of the combatants' plans. At the beginning of every space combat, the Games Master chooses a 'centre' for the combat.

The Centre

The centre of a space combat is normally represented by the strategic goal fought for by one or more combatants. Normally, this is a large landmark of some kind, such as a jump gate or space station. The centre can also be a particular ship or other moving spatial object, such as a comet or asteroid. Craft in combat are in one of three range bands in regard to the centre:

Range Bands

Sensor Range Band: Craft within this band are outside of weapons range and are only close enough to scan the area around the centre. They can detect other ships but cannot fire upon or be fired upon. They may or may not be detected by another ship's sensors (see Detection). This is also referred to as being disengaged.

Long Range Band: Craft within this band are far from the battle's centre, but are still interacting in the combat.

Any ship within long range of the centre is also within long range of any other ship in the long or close range bands.

Close Range Band: The craft are very close together, as distances in space go. Close and long range weapons with may be brought to bear.

Any ship within close range of the centre is also within close range of any other ship in the close range band.

Any ship within close range of the centre is also within long range of any ship in the long range band.

The *Close For Battle* and *Pull Back* orders are the usual ways in which the distance between ships and the centre can change. A change of distance to close or long range is always in relation to the centre, never to another ship. However, by changing one's position in regard to the centre, a ship will also change its range to any other ships in the area.

The Spacecraft Relative Positions table summarises at what ranges ships may be to one another in space combat, dependent on their band in relation to the centre.

For Example: *A Hyperion-class cruiser is patrolling very near an EarthForce defence satellite. It is within the close range band of the satellite (which forms the battle's centre). Should a Var'Nic long-range destroyer venture to within the sensor range band of the satellite, the two spaceships are only within sensor range of one another.*

If the Var'Nic moved to within the long range band of the satellite, both ships would be within long range of one another.

If the Var'Nic moved to within the close range band of the satellite, both ships would be within close range of one another.

Any ship that moves beyond the sensor range band is considered to have escaped the combat completely. While it is possible that it could rejoin the combat, this is entirely at the Games Master's discretion. It is possible for ships to use jump points (or even jump gates) as quick ways to get beyond the sensor range band and leave a combat, or as a means to enter a combat at long or even close range.

Fleets

At the beginning of a combat, ships that are already aware of one another – usually ships on the same side – can be declared as a fleet. This means that they all share the same figurative 'space' in the battle. One ship, normally the most powerful or that carrying the highest-ranking officer in the fleet, is designated as the flagship. Being in a fleet has the following effects:

- Ships in a fleet are automatically aware of one another.
- An enemy ship that moves to within sensor, long or close range of one of the fleet ships is considered to be at the same range to the entire fleet.
- Every ship within a fleet suffers a –5 penalty to Stealth.
- A fleet ship is only considered to be within a fleet if it mimics all the *Close For Battle* and *Pull Back* orders that the fleet flagship performed in the fleet flagship's previous turn.
- If a fleet ship does not mimic all the *Close For Battle* and *Pull Back* orders that the fleet flagship performed in the fleet flagship's previous turn, it is considered to have split off from the fleet and is no longer part of it.

Detection

Ships begin most combats disengaged from one another, as they enter the sensor range band before the long or close range bands. Nevertheless, a Games Master may determine that a ship arrives by jump point, or by some other method, and is actually within the long or even close range band of the centre.

Spacecraft Relative Positions

	Spacecraft 1			
Spacecraft 2	**(Beyond Sensor Band)**	**Sensor Range Band**	**Long Range Band**	**Close Range Band**
(Beyond Sensor Band)	—	—	—	—
Sensor Range Band	—	Sensor Range	Sensor Range	Sensor Range
Long Range Band	—	Sensor Range	Long Range	Long Range
Close Range Band	—	Sensor Range	Long Range	Close Range



If ships are not already aware of one another, they may slip by. Each ship makes a Sensor roll and compares the result to the Stealth score of every other ship within sensor range.

Should the sensing ship be within long range of the other ship, the sensing ship gains a +5 bonus to its Sensor roll.

Should the sensing ship be within close range of the other ship, the sensing ship gains a +15 bonus to its Sensor roll.

A result that equals or exceeds the Stealth score of another ship means that the sensor arrays have picked up the presence of that ship.

A ship arriving through a jump gate or jump point will be automatically picked up by any other ship's sensors. The arriving ship will need to make a Sensor roll as normal to detect other ships and determine its place in the Initiative order.

These Sensor rolls will determine which ships are aware of one another and which are unaware. It is quite possible to be aware of some ships in the vicinity and yet unaware of others.

A craft may not target a craft which it is unaware of. This means that it will not fire upon the stealthy craft or execute any orders that require a specific target.

A ship that performs any order that draws attention to itself is considered to have made its presence known to all other ships in the vicinity. Orders that will automatically reveal a ship are punctuated with an exclamation mark (!).

Initiative

The secondary use of these Sensor rolls is that it determines the Initiative order of the combat. The highest result acts first in Initiative order, the second-highest result acts second, and so on. This Initiative order may later change (see page 152) but will otherwise continue in this manner for the whole combat.

As long as there are two or more opposed spacecraft within sensor range of one another, a combat is considered to be continuing.

Spotting Ships in Later Turns
A ship may be called upon to spot a ship after the start of a combat. In this case, the scanning ship makes a Sensor roll at the beginning its turn. This roll does *not* change the ship's Initiative place.

Taking Actions

A ship may only take actions that target another ship once it is aware of that ship's presence.

For Example: *Three EarthForce Hyperion-class cruisers, the* Agamemnon*, the* Magellan *and the* Heracles*, are meeting as planned at a deep space beacon. The* Agamemnon *and the* Magellan *meet and are considered a fleet as they start to trade shuttles containing dignitaries and supplies with one another. The* Heracles *does not join this fleet and instead patrols the immediate vicinity around the beacon, which forms the centre of the upcoming battle. They are all aware of one another.*

The Games Master determines that a fleet of two Narn G'Quan-class heavy cruisers, the T'Kal *and the* Fa'Shokor*, arrives near the deep space beacon. The Narn fleet is within the beacon's sensor range band.*

Every ship makes a Sensor roll. The T'Kal *rolls highest, followed by the* Heracles*, the* Fa'Shokor*, the* Agamemnon *and finally the* Magellan*. This means that:*

The T'Kal *is aware of its fellow G'Quan and all three Hyperions. It will act first in Initiative order.*
The Heracles *is aware of the Fa'Shokor and its two fellow Hyperions. It is not aware of the T'Kal. It will act second in Initiative order.*
The Fa'Shokor *is aware of its fellow G'Quan (as they are in the same fleet), the* Agamemnon *and the* Magellan*. It is not aware of the* Heracles*. It will act third in Initiative order.*
The Agamemnon *is aware of its two fellow Hyperions. It is not aware of the two G'Quans. It will act fourth in Initiative order.*
The Magellan *is aware of its two fellow Hyperions. It is not aware of the two G'Quans. It will act fifth in Initiative order.*

Quick Space Combat – Detection

In Quick Space Combat, assume that every craft is aware of every other craft.

ATTACKING

If an *offensive* order is given, it most likely involves firing weapons at an enemy ship. Certain criteria must be met before a weapon may fire at an enemy spacecraft.

Arcs of Fire

A ship has four arcs of fire – Fore, Aft, Port and Starboard. Each *offensive* order specifies which arc of fire is used and only weapons in that arc of fire can be used. Turret weapons may fire into all four arcs.

Range

Only weapons within range may fire at a target. 'Close' weapons may only fire at close range. 'Long' weapons may fire at close or long range. No known weapons may fire at sensor range.

Firing Weapons

Whenever an *offensive* order is issued, the commander of the vessel decrees which weapons will fire as part of that order. All weapons within arc and range can be fired at a single target. Each weapon fired requires a separate attack roll.

Attack Bonus

The attack bonus in space combat is either the following, if the gunner is aboard a solo craft:

Firer's base attack bonus + firer's Dexterity modifier + targeting computer bonus (if locked on) + miscellaneous modifiers

Or this formula, if the gunner is aboard a ship where he is not also the pilot:

Firer's base attack bonus + firer's Intelligence modifier + targeting computer bonus (if locked on) + miscellaneous modifiers

If the firing is being handled by a ship's crew, it is simply the following, regardless of the size of the ship:

Crew's BAB + targeting computer bonus (if locked on) + miscellaneous modifiers

Quick Space Combat – Attack Bonus

In Quick Space Combat, all attack rolls are resolved with the following formula for the attack bonus:

Crew's BAB + targeting computer bonus

Iterative Attacks

Unlike personal combat, a character making an attack roll in space combat does *not* get to make iterative attacks if he has a high (+6 or higher) base attack bonus.

Attack Roll

All attack rolls are made by rolling 1d20 and adding the attack bonus of the firer. If the result equals or exceeds the Defence Value of the defending ship, a hit is scored. A roll of a 1 is always a miss. A roll of a 20 is always a hit and may be a crucial hit (see Space Combat Critical Hits).

Space Combat Critical Hits

When a space combat attack roll gets a natural 20 (the d20 shows 20), the character hits regardless of the target's Defence Value and the character has scored a threat of a critical hit. To find out if it is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defence Value, the attack is a critical hit (note that the second roll just needs to hit to confirm a critical hit; the character does not need to roll a second 20). If the second roll is a miss, then the attack just adds to Total Offence as normal.

A critical hit with the first (or only) weapon that hit in a barrage multiplies that weapon's Offence by x2.

A critical hit with the second, third or any other subsequent weapon that hit in a barrage also multiplies that weapon's Offence by x2. In effect, this means that the weapon's Offence is not halved when calculating Total Offence for the barrage.

Calculating the Total Offence of a Hit

When a target has been hit by one or more successful attack rolls, the firer must calculate his Total Offence for the barrage. This is equal to the weapon with the greatest Offence that hit, plus half the Offence for each subsequent weapon which hit.

For Example: *An EarthForce Hyperion cruiser fires its Twin-Linked Heavy Laser Cannon and one Medium Pulse Cannon at a Narn G'Quan heavy cruiser. The Hyperion crew makes two attack rolls and both weapons hit. The weapon with the greatest Offence is the Twin-Linked Heavy Laser Cannon (Offence 45); adding half the Medium Pulse Cannon's Offence (10 halved is 5), the Hyperion deals a total barrage of 50 Offence!*

Twin-, Tri- and Quad-Linked Weapons
Some weapons automatically fire in linked mode and cannot fire singly. Despite the name, these are treated as a single weapon system that makes a single attack roll. The Offence statistic for such weapons represents the full calculated Offence for the weapon system.

Quick Space Combat – Calculating the Total Offence of a Hit

In Quick Space Combat, simply add the Offence of every weapon system that hit together – this is the barrage's Total Offence value.

Special Weapon Qualities

Array: Based on the ancient principle of 'more is better', arrays combine multiple assault systems tied into a single central processing unit. Their effect is much like that of an extremely long ranged 'energy shotgun', sacrificing finesse for power. Array weapons cannot benefit from a weapons lock (see the *Lock Weapons!* order).

Beam XdX: Whether they are based on relatively basic laser technologies or more advanced neutron or bioelectric principles, beam weapons rank as the most devastating form of weaponry. Every hit from a beam weapon that causes damage deals the listed Armour damage, in addition to any other effects, but calaculated after the damage of a barrage has been determined. Beam weapons also ignore interceptors.

Electro-Pulse: Electro-Pulse weapons seek to disable a craft's systems rather than damage its hull. This is achieved by delivering a tremendous burst of electrical energy to the target craft's control systems, in the hope of overloading them, thus rendering the craft helpless with the minimum of collateral damage. A successful hit causes no damage, the target craft must succeed at an Operations (systems) check (DC 20) or lose one control space automatically.

Rapid Fire X: Weapons with the rapid fire special quality generate multiple bursts of fire within a very short amount of time, resulting in a stream of energy pulses firing at an enemy ship. A rapid fire weapon makes the designated number of separate attack rolls every time it is fired, each of which can score a hit. However, rapid fire weapons are far less accurate than normal spacecraft weapons, incurring a –5 penalty to all their attack rolls.

Quick Space Combat – Special Weapon Qualities

In Quick Space Combat, ignore special weapon qualities.

DAMAGE

The Total Offence represents the amount of sheer firepower that an attacking ship has managed to level against the target. Before it is applied to a ship, this Total Offence is mitigated by the target's Armour:

Total Offence – Armour = Damage

If the calculated damage of a hit is reduced to 0 or lower by Armour, then the attack is fully absorbed by the craft's armour plating and deals no damage.

If the calculated damage of a hit is 1 or more, then the attack has succeeded in causing damage to the craft. Each point of damage results in a single structural space on the opposing ship being destroyed. This represents the fact that as ships take damage, they lose functionality. Destruction, in this context, does not necessarily mean vaporisation. Rather, it means that the equipment which filled that space is no longer functional and cannot contribute to the ship's actions. Damage is dealt with in the following manner:

1. Roll 2d6 on the Random Craft Damage table.
2. Delete a number of structural spaces of the designated type equal to the damage.
3. If there is still damage remaining, or if the ship in question does not possess structural spaces of the type indicated, deduct one from the Random Craft Damage roll and apply the damage to that area.
4. Repeat Step 3 until all damage has been accounted for.



Random Craft Damage

2d6 roll	Structural Spaces Destroyed
2	Engines
3	Control
4	Engines
5	Control
6	Crew
7	Cargo
8	Hangar
9	Weapons Arc[1]
10	Cargo
11	Weapons Arc[1]
12	Special, and roll again on this table

[1] When a craft suffers weaponry damage, it must roll on the Weaponry Damage Location table to determine which weapons arc has been hit.
[2] The craft loses a randomly determined special feature, such as afterburners, jump engines or any other ability not directly mapped to spaces. The loss of the special feature also deducts 1d4 spaces from the damage. Only one special feature is lost. Once the special feature is deleted, if there is still damage remaining, roll once more on the Random Craft Damage table (instead of moving straight to a Weapons hit).

For Example: *A Narn G'Quan heavy cruiser is hit by an EarthForce Hyperion cruiser's barrage, which generates a Total Offence of 50. The Narn ship has an Armour score of 36, which is deducted from the Total Offence to yield the 14 damage inflicted upon the G'Quan by the Hyperion's barrage.*

2d6 is rolled on the Random Craft Damage table to determine the location of the damage, resulting in an 9. This indicates a hit to one of the G'Quan's weapon arcs. To determine which arc is hit, 1d10 is rolled on the Weaponry Damage Location table, resulting in a 7 – an Aft weapons arc hit.

The G'Quan only has a Twin-Linked Particle Array in its Aft arc, Its 2 weapon spaces are destroyed… but there is still 12 damage left of the original 14 damage. Consulting the Random Craft Damage table once more, the remaining damage is shifted one step from 9 (weapons arc) to 8 (hangar).

The G'Quan only has 7 hangar structural spaces. The hangars are destroyed as these 7 structural spaces are deleted. Consulting the Random Craft Damage table once more, the remaining 5 points of damage is shifted one step from 8 (hangar) to 7 (cargo). The G'Quan loses 5 of its 15 cargo structural spaces. All damage from the Hyperion's barrage has now been accounted for.

Weaponry Damage

Damage to weaponry works slightly differently from damage to other areas. Weapons on a craft are usually intentionally spread all over the chassis. This is so that a single devastating strike to weapons in a single arc cannot destroy all of a craft's armament. Whenever a roll on the Random Craft Damage table indicates a weapons hit, roll on the Weaponry Damage Location table.

The arc noted on the Weaponry Damage Location table suffers the damage from the hit. If the roll indicates an arc that contains no weapons spaces, or has had all of those weapon spaces destroyed, then roll again until a suitable arc is rolled.

The damage is applied to weapons spaces within that arc in any order the defending player wishes. If the damage is sufficient to completely destroy all weapons spaces in that arc, the excess damage is *not* applied to another arc. Instead, one is deducted from the Random Craft Damage roll and the remaining damage applied that new structural area.

Weaponry Damage Location

d10 roll	Arc Hit
1–2	Fore (Forward)
3–4	Port (Left)
5–6	Starboard (Right)
7–8	Aft (Rear)
9–10	Turret

Quick Space Combat – Damage

In Quick Space Combat, do not roll for where the damage is applied. Simply deduct the damage from the struck craft's total structural spaces. Once the craft's total structural spaces has been reduced to zero or lower, it has either been destroyed or disabled (Games Master's choice).

In Quick Space Combat, a craft will not suffer any ill effects (such as having an area *impaired*) until it reaches zero total structural spaces – at which point it has been neutralised.



Effects of Damage

Damage to a structural area will have one of three effects – it will either completely destroy or otherwise neutralise the area, impair the area's functionality, or have only a negligible effect.

Impaired Structural Areas

If the damage removes some of a structural area's spaces, but not all, there is a chance the structural area will become *impaired* and lose its capability to function properly. In order to try and contain the destruction and limit the effect of the damage, the craft's crew must make a skill check of the type specified in the Effects of Craft Damage table.

The crew receive a +1 bonus to this check for every ten structural spaces of that type still remaining on the craft. A roll of a 1 on this check is always considered a failure. A roll of a 20 is always considered a success.

If the check succeeds, the area has only suffered negligible damage and suffers no additional ill effects, other than the loss of structural spaces caused by the damage.

If the check fails, then that structural area is *impaired*. It will remain *impaired* until it is fully repaired (every structural space is restored to the area) or it is jury-rigged. The effect of the impairment is detailed in the Effects of Craft Damage table.

Further damage may still affect the *impaired* structural area as normal. The area cannot be further *impaired* but it can be *destroyed* by reducing its remaining structural spaces to zero.

For Example: *The Narn vessel* Da'na'ri *suffers a hit to its bridge (it has lost 2 of its 6 Control structural spaces). There is a good chance that the area will become impaired. Consulting the Effects of Craft Damage table shows that a Technical (electronics) check is required to resist the impairment. Fortunately, Chief Technician Chu'Vos is at hand. He makes a Technical (electronics) check and gets a total of 26 – just enough to avoid the stiff penalties for having an impaired Control area.*

Destroyed Structural Areas

If the damage is sufficient to reduce a structural area's spaces to zero, that area is *destroyed* and loses all functionality. This will have an effect as designated on the Effects of Craft Damage table. This effect supersedes any *impaired* effect that the structural area may suffered.

A craft that loses all of its Armour explodes. Exploding craft will not damage other nearby craft – the distances even at close range are simply to great.

Effects of Craft Damage

Structural Area	Skill check to resist impairment	Effect if impaired	Effect if destroyed
Engines	Technical (engineering) DC 25	–2 Handling	The craft has lost virtually all power and its engines themselves are offline. It is considered to be drifting and only the *Brace For Impact, Get Those Systems Back Online, Hold Her Together* and *Route Control Through This Panel* orders may be issued. Each additional engine space lost beyond this point instead removes an Armour point, as the very superstructure of the ship is pounded by the barrage.
Control	Technical (electronics) DC 25	–2 Handling, –4 Sensors, –2 to all attack rolls and skill checks	–6 Sensors, –4 to all attack rolls and skill checks. The craft has had its bridge and other main piloting areas knocked out and is in all likelihood completely out of control. It is considered to be drifting and only the *Brace For Impact* and *Route Control Through This Panel* orders may be issued.
Crew	Technical (engineering) DC 25	–2 Training, –2 BAB	–4 Training, –4 BAB. The craft's crew areas have been all but annihilated and only the most basic of life support remains.
Cargo	Technical (mechanical) DC 25	50% chance that cargo is merely blocked in, rather than destroyed.	Cargo is completely destroyed.
Hangar	Technical (mechanical) DC 25	50% chance that each auxiliary vehicle still in the hangar is merely blocked in, rather than destroyed. Auxiliary vehicles already launched have a 25% chance of being destroyed if they attempt to board the ship whilst the hangars are impaired.	Auxiliary vehicles still in the hangar are completely destroyed. Auxiliary vehicles already launched may not board the ship whilst all hangar spaces are destroyed.
Weapon system[1]	Technical (electronics) DC 25	–2 to attack rolls and halve Offence with this weapon system.	Weapon system is destroyed and may not be fired.

[1] Individual weapon systems can be impaired or destroyed separately.

Drifting

Drifting only ever occurs to a craft when it has lost all control of its speed, movement, pitch and yaw. This normally occurs because the craft has lost the ability to control its course, heading and attitude.

In game terms, a craft is *drifting* when it has lost all engine or control spaces. A *drifting* craft is considered to have a Handling of –5, regardless of its normal Handling score. This will affect Defence Value as normal.

STRESS

Many defensive orders require the ship to perform tight turns, sudden spins or rapid changes of direction. This places a great deal of stress on the superstructure of the hull. The quality of a ship's hull, as well as reinforcement, determines the limits on these orders.

Some orders carry a risk of stress damage to the ship. If the order's skill check succeeds, then the risk of Stress damage has been averted and the order is carried out as normal.

If the order's skill check fails, there is a chance that it failed due to the undue stress placed upon the craft's hull. The craft's crew must make an Operations (piloting) check. The DC for this check is equal to the craft's Stress statistic. Success averts any Stress damage. Failure inflicts 2d6 Armour damage upon the craft.

For Example: *The Narn vessel* Da'na'ri *has taken quite a pounding and Commander Du'Rog has no wish to suffer another barrage. He issues an* Extreme Measures! *order, which Chief Pilot Du'Sten attempts to execute.*

Du'Sten's Operations (piloting) check results in 17 – as the Extreme Measures! *DC is 20, the skill check is failed! Not only is no Defence Value bonus received, Du'Sten must also make another Operations (piloting) check with a –3 penalty to avoid Stress. Du'Sten rolls a total of 13 – not enough to meet the G'Quan's Stress DC of 16. The G'Quan takes 2d6 Armour damage, which is deducted directly from its Armour score.*

Quick Space Combat – Stress

In Quick Space Combat, ignore the Stress rules.

ORDERS

A round of space combat is very roughly a minute in length and consists of many shots, manoeuvres, counter-attacks and so forth. Once the Initiative order is determined (see page 152), the craft involved all take their turns in sequence.

In every ship's turn, it may performs a number of actions – these individual actions are called *orders* and are either issued by the captain of the ship to his crew, who carry them out; or are simply performed by the pilot of a solo craft.

The number of orders which a craft can perform depends on the skill of its commander or pilot. Consult the Orders per Turn and Orders per Turn (Solo Craft) tables for details and examples of how many orders a particular commander may issue per turn (or how many orders a pilot of a solo craft can enact per turn).

The Crew Experience column in these tables is a handy reference for Games Masters – Green craft perform one order per turn; Line craft can perform two; Veterans three; and Elite four per turn.

Orders per Turn (Solo Craft)

Number of Orders	Circumstance	Crew Experience	Example
0	Solo craft is not piloted or automated.	—	An abandoned shuttle.
1	Solo craft is piloted by an individual without the Spacecraft Proficiency feat.	Green	A Starfury fighter piloted by an ill-trained pilot (a maintenance tech who only flies the ship from one hangar bay to another).
2	Solo craft is piloted by an individual with the Spacecraft Proficiency feat.	Line	A Centauri Sentri fighter piloted by a fully trained but inexperienced pilot.
3	Solo craft is piloted by an individual with the Spacecraft Proficiency and Veteran Pilot feats.	Veteran	A Narn Frazi fighter piloted by a veteran of the War of Retribution
4	Solo craft is piloted by an individual with the Spacecraft Proficiency and Elite Pilot feats.	Elite	A Minbari Nial fighter piloted by a warrior caste veteran.
5	Solo craft is piloted by an individual with the Spacecraft Proficiency and Legendary Pilot feats.	—	A Starfury fighter piloted by Jeffrey Sinclair.

Orders per Turn

Number of Orders	Circumstance	Crew Experience	Example
0	Craft is not commanded or automated.	—	A derelict space hulk.
1	Craft is commanded by an individual without the Spacecraft Proficiency feat.	Green	A cargo freighter handled by a new pilot, under tuition.
2	Craft is commanded by an individual with the Spacecraft Proficiency feat.	Line	A space liner commanded by an experienced civilian captain.
3	Craft is commanded by an individual with the Spacecraft Proficiency and Veteran Commander feats.	Veteran	A Centauri Primus commanded by a veteran of the War of Retribution.
4	Craft is commanded by an individual with the Spacecraft Proficiency and Elite Commander feats.	Elite	A Minbari Sharlin commanded by a leading Clan Alyt officer.
5	Craft is commanded by an individual with the Spacecraft Proficiency and Legendary Commander feats.	—	*White Star 1* commanded by John 'Starkiller' Sheridan.

Order Types

There are three types of space combat order – *offensive*, *defensive* and *tactical*.

Offensive orders govern the use of the ship's weapons to destroy enemy targets. This includes simply firing at will, concentrated fire and coordinated fire with other ships. See Attacking on page 189 for rules on resolving attacks.

Defensive orders govern keeping the ship from harm. Performing risky manoeuvres to evade fire, moving to protect a weakened section or firing interceptors are common *defensive* orders.

Tactical orders involve manoeuvring the ship to gain an advantage in the next round – closing with the enemy or beginning a retreat, bringing powerful weapons to bear, and so on. *Tactical* orders also cover other miscellaneous orders, such as beginning boarding operations, repairing damaged systems and evacuating the ship.

Issuing Orders

During its turn, a craft's commander specifies which orders the craft will perform. Any combination of orders may be performed, as long as the commander does not exceed his maximum number of orders per turn. Thus a Veteran commander focussed on destroying the enemy may issue three *offensive* orders in his ship's turn. A Green pilot may only wish to escape and so perform a single *tactical* order. Or an Elite captain may decide to perform two *tactical* orders as well as a *defensive* and *offensive* order.

Sequence of Orders

Orders may be carried out in any sequence within the craft's turn. However, most captains find it beneficial to issue tactical orders first (so that their benefits may be used with any following orders).

A commander can wait to see the effect of one order before deciding upon his next order.

Responses

A commander need not issue all, or indeed any, of his orders at once. He may elect to hold one or more of his orders as *responses*. When a commander elects to hold onto a regular order, keeping it as a response order, he must indicate which type of response order he is holding: *offensive*, *defensive* and *tactical*.

For Example: *The Elite commander (who may issue four orders in his turn) of an ISA White Star is not sure which side of a raging Drazi space battle he should support. He elects to only issue one order (*Defensive Position*) during his turn and saves his remaining orders to be used as responses. He chooses to hold one* defensive*, one* tactical *and one* offensive *response. The commander does not have to specify which particular* defensive*,* tactical *or* offensive *responses he is going to make or in which order they must be made.*

Types of Response

Just like regular orders, response orders come in three varieties, *offensive*, *defensive* and *tactical*. When choosing responses during his turn, a commander need only state the particular type of response – he need not specify the actual response order. Note that some orders function slightly differently when issued as response orders and some orders may only be issued as responses.

Defensive Responses: *Defensive Position; Extreme Measures!; Fire Interceptors!; Shake The Lock!*

Offensive Responses: *Blast Them As They Launch!; Fighter Screen!, Opportunity Fire!*

Tactical Responses: *Close For Battle; Pivot!; Pull Back*

Using Responses

A response order may be issued during another craft's turn, at any time when they attempt an order punctuated with an exclamation mark (!). Normally, the two commanders will make opposed Knowledge (tactics) checks – the winner manages to perform his action first.

Response Rules

- Responses may not be used to interrupt response orders.
- All response orders that require a target may only target the interrupted craft. Exceptions to this rule are *Blast Them As They Launch!, Fire Interceptors!* and *Fighter Screen!*

Quick Space Combat – Response Orders

In Quick Space Combat, do not use the response order rules – all orders must be issued on a craft's turn.

Executing Orders

Not all orders are equally easy to carry out. *All Hands… Fire At Will!* is pretty simple. while *Concentrate All Fire!* is somewhat less so. Each order has a specific skill check DC,



representing how hard it is for the ship's crew to obey that particular order.

If the skill check is a success, then the order is successfully carried out and the Success section of the order is resolved.

If the skill check is a failure, the order fails and the Failure section of the order is resolved.

Note that success at this skill check does not always mean that the final objective of the order has been achieved – it can merely mean that another action, such as an attack roll, has been made possible.

For Example: All Hands… Fire At Will! *has a skill check of Operations (gunnery) DC 5 – practically anyone who can fire a spacecraft weapon can execute this order. Yet even if the Operations (gunnery) check is successful, the attack roll for the weapons fire must still be made.*

The overall Training of the crew can be used, or individual Player Characters in various roles on the ship can execute the orders. The Chief Engineer can use his Technical (engineering) skill to for example, while a Chief Gunner with the Operations (gunnery) skill can fire the main plasma cannon.

Note that a character without the Spacecraft Proficiency feat will suffer a –4 penalty on all attack rolls and skill checks made while attempting to carry out orders in space combat.

Quick Space Combat – Response Orders

In Quick Space Combat, all skill checks are Training checks. Also, it is recommended that only the following orders are implemented: *All Hands… Fire At Will!; Close For Battle; Extreme Measures!* and *Pull Back*.

Defensive Orders

Brace For Impact

Type: Defensive
Skill Check: Operations (systems) DC 10
Success: The crew prepare themselves and the craft for an imminent barrage of enemy fire.

Add a +2 bonus to any Technical checks made to resist impairment due to damage to a structural area. Also, every structural area damaged this turn has one less space destroyed.

The effects of this order last for the remainder of the round. Only one *Brace For Impact* order may be executed per round.
Failure: The above benefits are not received. No other effect.

Defensive Position

Type: Defensive
Skill Check: Operations (piloting) DC 15
Success: The craft turns so as to reduce the number of vital systems exposed to enemy fire. This will have one of the following effects:

1. The craft's commander may choose to add one to any Random Craft Damage rolls his ship is subject to due to enemy firepower damaging the craft. The commander may choose to add one to the roll after the 2d6 have been rolled or he may choose not to add one at all – it is up to him.

2. If the attack was one which targets specific systems (such as *Target Their Engines!*), then a random roll is used to determine systems damaged. This random roll may not be altered through Option 1.

The effects of this order last for the remainder of the round. Only one *Defensive Position* order may be executed per round.
Failure: The above benefits are not received. No other effect.

Extreme Measures!

Type: Defensive
Skill Check: Operations (piloting) DC 20
Success: The ship attempts to weave and bob in such a way as to reduce the ability of the enemy to target it.

For every point by which the Operations (piloting) check exceeds 20, the Defence Value of the ship is granted a +1 dodge bonus. This dodge bonus may not exceed the craft's Handling score (this bonus stacks with the normal bonus a craft's Handling gives to its Defence Value).

A penalty equal to the dodge bonus is applied to any attack rolls the craft is called upon to make.

The effects of this order last for the remainder of the round. Multiple *Extreme Measures!* orders may be executed per round but only the highest dodge bonus will apply.
Failure: The above benefits are not received. The craft must also make a Stress check with a –3 penalty.

Fire Interceptors!

Type: Defensive
Skill Check: Operations (gunnery) DC Special
Arc: Special.
Success: The ship maintains a constant barrage of interceptor fire, which is aimed at any incoming barrages from enemy craft. This can disrupt or even neutralise incoming barrages, reducing the Total Offence of the attack.

Designate any number of weapons with the Interceptor trait to be part of the interceptor screen. Every incoming barrage, from any source, may be intercepted before it hits the screened craft. Choose one intercepting weapons system to attempt the intercept. This is determined by an Operations (gunnery) check with a DC equal to the incoming barrage's highest attack roll. Interceptors are fired after the Total Offence of a barrage is calculated but before the Total Offence is compared to the craft's Armour.

If the Operations (gunnery) check is a success, reduce the Total Offence of the incoming barrage by the Intercept value of the intercepting weapons system.

If the Total Offence is reduced to zero by the interceptor screen, the barrage is entirely neutralised and does not strike the craft. If the Total Offence is not reduced to zero by the interceptor screen, the barrage will still strike the craft.

Each Interceptor weapon system designated for use in interceptor mode may only be fired once per round. *Fire Interceptors!* will remain in effect until another *offensive* order is issued that uses any of the weapons currently in interceptor mode. Note that some weapon systems, such as beam weapons, will ignore interceptors entirely.

For Example: *The EarthForce Hyperion cruiser* Magellan *is about to enter a firefight. The commander wisely issues a Fire Interceptors! order before the craft closes for battle. He designates all four of the Hyperion's Mk I Interceptors to be used in fighter screen mode.*

In a later round, a barrage from an enemy G'Quan heavy cruiser hits the Magellan for a Total Offence of 23. The commander chooses his Port Mk I Interceptor to intercept the barrage. The Hyperion's Chief Gunner succeeds at a DC 15 Operations (gunnery) check and the incoming barrage has its Total Offence reduced by the intercepting weapon system's Intercept score – in the case of the Mk I Interceptors, this is 10.

Only one *Fire Interceptors!* order may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. The interceptors are still designated but all Operations (gunnery) checks made due to this order suffer a –4 penalty.

Shake The Lock!

Type: Defensive
Skill Check: Operations (systems) DC Special
Success: This is the standard tactic used by commanders to lose the 'lock on' that an enemy craft's targeting computer has achieved upon their ship. Despite popular myths about space combat, this is rarely done through aerobatics. It is instead an electronic war, though there are many varying methods to electronically shake a lock, one of the most popular being setting up 'sensor ghosts' that confuse the enemy's targeting computers.

When this order is given, the craft's crew make an Operations (systems) check. Every enemy craft that has a lock on the target must make a Sensor roll. Every Sensor roll that the Operations (systems) check exceeds means that the craft has shaken that 'lock on' and that particular enemy craft no longer applies its targeting computer bonus to its attack rolls against the craft.

Multiple *Shake The Lock!* orders may be executed per round.
Failure: The lock on remains in place. No other effect.

Offensive Orders

All Hands... Fire At Will!

Type: Offensive
Skill Check: Operations (gunnery) DC 5
Arc: Any one
Success: The craft simply fires whichever weapons it wishes (that are within arc and range) at a single designated target. Attack rolls are made as normal.

Multiple *All Hands…Fire At Will!* orders may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made but all attack rolls during this order suffer a –4 penalty to hit.

Broadsides!

Type: Offensive
Skill Check: Operations (gunnery) DC 15
Arc: Port and Starboard
Success: This order requires for there to be two or more targets within range of the craft. The craft angles itself so that both port and starboard batteries can open fire upon two (or more) separate targets. These targets may be within the same fleet or wing if the craft's commander wishes.

The craft fires whichever weapons it wishes (that are within arc and range) at the specified targets. A specific weapon system may only fire at one target. Attack rolls are made as normal.

A target fired upon by the Port arc weapons may not be fired upon by the Starboard arc weapons and vice versa.

Multiple *Broadsides!* orders may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made but all attack rolls during this order suffer a –4 penalty to hit.

Concentrate All Fire!

Type: Offensive
Skill Check: Operations (gunnery) DC 15
Arc: Any one
Success: The best defence is an overwhelming offence! This order instructs the ship to simply focus on attacking one target, paying no heed to return fire, strafing fighters or other distractions.

The craft fires whichever weapons it wishes (that are within arc and range) at a single designated target. Attack rolls are made with a +2 bonus. The firing craft also loses its Handling bonus to Defence Value. The bonus and penalty last until the ship carries out its next *offensive* order.

Multiple *Concentrate All Fire!* orders may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made but all attack rolls during this order suffer a –4 penalty to hit, rather than a +2 bonus.

Fighter Screen!

Type: Offensive
Skill Check: Operations (gunnery) DC 15
Arc: Special
Success: The ship maintains a constant barrage of weapons fire aimed close to the ship, in order to prevent fighters from getting close enough to do maximum damage with their weapons.

Designate any number of close range weapons to be part of the fire screen. Any solo craft that either: 1) enters close range with the screened craft or 2) attempts an *offensive* order within close range of the screened craft, will be attacked before the solo craft can complete its order.

The screened craft makes an attack roll as normal for any designated weapon system it wishes to fire upon the solo craft (firing craft's choice of which designated weapon systems are fired). Only designated weapon systems within one arc may be fired at a specific solo craft per instance.

As long as the solo craft is not destroyed by the fighter screen barrage, it may still complete its order.

Each close range weapon system designated for use in fighter screen mode may only be fired once per round. *Fighter Screen!* will remain in effect until another *offensive* order is issued that uses any of the weapons currently in fighter screen mode.

For Example: *The EarthForce Hyperion cruiser* Magellan *is about to enter a firefight dominated by enemy fighter craft. The commander wisely issues a Fighter Screen! order before the craft closes for battle. He designates all four of the Hyperion's Mk I Interceptors to be used in fighter screen mode.*

In a later round, an enemy Frazi fighter moves into close range of the Magellan. *The commander elects to fire his Port Mk I Interceptor at the fighter immediately, which is resolved before the Frazi can execute another order.*



Only one *Fighter Screen!* order may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. The screen is set up and attack rolls are still made but all attack rolls made due to this order suffer a –4 penalty to hit.

Spray!

Type: Offensive
Skill Check: Operations (gunnery) DC 25
Arc: All
Success: The weapons of the ship are divided among as many targets as the commander sees fit, generating a broad field in order to increase the number of targets hit. These targets may be within the same fleet or wing if the craft's commander wishes.

The craft fires whichever weapons it wishes (that are within arc and range) at the specified targets. A specific weapon system may only fire at one target. Attack rolls are made as normal.

A target fired upon by one arc's weapons may not be fired upon by another arc's weapons. Multiple *Spray!* orders may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made but all attack rolls during this order suffer a –4 penalty to hit.

Target Their Bridge!

Type: Offensive
Skill Check: Operations (gunnery) DC 25
Arc: Any one
Success: This order is used to cripple enemy craft, targeting their control areas and with the intent of crippling their ability to control their craft.

Attempting so precise a strike alters the Defence Value of the target – their Base Defence Value becomes equal to that of a craft four superscale sizes smaller than usual. Targets of Small superscale size or smaller may not be attacked with the *Target Their Bridge!* order.

If a hit is scored and damage incurred, do not roll on the Random Craft Damage table. Instead, all damage is applied automatically to the control spaces. Should this reduce the control spaces to zero, roll on the Random Craft Damage table to discover where the excess damage is allocated.

For Example: *The Drazi commander of a Sunhawk battle cruiser wishes to end the fight between his vessel and a rival Brakiri Syndicracy Avioki swiftly. Displaying typical Drazi directness, the Sunhawk commander decides that the quickest route to success is to sever his rival's head – he issues the Target Their Bridge! order to his crew.*

The Avioki is normally a Huge target, which imparts a –4 superscale size penalty to its Defence Value. Targeting its control areas changes this –4 penalty to a +4 bonus, increasing the Avioki's overall Defence to 14. However, as long as the Sunhawk's Operations (gunnery) check succeeds, all successful hits will automatically strike the Avioki's control structural spaces.

Only one *Target Their Bridge!* order may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made against the greater Defence Value of the target but will not automatically strike the control spaces of the target.

Target Their Cargo Pods!

Type: Offensive
Skill Check: Operations (gunnery) DC 20
Arc: Any one
Success: As the *Target Their Engines!* order, save that the cargo bays or pods of the target are attacked and the damage, if the order is successful, is automatically applied to the cargo spaces of the target. Should this reduce the cargo spaces to zero, roll on the Random Craft Damage table to discover where the excess damage is allocated.

Only one *Target Their Cargo Pods!* order may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made against the greater Defence Value of the target but will not automatically strike the cargo spaces of the target.

Target Their Engines!

Type: Offensive
Skill Check: Operations (gunnery) DC 20
Arc: Any one
Success: This order is used to cripple enemy craft, targeting their engines and power reactors with the intent to rob them of all power and leave them powerless hulks.

Attempting so precise a strike alters the Defence Value of the target – their Base Defence Value becomes equal to that of a craft three superscale sizes smaller than usual. Targets of Tiny superscale size or smaller may not be attacked with the *Target Their Engines!* order.

If a hit is scored and damage incurred, do not roll on the Random Craft Damage table. Instead, all damage is applied automatically to the engine spaces. Should this reduce the engine spaces to zero, deduct any remaining damage from the craft's Armour, as normal.

For Example: *The Ranger commander of an ISA White Star needs to capture an informant, who is attempting to escape in an Earth Alliance Corporate Freighter. Not wishing to destroy the whole craft, which may well contain innocents trapped in the cargo bays, the Ranger commander issues a Target Their Engines! order.*

The Corporate Freighter is normally a Large target, which imparts a –1 superscale size penalty to its Defence Value. Targeting its engine areas changes this –1 penalty to a +4 bonus, increasing the Corporate Freighter's overall Defence to 14. However, as long as the White Star's Operations (gunnery) check succeeds, all successful hits will automatically strike the Corporate Freighter's engine structural spaces.

Only one *Target Their Engines!* order may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made against the greater Defence Value of the target but will not automatically strike the engine spaces of the target.

Target Their Launch Bays!

Type: Offensive
Skill Check: Operations (gunnery) DC 20
Arc: Any one.
Success: As the *Target Their Engines!* order, save that the launch bays of the target are attacked and the damage, if the order is successful, is automatically applied to the hangar spaces of the target. Should this reduce the hangar spaces to zero, roll on the Random Craft Damage table to discover where the excess damage is allocated.

Only one *Target Their Launch Bays!* order may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made against the greater Defence Value of the target but will not automatically strike the hangar spaces of the target.

Target Their Weapons!

Type: Offensive
Skill Check: Operations (gunnery) DC 20
Arc: Any one.
Success: As the *Target Their Engines!* order, save that the weapons systems of the target are attacked and the damage, if the order is successful, is automatically applied to a specific weapons arc of the firing craft's choice. Should this reduce the weapon spaces within that arc to zero, roll on the Random Craft Damage table to discover where the excess damage is allocated.

Only one *Target Their Weapons!* order may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made against the greater Defence Value of the target but will not automatically strike a weapon arc of the target.

TACTICAL ORDERS

Angle For Maximum Effect

Type: Tactical
Skill Check: Operations (piloting) DC 20
Success: If this order is carried out successfully, then the ship angles itself to take maximum advantage of its weapon batteries.

For the rest of the round, any *offensive* order that has an arc of 'Any one' may combine any weapons from any two arcs of fire (except the following combinations: Fore & Aft or Port & Starboard).

Only one *Angle For Maximum Effect* order may be executed per round.
Failure: The above benefit is not received. No other effect.

Close For Battle

Type: Tactical
Skill Check: Operations (piloting) DC 5
Success: The craft moves one range band towards the centre of the battle. A craft cannot execute a *Close For Battle* order while in the close range band.

For Example: *The Narn vessel* Da'na'ri *is currently in the Sensor Range band, with the centre of the battle being a broken-down Earth Alliance Civilian Trader which has issued a distress call. In order to offer assistance, the* Da'na'ri *must first get close to the crippled Human ship. Commander Du'Rog of the* Da'na'ri *issues the* Close For Battle *order, which moves the* Da'na'ri *from the sensor range band to the long range band.*

Only one *Close For Battle* order may be issued per round.
Failure: The craft's crew succeed in moving the ship one range step, but fail to keep the craft's relative attitude, pitch and yaw steady. The craft loses its Handling bonus to Defence Value and suffers a –2 penalty to all attack rolls for the rest of the round.



Escort Defence!

Type: Tactical
Skill Check: Operations (piloting) DC 20
Success: This order requires the commander target an allied craft. The two ships must be within the same fleet. The ship then attempts to intercept any weapons barrages which are aimed at the escorted craft.

If the order is carried out successfully, then any attack that targets the escorted craft has a % chance of hitting the escort craft instead; see the Escort Defence table for the percentile chance.

The effects of this order last for the remainder of the round. A craft may only escort one other allied craft at a time. Only one *Escort Defence!* order may be executed per round.
Failure: The above benefits are not received. The craft must also make a Stress check.

Escort Defence

	Three or more superscale size categories smaller than Escorted craft	Two superscale size categories smaller than Escorted craft	One superscale size category smaller than Escorted craft	Of equal superscale size to the Escorted craft	One superscale size category larger than Escorted craft	Two superscale size categories larger than Escorted craft	Three or more superscale size categories larger than Escorted craft
Escort Spacecraft is…	10%	20%	30%	50%	70%	80%	90%

Get Those Systems Back Online

Type: Tactical
Skill Check: Technical (varies) DC 20
Success: This is often one of the most desperate orders a commander will give to his craft, as he commands his crew to get a destroyed area back in commission, no matter the cost.

The craft must have at least one control space remaining in order to execute *Get Those Systems Back Online*. This order has *one* of the following effects:

- All of a craft's **engine spaces** have been destroyed. The Chief Engineer must make a Technical (engineering) check DC 20. Success restores one engine space and the craft's engines are considered *impaired*.
- All of a craft's **hangar spaces** have been destroyed. The Chief Mechanic must make a Technical (mechanical) check DC 20. Success restores one hangar space and the craft's hangars are considered *impaired*. Though this will not restore any auxiliary vehicles lost to the damage, this will allow other auxiliary vehicles to board the craft.
- All of a craft's **weapons spaces** for a single weapon system have been destroyed. The Chief Technician must make a Technical (electronics) check DC 20. Success restores one weapon space and that weapon is considered *impaired*.
- The craft has lost a **special feature**. Generally, it will be the Chief Engineer who attempts to fix the this with a Technical (engineering) check DC 20, though the Games Master may rule that a different skill check is required for different special features. Success restores the special feature, though the Games Master may rule that it is still faulty in some way.

If a craft has no control spaces left, it must first successfully execute a *Route Control Through This Panel* order before a *Get Those Systems Back Online* order can be given.

Lost **cargo spaces** and **crew spaces** may only be restored when a craft is re-supplied at a space station (or other repair and refit centre).

Multiple *Get Those Systems Back Online* orders may be executed per round but they may not be applied to the same structural area, weapon system or special feature.
Failure: The above benefit is not received. No other effect.

Hold Her Together

Type: Tactical
Skill Check: Technical (varies) DC 15
Success: This is the generic order given to repair damage suffered by a craft.

The craft must have at least one control space remaining in order to execute *Hold Her Together*. It has *one* of the following effects:

- If the craft has had **engine spaces** destroyed, the Chief Engineer may make a Technical (engineering) check DC 15. Success either restores one engine space *or* the craft's engines are no longer *impaired* (Chief Engineer's choice).
- If the craft has had **hangar spaces** destroyed, the Chief Mechanic may make a Technical (mechanical) check DC 15. Success either restores one hangar space *or* the craft's hangars are no longer *impaired* (Chief Mechanic's choice).
- If the craft has had **weapon spaces** destroyed within a weapon system, the Chief Technician may make a Technical (electronics) check DC 15. Success either restores one weapon space *or* that weapon system is no longer *impaired* (Chief Technician's choice).
- If the craft has had **control spaces** destroyed, the Chief Technician may make a Technical (electronics) check DC 15. Success either restores one control space *or* the craft's control areas are no longer *impaired* (Chief Technician's choice).

If a craft has no control spaces left, it must first successfully execute a *Route Control Through This Panel* order before a *Hold Her Together* order can be given.

If the structural area specified has no spaces remaining (they have all been destroyed) then this order will not be able to fix the damage at all – the *Get Those Systems Back Online* order must be given instead.

If the repaired space means that all of the spaces of a structural area (or particular weapon system) have been restored, then that area or system automatically recovers from any *impaired* status.

Lost **cargo spaces** and **crew spaces** may only be restored when a craft is re-supplied at a space station (or other repair and refit centre).

Multiple *Hold Her Together* orders may be executed per round but they may not be applied to the same structural area or weapon system.
Failure: The above benefit is not received. Also, there is a 25% chance that the necessary materials to continue repairs on that particular structural area or weapons system have been exhausted. In this case, no more *Hold Her Together* orders may be issued for that structural area or weapons system until the craft has been re-supplied.

Join Fleet

Type: Tactical
Skill Check: Operations (piloting) DC 10
Success: By moving along the same course

and trajectory as a nominated flagship, the craft joins a fleet of allied craft.

The craft must be within close range of the fleet in order to join (if only joining with one other craft, that craft becomes the flagship).

See page 187 for the benefits and drawbacks of being in a fleet and the requirements for remaining part of a fleet.

Only one *Join Fleet* order may be executed per round.
Failure: The craft's crew succeed in joining the fleet, but fail to keep the craft's relative attitude, pitch and yaw steady. The craft loses its Handling bonus to Defence Value and suffers a –2 penalty to all attack rolls for the rest of the round.

Launch Fighters!

Type: Tactical
Skill Check: Operations (systems) DC 10
Success: The craft opens its hangars and attempts to launch its fighter spaceships to engage the enemy.

The ship may launch any solo craft it is carrying, up to the maximum noted in its Craft statistic. All fighters appear in the same range band as their parent craft and are aware of everything that their parent craft is aware of.

Launched solo craft make a Knowledge (tactics) roll – the result determines their Initiative count. They will not act until the following round, however.

Only one *Launch Fighters!* order may be executed per round.
Failure: Due to sloppy training or hangar problems, only half the required number of solo craft are launched.

Lock Weapons

Type: Tactical
Skill Check: Operations (sensors) DC Special
Success: Many ships are equipped with targeting computers, which enhance the accuracy of their weapons, as long as the computer is able to lock on to the target. Until the computer is locked on, it provides no bonus whatsoever.

When this order is given, the craft chooses one target within long range and tries to lock on its targeting computer to that target. The crew must make a Sensor roll (an Operations (sensors) check), adding the ship's Sensor bonus, against a DC of the target's Stealth score. Remember that the Stealth score of a vessel is reduced by 5 for each order it executes in a round.

If the Sensor roll is successful, the ship has locked on and all its attack rolls get the listed targeting computer bonus against that target.

A craft may have lock on a number of targets equal to its targeting computer bonus at any one time (therefore a targeting computer that provides a +3 bonus allows the ship to lock on to up to three targets).

A lock on will be lost if the target moves to sensor range or successfully performs a *Shake The Lock!* order.

Multiple *Get Those Systems Back Online* orders may be executed per round (though not against the same target).
Failure: The lock on fails. No other effect.

Lock Weapons and Solo Craft

The target lock capabilities of solo craft are not as extensive as those of capital ships. The Lock Weapons order functions as normal, except for the following:

- The order may only be given when within close range of a target.
- The lock on will be lost if the target moves to long sensor range.

Open Jump Point!

Type: Tactical
Skill Check: Operations (systems) DC 10
Success: This order can only be executed by a craft with the Jump Point special feature or a one that is within close range of a jump gate.

The order opens a jump vortex near the ship, which stays open until the end of the following round. Any vessel within the same range band can use the *Pull Back* order to move through the open jump point.

Only one *Open Jump Point!* order may be executed per round.
Failure: The jump point is not made or the jump gate fails to activate. No other effect.

Pull Back

Type: Tactical
Skill Check: Operations (piloting) DC 5
Success: The craft moves one range band away from the centre of the battle. A craft that executes a *Pull Back* order while in the sensor range band leaves the battle.



For Example: *The Narn vessel* Da'na'ri *is currently at in the long range band, with the centre of the battle being a broken-down Earth Alliance Civilian Trader. Suddenly the Narn vessel's sensor operators declare that they have detected a number of Delta-V light fighters quietly attempting to evade detection near the Human ship. Smelling a trap, Commander Du'Rog's issues the* Pull Back *order, which moves the Da'na'ri from the long range band to the sensor range band.*

Only one *Pull Back* order may be issued per round.
Failure: The craft's crew succeed in moving the ship one range step, but fail to keep the craft's relative attitude, pitch and yaw steady. The craft loses its Handling bonus to Defence Value and suffers a –2 penalty to all attack rolls for the rest of the round.

Ram Them!

Type: Tactical
Skill Check: Special
Success: The craft is sent at full speed into an enemy ship, destroying itself and damaging or destroying the target vessel.

A craft must be at close range to the target in order to attempt a ramming action.

First, the commander must steel his crew to perform the action. Either the crew must make a Training check or the Chief Pilot must make a Will save. The DC is usually 15. The commander may make a Bluff, Diplomacy or Intimidate check to add +2 to this roll. The pilot of a solo craft need only succeed at a DC 10 Will save.

Once the order is given, the two crafts make an opposed Operations (piloting) check. Apply each craft's superscale size modifier to their check result. As long as the ramming craft's check result exceeds the target's check result, the ram is successful.

Ramming Damage

Superscale Size	Ram Damage
Fine	—
Diminutive	1d10 Total Offence
Tiny	1d20 Total Offence
Small	d% Total Offence
Medium	d%+10 Total Offence
Large	d%+20 Total Offence
Huge	d%+50 Total Offence
Gargantuan	d%+100 Total Offence
Colossal	d%+500 Total Offence

It is normal to fire all Fore weapons while ramming another craft. As long as a Fore arc weapon system is not destroyed or *impaired*, add its Offence to the Total Offence of the ram.

Only one *Ram Them!* order may be issued per round.
Failure: Should the Training check / Will save fail, the craft does not attempt the ram and the order is simply wasted. Should the opposing craft equal or exceed the ramming craft's Operations (piloting) check, it avoids the ram. The ramming craft's crew also fail to keep the craft's relative attitude, pitch and yaw steady following the failed ram. The craft loses its Handling bonus to Defence Value and suffers a –2 penalty to all attack rolls for the rest of the round.

Route Control Through This Panel

Type: Tactical
Skill Check: Technical (electronics) DC 25
Success: This last order of a tenacious commander unwilling to abandon his ship. It attempts to restore a measure of control back to a craft that has had all of its major command points destroyed.

This order can only be issued if all of a craft's **control spaces** have been destroyed. The Chief Technician must make a Technical (electronics) check DC 25. Success restores one control space and the craft's control structural areas are considered *impaired*.

Only one *Route Control Through This Panel* order may be executed per round.
Failure: The above benefit is not received. No other effect.

Run Silent, Run Dark

Type: Tactical
Skill Check: Operations (systems) DC 15
Success: The ship blanks out as many of the emissions and signals that normally give away its position.

For every point by which the Operations (systems) check exceeds 15, the Stealth score of the ship is granted a +1 bonus.

Do not penalise the ship's Stealth score by 5 for carrying out this order. The effects of this order last for the remainder of the round.

Only one *Run Silent, Run Dark* order may be executed per round.
Failure: The above benefits are not received. No other effect.

Seize the Initiative!

Type: Tactical
Skill Check: Knowledge (tactical) DC Special
Success: Through daring positioning and careful analysis of the battlespace, the commander attempts to improve the craft's tactical situation.

The commander makes a Knowledge (tactics) check. Starting in the following round, this check result becomes the Initiative count for the craft.

Multiple *Seize the Initiative!* orders may be executed per round.
Failure: No other effect.

RESPONSES

Blast Them As They Launch!

Type: Tactical
Skill Check: Operations (gunnery) DC 20
Arc: Any one
Success: By use of careful manoeuvring, the commander positions his craft to be in the perfect spot for blowing solo craft out of the as they launch from their parent ship.

No opposed Knowledge (tactics) checks are required for this response order – it automatically occurs immediately after the instigating order. This *offensive* response is always used in response to a *Launch Fighters!* order. The targeted solo craft must be within range of the chosen arc's weapon systems.

Every craft that was launched by the target craft's order suffers a single attack by one weapon system that is within arc and range. The targeted craft does not benefit from any Handling bonus to Defence Value.

Only one *Blast Them As They Launch!* order may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made but all attack rolls during this order suffer a –4 penalty to hit.

Close For Battle

Type: Tactical
Skill Check: Operations (piloting) DC 10
Success: The craft moves one range band towards the centre of the battle. A craft cannot execute a *Close For Battle* order while in the close range band.

If *Close For Battle* is successfully performed before the order that is interrupted, any attacks that target the craft during that order suffer a –2 penalty to hit. Note that the range between the two vessels will also have changed, which may affect which weapons may be fired.

Only one *Close For Battle* order may be issued per round.
Failure: The craft's crew succeed in moving the ship one range step, but fail to keep the craft's relative attitude, pitch and yaw steady. The craft loses its Handling bonus to Defence Value and suffers a –2 penalty to all attack rolls for the rest of the round.

Defensive Position

Type: Defensive
Skill Check: Operations (piloting) DC 20
Success: As normal.
Failure: The benefits are not received. The craft must also make a Stress check.

Extreme Measures!

Type: Defensive
Skill Check: Operations (piloting) DC 25
Success: As normal.
Failure: The benefits are not received. The craft must also make a Stress check with a –6 penalty.

Fighter Screen!

Type: Offensive
Skill Check: Operations (gunnery) DC 20
Arc: Special
Success: As normal.
Failure: The craft's crew fail to fire with any kind of accuracy. The screen is set up and attack rolls are still made but all attack rolls made due to this order suffer a –6 penalty to hit.

Fire Interceptors!

Type: Defensive
Skill Check: Operations (gunnery) DC Special
Arc: Special
Success: As normal.
Failure: The craft's crew fail to fire with any kind of accuracy. The interceptors are still designated but all Operations (gunnery) checks made due to this order suffer a –6 penalty.

Opportunity Fire!

Type: Offensive
Skill Check: Operations (gunnery) DC 10
Arc: Any one
Success: The commander sees a split-second chance and takes it, firing upon the target with whichever weapons are available (within arc and range). Attack rolls are made as normal.

Multiple *Opportunity Fire!* orders may be executed per round.
Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made but all attack rolls during this order suffer a –4 penalty to hit.

Pivot!

Type: Defensive
Skill Check: Operations (piloting) DC 20
Success: As normal.
Failure: The craft remains targeted by the targeting solo craft. The craft must also make a Stress check with a –4 penalty.

Pull Back

Type: Tactical
Skill Check: Operations (piloting) DC 10
Success: The craft moves one range band away from the centre of the battle. A craft that executes a *Pull Back* order while in the sensor range band leaves the battle.

If *Pull Back* is successfully performed before the order that it interrupted, any attacks that target the craft during that order suffer a –2 penalty to hit. Note that the range between the two vessels will also have changed, which may affect which weapons may be fired.

Only one *Pull Back* order may be issued per round.
Failure: The craft's crew succeed in moving the ship one range step, but fail to keep the craft's relative attitude, pitch and yaw steady. The craft loses its Handling bonus to Defence Value and suffers a –2 penalty to all attack rolls for the rest of the round.

Shake The Lock!

Type: Defensive
Skill Check: Operations (systems) DC Special
Success: As normal.
Failure: The lock on remains in place. No other effect.

Additional Solo Craft Orders

He's On Your Six!

Type: Tactical
Skill Check: Pilot DC Special
Success: This order is generally only used to get rid of an enemy solo craft that is on your tail. Jinking and performing extreme evasive manoeuvres, your craft attempts to shake the enemy craft.

Both pilots make an opposed Pilot check. If you succeed, the enemy solo craft loses its targeting bonuses against you (see *Targeting Run!* on page 208).

Multiple *He's On Your Six!* orders may be executed per round.
Failure: The craft remains targeted by the targeting solo craft. The craft must also make a Stress check with a –1 penalty.

Join Wing

Type: Tactical
Skill Check: Pilot DC 15
Success: By moving along the same course and trajectory as a nominated wing commander, the solo craft joins a wing of allied solo craft. A well-disciplined fighter wing is a terrifying force… a poorly disciplined one is simply a lot of targets.

The solo craft must be within close range of the wing in order to join (if only joining with one other solo craft, that craft becomes the wing commander).

A wing is basically a particularly well-disciplined and cooperative fleet of solo craft. They must obey the following rules:

- An enemy craft that moves to within sensor, long or close range of



one of the solo craft is considered to be at the same range to the entire wing.

- Every solo craft within a wing suffers a –5 penalty to Stealth.
- All solo craft become, in effect, a single craft commanded by the wing commander. The Initiative count of all solo craft drops to equal the solo craft with the lowest Initiative count in the wing.
- All other pilots must precisely mimic any of the wing commander's orders that require a Pilot or Operations (gunnery) check in order to remain within the wing.
- If a solo craft does not mimic every order executed by the wing commander that require an Operations (piloting) or Operations (gunnery) check, then it automatically falls out of wing formation. This means that pilots of differing skill levels rarely form wings, as the wing commander cannot execute more orders than his wingmen are capable of without disrupting the formation.

A wing benefits from the following:

- If a target is fired upon by the wing commander, it is fired upon by every craft within the wing. Make the individual attack rolls but treat the entire series of attacks as a single barrage which generates a single Total Offence value.

Only one *Join Wing!* order may be executed per round.
Failure: The solo craft fails to join the wing. No other effect.

Return To Base

Type: Defensive
Skill Check: Pilot DC 10
Success: The solo craft returns to its parent craft and docks in a vacant hangar. This order can also be used to land in any other craft's hangar, even one not of your race, but only so long as the hangar can support your craft.

This order can only be performed when within close range of a craft capable of housing your craft in its hangars. A successful Pilot check docks the solo craft safely; it no longer participates in the space combat.

Only one *Return to Base* order may be executed per round.
Failure: The craft still docks but does so clumsily and possible damages itself. The craft must make a Stress check.



Skindancing!

Type: Defensive
Skill Check: Pilot DC 30
Success: One of the most difficult manoeuvres known, skindancing involves holding the solo craft in close proximity to the hull of a target. The target must be at least two superscale size categories larger than the craft attempting to skindance and the two ships must be at close range to one another.

If the order is carried out successfully, then the skindancing craft cannot be targeted with attacks by the enemy craft.

If an attack targets the skindancing craft and misses, there is a 50% chance the attack will hit the enemy craft instead.

The effects of this order last for the remainder of the round, during which the skindancing ship may issue no other orders. The craft is considered to move wherever and whenever its target ship moves.

Only one *Skindancing!* order may be executed per round.

Failure: The above benefits are not received. The craft must also make a Stress check.

Targeting Run!

Type: Tactical
Skill Check: Pilot DC 20 or Special
Arc: Any one
Success: This order can only be carried out by solo craft. The craft attempts to get itself into position to launch a devastating attack on an enemy craft.

The solo craft must be within close range of the target in order to perform a *Targeting Run!* If the solo craft is targeting an enemy vessel that is not another solo craft, it must make a Pilot check at DC 20. If this check is successful, the fighter gains a +2 bonus to all attack rolls this round that target that enemy vessel.

Any attempt by the targeting craft to *Lock Weapons* onto a successfully targeted craft gain a +4 bonus to the Operations (sensors) roll.

If targeting an enemy craft that is also a solo craft, then both pilots make an opposed Pilot check. If the targeting craft wins, it gets a +2 bonus to attack rolls against the enemy fighter this round. In this case, this benefit will remain until the targeted solo craft succeeds at a *He's In Your Six!* order or the targeting craft chooses to release the .



Only one *Targeting Run!* order may be executed per round and a solo craft may only have one craft targeted in this manner at any one time.
Failure: If the Pilot check fails, the targeting run is a failure and the craft gains none of the above benefits. There are no other effects.

Common Order Combinations

Emergency Retreat

Crew Skill Required: Line (2 orders)
Orders Required: *Open Jump Point!* followed by *Pull Back*.
Description: The craft immediately opens a jump point and moves into it, abandoning the fight altogether.

Prepare Barrage

Crew Skill Required: Line (2 orders)
Orders Required: *Lock Weapons* followed by *Angle For Maximum Effect*.
Description: The craft locks onto the target and brings as many weapons as possible can to bear upon it.

Strafing Run

Crew Skill Required: Veteran (3 orders)
Orders Required: *Close For Battle* followed by *Concentrate All Fire!* followed by *Pull Back*.
Description: The craft moves from long range to close range, pummels the target with every weapon it has and then accelerates to long range once more.

Keep Them At Range

Crew Skill Required: Veteran (3 orders)
Orders Required: *Close For Battle* followed by *All Hands… Fire At Will!* followed by *Pull Back*.
Description: The craft moves from sensor range to long range, attacks the enemy with its long range weapons and then moves back to sensor range.

Give Them Everything We've Got

Crew Skill Required: Elite (4 orders)
Orders Required: *Afterburners To Full!* followed by *Concentrate All Fire!* followed by *Concentrate All Fire!* followed by *Concentrate All Fire!*
Description: The craft moves from sensor range to close range, then begins a merciless barrage of firepower designed to tear an enemy's hull apart.

Take Them Alive

Crew Skill Required: Elite (4 orders)
Orders Required: *Close For Battle* followed by *Lock Weapons* followed by *Target Their Engines!* followed by *Target Their Weapons!*
Description: The craft moves from sensor range to long range, locks on its targeting computer and then hits the target with crippling attacks to its engines and weapons.

ATMOSPHERIC AND SURFACE COMBAT

Combat that is not between people or spacecraft is detailed in this chapter. Atmospheric combat is conducted by aircraft and any other craft capable of interacting within a planet's atmosphere, including some spacecraft. Surface combat is generally conducted between surface vehicles.

ATMOSPHERIC COMBAT

Only aircraft and spacecraft with the Atmosphere Capable special quality can engage in atmospheric combat. Other spacecraft generally dare not risk entering an atmosphere, as the stresses of gravity, pressure and air resistance wreak havoc on vessels designed for operation in vacuum.

Note that the Operations (piloting) and Pilot skills function just as well with aircraft as they do with spacecraft. Also, anyone with the Spacecraft Proficiency feat can fly aircraft without the –4 non-proficient penalty – virtually all spacecraft pilots are trained in atmospheric craft before they even reach space.

Flight and combat in atmosphere works identically to space combat, with the following alterations:

Additional Orders

There are two extra orders available to aircraft and spacecraft with the Atmosphere Capable special quality: *Land* and *Hover*.

Amended Orders

Some orders function differently when issued in an atmosphere.

Launch Fighters!: Unless the launching craft is an aircraft and the launched craft are also aircraft, this order may not be executed. Spacecraft do not have capabilities to execute this order within an atmosphere.

Open Jump Point!: Only someone very daring or very stupid would open a jump point in an atmosphere. The resulting vortex is wildly unstable and will detonate spectacularly, usually vaporising anything within a wide radius. Who is caught within the explosion

Hover

Type: Tactical
Skill Check: Operations (piloting) DC 15
Success: The craft hovers some ten feet above the surface. This has the effect of removing the craft from any atmospheric combat it may have been involved in entirely. A hovering craft is considered a surface vehicle and may interact in surface combat.

Unless it is an aircraft with the Hover special quality, this order will need to be successfully executed every turn, as the 1st order of your turn.

Only one *Hover* order may be issued per round.
Failure: The craft crashes – roll on the Crash Damage table to see the extent of the damage.

Land

Type: Tactical
Skill Check: Operations (piloting) DC 5
Success: The craft lands. This order may only be issued if the craft is capable of landing in the environment (many craft cannot land on water, for instance). It has the effect of removing the craft from the atmospheric combat entirely. Landed craft are virtually immobile generally powered down; they do not interact in surface combat.

Only one *Land* order may be issued per round.
Failure: The craft crashes – roll on the Crash Damage table to see the extent of the damage.



is entirely at the Games Master's discretion, though the craft that created the vortex will definitely be caught up in it. The explosion will have a Total Offence of d%+100.

Return To Base: Unless the returning craft is an aircraft and the base craft is also aircraft, this order may not be executed. Spacecraft do not have capabilities to execute this order within an atmosphere.

Banned Orders

Some orders may not be executed in atmospheric combat.

Re-Entry
Shadow Jump

Drifting / Falling

A craft that starts to drift in atmospheric combat is actually falling rather than *drifting*. It still has its Handling modifier reduced to –5, but is also moving downwards rapidly. Until the condition is remedied, the vehicle cannot use any order other than *Get Those Systems Back Online*, *Hold Her Together* or *Route Control Through This Panel*. Once the *drifting* condition is remedied, the craft is no longer falling.

Falling: A craft can only fall so far before it either crashes or is crushed by pressure (in the case of a gas giant). As soon as your craft begins to fall, roll 1d6. The result is the number of rounds it will take before you crash or begin to get crushed.

Crashing: If you crash, you are obviously considered to have left the atmospheric combat – roll on the Crash Damage table to see the extent of the crash damage.

Crash Damage

Superscale Size	Crash Damage
Fine	Automatically Destroyed
Diminutive	1d10 Total Offence
Tiny	1d20 Total Offence
Small	d% Total Offence
Medium	d%+10 Total Offence
Large	d%+20 Total Offence
Huge	d%+50 Total Offence
Gargantuan	d%+100 Total Offence
Colossal	d%+500 Total Offence

Crushed: If you are crushed, you instead become inescapably caught in the gravity of the gas giant. Your craft is inevitably destroyed (though possibly not immediately).

Stress

All Stress checks made within an atmosphere suffer an additional –4 penalty. If the craft is a spacecraft without the Atmosphere Capable special quality, this penalty is increased to –10. Also, a vessel lacking the Atmosphere Capable special quality must make a Stress check at the beginning of every turn, in addition to any Stress checks required by orders.

SURFACE COMBAT

Ground-based vehicles like motorcars, crawlers and hovercraft are common sights on colonised worlds. Personal flyers are generally restricted to the rich and powerful; by contrast, surface vehicles are cheap and reliable. However, their limited range and slow speed means they are generally less useful than a flyer.

Note that the Operations (driving) and Drive skills are the requisite skills for piloting surface vehicles. Also, only those with the Surface Vehicle Proficiency feat can drive surface vehicles without the –4 non-proficient penalty.

Surface vehicle combat works identically to space combat, with the following alterations:

Additional Orders

There is one extra surface combat order available to aircraft (and spacecraft with the Atmosphere Capable special quality): *Take Off!*

Take Off!

Type: Tactical
Skill Check: Operations (piloting) DC 5
Success: The craft takes off. This order may only be executed by air/spacecraft. It has the effect of removing the craft from the surface combat entirely, as it launches itself into the atmosphere.

Only one *Take Off!* order may be issued per round.
Failure: The craft crashes – roll on the Crash Damage table to see the extent of the damage.



Amended Orders

Some orders function differently when issued in a surface combat.

Join Fleet: This becomes *Join Battalion*. Battalions work identically to fleets (see page 187), except that they contain surface vehicles rather than spacecraft.
Join Wing: This becomes *Join Battle Group*. Battle groups work slightly differently to wings.
Launch Fighters!: Unless the launched craft are aircraft, this order may not be executed.
Return To Base: Unless the returning craft is an aircraft, this order may not be executed.

Banned Orders

Some orders may not be executed in a surface combat.

Attain Orbit
Fighter Screen!
Fire Interceptors!
Open Jump Point!
Pivot!
Re-Entry
Skindancing!
Targeting Run!

Drifting / Immobilised

A surface vehicle that starts to drift is actually immobilised (perhaps due to a broken trans-axle or being stuck in a trench) rather than *drifting*. It still has its Handling modifier reduced to –5, but is instead immobile. Until the condition is remedied, the vehicle cannot use *Close For Battle*, *Pull Back* or any other order that changes the vehicle's range band.

Join Battle Group

Type: Tactical
Skill Check: Drive DC 15
Success: By moving along the same course as a nominated battle group commander, the solo surface vehicle joins a battle group of allied solo surface vehicles. A well-disciplined battle group is a devastating force.... a poorly disciplined one is simply chaos.

The solo surface vehicle must be within close range of the battle group in order to join (if only joining with one other solo surface vehicle, that surface vehicle becomes the battle group commander).

A battle group is basically a particularly well-disciplined and cooperative battalion of solo surface vehicles. They must obey the following rules:

- An enemy craft that moves to within sensor, long or close range of one of the solo surface vehicles is considered to be at the same range to the entire battle group.
- Every solo surface vehicle within a battle group suffers a –5 penalty to Stealth.
- All craft become, in effect, a single craft commanded by the battle group commander. The Initiative count of all solo surface vehicles drops to equal the surface vehicle with the lowest Initiative count in the battle group.
- All other drivers must precisely mimic any of the battle group commander's orders that require an Operations (driving) or Operations (gunnery) check in order to remain within the battle group.
- If a solo craft does not mimic every order executed by the wing commander that require a Drive or Operations (gunnery) check, then it automatically falls out of wing formation. This means that pilots of differing skill levels rarely form wings, as the wing commander cannot execute more orders than his wingmen are capable of without disrupting the formation.

A wing benefits from the following:

- If a target is fired upon by the battle group commander, it is fired upon by every vehicle within the battle group. Make the individual attack rolls but treat the entire series of attacks as a single barrage which generates a single Total Offence value.

Only one *Join Battle Group!* order may be executed per round.
Failure: The solo surface vehicle fails to join the battle group. No other effect.

Surface Vehicles Orders per Turn

Number of Orders	Circumstance	Crew Experience	Example
0	Craft is not commanded or automated.	—	A derelict crawler.
1	Craft is commanded by an individual without the Surface Vehicle Proficiency feat.	Green	A fusion car handled by a new driver, under tuition.
2	Craft is commanded by an individual with the Surface Vehicle Proficiency feat.	Line	A fusion bike handled by an experienced civilian.
3	Craft is commanded by an individual with the Surface Vehicle Proficiency and Veteran GROPOS feats.	Veteran	An expedition rover commanded by an experienced mercenary.
4	Craft is commanded by an individual with the Surface Vehicle Proficiency and Elite GROPOS feats.	Elite	A fusion bike piloted by a Special Forces operative.
5	Craft is commanded by an individual with the Surface Vehicle Proficiency and Legendary GROPOS feats.	—	A Thor main battle tank commanded by General Franklin.

Orders per Turn

Orders per turn for surface vehicles can be determined using the Surface Vehicles Orders per Turn table.

Skill Changes

All checks that require Operations (piloting) checks in space combat require Operations (driving) checks in surface combat (unless you are piloting a hovering air/spacecraft).

All checks that require Pilot checks in space combat require Drive checks in surface combat (unless you are piloting a hovering air/spacecraft).

Solo Surface Vehicles

Solo craft are far more common among surface vehicles than they are among spacecraft, usually because the vast majority of surface vehicles are tiny compared to a spaceship. Solo surface vehicles are dealt with in the following manner:

A solo surface vehicle is any surface vehicle that has '1 Driver' listed in its Crew description. A solo surface vehicle driver without the Surface Vehicle Proficiency feat may only perform one order per turn and all attack rolls and skill checks he is called to make suffer an additional –4 penalty.

The other key difference between solo surface vehicles and other surface vehicles is that solo surface vehicles drivers always make Drive checks instead of Operations (driving) checks.

For Example: *Johnny 'Wetslag' Grimes is a Human mercenary with the Surface Vehicle Proficiency feat. He may attempt to perform two orders per turn. His first order is Close For Battle, which requires an Operations (driving) check. Since Johnny is piloting a solo surface vehicle, he instead makes a Drive check.*





His second order is Angle For Maximum Effect, which also requires an Operations (driving) check. Again, since Johnny is piloting a solo surface vehicle, he instead makes a Drive check. However since this is Johnny's second Drive check in his turn, he suffers a –2 penalty to the check.

Stress / Swerve

Surface vehicles do not have Stress statistics. They are inherently able to handle the stresses place upon them by a planet's gravity.

Whenever a surface vehicle is required to make a Stress check, they must instead make a Swerve check. Apply any modifier to this check that the Stress check requires (such as a –3 penalty for failing to execute an *Extreme Measures!* order). A Swerve check is an Operations (driving) check, with the result compared to the Swerve table. Treat a roll of a 1 on any Swerve check as an automatic result of 'Less than 5' and a roll of 20 as ' 21 or more'.

Swerve

Operations (driving) check result	Result
Less than 5	Totalled. See the Crash Damage table on page 211. Vehicle loses its Handling bonus and suffers a –2 penalty to all attack rolls for the rest of the round.
6 to 10	Crashed. See the Crash Damage table on page 211. Halve the Total Offence generated on the Crash Damage table. Vehicle loses its Handling bonus and suffers a –2 penalty to all attack rolls for the rest of the round.
11 to 15	Out of Control. Vehicle loses its Handling bonus and suffers a –2 penalty to all attack rolls for the rest of the round.
16 to 20	Swerve. Vehicle loses its Handling bonus for the rest of the round.
21 or more	Maintained Control. No effect.

SPACECRAFT, AIRCRAFT AND SURFACE VEHICLES

The following is a list of some of the most common spacecraft, aircraft and surface vehicles in the Babylon 5 universe. See page 180 for definitions of the statistics used in this chapter. All sizes in this chapter are superscale sizes (see page 180).

Avioki, Brakiri Syndicracy

The cornerstone of the Brakiri fleet, this is the single most common vessel the Brakiri field and is instantly recognisable in space by any race that has had contact with the Syndicracy. The Avioki is a representation of all the advancements that define the Brakiri's space fleet, a legacy it proudly carries into battle along with its potent gravity weapons and state of the art electronics array. While specialty vehicles in the Brakiri fleet can do certain things better than the Avioki, it is the undisputed master of handling mixed mission types with incredible efficiency.

Huge Spacecraft
Defence Value: 8 (–4 size, +2 Handling); **Armour:** 28; **Handling:** +2; **Sensors:** +4; **Stealth:** 16; **Stress:** 8; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+2)
Crew: League Race Line (+3 BAB, +7 Training); 3 Officers, 5 Pilots, 6 Sensor Operators, 30 Crewmen



Structural Spaces: 59 (Cargo 20, Control 3, Crew 12, Engine 8, Hangar 4, Weapons 12)
Fore Arc Weapons
- Twin-Linked Graviton Beam (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- Twin-Linked Graviton Pulsar (Close, Offence 22, 2 weapon spaces)

Port Arc Weapons
- Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)

Starboard Arc Weapons
- Graviton Beam (Long, Offence 30, Beam 1d6, 2 weapon spaces)

Aft Arc Weapons
- Twin-linked Graviton Pulsar (Close, Offence 22, 2 weapon spaces)

Craft (2): 2 Light Shuttles

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.

Small Spacecraft
Defence Value: 13 (+1 size, +2 Handling); **Armour:** 10; **Handling:** +2; **Sensors:** +0; **Stealth:** 6; **Stress:** 16; **Features:** Fusion Engine, Grapple
Crew: Civilian Line (+1 BAB, +4 Training); 1 Pilot
Structural Spaces: 8 (Cargo 6, Control 1, Engine 1)

Cargo Plane

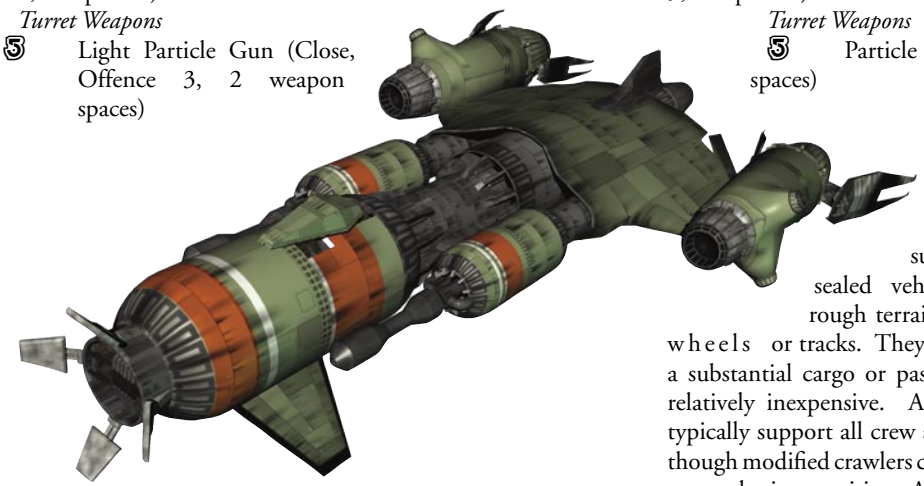
Many worlds rely on cargo aircraft to reach and supply distant cities and outposts located across treacherous terrain. Few advanced technologies are required to build these vehicles, especially for any spacefaring civilisation, and so they may be present in great numbers on worlds where the climate is favourable and large distances must be travelled.

Medium Aircraft
Defence Value: 11 (+1 Handling); **Armour:** 10; **Handling:** +1; **Sensors:** +0; **Stealth:** 6; **Stress:** 12; **Features:** Fusion Engine
Crew: Civilian Line (+1 BAB, +4 Training); 1 Pilot
Structural Spaces: 16 (Cargo 13, Control 1, Engine 2)

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.

Medium Spacecraft
Defence Value: 12 (+2 Handling); **Armour:** 15; **Handling:** +2; **Sensors:** +1; **Stealth:** 12; **Stress:** 14; **Features:** Atmosphere Capable, Fusion Engine, Targeting Computer (+1)
Crew: Civilian Line (+1 BAB, +4 Training); 1 Pilot, 3 Passengers
Structural Spaces: 15 (Cargo 6, Control 3, Crew 2, Engine 2, Weapons 2)
Turret Weapons
5 Light Particle Gun (Close, Offence 3, 2 weapon spaces)



Corporate Freighter, Earth Alliance

Operating at vastly inflated profits compared to those of the small-time mercantile companies, corporations are capable of sending 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.



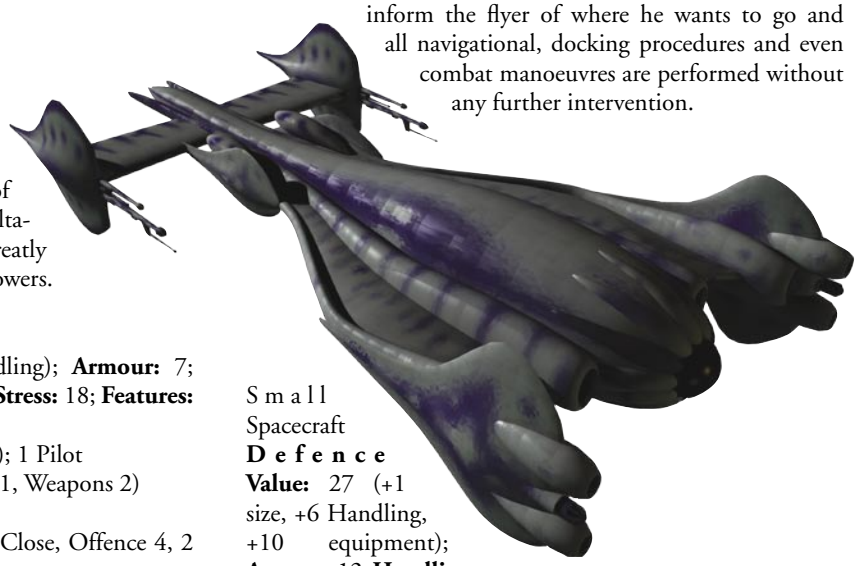
Large Spacecraft
Defence Value: 9 (–1 size); **Armour:** 20; **Handling:** +0; **Sensors:** +0; **Stealth:** 8; **Stress:** 12; **Features:** Fusion Engine, Targeting Computer (+1)
Crew: Civilian Line (+1 BAB, +4 Training); 2 Officers, 3 Pilots, 1 Sensor Operator, 6 Crewmen
Structural Spaces: 35 (Cargo 20, Control 4, Crew 4, Engine 5, Weapons 2)
Turret Weapons
5 Particle Gun (Close, Offence 5, 2 weapon spaces)

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 12 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.

Medium Surface Vehicle
Defence Value: 7 (–3 Handling); **Armour:** 15; **Handling:** –3; **Sensors:** +2; **Stealth:** 5; **Stress:** –; **Features:** Fusion Engine, Grapple
Crew: Civilian Line (+1 BAB, +4 Training); 1 Driver
Structural Spaces: 26 (Cargo 16, Control 2, Crew 6, Engine 2)

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.

Tiny Spacecraft
Defence Value: 15 (+4 size, +1 Handling); **Armour:** 7; **Handling:** +1; **Sensors:** +1; **Stealth:** 20; **Stress:** 18; **Features:** Atmosphere Capable, Fusion Engine
Crew: Raider Line (+3 BAB, +6 Training); 1 Pilot
Structural Spaces: 4 (Control 1, Engine 1, Weapons 2)
Fore Arc Weapons
5 Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)

Expedition Rover, Earth Alliance

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.

Small Surface Vehicle
Defence Value: 11 (+1 size); **Armour:** 11; **Handling:** +0; **Sensors:** +4; **Stealth:** 12; **Stress:** –; **Features:** Fusion Engine
Crew: Civilian Veteran (+4 BAB, +6 Training); 1 Driver
Structural Spaces: 13 (Cargo 7, Control 2, Crew 2, Engine 2)

Flyer, Minbari Federation

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 a 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.

Small Spacecraft
Defence Value: 27 (+1 size, +6 Handling, +10 equipment); **Armour:** 12; **Handling:** +6; **Sensors:** +10; **Stealth:** 24 (34); **Stress:** 8; **Features:** Atmosphere Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+3)
Crew: Minbari (warrior caste) Line (+5 BAB, +9 Training); 1 Pilot, 3 Passengers
Structural Spaces: 8 (Cargo 3, Control 1, Crew 1, Engine 2, Weapons 1)
Fore Arc Weapons
5 Light Fusion Cannon (Close, Offence 10, 1 weapon space)

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.

Small Spacecraft
Defence Value: 14 (+1 size, +3 Handling); **Armour:** 14; **Handling:** +3; **Sensors:** +3; **Stealth:** 14; **Stress:** 14; **Features:** Atmosphere Capable, Fusion Engine, Grapple, Targeting Computer (+2)

Crew: Minbari (warrior caste) Line (+5 BAB, +9 Training); 1 Pilot
Structural Spaces: 8 (Cargo 2, Control 1, Crew 1, Engine 2, Weapons 2)
Fore Arc Weapons
- Twin-Linked Particle Guns (Close, Offence 7, 2 weapon spaces)



Fusion Bike

Favoured by youngsters on many worlds, there are hundreds of types of fusion bike. They are not as popular as fusion cars, mostly due to a generally poor safety record (which is probably what attracts the youngsters). Earth cultures in particular have a special fondness for powered bikes of all kinds.

Diminutive Surface Vehicle
Defence Value: 18 (+4 size); **Armour:** 2; **Handling:** +4; **Sensors:** +0; **Stealth:** 14; **Stress:** –; **Features:** Afterburners, Fusion Engine
Crew: Civilian Green (+0 BAB, +2 Training); 1 Driver
Structural Spaces: 2 (Control 1, Engine 1)

Fusion Car

Powered by a more efficient energy source than oil-based fuels or stored electricity, fusion 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.

Tiny Surface Vehicle
Defence Value: 14 (+2 size, +2 Handling); **Armour:** 5; **Handling:** +2; **Sensors:** +1; **Stealth:** 11; **Stress:** –; **Features:** Fusion Engine
Crew: Civilian Line (+1 BAB, +4 Training); 1 Driver, 4 Passengers
Structural Spaces: 4 (Cargo 2, Control 1, Engine 1)

G'Quan Heavy Cruiser, Narn Regime

The G'Quan Cruiser is perhaps the best known of all Narn warships and examples can be seen throughout Regime space. Though technologically the G'Quan is relatively primitive, its brute efficiency and highly motivated crew make it a match for the capital ships of the other major races. The G'Quan is heavy armed, mostly with weapons captured or copied from the Centauri, and the modular design of the weapon bays allow variant weapon payloads to be deployed swiftly.

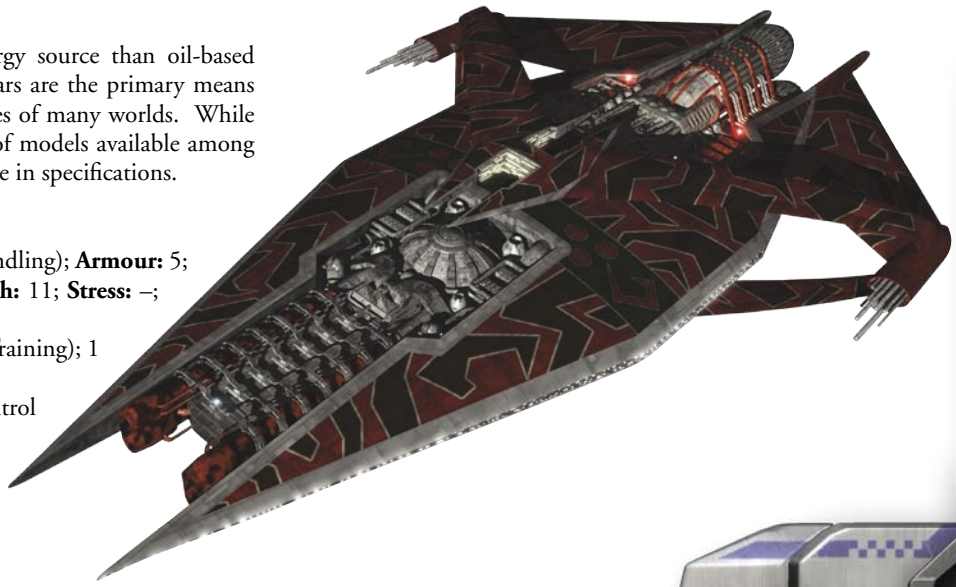
Huge Spacecraft
Defence Value: 9 (–4 size, +3 Handling); **Armour:** 36; **Handling:** +3; **Sensors:** +3; **Stealth:** 7; **Stress:** 16; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)
Crew: Narn Veteran (+7 BAB, +9 Training); 2 Officers, 3 Pilots, 6 Sensor Operators, 100 Crewmen
Structural Spaces: 70 (Cargo 15, Control 6, Crew 10, Engine 16, Hangar 7, Weapons 16)
Fore Arc Weapons
- Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 2 weapon spaces)
- Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)
- Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)

Port Arc Weapons
- Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)

Starboard Arc Weapons
- Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)

Aft Arc Weapons
- Twin-Linked Particle Array (Close, Offence 18, Array, 2 weapon spaces)

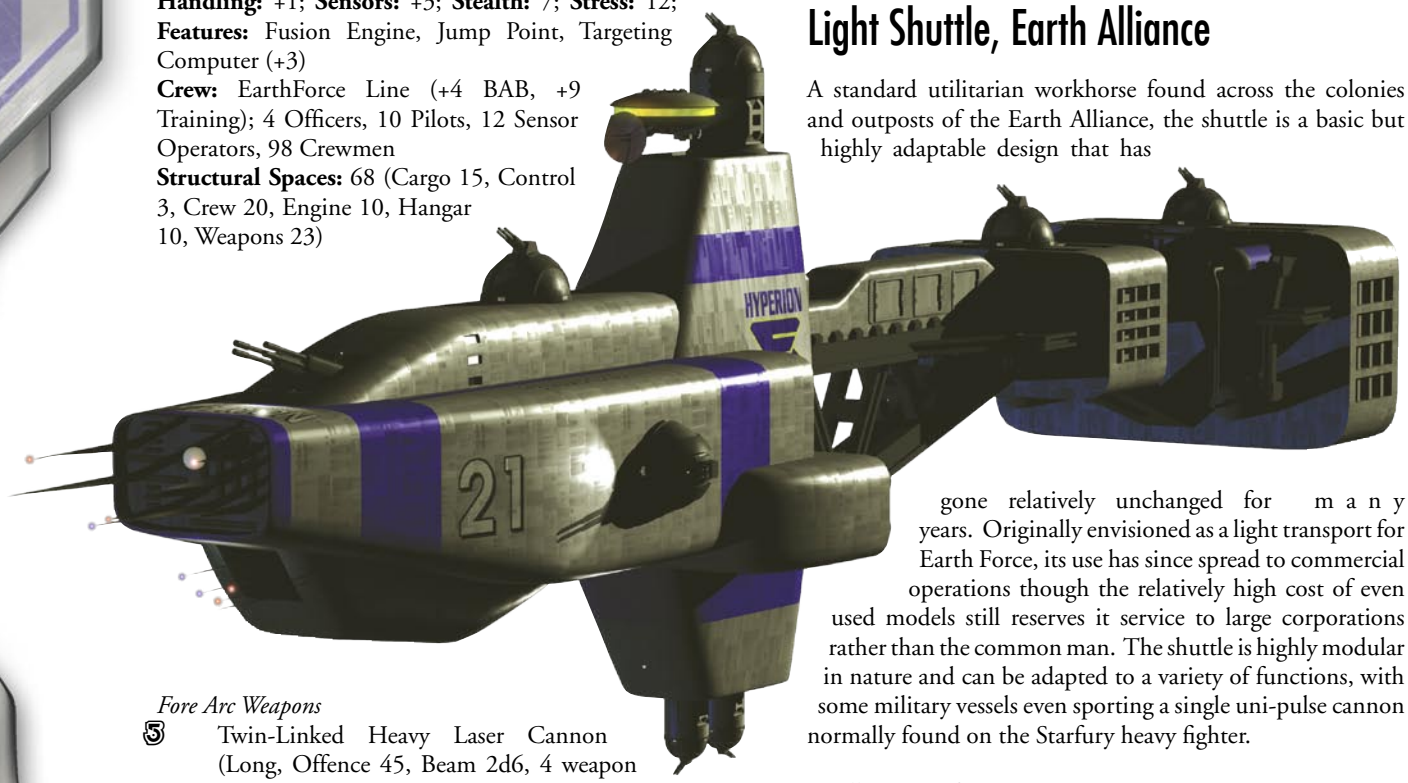
Craft (2): 6 Frazi



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 re-acclimatise personnel.

Huge Spacecraft
Defence Value: 7 (–4 size, +1 Handling); **Armour:** 35; **Handling:** +1; **Sensors:** +3; **Stealth:** 7; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)
Crew: EarthForce Line (+4 BAB, +9 Training); 4 Officers, 10 Pilots, 12 Sensor Operators, 98 Crewmen
Structural Spaces: 68 (Cargo 15, Control 3, Crew 20, Engine 10, Hangar 10, Weapons 23)



Fore Arc Weapons
- Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- Twin-Linked Medium Plasma Cannon (Close, Offence 22, 2 weapon spaces)
- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)
- Tri-Linked Particle Beams (Close, Offence 12, 3 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons
- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons
- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons
- Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (8): 2 Light Shuttles, 6 Starfuries

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.

Small Spacecraft
Defence Value: 14 (+1 size, +3 Handling); **Armour:** 10; **Handling:** +3; **Sensors:** +0; **Stealth:** 16; **Stress:** 17; **Features:** Atmosphere Capable, Fusion Engine
Crew: EarthForce Green (+3 BAB, +6 Training); 1 Pilot, 3 Passengers
Structural Spaces: 7 (Cargo 3, Control 1, Crew 1, Engine 1)

Magni Heavy Lifter

The Magni is a very large VTOL aircraft designed to airlift up to a great deal of armour or infantry from one place to another. It is unarmed but is well armoured. Its manoeuvring abilities are limited, so

when it flies near a combat zone a Magni is usually escorted by one or more support aircraft. The primary combat advantage of a Magni is its high level of armour and ability to soak up comparatively large amounts of damage before retiring.

Small Aircraft
Defence Value: 12 (+1 size, +1 Handling); **Armour:** 15; **Handling:** +1; **Sensors:** +1; **Stealth:** 12; **Stress:** 8; **Features:** Fusion Engine, Hover
Crew: EarthForce Line (+4 BAB, +9 Training); 2 Pilots, 2 Crewmen
Structural Spaces: 12 (Cargo 8, Control 2, Engine 2)

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 to operate it.

Diminutive Spacecraft
Defence Value: 18 (+8 size); **Armour:** 2; **Handling:** +0; **Sensors:** +0; **Stealth:** 15; **Stress:** 20; **Features:** Automated, Fusion Engine, Grapple
Crew: EarthForce Green (+3 BAB, +6 Training); Automated
Structural Spaces: 2 (Control 1, Engine 1)

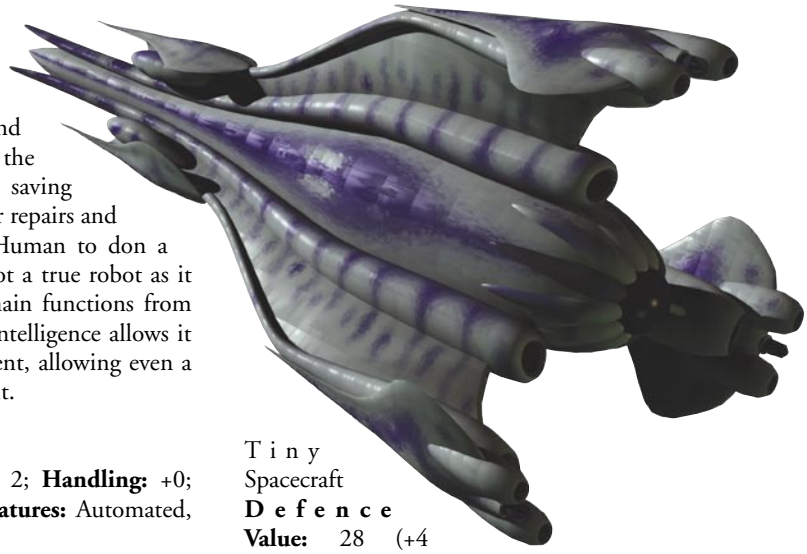
Maintenance Pod, Earth Alliance

Large repair jobs and the unloading of cargo in space is usually performed by small one man pods such as this. Equipped with 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.

Tiny Spacecraft
Defence Value: 15 (+4 size, +1 Handling); **Armour:** 7; **Handling:** +1; **Sensors:** +0; **Stealth:** 10; **Stress:** 18; **Features:** Fusion Engine, Grapple
Crew: EarthForce Line (+3 BAB, +6 Training); 1 Pilot
Structural Spaces: 4 (Cargo 2, Control 1, Engine 1)

Nial Heavy Fighter, Minbari Federation

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.



Tiny Spacecraft
Defence Value: 28 (+4 size, +4 Handling, +10 equipment); **Armour:** 14; **Handling:** +4; **Sensors:** +10; **Stealth:** 28 (38); **Stress:** 7; **Features:** Atmosphere Capable, Gravitic Engine, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+4)
Crew: Minbari (warrior caste) Line (+5 BAB, +9 Training); 1 Pilot
Structural Spaces: 6 (Control 1, Crew 1, Engine 1, Weapons 3)
Fore Arc Weapons
5 Tri-Linked Light Fusion Cannon (Close, Offence 20, 3 weapon spaces)

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 superseded by the Omega 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.



Gargantuan Spacecraft
Defence Value: 3 (–8 size, +1 Handling); **Armour:** 54; **Handling:** +1; **Sensors:** +2; **Stealth:** 5; **Stress:** 15; **Features:** Fusion Engine, Jump Point, Targeting Computer (+1)
Crew: EarthForce Line (+4 BAB, +9 Training); 14 Officers, 20 Pilots, 16 Sensor Operators, 342 Crewmen
Structural Spaces: 158 (Cargo 36, Control 12, Crew 32, Engine 20, Hangar 14, Weapons 44)
Fore Arc Weapons
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons
- Laser/Pulse Array (Long, Offence 20, Array, 4 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (26): 2 Light Shuttles, 24 Starfuries

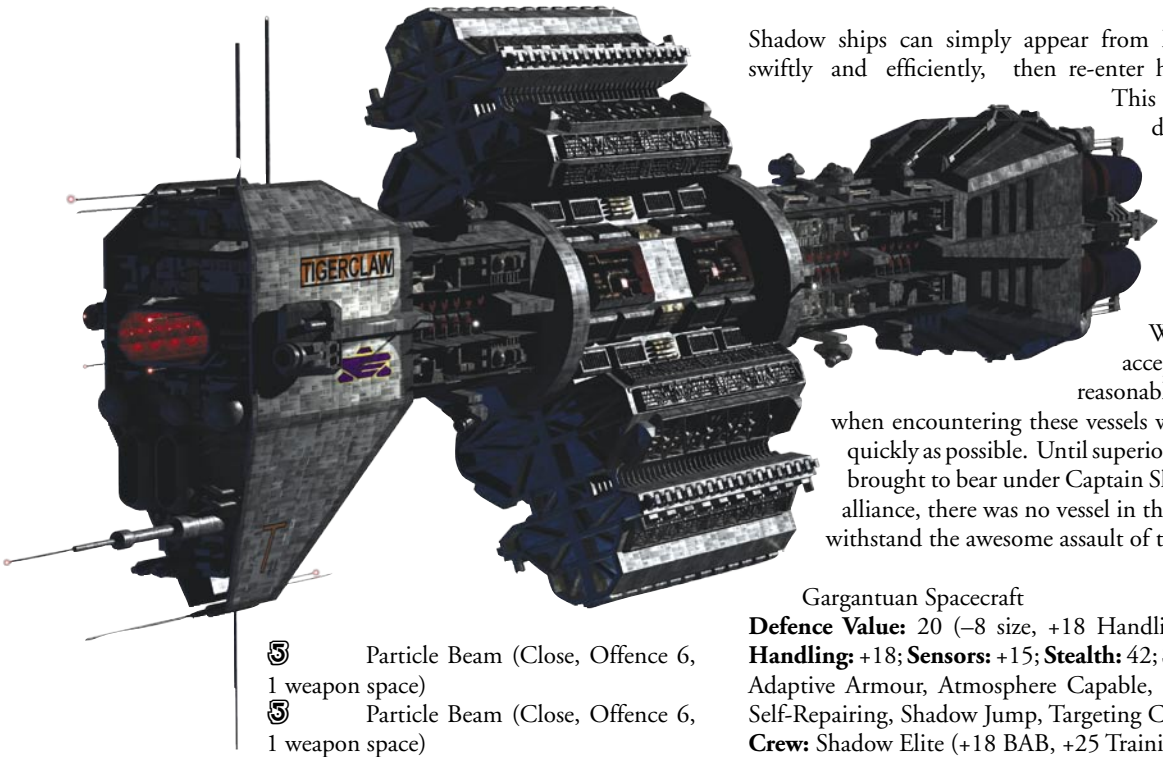
Omega Heavy Destroyer, Earth Alliance

The Omega heavy destroyer is the pride of the Earth Alliance, a warship designed to stand against the Minbari in the event of the aliens attacking again. It is considerably larger and more heavily armed than the old Hyperion-class stalwarts, and has a rotating section to provide gravity for its crew. As conditions aboard an Omega are considerably more pleasant, as the ships are often assigned to long range patrols of the borders of the Alliance.

Gargantuan Spacecraft
Defence Value: 4 (–8 size, +2 Handling); **Armour:** 49; **Handling:** +2; **Sensors:** +4; **Stealth:** 6; **Stress:** 12; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)
Crew: EarthForce Veteran (+8 BAB, +12 Training); 16 Officers, 15 Pilots, 16 Sensor Operators, 240 Crewmen
Structural Spaces: 132 (Cargo 30, Control 14, Crew 26, Engine 20, Hangar 14, Weapons 28)
Fore Arc Weapons
- Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- Twin-Linked Heavy Pulse Cannon (Close, Offence 30, Rapid Fire 3, 2 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Port Arc Weapons
- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Starboard Arc Weapons
- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)



- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Aft Arc Weapons

- Twin-Linked Heavy Laser Cannon (Long, Offence 45, Beam 2d6, 4 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Craft (26): 2 Light Shuttles, 24 Starfuries

Shadow Cruiser

Fearless and unstoppable, there is no ship among the Younger Races that can stand against a Shadow vessel in open combat. Fast, agile and possessing weapons of inordinately destructive power, a Shadow ship is capable of literally slicing an enemy apart. The construction and operation of these ships remains a mystery though speculation remains that they are based on a similar biotechnology to Vorlon craft. Appearing as dark centre with forward-sweeping black limbs sprouting from its hull, Shadow ships resemble nothing so much as alien spiders in design and action. Preferring to strike from concealment, Shadow ships can simply appear from hyperspace, attack swiftly and efficiently, then re-enter hyperspace at will. This makes them very difficult to combat and even deadlier than their other considerable advantages would suggest. Before the Shadow War it was generally accepted that the only reasonable course to take when encountering these vessels was to disengage as quickly as possible. Until superior numbers could be brought to bear under Captain Sheridan's makeshift alliance, there was no vessel in the galaxy that could withstand the awesome assault of the Shadows.

Gargantuan Spacecraft

Defence Value: 20 (–8 size, +18 Handling); **Armour:** 42; **Handling:** +18; **Sensors:** +15; **Stealth:** 42; **Stress:** –; **Features:** Adaptive Armour, Atmosphere Capable, Biological Engine, Self-Repairing, Shadow Jump, Targeting Computer (+4)

Crew: Shadow Elite (+18 BAB, +25 Training); 1 Pilot[1]

Structural Spaces: 120 (Cargo 40, Control 30, Engine 30, Hangar 16, Weapons 4)

Turret Weapons

- Molecular Slicer Beam (Long, Offence 200, Beam 5d10, 4 weapon spaces)

Craft (6): 6 Shadow fighters

[1] Despite only having a single pilot, Shadow cruisers are not considered solo craft.

Shadow Fighter

As deadly on a fighter scale as Shadow cruisers are to capital ships, Shadow fighters are small, cone-shaped vessels that almost appear to be more like creatures than inert ships. As relentless as the larger ships, Shadow fighters are the nightmare of any pilot among the Younger Races. Fast and agile, hordes of these fighters can easily overwhelm capital ships. Shadow fighters are usually encountered in large battles when unleashed by the larger ships though occasionally they are used as scouts and patrol craft, guarding systems from prying eyes while their masters prepare their plans of chaos. The polarity cannon mounted in the nose of this craft is incredibly powerful and its pulses can easily rip through the armour of the largest capital ship. Other fighter craft engaging these ships are usually advised to rely on their own agility to evade these devastating blasts and disengage as quickly as possible, leaving the destruction of Shadow fighters to the anti-fighter screens of capital ships. Like all Shadow vessels, these fighters have the ability to phase in and out of hyperspace at will, effectively making them jump-capable, an enormous advantage for so small a craft to possess.

Small Spacecraft
Defence Value: 29 (+1 size, +18 Handling); **Armour:** 12; **Handling:** +18; **Sensors:** +10; **Stealth:** 42; **Stress:** –; **Features:** Adaptive Armour, Atmosphere Capable, Biological Engine, Self-Repairing, Shadow Jump, Targeting Computer (+3)
Crew: Shadow Elite (+18 BAB, +25 Training); 1 Pilot
Structural Spaces: 7 (Cargo 1, Control 2, Engine 2, Weapons 2)
Turret Weapons
- Polarity Cannon (Short, Offence 50, 2 weapon spaces)

Sharlin Warcruiser, Minbari Federation

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 ever 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.

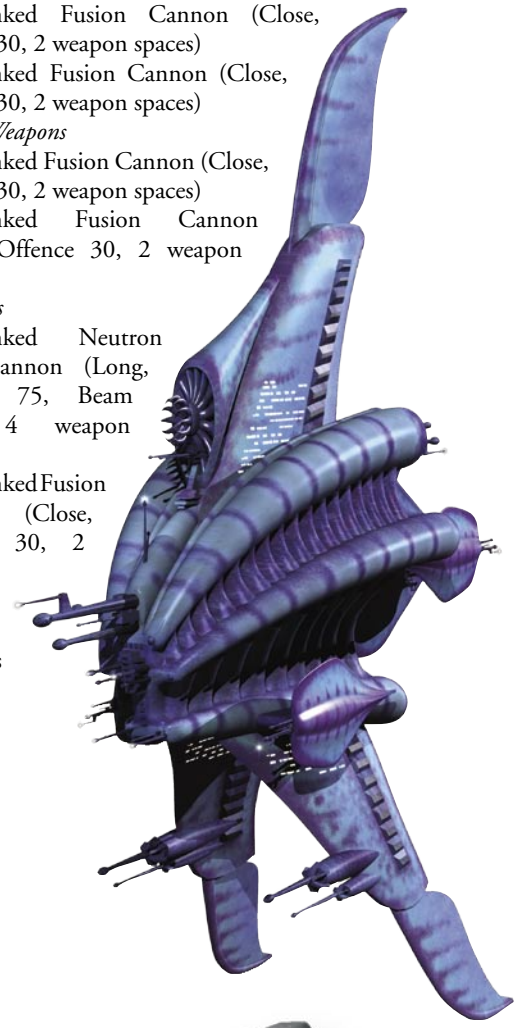
Gargantuan Spacecraft
Defence Value: 16 (–8 size, +4 Handling, +10 equipment); **Armour:** 42; **Handling:** +4; **Sensors:** +15; **Stealth:** 30 (40); **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)
Crew: Minbari (warrior caste) Veteran (+9 BAB, +14 Training); 8 Officers, 16 Pilots, 22 Sensor Operators, 460 Crewmen
Structural Spaces: 180 (Cargo 54, Control 8, Crew 47, Engine 20, Hangar 18, Weapons 23)
Fore Arc Weapons
- Twin-Linked Neutron Laser Cannon (Long, Offence 75, Beam 2d8, 4 weapon spaces)
- Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- Electro-Pulse Gun (Close, Offence Special, Electro-Pulse, 1 weapon space)

Port Arc Weapons
- Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Starboard Arc Weapons
- Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Aft Arc Weapons
- Twin-Linked Neutron Laser Cannon (Long, Offence 75, Beam 2d10, 4 weapon spaces)
- Twin-Linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Craft (28): 4 Flyers, 24 Nials



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 jump gates and doing so in relative comfort.

Small Spacecraft
Defence Value: 13 (+1 size, +2 Handling); **Armour:** 12; **Handling:** +2; **Sensors:** +1; **Stealth:** 15; **Stress:** 12; **Features:** Fusion Engine
Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 7 Passengers
Structural Spaces: 12 (Cargo 7, Control 2, Crew 1, Engine 2)

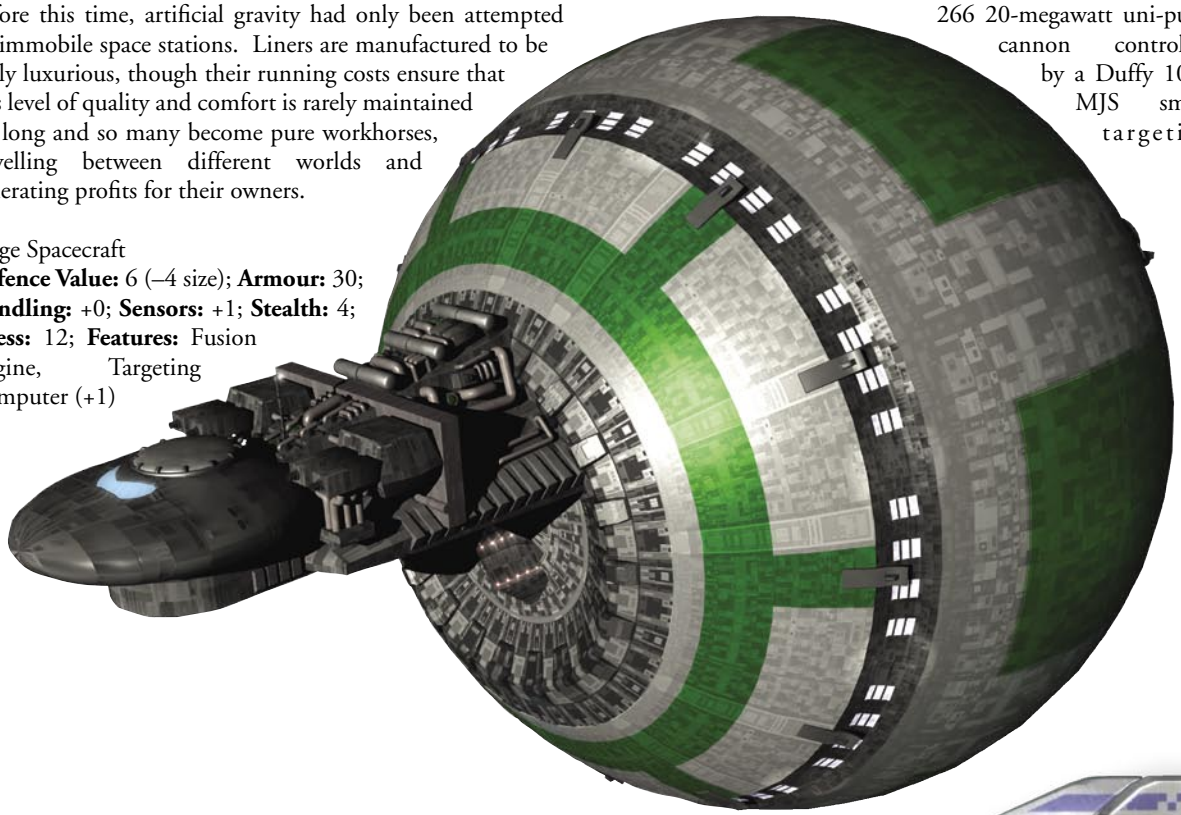
Space Liner, Earth Alliance

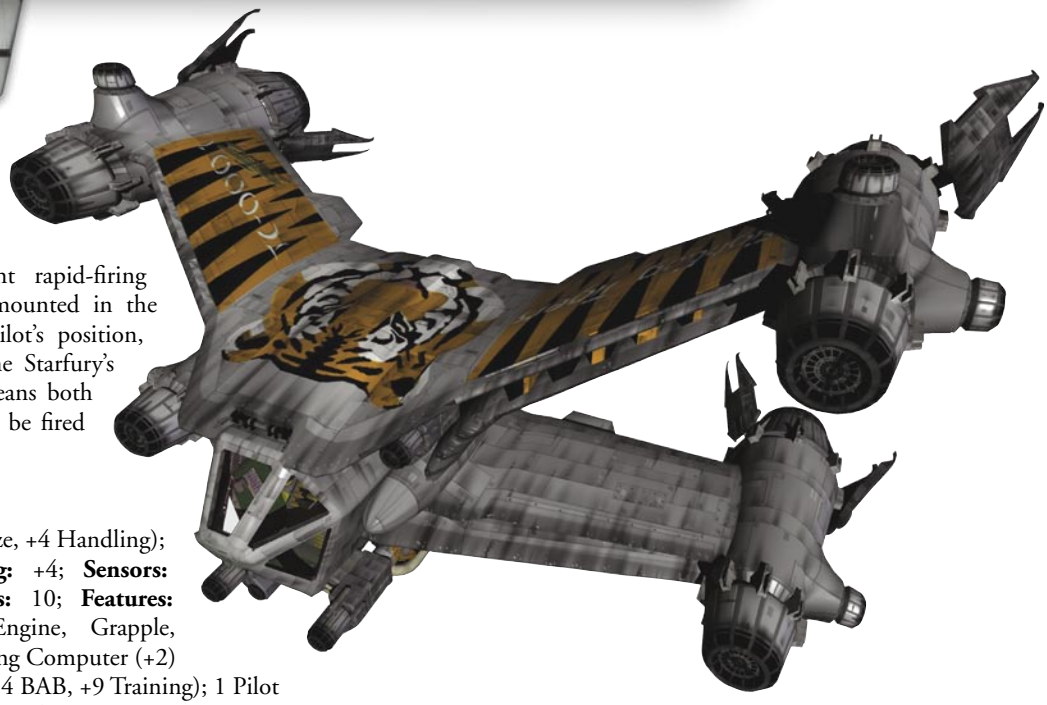
An extremely large vessel, the liners used by Earth Alliance corporations are incredibly expensive to run but are capable of carrying enough passengers and cargo between the stars that most civilians can afford to make the occasional trip for business or leisure. As a marked difference between the need 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.

Huge Spacecraft
Defence Value: 6 (–4 size); **Armour:** 30; **Handling:** +0; **Sensors:** +1; **Stealth:** 4; **Stress:** 12; **Features:** Fusion Engine, Targeting Computer (+1)
Crew: EarthForce Line (+4 BAB, +9 Training); 3 Officers, 4 Pilots, 4 Sensor Operator, 28 Crewmen, 512 Passengers
Structural Spaces: 90 (Cargo 65, Control 5, Crew 5, Engine 5, Hangar 6, Weapons 4)
Fore Arc Weapons
Particle Beam (Close, Offence 6, 1 weapon space)
Port Arc Weapons
Particle Beam (Close, Offence 6, 1 weapon space)
Starboard Arc Weapons
Particle Beam (Close, Offence 6, 1 weapon space)
Aft Arc Weapons
Particle Beam (Close, Offence 6, 1 weapon space)
Craft (2): 4 Shuttles

Starfury Heavy Fighter (Aurora), Earth Alliance

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 its main armament comprising two forward firing JC 266 20-megawatt uni-pulse cannon controlled by a Duffy 1018 MJS smart targeting





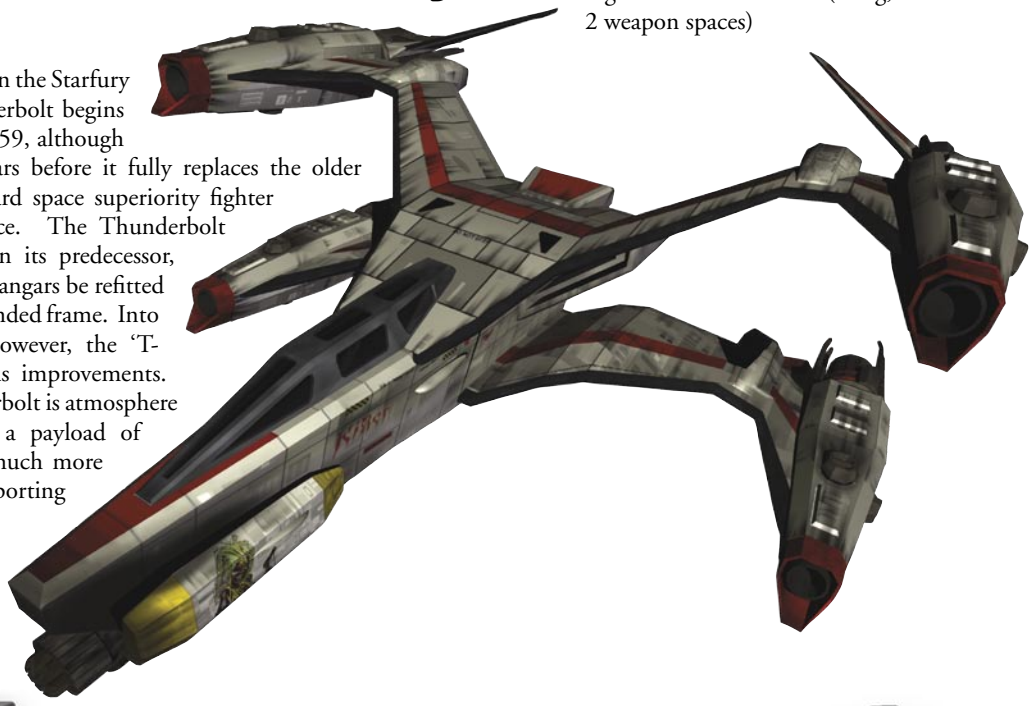
computer, it is a craft capable of successfully battling almost any alien fighter. Two ultra-light rapid-firing pulse cannon are also mounted in the wing roots above the pilot's position, though restrictions in the Starfury's fusion reactor output means both sets of weapons may not be fired simultaneously.

Tiny Spacecraft
Defence Value: 18 (+4 size, +4 Handling); **Armour:** 14; **Handling:** +4; **Sensors:** +4; **Stealth:** 16; **Stress:** 10; **Features:** Afterburners, Fusion Engine, Grapple, Pivotal Thrusters, Targeting Computer (+2)
Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot
Structural Spaces: 6 (Control 1, Engine 1, Weapons 4)
Fore Arc Weapons

- Twin-linked Uni-Pulse Cannon (Close, Offence 12, 2 weapon spaces)*
- Twin-linked Ultra-Light Pulse Cannon (Close, Offence 4, Rapid Fire 2, 2 weapon spaces)*

* The Aurora Starfury may only fire one of these weapon systems during an order.

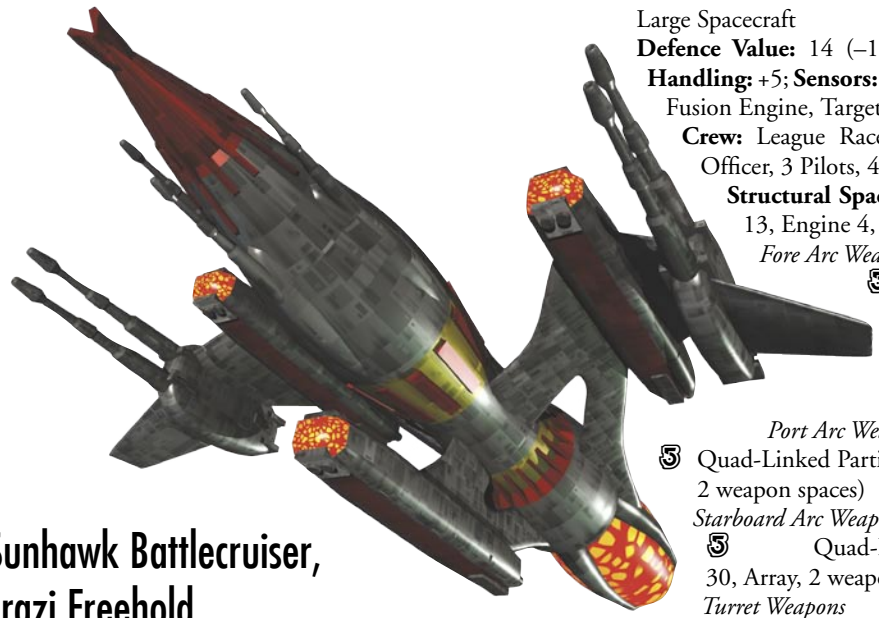
Starfury Attack Fighter (Thunderbolt), Earth Alliance



The next generation in the Starfury program, the Thunderbolt begins to enter service in 2259, although it will be several years before it fully replaces the older Aurora as the standard space superiority fighter of the Earth Alliance. The Thunderbolt is slightly larger than its predecessor, requiring that most hangars be refitted to cope with the expanded frame. Into that larger frame, however, the 'T-bolt' packs numerous improvements. Notably, the Thunderbolt is atmosphere capable and carries a payload of missiles, making it much more capable of supporting ground offensives.

Tiny Spacecraft
Defence Value: 17 (+4 size, +3 Handling); **Armour:** 15; **Handling:** +3; **Sensors:** +5; **Stealth:** 15; **Stress:** 10; **Features:** Afterburners, Atmosphere Capable, Fusion Engine, Grapple, Pivotal Thrusters, Targeting Computer (+2)
Crew: EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 1 Crewman (optional)
Structural Spaces: 6 (Control 2, Engine 1, Weapons 3)
Fore Arc Weapons

- Gatling Pulse Cannon (Close, Offence 15, 1 weapon space)
- Fighter Missile Rack (Long, Offence 10, 2 weapon spaces)



Sunhawk Battlecruiser, Drazi Freehold

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.

Large Spacecraft
Defence Value: 13 (–1 size, +4 Handling); **Armour:** 24; **Handling:** +4; **Sensors:** +2; **Stealth:** 8; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)
Crew: League Race Veteran (+6 BAB, +8 Training); 2 Officers, 4 Pilots, 2 Sensor Operators, 30 Crewmen
Structural Spaces: 35 (Cargo 10, Control 4, Crew 10, Engine 6, Weapons 5)
Fore Arc Weapons
- Particle Cutter (Close, Offence 15, Beam 1d6, 1 weapon space)
- Twin-Linked Particle Blasters (Close, Offence 12, 2 weapon spaces)
- Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

Tiraca, Abbai Matriarchy

The standard attack vessel of the Abbai fleet, if they can be said to have one, the Tiraca is a common sight when the Abbai are moved to war. The Tiraca is very capable in combat, able to orient its battle laser on targets at a greater range than any other Abbai ship and well-defended against enemy firepower. The Tiraca's only weakness is its inability to jump on its own, limiting its reaction time to distant confrontations.

Large Spacecraft
Defence Value: 14 (–1 size, +5 Handling); **Armour:** 22; **Handling:** +5; **Sensors:** +4; **Stealth:** 15; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+2)
Crew: League Race Line (+3 BAB, +7 Training); 1 Officer, 3 Pilots, 4 Sensor Operators, 16 Crewmen
Structural Spaces: 42 (Cargo 10, Control 4, Crew 13, Engine 4, Weapons 11)
Fore Arc Weapons
- Combat Laser (Close, Offence 15, Beam 1d6, 1 weapon space)
- Quad-Linked Particle Array (Close, Offence 30, Array, 2 weapon spaces)

Port Arc Weapons
- Quad-Linked Particle Array (Close, Offence 30, Array, 2 weapon spaces)

Starboard Arc Weapons
- Quad-Linked Particle Array (Close, Offence 30, Array, 2 weapon spaces)

Turret Weapons
- Particle Impeder (Close, Intercept 10, 2 weapon spaces)
- Particle Impeder (Close, Intercept 10, 2 weapon spaces)

Thor Main Battle Tank, Earth Alliance

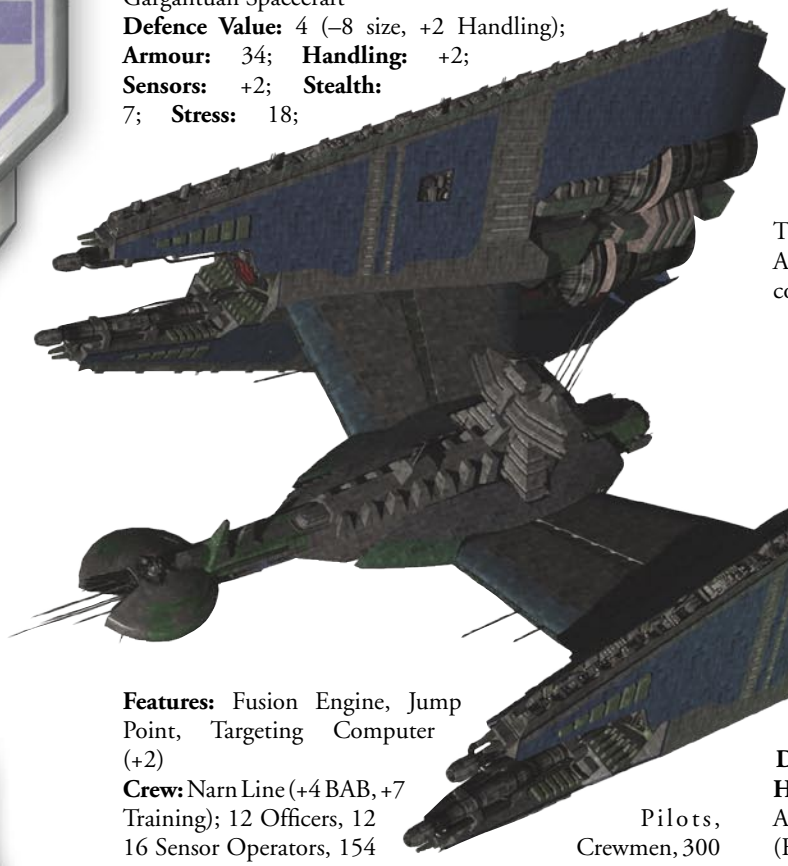
The Thor was one of several competing main battle tank designs in existence shortly before the Dilgar War. Of those tanks, the Thor quickly became the standard among Earth's armies. Several weapon improvements have been made over the years, resulting in the current design.

The Thor is extremely fast for a main battle tank, which is normally thought of as little more than a lumbering gun platform. Compared to the tanks of other races, it also possesses decent armour. The binary liquid propellant (BilPro) cannon gives it a long reach and penetrating capability respected by virtually every race that has ever seen these units in action.

Small Surface Vehicle
Defence Value: 13 (+1 size, +2 Handling); **Armour:** 14; **Handling:** +2; **Sensors:** +1; **Stealth:** 8; **Stress:** –; **Features:** Fusion Engine, Targeting Computer (+3)
Crew: EarthForce Line (+4 BAB, +9 Training); 1 Driver, 3 Crewmen
Structural Spaces: 13 (Cargo 2, Control 2, Crew 2, Engine 2, Weapons 5)
- BilPro Cannon (Long, Offence 10, 4 weapon spaces)
- Mounted PPG (Close, Offence 2, Rapid Fire 4, 1 weapon space)

T'Loth Assault Cruiser, Narn Regime

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.



Gargantuan Spacecraft
Defence Value: 4 (–8 size, +2 Handling); **Armour:** 34; **Handling:** +2; **Sensors:** +2; **Stealth:** 7; **Stress:** 18;
Features: Fusion Engine, Jump Point, Targeting Computer (+2)
Crew: Narn Line (+4 BAB, +7 Training); 12 Officers, 12 Pilots, 16 Sensor Operators, 154 Crewmen, 300 Passengers
Structural Spaces: 160 (Cargo 70, Control 12, Crew 30, Engine 18, Hangar 16, Weapons 14)
Fore Arc Weapons
- Twin-Linked Heavy Plasma Cannon (Long, Offence 30, 4 weapon spaces)
- Twin-Linked Heavy Plasma Cannon (Long, Offence 45, 4 weapon spaces)
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 12 Frazi, 4 Shuttles

Victory Destroyer, Interstellar Alliance

The Victory-class vessels are the pride of the Interstellar Alliance. Like the White Stars, they are based on a combination of Minbari and Vorlon technology, but the Victory also incorporates Human design elements and is much larger and more powerful. The first two Victory-class vessels constructed were the *Excalibur* and the *Victory*. The latter was destroyed during a Drakh attack on Earth in 2266. The *Excalibur* was then sent to scour the galaxy for a cure to the plague loosed by the Drakh upon Earth.

Colossal Spacecraft
Defence Value: 2 (–16 size, +8 Handling); **Armour:** 52; **Handling:** +8; **Sensors:** +4; **Stealth:** 6; **Stress:** 12; **Features:** Active Chaff (6), Bio-Adaptive Shielding, Hybrid Engine (Fusion/Gravitic), Jump Point, Targeting Computer (+5)
Crew: EarthForce Elite (+11 BAB, +15 Training); 16 Officers, 60 Pilots, 20 Sensor Operators, 214 Crewmen
Structural Spaces: 250 (Cargo 100, Control 14, Crew 35, Engine 30, Hangar 16, Weapons 55)
Fore Arc Weapons
- Lightning Cannon (Long, Offence 300, Beam 5d10, 10 weapon spaces)[1]
- Quad-Linked Neutron Laser Cannon (Long, Offence 125, Beam 4d8, 8 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Fire Main Gun!

Type: Extremely Offensive
Skill Check: Operations (gunnery) DC 20
Arc: Fore.
Success: The only way that the Victory can fire its lightning cannon, or 'main gun' as it is commonly referred to by its crew, is by shunting virtually the entire power supply into the weapon. This has the unfortunate side effect of leaving the Victory temporarily adrift and defenceless while it recharges its other systems following use of the main gun.

Fire Main Gun! may only be issued as the first order in a commander's turn and no other order may be issued that turn, nor may orders be saved to be used as responses. In other words, if a Victory employs the *Fire Main Gun!* order, it is the only order that can be issued that turn.

The Victory fires its lightning cannon, and only the lightning cannon, at a single designated target within arc and range. The Victory loses its Handling bonus to Defence Value until it carries out its next order.

Obviously, only one *Fire Main Gun!* order may be executed per round.
Failure: The Victory's crew fail to fire with any kind of accuracy. The attack roll is still made but suffers a –4 penalty to hit.

Port Arc Weapons
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Starboard Arc Weapons
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Aft Arc Weapons
- Quad-Linked Neutron Laser Cannon (Long, Offence 125, Beam 4d8, 8 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 1 weapon space)

Turret Weapons
- Laser/Pulse Array (Long, Offence 20, Array, 8 weapon spaces)
- Laser/Pulse Array (Long, Offence 20, Array, 8 weapon spaces)
- Laser/Pulse Array (Long, Offence 20, Array, 8 weapon spaces)

Craft (12): 12 Aurora Starfuries, 24 Thunderbolt Starfuries, 6 Light Shuttles, 6 Shuttles

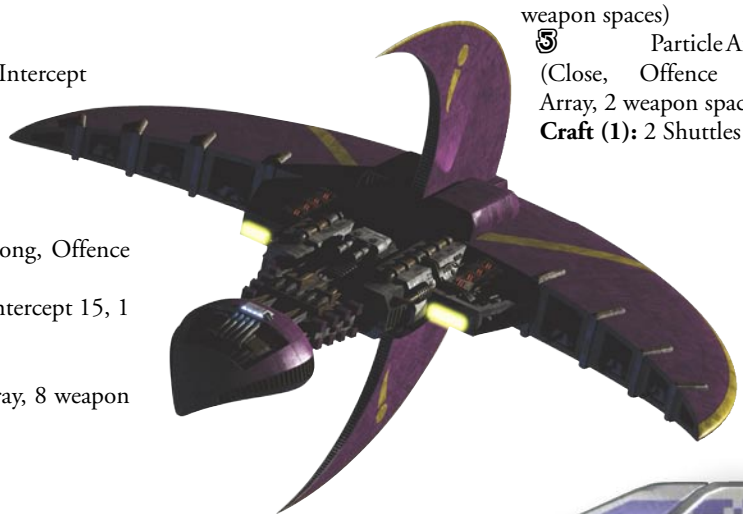
[1] If the Victory wishes to fire its lightning cannon, it may only do so by executing the *Fire Main Gun!* order.

Vorchan Warship, Centauri Republic

The backbone of the still-mighty Centauri military, the Vorchan is a venerable but still lethally effective design. The primary weapon is a plasma accelerator, backed up with particle arays. The Vorchan is fast and agile for its size, making it an ideal harrier and hunter-killer. Vorchans enforced the will of the Republic for centuries and still protect the worlds of the Centauri.

Huge Spacecraft
Defence Value: 10 (–4 size, +4 Handling); **Armour:** 34; **Handling:** +4; **Sensors:** +4; **Stealth:** 14; **Stress:** 9; **Features:** Atmosphere Capable, Gravitic Engine, Jump Point, Targeting Computer (+3)
Crew: Centauri Line (+3 BAB, +8 Training); 2 Officers, 10 Pilots, 6 Sensor Operators, 24 Crewmen
Structural Spaces: 53 (Cargo 14, Control 7, Crew 8, Engine 16, Hangar 2, Weapons 6)
Fore Arc Weapons
- Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (1): 2 Shuttles



Vorlon Transport

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 the 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.

Large Spacecraft
Defence Value: 25 (–1 size, +16 Handling); **Armour:** 22; **Handling:** +16; **Sensors:** +10; **Stealth:** 20; **Stress:** –; **Features:** Adaptive Armour, Atmosphere Capable, Biological Engine, Jump Point, Living Ship. Self-Repairing, Targeting Computer (+5)
Crew: Vorlon Elite (+18 BAB, +25 Training)
Structural Spaces: 32 (Cargo 20, Control 5, Engine 5, Weapons 2)
Turret Weapons
5 Discharge Gun (Close, Offence 120, 2 weapon spaces)

White Star, Interstellar Alliance

The White Star fleet was constructed secretly by the Minbari religious caste, with the aid of the Rangers and the Vorlons. These small warships incorporate advanced Vorlon technology, making them faster, tougher and more powerful than any vessel of similar size operating the galaxy, with the exception of the Shadows' own warships. The first White Star was destroyed at Z'ha'dum but her sister ships continue to serve as the backbone of the Interstellar Alliance's fleet.

Large Spacecraft
Defence Value: 19 (–1 size, +10 Handling); **Armour:** 26; **Handling:** +10; **Sensors:** +8; **Stealth:** 25; **Stress:** 5; **Features:** Atmosphere Capable, EM Shield, Hybrid Engine (Biological/Gravitic), Jump Point, Minbari Flight Computer, Pivotal Thrusters, Self-Repairing, Targeting Computer (+5)
Crew: Anla'Shok Line (+5 BAB, +9 Training); 2 Officers, 6 Pilots, 4 Sensor Operators, 12 Crewmen
Structural Spaces: 37 (Cargo 10, Control 6, Engine 12, Hangar 4, Weapons 5)
Fore Arc Weapons
5 Improved Neutron Laser Cannon (Long, Offence 60, Beam 1d10, 2 weapon spaces)
5 Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
5 Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
5 Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
5 Molecular Pulsar (Close, Offence 20, Rapid Fire 2, 1 weapon space)
Craft (1): 2 Nials

Craft Special Qualities

Active Chaff (X): Active chaff may fired as part of a *Fire Interceptors* order. It automatically intercepts 10 points of any incoming fire for the rest of the round before dispersing. The number in parenthesis is the number of times the active chaff may be fired before needing to be restocked. Active chaff consists of a cloud of sensor-baffling crystals that refract and disperse energy.

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 quarter the Total Offence of any barrage that hits it.

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. Afterburners may only be used once per space combat round. They allow the ship to perform the *Afterburners To Full!* order.

Atmosphere Capable: Spacecraft that are atmosphere 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. Spacecraft with this special quality may perform the *Attain Orbit* and *Re-Entry* orders.

Automated: Automated craft are either manned only by primitive artificial intelligence or remotely controlled. Automated craft may only attempt a single order per turn.

Bio-Adaptive Shielding: Whilst not as advanced as the adaptive armour found on Vorlon vessels or the living skin found on mighty Shadow ships, the armour fitted to a Victory is the most advanced of any race, perhaps even including the Minbari. Bio-adaptive shielding will

automatically halve the Total Offence of any barrage that hits it.

Biological Engine: The pinnacle of reactor engineering is the biological drive. Only the oldest of races have mastered this technology and they guard its secrets jealously. A craft equipped with biological engines grants a +2 circumstance bonus to any Operations (systems) checks carried out by its crew. A craft equipped with biological engines need never make Stress checks. Characters on board do not need to make Acrobatics checks to function within a zero gravity environment, as detailed on page 289. This special quality may not be destroyed.

EM Shield: Found only on the White Star, this Vorlon device disrupts the ability of enemy vessels to target the ship but disrupts the ship's own targeting sensors. The EM shield may fired as part of any *defensive* order. While the EM shield is activated, the White Star gains a +8 equipment bonus to its Stealth score (but only for the purpose of evading *Lock Weapons* attempts) and a +8 equipment bonus to any Operations (systems) checks made when attempting the *Shake The Lock!* order. However, it also suffers a –4 penalty to any attempts to use its own targeting computer to attempt or hold on to a weapons lock on another craft.

Fusion Engine: Less advanced craft, such as many Human vessels, must rely on rotating sections to produce a semblance of gravity. Even in this case, artificial gravity will not be available throughout all locations. Characters on board a fusion engine craft will have to make Acrobatics checks to function within a zero gravity environment, as detailed on page 289, if they are not within an area of simulated gravity. This special quality may not be destroyed.

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. A grapple allows the ship to perform the *Grapple* order.

Gravitic Engine: Advanced gravitic engines are capable of generating their own gravity for the crew on board, making them far more comfortable during long voyages. A craft equipped with gravitic engines grants a +2 circumstance bonus to any Operations (systems) checks carried out by its crew. Characters on board do not need to make Acrobatics checks to function within a zero gravity environment, as detailed on page 289. This special quality may not be destroyed.

Afterburners To Full!

Type: Tactical
Skill Check: Operations (piloting) DC 10
Success: This order can only be carried out by a ship equipped with afterburners. The vessel engages its afterburners, granting it a tremendous temporary boost to speed. This order mimics either the *Close For Battle* or *Pull Back* order, except that two range steps are moved rather than one.

For Example: The Pak'ma'ra Urik-Hal vessel *Sh'T* is in the Close Range band of a battle that has erupted around a remote space station. In order to expedite their escape from the dangerous situation, the commander of the *Sh'T* issues the *Afterburners To Full!* order. The Chief Pilot succeeds at the Operations (piloting) check and the *Sh'T* moves from the Close Range band to the Sensor Range band.

Only one *Afterburners To Full!* order may be issued per round. Also, a craft may not issue a *Close For Battle* or *Pull Back* order in the same round that it executes an *Afterburners To Full!* order, and vice versa.
Failure: The craft's afterburners have either run out of fuel or developed a problem. The ship only moves a single range step and loses Afterburners as a special quality. The craft must also make a Stress check with a –2 penalty.

Hover: A special quality peculiar to some aircraft, this enables an aircraft to maintain a hovering position without spending the 1st order of every turn executing the Hover order; they can maintain the hover automatically. The aircraft must still execute a Hover order to initially take up a hovering position, however.

Hybrid Engine (Fusion/Gravitic): Normally found only in Victory-class vessels, fusion/gravitic engines grants a +1 circumstance bonus to any Operations (systems) checks carried out by its crew. Characters on board do not need to make Acrobatics checks to function within a zero gravity environment, as detailed on page 289. This special quality may not be destroyed.

Hybrid Engine (Gravitic/Biological): Normally found only in White Star-class vessels, a craft equipped with

Attain Orbit

Type: Tactical
Skill Check: Operations (piloting) DC 10
Success: The craft leaves a planet's atmosphere. It is only possible to execute this order during atmospheric combat. It has the effect of removing the craft from the atmospheric combat entirely as it leaves the planet's atmosphere.

Only one *Attain Orbit* order may be issued per round.
Failure: The craft still achieves orbit, but there is a great deal of stress placed upon the craft's superstructure, usually because the pilot reaches escape velocity at an angle that causes a great deal of atmospheric burn. The craft must make a Stress check with a –6 penalty.

Re-Entry

Type: Tactical
Skill Check: Operations (piloting) DC 10
Success: The craft enters a planet's the atmosphere. This order may only be issued if the centre of the battle is a planet or moon. It has the effect of removing the craft from the space combat entirely as it enters the planet's atmosphere.

Only one *Re-Entry* order may be issued per round. Note that technically, even a non-atmosphere capable ship can technically attempt to enter an atmosphere... it is simply not a very good idea.
Failure: The craft 'skips' the atmosphere and does not enter it, usually because the pilot attempted an impossible entry angle. The craft must also make a Stress check with a –4 penalty.

gravitic/biological engines never applies penalties to Stress checks. All Stress checks are made with at least a +0 bonus. A craft equipped with gravitic/biological engines grants a +2 circumstance bonus to any Operations (systems) checks carried out by its crew. Characters on board do not need to make Acrobatics checks to function within a zero gravity environment, as detailed on page 289. This special quality may not be destroyed.

Jump Point: Only the largest and most sophisticated spacecraft are capable of creating their own jump points into hyperspace. Most have to rely on jump gates and so are forced to use regular trade routes – those that create their own entry into or out of hyperspace are far more flexible. 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. Creating a jump point requires the *Open Jump Point!* order.

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. It is able to make intelligent decisions for itself. It is able to execute up to five orders per turn. It has a BAB of +18 and a Training score of +25. If this special ship trait is ever neutralised, the craft must have its command functions taken over, else it becomes merely a *drifting* hulk.

Minbari Jamming Suite: The countermeasure and stealth-enhancing technology of Minbari vessels is the most advanced of the Younger Races. While active, the Minbari jamming suite makes it incredibly difficult for enemy ships to pin down the location of the Minbari craft. While active, the suite adds a +10 equipment bonus to the craft's Defence Value and Stealth. The craft also gains a +10 equipment bonus to any Operations (systems) checks made when attempting the *Shake The Lock!* order. Note that a craft equipped with a Minbari jamming suite does not suffer any of these problems when targeting another craft (even if that craft also has a Minbari jamming suite).

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

Grapple

Type: Tactical
Skill Check: Operations (piloting) DC 15
Success: This order can only be carried out by a craft equipped with a grapple. The craft extends its grappling arm(s) and attempts to grab hold of a target.

The craft must be within close range of the target. Only a *drifting* or stationary target may be grappled. If the target is of greater superscale size than the craft, the craft becomes attached but may not move the target. If the target is of smaller or equal superscale size than the craft, the craft becomes attached and the target will now move with the craft.
Failure: The craft's grapple was unsuccessful and the target is not grabbed. The craft must also make a Stress check. Should the Stress check fail, Grapple is lost as a trait in addition to any Armour damage.

Pivot!

Type: Defensive
Skill Check: Operations (piloting) DC 15
Success: This order causes a craft to spin on its axis, allowing the craft to perform incredible and unexpected direction changes. *Pivot!* is normally used to get out of another craft's targeting sights.

Success automatically cause all enemy solo craft to lose their targeting bonuses against you (see *Targeting Run!*).
Failure: The craft remains targeted by the targeting solo craft. The craft must also make a Stress check with a –2 penalty.

from its passengers. The Minbari flight computer may be activated during any order, though most Minbari vessels with one installed will have it permanently active. As long as it is activated, the craft may ignore any *impaired* penalties due to damaged control or crew areas. In addition, any Operations checks, Pilot checks or attack rolls may be made by the flight computer (+5 BAB, +9 Training).

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. Pivotal thrusters enable a craft to perform the *Pivot!* order.

Self-Repairing: A rare trait normally only found on living ships or White Stars, this craft is able to heal any damage at a vastly accelerated rate. Every successfully executed *Hold Her Together* order repairs two structural spaces rather than one. In addition, it will automatically heal one lost Armour point or one lost structural space per hour.

Shadow Jump

Type: Tactical
Skill Check: Operations (systems) DC 10
Success: This order moves the craft into or out of hyperspace. Only one *Shadow Jump* order may be executed per round.
Failure: The craft fails to phase into (or out of hyperspace). No other effect.

Shadow Jump: The Shadows' understanding of hyperspace is unrivalled even by the Vorlons. Their craft may phase in and out of hyperspace seemingly at will, without creating a visible jump vortex. Craft equipped with the Shadow jump feature may perform the *Shadow Jump* order.

Targeting Computer +X: A common addition to any craft that is armed, a targeting computer is a gunner's best friend. As long as it is locked on to a target (see the *Lock Weapons* order) it will add the given bonus to all attack rolls against that target.

GAMES MASTERING

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 character 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 in a series of scenarios in which their characters slowly develop, carving 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, 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 or any of the 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 tenet 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.

One key technique is not to have the plot revolve around information that the players would already know from having seen the television series. A scenario where the characters uncover Morden's history is going to be anticlimactic, as any player who has already seen 'In the Shadow of Z'ha'dum' knows about Morden's background. Instead of forcing the player to act dumb, the Games Master should focus plots on elements not revealed by the television series; instead of running a scenario about how Morden became involved with the Shadows, run one where the characters investigate his hinted-at but unrevealed connections to EarthGov.

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 storytelling 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, and 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.

That said, the galaxy is a huge place and there is plenty of room for everyone's ideas. Games Masters even slightly familiar with the Babylon 5 timeline can construct an entire campaign that takes place before or after 2259. 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. See Appendix B, Conversion Notes, for details and advice on using existing *Babylon 5 Roleplaying Game* supplements, which cover the various races and organisations in more detail.

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.

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. Furthermore, they must be held accountable to those consequences. For example, in any other science fiction game, a group of characters 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, characters 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.

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. 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. 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. 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 characters 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 plotlines 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. 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.

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. 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. 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 Centaurum 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 Centaurum 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. Early in the first season, for example, there are hints of security breaches and indiscretions within Babylon 5's command structure, 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, many other major story arcs are woven into this main thread.

- The Narn-Centauri conflict
- The Shadow War
- The war against Earth and President Clark
- The rise of the Psi Corps
- The rebellion of Earth Alliance colonies
- 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 Centaurum 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 Narn 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 Non-Player 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.



While the development of the player characters is obviously mostly in the hands of the players, the Games Master should consult with the players about where they want the campaign and their characters to go. If a player wants his character to become a powerful and respected leader in EarthForce, then the Games Master should provide opportunities for advancement, promotion and displays of tactical brilliance and heroism in his scenarios. Of course, players should never get everything they want exactly how they want it; Babylon 5 is all about the consequences of the questions 'who are you?' and 'what do you want?'

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. 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!

One-shots can also counterpoint or comment on larger themes in the campaign's story arcs. For example, if the game's main focus is on the Narn-Centauri war, then a one-shot where the characters deal with a dispute between a mining company and its former employees. The arguments in the small-scale dispute reflect the larger campaign arc.

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 or 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 always 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 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.

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. Include 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.

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 Raghesh III 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 2259 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 the canon event's place. 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 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 and so on) as the entire background structure has already been created. 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. The player characters are the stars of their series, not In addition, never allow the personalities of the television show to bail the players out every time they hit a problem. Jeffrey 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.

Discuss with the players which option will be used in the campaign. Some players want fidelity to the source material above all else; others want to have full control over their destinies. If it is impossible to come to a compromise, then the safest option is to set the campaign well away from established events and locations, so that the meetings between your campaign and canon events that the players might change are minimised.

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 episodes 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. 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 adapt their old habits). 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.

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. 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.

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....

Interplanetary Expeditions (IPX)

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 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 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.

Mixed Race

Most campaigns will restrict the types of characters allowable – while a Minbari Ranger or Centauri telepath might be a perfectly valid character on his own, it really does not fit into an EarthForce officers campaign. However, other campaign structures can support characters from several different races. Corporations like IPX might hire aliens to work alongside Human personnel, and small trade vessels are often crewed by a motley mix of species.

Another option is to set up a situation where the characters are all representatives of their races. Babylon 5 itself is an example of this sort of campaign, where Human, Centauri, Narn and other races both work together and plot against each other depending on the situation. The characters could all be diplomats and their aides, or ISA agents hunting down minions of the Shadows, or colonists on a border world claimed by several races due to its rich mineral resources.

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 as detailed at the end of the All Alone In The Night… chapter. 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 episodes 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 key personalities 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 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.

Future History

The Year is 2259. The place, Babylon 5.

The 'default' start for the *Babylon 5 Roleplaying Game* is the year 2259, the second season of the television show. The major plot arcs of the series, such as the Shadow War, the Earth Civil War, the Fall of the Narn and Centauri and the rise of the Interstellar Alliance take place over the next four years and most games take place during this period. However, the series covers hundreds of years of future history, so games can draw on or be set during any time period.



Babylon 5 Timeline

Billions of Years Ago: The First Ones evolve. They build mighty civilisations, create technological wonders, fight epic wars and walk amongst the stars like giants. Eventually, they tire of this galaxy and depart beyond the Rim, leaving two of their number, the Shadows and the Vorlons, to watch over the Younger Races. The two guardians fight numerous wars for control of the galaxy.

Thousands of Years Ago: The Vorlons visit many worlds, conditioning the Younger Races to see the Vorlons as angelic beings of goodness and light. They also sow the first seeds of telepathy.

Ten Thousand Years Ago: The last great war is fought between the Shadows and Vorlons.

1100s: The Minbari begin to travel in space.

1250: The Shadows rise once more and attack the races of the galaxy. The Narn homeworld is occupied by the Shadows and all the Narn telepaths are killed. The telepathic gene is never strong enough in the survivors to reassert the trait. Many other races have legends of dark ships and invaders dating from this era.

The Minbari battle against the Shadows. When it seems that defeat is inevitable following the destruction of their chief command post, a battlestation appears from nowhere. On board is Valen, the Minbari not born of Minbari. Valen rallies the Minbari, creates the tri-fold caste system, the Grey Council and the Rangers, and leads the fight against the Shadows. The ancient enemy are driven back to their homeworld of Z'ha'dum and defeated.

1700s: The Centauri begin to travel in space and create a vast empire.

2061: Humanity establishes its first offworld colony, on the Moon.

2085: The Earth Alliance is established after WWIII.

2113: The Centauri conquer the Narn.

2115: The existence of telepaths among Humans is confirmed by a scientific study.

2150: The Centauri Republic begins to decline. San Diego is destroyed by a terrorist nuke.

2156: A Centauri trade vessel from House Jaddo makes contact with Humanity. Initially, the Centauri claim that Humanity is a lost Centauri colony; this is disproved when Earth Alliance scientists obtain Centauri genetic samples. The Alliance purchases jump technology and jump gate time from the Republic and a jump gate is built in the Sol system. Over the next few decades, Humanity expands out into the galaxy.

2161: The Psi Corps is founded.

2169: Mars colony is founded. Over the coming centuries, the colony will grow increasingly frustrated with being ruled from Earth, and terrorism and riots pushing for Martian independence become a major problem.

2209: The Narn drive the Centauri off the Narn homeworld. Using captured Centauri ships and weapons, they embark on a period of expansion and conquest.

2230: The previously unknown Dilgar race discover their sun is going to go nova within a generation. They build a massive armada and attack neighbouring systems, looking for a suitable planet to serve as a new homeworld. The Dilgar use biological attacks and weapons of mass destruction, inflicting horrible losses on the races they conquer. The Earth Alliance joins in the war against the Dilgar with the League of Non-Aligned Worlds. After two years of bloody war, the Earth Expeditionary Force and the League's Liberation Navy free the worlds conquered by the Dilgar. This war confirms Earth's place as one of the new powers of the galaxy.

2245: *(In the Beginning)* The Minbari Grey Council's flagship encounters an Alliance exploratory group. The *EAS Prometheus*' captain fears that the Minbari are hostile, as their gun ports are open. He orders his crew to fire on the alien vessel. The initial salvo severely damages the Grey Council ship, killing the Minbari leader Dukhat. Following this incident, the maddened Minbari launch a holy war on Humanity.

2247: By now, the Minbari have conquered much of the Earth Alliance. While casualties have been relatively light, the extinction of Humanity seems likely. Thanks to Minbari stealth technology, it is almost impossible for Human ships to

successfully engage the enemy. Colony after colony has fallen and left to wait for bombardment from orbit. In desperation, all EarthForce and other armed ships are pulled back to the Sol system, where they form a defensive cordon around Earth.

This is called the Battle of the Line. Despite attempts to jam hyperspace to prevent the Minbari jumping in within the cordon, the Minbari fleet arrives on top of the defenders. The tattered Earth ships are cut to pieces by the vastly superior alien ships. A fighter pilot, Jeffrey Sinclair, attempts to ram the Grey Council flagship. Seconds before impact, his Starfury is seized by a tractor beam and brought on board. His memory of the time on board is erased.

The Minbari surrender and withdraw. Against all the odds – against all sanity – Humanity has won.

2249: To prevent such future misunderstandings from leading to war, the Earth Alliance President creates the Babylon Project, to provide a place for different races and governments to meet on neutral ground and discuss their differences. The centrepiece of this project will be the Babylon station. The first Babylon station is destroyed by sabotage during its construction, as are Babylons 2 and 3.

2254: Babylon 4 goes online. 24 hours later, it vanishes. In the wake of this bizarre disaster, the Babylon Project is put on hold as no more funding is approved. The grand scheme is rescued by the Minbari, who agree to provide the necessary money to construct a fifth Babylon station, as long as they can nominate its first commander. They choose Commander Jeffrey Sinclair.

2256: Babylon 5 goes online. The Interplanetary Expeditions explorer ship *Icarus* leaves for a dead planet on the Rim called Alpha Omega III, identified as the homeworld of a mysterious alien ship found on Mars several years before. In truth, this world is Z'ha'dum, the Shadow homeworld, and the *Icarus* awakens the slumbering darkness.

2257: *(The Gathering)* Babylon 5 is officially dedicated to the cause of peace and diplomacy by Alliance President Santiago. The last of the ambassadors for the Babylon 5 Security Council, Ambassador Kosh Naranek of the Vorlon Empire, arrives. It joins Jeffrey Sinclair of the Earth Alliance, Delenn of the Minbari Federation, G'Kar of the Narn Regime and Londo Mollari of the Centauri Republic as well as the representatives of the various League governments. An attempt is made on Kosh's life seconds after he comes on board Babylon 5.

2258: (*Signs & Portents – Season One*) Babylon 5 becomes the setting for increasingly fraught negotiations between the aggressive Narn and their former oppressors, the Centauri. Babylon 4 reappears briefly; the Babylon 5 command crew are instrumental in rescuing the survivors from the previous station. While on board Babylon 5, Sinclair meets an alien called Zathras, who tells him that Babylon 4 is being taken to serve in the great war between Light and Darkness.

Babylon 5 orbits a dead world designated Epsilon III. While the planet was originally surveyed and found to be uninhabited, the station is contacted by a dying alien named Varn who maintains a vast installation called the Great Machine deep below the surface of the planet. One of Delenn's old mentors, a Minbari called Draal, volunteers to take Varn's place as guardian of the Great Machine.

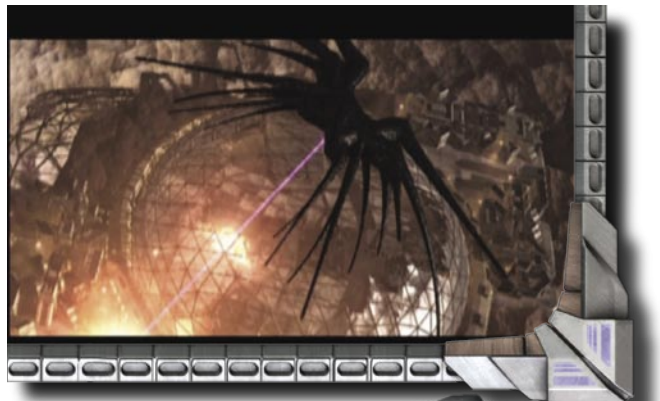
A stranger named Mr Morden comes to Babylon 5 and visits each of the Ambassadors and leaders there, asking each of them what they want. Delenn refuses to answer, while Kosh warns Morden that 'they are not for you'. Morden does receive a response from G'Kar but it is Londo's answer that attracts his interest.

Alliance President Luis Santiago is killed when *EarthForce One* explodes at Io. His vice-president, Clark, left the ship in somewhat suspicious circumstances just before the disaster. In truth, Santiago was assassinated by a plot orchestrated by Clark and his associates. Under the Clark regime, the latent xenophobia of Humanity is used as a tool to instil fear among the people. The news agencies and freedom of speech are ruthlessly suppressed, while secret police units like the Nightwatch, Ministry of Peace and Psi Corps search for dissidents.

Delenn begins to undergo a bizarre transformation. She vanishes into an organic-technology cocoon inside her quarters.

Shadow vessels attack the Narn at Outpost 37.

2259 – Default Era For Babylon 5 2nd Edition: *(The Coming of Shadows – Season Two)* Commander Sinclair is reassigned to Minbar; his replacement is John Sheridan, hero of the



Earth-Minbari war and called Starkiller by the Minbari for his destruction of the warship *Drala Fi* (*Black Star*). Delenn emerges from her cocoon as a half-Human, half-Minbari hybrid.

G'Kar, searching for clues to the destruction of Outpost 37, encounters Shadow ships on the Rim and barely escapes with his life.

There are more and more signs that the Shadows are rising on the Rim. The Techno-Mages, an ancient order of powerful sorcerers and scientists, pass through Babylon 5 fleeing an ancient evil. The Techno-Mage Elric prophecies that Londo will one day hear a billion voices chanting his name ('My followers?' 'No. Your victims'). It is discovered that the *Icarus* crew awoke the Shadows. Captain Sheridan's wife Anna was part of that crew but the only survivor seems to have been the Shadows' agent Morden. Delenn tells Sheridan of the previous wars with the Shadows and reveals the true nature of the Vorlons as ancient foes of the Darkness. Sheridan forms a conspiracy of Light to oppose the Shadows; while he attempts to keep knowledge of the Shadows secret for the moment, one of Babylon 5's Starfury pilots does manage to capture gun-camera footage of a Shadow vessel.

Clark's hold on the Alliance strengthens, forcing those who oppose his regime and know of his murder of Santiago to work together. Organisations like the Night Watch and Ministry of Peace increase their operations on Babylon 5.

Aided by Morden's 'associates', the Shadows, the Centauri invade Narn space. By October, they have reached the Narn homeworld and blast it from orbit using mass drivers. G'Kar is the only one of the ruling Kha'Ri to escape death or imprisonment. Soon after, they also attack neighbouring races like the Drazi and Pak'ma'ra. Sheridan attempts to pressure the Earth Alliance government into condemning the Centauri actions. Instead, the Earth Alliance signs a non-aggression pact with the Centauri Republic.

A bomb nearly kills Sheridan and forces him to leap from the train car that moves along Babylon 5's central axis. As Sheridan falls towards the garden, Kosh leaves his encounter suit, revealing himself to be an angelic being of light. He flies up and rescues Sheridan.

2260: (*Point of No Return – Season Three)* Sheridan expands his conspiracy of Light into a war council, to rally efforts against the Shadows. They will try to contact the other First Ones and co-ordinate Ranger activity. The conspiracy discovers evidence that the Earth government has been trying to acquire Shadow technology, beginning with the dig on Mars that led to the *Icarus* expedition. Delenn gives Sheridan a new ship, the Vorlon/Minbari hybrid *White Star 1*. They also discover that telepaths can 'jam' Shadow vessels. The enemy use living beings as control systems in their ships; telepaths can block the connection between controller and vessel.

The crew also discover proof of President Clark's complicity in Santiago's death. Clark institutes a martial law decree, seizing control of EarthDome and ISN. Outlying colonies declare independence from Earth, rejecting Clark's rule. Babylon 5 joins with them. A fleet is sent to retake Babylon 5 but it is forced to turn back when Delenn arrives with a Minbari squadron and declares that the station is under her protection.

Sheridan and Delenn becoming increasingly involved. Dr Franklin leaves his post to deal with his addiction to stims. The station's telepath, Talia Winters, is revealed to be a Psi Corps agent. Kosh takes on a new aide, the station's original commercial telepath, Lyta Alexander.

The Shadows begin operating openly. Up until now, they have allied themselves with one alien race or another, promising each one aid and support if it attacks its neighbours. The Centauri-Narn conflict is the largest of these Shadow-sponsored wars but smaller conflicts have torn the League worlds to pieces. Sheridan tries to bring the various races together but fear of the Shadows is too great. In desperation, he turns to Kosh and demands that the Vorlons become involved. A Vorlon fleet attacks the Shadows in Brakiri space, destroying them. Numerous League members commit their strength to Sheridan's war council. In retaliation, the Shadows murder Kosh.

A fleet of White Stars and other vessels attack the Shadows, using telepaths as incapacitating weapons. Soon afterwards, Sheridan's missing wife Anna arrives at the station. She tells him that she has been living on Z'ha'dum since the *Icarus* vanished, working and learning with the Shadows. The Vorlons and their Minbari pawns have lied to him for years; it is only on Z'ha'dum that he can learn the truth.

Sheridan departs for Z'ha'dum aboard *White Star 1*. A Shadow fleet surrounds Babylon 5. At Z'ha'dum, the Shadow agent Justin tells Sheridan that the war is not between darkness and light, it is between order and chaos. The Vorlons believe strength and progress comes from order and discipline, but the Shadows hold that evolution comes through warfare and conflict. The Vorlons want the races of the galaxy to calcify, becoming changeless, static followers. The Shadows want to free the potential of the Younger Races by driving them into conflict. Many will die but the survivors will be stronger.

Sheridan chooses another path. He commands *White Star 1* to crash into the Shadow city, detonating the nuclear devices on board. At the last second, at a telepathic urging from the late Kosh, he leaps into a pit at the heart of Z'ha'dum.

2261 (*No Surrender, No Retreat – Season Four)* Sheridan is missing; so too is Garibaldi, whose Starfury vanished when the Shadows left Babylon 5. G'Kar goes in search of Garibaldi, but is captured by agents of the Centauri. A new Vorlon ambassador arrives on Babylon 5.

Garibaldi is eventually discovered floating in space. He eventually finds that he was handed over to the Psi Corps and brainwashed but the revelation of this mystery takes some time.

Sheridan too returns to the station, having died at Z'ha'dum. He returns from the dead with an alien called Lorien, the original First One, the first sentient being to have evolved in this galaxy. His first command is to get rid of the new Vorlon ambassador, which he does with the aid of Lorien and the original Kosh, a fragment of whom was riding inside Sheridan since Kosh's death.

The Vorlons and Shadows stop using the Younger Races as proxies for their war; instead, they begin attacking each other directly. Planet-killing vessels are used by both sides, destroying any worlds that have been touched by Vorlons or Shadows. The Shadows take refuge on Centauri Prime, where the deranged Emperor Cartagia believes they will transform him into a god. Londo and his aide Vir begin plotting a way to remove Cartagia before the Vorlons arrive. With G'Kar's help, they are able to assassinate the madman and blow up the Shadows' grounded ships. Morden is executed. In exchange for G'Kar's aid, Londo agrees to free Nar'Shal.

The Vorlons, Shadows and Sheridan's forces – the White Star fleet, the Minbari, the League races and some of the other First Ones – clash at Coriana VI. Sheridan and Delenn are able to convince the Vorlons and Shadows that their time of guardianship is over, that the Younger Races have grown up enough to reject both chaos and order as ultimate truths. They do not need stewardship any longer, so the First Ones can get the hell out of the galaxy. Lorien too departs for the Rim with the other First Ones.

Z'ha'dum is destroyed but not before the Shadows' former servants like the Drakh loot it for weapons and technology. Their servants vow to carry on the Shadows' war.

Sheridan turns his attention to the Clark regime, while Delenn departs to deal with a growing social crisis on Minbar. The caste system collapses into civil war, which is ended only when Delenn shows she is willing to sacrifice herself to atone for the errors of the religious caste, in contrast to the warrior caste leaders.

Sheridan establishes contact with resistance leaders on Mars and on other colonies, and has Ivanova set up 'the Voice of the Resistance' transmissions to send unbiased news to the colonies. He moves into open war against Clark when EarthForce begins attacking civilian transports. Garibaldi fears that Sheridan has become to see himself as a messiah and is losing his grip on reality; he leaves Babylon 5 and takes a job with the megacorporation Edgars Industries. This transpires to be part of a Psi Corps plot, as Edgars Industries was working on a telepath-killing virus. As part of this plot, Garibaldi arranges for Sheridan to be captured and tortured by EarthForce.

Ivanova is able to rescue Sheridan with Garibaldi's help after his manipulation by the Corps is discovered. Despite Clark's attempt to stop the White Star fleet using Shadow-hybrid warships, Sheridan's fleet arrives in the Sol system. Earth is liberated and Clark commits suicide. Sheridan resigns from EarthForce and becomes president of the newly-formed Interstellar Alliance.

2262 *(Wheel of Fire – Season Five)* Babylon 5 becomes the temporary headquarters of the new Interstellar Alliance until a permanent home can be constructed on Minbar. It is given back to the Earth Alliance, with Captain Elizabeth Lochley taking command. A colony of telepaths led by Byron seek sanctuary on board.

Over the next few months, the telepaths become an increasing problem for the station, as Psi Corps pressures Lochley and Sheridan into giving them over to the Psi Cops. The telepath crisis ends in a debacle, as Byron and many of his followers are killed. Byron's lover, the Vorlon-enhanced telepath Lyta Alexander, vows to carry on Byron's dream of a telepath homeworld.

Attacks on shipping continue. The initial attacks are traced to raiders operating out of Drazi space but eventually it is discovered that the Drakh have taken over the Centauri government and are using their ships to attack the foes of the Shadows. The Alliance attacks and bombards Centauri Prime.



Londo Mollari becomes the Centauri Emperor, ruling over a dying world of burnt cities.

2264: The Telepath Crisis. Byron's followers bring down the Psi Corps; a nuclear bomb destroys the Corps' main installation on Mars. The rules for telepaths in Human society are rewritten.

2266: *(A Call to Arms/Crusade)* The Drakh attack Earth using a Shadow planet-killer. When the attack is driven off by the ISA, they release a nanotechnological virus. This virus will kill all life on Earth within a few years. The planet is quarantined; the Victory-class starship *Excalibur* under Captain Gideon goes in search of a cure.

2267: The *Excalibur* scours the galaxy for a cure to the plague. As it travels, it discovers secret EarthForce bases involved in Shadow-technology research.

2278: The Drakh control of Centauri Prime is discovered. The aliens are driven away but bomb the planet again in retaliation. This is known as the Drakh war.

2281: Babylon 5 is decommissioned and destroyed. Sheridan vanishes.

2792: An attempt by separatists to remove Earth from the ISA ends in a nuclear war, the 'Great Burn'. It takes nearly a thousand years for Earth society to be rebuilt from barbarism. The Rangers secretly offer help from space.

1,000,000: Sol goes nova but nothing is lost. A million years hence, the Rangers still exist, although they have evolved into Vorlon-like energy beings.

Character Advancement

As has already been discussed, characters in the *Babylon 5 Roleplaying Game* develop as time goes by, just like their television series counterparts. While changes in personality and circumstance are largely determined by the particular campaign a Games Master is running and the roleplaying of the players, there are also tangible character benefits to surviving the rigours of the universe. Put simply, as characters gain experience (or XP as it is often referred to), they get better at what they do. They learn new skills, improve old ones, gain blackmail material on one group while losing a valuable contact in another. Maybe they even change the course of their life entirely.

There are two main statistical ways in which a Games Master can advance, and therefore improve, the Player Characters. These are Influence Awards and Experience Awards. A Games Master can also shower the Player Characters in money and equipment, but they are just *things*. And things, however wonderfully useful, are not at the core of the game – the players are.

Influence Rewards

Influence awards tend to be given to Player Characters on an ad-hoc basis. They should always be used to represent a boost or decline in Influence that is a result of the Player Character's actions. Simply giving someone a +5 bonus to Drazi Influence makes little sense. Giving someone +5 Drazi Influence just after they redeemed the honour of the Drazi ambassador makes a lot more sense. See the Sample Influence Modifications table for guidelines on how much Influence to grant or remove from a character and for what reasons this may happen. Influence can also be gained by attaining new titles and ranks (and lost if those titles are subsequently removed); see the Sample Title and Ranks table.

Remember that a character will automatically gain a small amount of Influence every time they gain a level.

Sample Influence Modifications

Harm or Aid	Influence Modification	Example
Epic Harm	–20	Destroying a planet's economy or a race's ideals.
Major Harm	–10	Killing a prominent and beloved figure.
Considerable Harm	–5	Significantly harming a corporations profit margin; attacking a prominent figure.
Minor Harm	–2	Injured a group's efforts in an area.
Inconsequential Harm	–1	Aggravated a notable figure.
Inconsequential Aid	+1	Establishing a good working relationship
Minor Aid	+2	Doing a favour for a group
Considerable Aid	+5	Helping a group deal with a considerable problem; rescuing a corporation ship from raiders
Major Aid	+10	Thwarting a plot to severely damage a group; incredible heroism
Epic Aid	+20	Fulfilling a prophecy; saving a planet

Sample Titles and Ranks

Political Titles	Military Titles	Social Titles	Influence Increase
Ambassador to minor world	Commander	Minor Celebrity	+2
Senator	Captain	Media Celebrity	+5
Ambassador to major race	Admiral	CEO of Corporation	+10
President	Joint Chief	Icon	+20

Experience Awards

There are several options for giving experience in Babylon 5. Note that XP penalties or deductions are not recommended in the *Babylon 5 Roleplaying Game*. While a character may learn very little from a given encounter, they are extremely unlikely to lose experiences (though personality reprogramming does occur in extreme cases). At its most basic, XP is awarded to Player Characters at the end of every gaming session. As the Player Characters gain XP, they become more and more powerful and therefore more capable of defending themselves and pursuing their agendas.

Basic Award: A character gets 500 XP each session automatically, representing the character aging and learning from his experiences.

Roleplaying Awards: A player who roleplays especially well should be awarded 500 to 1,000 XP, depending on the scope of events. This award should be given sparingly.

Goal Awards: Characters who accomplish significant personal or political goes should be rewarded. A diplomat who is appointed as ambassador, an officer given her own command, a lurker who becomes a crime lord are all deserving of extra experience. Goal awards vary in scope, but should be around 1,000 to 3,000 XP.

Disaster Awards: The reverse of goal awards – characters who are unavoidably set back by the Games Master should also be awarded XP. For example, a trader whose ship breaks down for the sole purpose of ensuring that he cannot take the easy way out when the space station is overrun by raiders deserves some XP as compensation. Disaster awards are given when the desires and abilities of the player characters are overridden by the Games Master for the overall good of the campaign. Note that disaster awards should only be given when the Games Master forces disaster on the characters, not when they get themselves into trouble. Disaster awards range from 100 to 2,000 XP, depending on how big a change is forced on the characters.

Story Awards: Characters should also be given experience point awards for completing story goals and resolving plotlines one way or another. For example, bringing two warring races together through diplomacy might be worth 1,000 XP each to the group if they succeed in establishing a dialogue.

Note that different types of awards can work against each other. A Narn arms dealer might be forced to choose whether to go for the Goal Award of selling weapons to the warring races or for the group Story Award of ending the war through diplomacy. In general, players should earn 500 to 1,000 experience points for every gaming session they take part in, at the Games Master's discretion, assuming a typical two to six 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 become individuals to be respected or feared throughout the galaxy, such as Mr Morden or Michael Garibaldi.

Gaining Levels

Characters accumulate XP at the end of every gaming session. Once a character accumulates enough XP, as shown on the XP and Advancement table, they gain a level in a class of their choice. If the character is gaining a level in his current class and has been involved in adventures and activities related to that class, then he gains the level immediately when he has the requisite number of experience points. Otherwise, the Games Master may optionally require that the character spend some time training in a new set of skills, especially if they are attempting to take their 1st level in a new class.



XP and Advancement

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Increases
1st	0	4	2	1st	—
2nd	1,000	5	2.5	—	—
3rd	3,000	6	3	2nd	—
4th	6,000	7	3.5	—	1st
5th	10,000	8	4	—	—
6th	15,000	9	4.5	3rd	—
7th	21,000	10	5	—	—
8th	28,000	11	5.5	—	2nd
9th	36,000	12	6	4th	—
10th	45,000	13	6.5	—	—
11th	55,000	14	7	—	—
12th	66,000	15	7.5	5th	3rd
13th	78,000	16	8	—	—
14th	91,000	17	8.5	—	—
15th	105,000	18	9	6th	—
16th	120,000	19	9.5	—	4th
17th	136,000	20	10	—	—
18th	153,000	21	10.5	7th	—
19th	171,000	22	11	—	—
20th	190,000	23	11.5	—	5th

At each level, the character gains extra hit points, skill points, influence and class abilities. He may also gain a new feat or an ability score increase in any one ability.

Class Skill Max Ranks: The maximum number of ranks a character can have in a class skill is equal to his character level +3. A class skill is a skill associated with a particular class. Class skills are listed in each class description in this chapter. See the Skills Chapter for skill descriptions.

Cross-Class Skill Max Ranks: For cross-class skills (skills not associated with a character's class), the maximum number of ranks is one-half the maximum for a class skill. Maxing out a cross-class skill costs the same amount of points as buying the maximum rank in a class skill. For example, at 1st character level, a character can pay 4 points for 4 ranks in a class skill or spend the same 4 points for 2 ranks in a cross-class skill. The half ranks (.5) indicated on the table do not improve skill checks; they simply represent partial purchase of the next skill rank and indicate that the character is training to improve that skill. See the Skills Chapter for skill descriptions.

Feats: This column indicates the levels at which a character gains feats (one at 1st level, one more at 3rd level, and one more at every 3rd level thereafter). See the Feats Chapter for feat descriptions.

Ability Increases: This column indicates the levels at which a character gains ability score increases. Upon attaining 4th, 8th, 12th, 16th, and 20th character level, a character increases one of his ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

Class Abilities

The class abilities of base attack bonus, base save bonus and base defence bonus advance in set patterns. Each class and prestige class has either good, average or bad saving throw progressions, base attack bonus progression and defence bonus progression.



Class Ability Progressions

Class Level	Base Attack Bonus			Saving Throw Bonus			Defence Bonus		
	Good	Average	Poor	Good	Average	Poor	Good	Average	Poor
1st	+1	+0	+0	+2	+1	+0	+1	+0	+0
2nd	+2	+1	+1	+3	+1	+0	+2	+1	+1
3rd	+3	+2	+1	+3	+2	+1	+2	+1	+1
4th	+4	+3	+2	+4	+2	+1	+3	+2	+2
5th	+5	+3	+2	+4	+3	+1	+4	+3	+2
6th	+6/+1	+4	+3	+5	+3	+2	+4	+3	+3
7th	+7/+2	+5	+3	+5	+3	+2	+5	+4	+3
8th	+8/+3	+6/+1	+4	+6	+4	+2	+6	+5	+4
9th	+9/+4	+6/+1	+4	+6	+4	+3	+6	+5	+4
10th	+10/+5	+7/+2	+5	+7	+5	+3	+7	+6	+5

Once a character gains a base attack bonus greater than +5, he starts gaining iterative attacks. These are represented by adding '/+X' after the base attack bonus. If a character is using a full attack action in combat, they gain an additional attack at the listed extra base attack bonuses. Note that only the base attack bonus is used for calculating extra attacks, modifiers are not taken into account.

For Example: *A 10th level soldier / 6th level Ranger has a base attack bonus of +16/+11/+6/+1. If he attacks as a standard attack action, he may make one attack at a +16 bonus. If he attacks as a full attack action, he may make four attacks: the first at +16, the second at +11, the third at +6 and the fourth at +1.*

Example of Gaining a Level

Remember Cato Jaddo, the 1st level Centauri agent? Richard has played a few sessions with his character and has just been awarded enough XP to take him to 1,085 XP in all. That's enough to take him to 2nd character level. Richard therefore decides that Cato has improved as an agent and takes Cato's 2nd level in that class.

The first change he makes is to increase Cato's hit points from 4 to 6 (agents add +2 hit points at every level).

Richard also gains another 10 points to spend on Cato's skills (8 + Cato's Int modifier of +2). Cato does not gain any feats or ability increases for being 2nd character level.

Agents get to increase any two Influences by +2 at every level. Richard decides that Cato's experiences in the last few days have put him in good standing with the local Drazi (he retrieved a notable cultural artefact for them) and therefore acquires Drazi Influence +2. For the second increase, Richard chooses simply to boost Cato's ties to his political allies back home – you can never be too obsequious – and increases his Centauri Political Influence to +6.

Taking a look at The Agent table (see page 37), Richard now applies the 2nd level alterations to Cato. This increases his base attack bonus and defence bonus to +1 and his Reflex save bonus to +3. It also grants Cato the Multi-Skilled class feature, which allows Cato to add a cross-class skill to his agent skill list. Richard selects Knowledge (biology) – Cato is learning a lot about how poisons and diseases affect different races…

Richard now spends Cato's 10 skill points. He opts to increase his Bluff, Diplomacy, Intrigue, Linguistics, Notice and Sense Motive skills by 1 rank each (he cannot increase any of his class skills above 5 ranks), which costs 6 points. Cato's learnt quite a bit about the Drazi now and so Richard assigns 1 rank to Knowledge (Drazi). As Cato has now gained it as a class skill, Richard also assigns 1 rank to Knowledge (biology). Lastly, Richard decides to boost his cross-class Medical skill by 1 rank, which costs him both remaining points.

Cato's statistics as a 2nd level Centauri agent now look like this:

2nd Level Centauri Agent
Hit Points: 6
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 13 (+1 class, +1 Dex, +1 dodge)
Attacks: +1 close combat or +2 ranged
Special Qualities: Born to Intrigue (Diplomacy, Intimidate), Multi-Skilled (Knowledge (biology))

Saves
Fortitude (Fort): **–1**
Reflex (Ref): **+4**
Will: **–1**

Abilities
Strength (Str): **10**
Dexterity (Dex): **13**
Constitution (Con): **7**
Intelligence (Int): **14**
Wisdom (Wis): **8**
Charisma (Cha): **19**

Skills
Acrobatics: **+1** (+1 Dex)
Appraise: **+2** (+2 Int)
Athletics: **+0** (+0 Str)
Bluff: **+11** (5 ranks, +4 Cha, +2 bonus for being Centauri)
Computer Use: **+4** (2 ranks, +2 Int)
Concentration: **–2** (–2 Con)
Diplomacy: **+9** (5 ranks, +4 Cha)
Drive: **+1** (+1 Dex)
Intimidate: **+8** (4 ranks, +4 Cha)
Intrigue: **+11** (5 ranks, +4 Cha, +2 bonus for being Centauri)
Investigate: **+4** (2 ranks, +2 Int)
Knowledge (Babylon 5): **+3** (1 rank, +2 Int)
Knowledge (biology): **+3** (1 rank, +2 Int)
Knowledge (Centauri): **+6** (2 ranks, +2 Int, +2 bonus from Fluency feat)
Knowledge (Drazi): **+3** (1 rank, +2 Int)
Knowledge (Human): **+5** (1 rank, +2 Int, +2 bonus from Fluency feat)
Linguistics: **+7** (5 ranks, +2 Int)
Medical: **+4** (2 ranks, +2 Int)
Notice: **+4** (5 ranks, –1 Wis)
Pilot: **+1** (+1 Dex)
Sense Motive: **+7** (5 ranks, –1 Wis, +3 bonus from Skill Focus feat)
Subterfuge: **+3** (2 ranks, +1 Dex)
Stealth: **+1** (+1 Dex)

Feats
Dodge – adds +1 dodge bonus to DV
Fluency (Centauri and Human) – adds +2 bonus to Knowledge (Centauri) checks and Knowledge (Human) checks.
Skill Focus (Sense Motive) – adds +3 bonus to Sense Motive checks.
Weapon Proficiency (close combat, grenade and pistol)

Influence
Babylon 5 Influence +2, Drazi Influence +2, Centauri Political Influence +6.

Prestige Classes

Characters who meet the requirements can enter a prestige class at higher levels. Prestige classes are described on page 256 and represent the character taking a career path that is less than normal, often involving greater responsibility, diversification, specialisation and influence.



Uneven Levels

It is often hard to balance different classes. As long as a character devotes most of his time and attention equally between his classes, he suffers no penalties. This is represented by all of the character's class levels being balanced – within one level of one another.

For Example: *A 2nd level agent / 1st level scientist / 2nd level soldier is balanced. A 2nd level agent / 1st level scientist / 3rd level soldier is not balanced, because the soldier levels are more than one level higher than the scientist levels.*

While a character's class levels are unbalanced, that character receives a 20% penalty to all XP gains.

Favoured Classes
All races have favoured classes; those classes that appeal most naturally to them. Favoured classes are ignored when determining if a character's class levels are unbalanced.

For Example: *A Narn 2nd level agent / 1st level scientist / 2nd level soldier is balanced. A Narn 2nd level agent / 1st level scientist / 3rd level soldier is also balanced, as soldier is a favoured class for Narn and therefore ignored. A Narn 3rd level agent / 1st level scientist / 3rd level soldier is not balanced, because the agent levels are more than one level higher than the scientist levels.*

Advancement past 10th level

Few people in the Babylon 5 universe rise to 10th level but movers and shakers like the Player Characters and their adversaries can go past that limit. Sheridan, for example, is 18th level by the end of the Babylon 5 story arc, being both a legendary captain, a famous and accomplished diplomat, head of the Rangers, president of the Interstellar Alliance and the only man to come back alive from Z'ha'dum. A characters who goes beyond 10th level does so by multiclassing or entering into prestige classes.

PRESTIGE CLASSES

As the campaign progresses and the Player Characters become more powerful and influential, it is likely that they will wish to begin reaching beyond the core classes presented in the Classes Chapter. 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.

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.

Additional Hit Points: 2.

Requirements

To qualify to become a fence, a character must fulfil all the following criteria.

Skills: Appraise 8 ranks, Bluff 5 ranks, Intrigue 5 ranks, Sense Motive 5 ranks, Subterfuge 5 ranks.
Influence: Criminal Influence 10, (Local) Influence 10.

Class Skills

The fence's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Notice (Wis), Sense Motive (Wis), Stealth (Dex) and Subterfuge (Dex).

Skill Points At Each Level: 4 + Int modifier.

Additional Influence: A fence's Criminal Influence and one (Local) Influence increase by +2 each level. He may also increase any one other Influence by +1.

Class Features

All of the following are class features of the fence prestige class.

Weapon Proficiency: A fence is proficient with all close combat, grenade and pistol weapons.

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 an Average lifestyle (see page 147). Upon reaching 5th level, the quality of the fence's lifestyle rises to a Successful level.

Web of Contacts: The fence can get anything done – he only suffers a –3 penalty when requesting further aid from his Criminal Influence within a week. Normally, each use of an Influence after the first incurs a –4 penalty (see page 35).

Finger on the Pulse: At 2nd level, the fence plies his trade by always being aware and listening to the conversations of his clients. A fence gains a competence bonus equal to his class level on Intrigue checks made to gather information and all Knowledge

The Fence

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+2	+1	+0	+0	Income (Average), Web of Contacts
2nd	+1	+3	+1	+0	+1	Finger on the Pulse
3rd	+2	+3	+2	+1	+1	Henchmen
4th	+3	+4	+2	+1	+2	Home Turf
5th	+3	+4	+3	+1	+3	Greater Web of Contacts, Income (Successful)

(local) checks. If the fence already has the lurker's knowledge class feature, add the class levels together to determine the total bonus.

Henchmen: Upon reaching 3rd level, the fence gains a number of henchmen equal to his Charisma modifier (minimum of one henchman). These henchmen are generally lurkers, though at the Games Master's discretion one could be an agent or soldier. A henchman is a Non-Player Character that is generally loyal to the character – as long as he paid and given adequate respect. This means that while generally useful, henchmen can also come into conflict with a character who does not seem to act in the best interests of the henchman (a henchman's best interests normally involve money and respect within the criminal underclass).

Note that a character need not accept the henchmen. If a henchman is killed or disappears, the character may choose to gain a new henchman whenever he gains a fence level in the future.

Home Turf: 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. The fence may select one Local Influence – this Influence is increased by +10.

Greater Web of Contacts: At 5th level, the fence's pull within the criminal underworld is second to none. The fence only suffers a –2 penalty when requesting further aid from his Criminal Influence within a week.

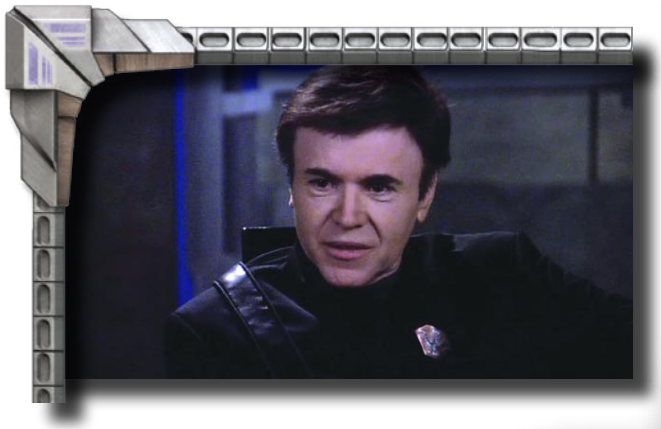
THE PSI COP

Since we bear a greater responsibility, we are afforded greater latitude, in the interest of efficiency.

- Alfred Bester

When the Psi Corps was formed 100 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.

Additional Hit Points: 3.



The Psi Cop

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+1	+1	+1	+2	+1	Telepath
2nd	+2	+1	+1	+3	+2	Ability Focus, Quick Scan
3rd	+3	+2	+2	+3	+2	Discipline Focus
4th	+4	+2	+2	+4	+3	Superior Mental Fortress, The Corps is Mother
5th	+5	+3	+3	+4	+4	Black Omega Squadron, Contact
6th	+6/+1	+3	+3	+5	+4	Ability Focus, Discipline Focus
7th	+7/+2	+3	+3	+5	+5	Extend Defences
8th	+8/+3	+4	+4	+6	+6	The Corps is Father
9th	+9/+4	+4	+4	+6	+6	Discipline Focus
10th	+10/+5	+5	+5	+7	+7	Ability Focus, Contact

Requirements

To qualify to become a Psi Cop, a character must fulfil all the following criteria.

Race: Human.
Skills: Bluff 5 ranks, Concentration 10 ranks, Intimidate 5 ranks, Knowledge (law) 3 ranks, Knowledge (telepathy) 5 ranks, Telepathy 10 ranks.
Influence: Psi Corps Influence +10.
Feats: Ability Focus (Scanning), Combat Telepath, Mental Fortress.
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 Acrobatics (Dex), Athletics (Str), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (law, specific culture, specific local, tactics or telepathy) (Int), Linguistics (Int), Medical (Int), Notice (Wis), Operations (sensors or systems) (Int), Pilot (Dex), Sense Motive (Wis), Subterfuge (Dex), Stealth (Dex) and Telepathy (Cha).

Skill Points At Each Level: 6 + Int modifier.

Influence

Additional Influence: A Psi Cop's Psi Corps Influence increases by +3 each level. He may also increase any one other Influence by +1.

Class Features

All of the following are class features of the Psi Cop prestige class.

Weapon Proficiency: A Psi Cop is proficient with all pistol and grenade weapons.

Telepath: Psi Cop levels stack with telepath levels when determining the effects of telepathic abilities (such as the DC to resist them).

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 2nd, 6th and 10th level, the Psi Cop receives the Ability Focus feat.

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 free action once per round. When using *surface scan* as a free action, the Telepathy check DC is increased to 20.

Discipline Focus: At 3rd, 6th and 9th level, the telepath may choose one of the five Telepathic Disciplines (Scanning, Sensing, Blocking, Communication or Biokinetics). When using a power associated with this Discipline, the telepath rolls d3s when determining nonlethal damage, rather than d4s. The same Discipline may not be chosen twice with this class feature.

Superior Mental Fortress: 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. The telepathic Damage Reduction provided by his Mental Fortress feat increases to DR 3.

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. At 4th level, the Psi Cop only suffers a –3 penalty when requesting further aid from his Psi Corps Influence within a week. Normally, each use of an Influence after the first incurs a –4 penalty (see page 35).

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 *extend shield* telepathic ability may be used on those within medium range upon reaching 7th 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 5th and 10th level, the Psi Cop automatically gains the Contact feat.

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 as a bonus feat. If the Psi Cop already has this feat, he instead gains one of the following feats (he must meet the prerequisites for this feat as normal): Dogfighter, Evasive Action, Fire Control, Spacecraft Dodge or Veteran Pilot.

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. At 8th level, the Psi Cop only suffers a –2 penalty when requesting further aid from his Psi Corps Influence within a week.

THE SHADOW AGENT

Shadow agents are the emissaries and heralds of the Shadows, sent out to find the weak points in the order the Vorlons have established over the last thousand years. They are missionaries of chaos, searching for those willing to listen to the siren call of war and ambition. They are your closest friends, your best allies, the harbingers of nightmare and carnage.

While the agent is upgraded with Shadow technology, these improvements and gifts are minor and almost unnoticeable. The agent is supposed to be almost unnoticeable, slipping beneath the detection of the Vorlons and their spies. They are just another face in the crowd for the most part.

Additional Hit Points: 2.

Requirements

To qualify to become a Shadow agent, a character must fulfil all the following criteria:

Special: The character must be selected by the Shadows for modification. The Shadows generally choose individuals with great personal conviction and determination. These qualities, when coupled with absolute obedience to the Shadows and their goals, serve them well. Advancing in the Shadow agent prestige class requires the character prove worthy of the honours bestowed upon him. He must act in the interests of the Shadows, fulfilling such missions as they give him. Additionally, the Shadows themselves must be present in the galaxy to add the additional modifications. Once they leave for the Rim, characters with this class are permanently frozen at their current class level. They may choose to take other classes if they wish. Telepaths do not become Shadow agents. Telepathy is a product of Vorlon technology and conditioning, which is not compatible with the Shadow implants.

Class Skills

The Shadow agent's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Notice (Wis), Operations (sensors or systems) (Int), Pilot (Dex), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Technical (any) (Int).

Skill Points at Each Level: 6 + Int modifier.

Influence

Additional Influence: A Shadow agent increases his Shadow Influence by +2 each level. He may also increase any four other Influences by +1.

Class Features

The following are the features of the Shadow agent prestige class:

Sense Vorlon Presence: Shadow agents can instinctively sense the presence of Vorlons, those touched by Vorlons (including telepaths) and Vorlon equipment or technology. A Shadow agent may automatically make Notice checks to sense a Vorlon presence that come within his class level x10 in feet. These Notice checks receive a bonus equal to the Shadow agent's class level but will not reveal anything beyond the type of Vorlon presence (a Vorlon, a telepath).



Shadow Speech: The Shadow agent can understand the speech of the Shadows and gains the Fluency (Shadow) feat. He may communicate silently with Shadows or Shadow servants (such as Shadow peons, agents or Drakh) within line of sight.

Telepathic Resistance: A Shadow agent gains an implant bonus equal to their class level to any Will saving throw made to resist a telepathic ability. A telepath failing to use an ability against the agent will be subjected to a fundamental sense of darkness and foreboding, penetrating into his mind and shaking his grip on reality. The telepath will suffer 2d6 points of telepathic nonlethal damage.

Upgrade: At 1st, 3rd, 6th and 9th level, the Shadow agent has his abilities improved by the Shadows. He may choose from any of the following upgrades: A Friend to Everyone(+2 implant bonus to Charisma), Eldritch Insight (+2 implant bonus to Intelligence), Fearsome Strength (+2 implant bonus to Strength), Shadow Swiftness (+2 implant bonus to Dexterity), Terrible Understanding (+2 implant bonus to Wisdom), Uncanny Resilience (gain natural Damage Reduction 2, no armour check penalty, DR will stack with normal armour) or Unnatural Health (+2 implant bonus to Constitution). A Shadow agent may not benefit from the same upgrade twice.

Never Alone: At 2nd level, the Shadow agent is always accompanied by a Shadow creature. This creature will advise and defend the Agent. Often, these creatures are Shadows, but soldiers of darkness, Shadow agents, Drakh or other servants might be sent in their stead. At 5th and 8th level, an additional Shadow creature is added to the Shadow agent's retinue.

Regenerative Recovery: At 4th level, the Shadow agent has several small modules of Shadow technology implanted within his body, greatly boosting his own immune system and allowing him to recovery from terrible injuries very quickly. At its basic level, the Shadow agent always stabilises automatically if taken below 0 hit points and will not fall unconscious. When the Shadow agent reaches 7th level he receives the advanced level of regenerative recovery, gaining a +4 bonus to Fortitude saves to recover and doubling his natural healing rate for both hit point and ability damage.

What Do You Want?: At 10th level, the Shadows reward their agent. The agent may ask for almost anything in the galaxy – Morden wanted his family freed from their hyperspatial hell, but other agents may have grander desires, like ruling an empire or being made immortal. None of these wishes are outside of the Shadows' power.

The Shadow Agent

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+2	+0	+2	+0	Sense Vorlon Presence, Shadow Speech, Telepathic Resistance, Upgrade
2nd	+1	+3	+0	+3	+1	Never Alone (1)
3rd	+1	+3	+1	+3	+1	Upgrade
4th	+2	+4	+1	+4	+2	Regenerative Recovery (basic)
5th	+2	+4	+1	+4	+2	Never Alone (2)
6th	+3	+5	+2	+5	+3	Upgrade
7th	+3	+5	+2	+5	+3	Regenerative Recovery (advanced)
8th	+4	+6	+2	+6	+4	Never Alone (3)
9th	+4	+6	+3	+6	+4	Upgrade
10th	+5	+7	+3	+7	+5	What Do You Want?

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.

Additional Hit Points: 2.

Requirements

To qualify to become a terrorist, a character must fulfil all the following criteria.

Base Attack Bonus: +4.
Skills: Concentration 5 ranks, Intrigue 5 ranks, Subterfuge 5 ranks.
Feats: Iron Will.

Class Skills

The terrorist's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Intimidate (Cha), Intrigue (Cha), Knowledge (philosophy, physics, law, specific culture or specific local) (Int), Notice (Wis), Operations (any) (Int), Profession (blue collar) (Wis), Profession (performing) (Cha), Profession (white collar) (Int),Subterfuge (Dex), Stealth (Dex) and Technical (any) (Int).

Skill Points At Each Level: 4 + Int modifier.

Additional Influence: A terrorist's Criminal Influence increases by +2 each level. He may also increase any two other Influences by +1 each.

Class Features

All of the following are class features of the terrorist prestige class.

Weapon Proficiency: A terrorist is proficient with all pistol and grenade weapons.

Tools of Terror: At 1st level and every other level thereafter, the terrorist may choose one of the following tools of terror to be proficient in:

- **Manufacture Bioweapons:** The terrorist becomes skilled at manufacturing his own explosive devices. Given one hour's work and materials worth 100 credits, the terrorist can create a single does of a disease or poison of his choice. A Knowledge (biology) check (DC 15) and a Medical check (DC 15) must be made to successfully create the poison or disease. Knowledge (biology) and Medical become class skills for the terrorist. This tool of terror may only be selected once.

- **Manufacture Explosives:** The terrorist becomes skilled at manufacturing his own explosive devices. Given one hour's work and materials worth 100 credits, the terrorist can create a bomb suitable for most terrorist actions from scratch. A Knowledge (chemistry) check (DC 15) and a Subterfuge check (DC 15) must be made to successfully create the explosive. If used as a grenade, the bomb acts as a plasma grenade with a range increment of only 10 feet and a natural 1 on the attack roll causes it to detonate in the thrower's hand. If used as a planted bomb – which is the intention – it has AP 8 and a successful Knowledge (engineering) check (DC is usually 15) will double the AP to 16, as the terrorist chooses a particular vulnerably spot to place the explosive. Knowledge (chemistry) and Knowledge (engineering) become class skills for the terrorist. This tool of terror may only be selected once.

- **Psychological Warfare:** The terrorist becomes a figure of terror and nightmare. He gains a competence bonus to Intimidate checks equal to his class level. This tool of terror may only be selected once.

- **Sabotage:** The terrorist learns to sabotage key systems and to identify weak points in those systems. When this ability is chosen, the terrorist gains Skill Focus in one of the following skills: Computer Use, Knowledge (engineering), Operations (systems), Subterfuge, Technical (electronics, engineering or mechanical). This tool of terror may be selected multiple times.

- **Terror Network:** The terrorist establishes a network of allies. He gains the Contact feat. This tool of terror may be selected multiple times.

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.

Sneak Attack: Terrorists often become skilled at silencing their victims quickly and efficiently, usually when assassinating important individuals who oppose them. At 4th level, terrorists gains the sneak attack class feature. This ability only works when the terrorist attacks another character with close combat or personal ranged attacks. It will not work with grenade attacks. The target character must be flat-footed, flanked or helpless for the sneak attack to work.

If the attack is successful, the terrorist deals an extra 1d6 points of damage. At 8th level, this extra damage is increased by 1d6.

Sneak attacks will not affect creatures immune to critical hits. If a creature has the damage from the attack reduced to 0 through Damage Reduction, armour or other means, then they will not suffer the sneak attack damage. If the terrorist makes more than one attack in a turn (through the full attack action or firing a weapon more than once), then the sneak attack will only apply to the first attack. Sneak attack is an Opportunism effect and is not multiplied with a critical hit. A terrorist's sneak attack will stack with sneak attack damage gained from other class features.

Fanatic: At 6th 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. The terrorist gains the Die Hard feat, even if he does not have its prerequisites.

Master of Disaster: At 10th level, there are few in the entire galaxy with such an affinity for terror and sabotage as the terrorist and he instinctively knows how to arrange events with his tools of terror to cause the maximum amount of devastation. When the terrorist uses one of his tools of terror, it now has an enhanced effect. Note that if a terrorist does not have a particular tool of terror, then it is neither gained nor enhanced.

- **Manufacture Bioweapons:** The DC of Fortitude saves to resist the disease or poison is increased by 2.

- **Manufacture Explosives:** If used as a planted bomb, the explosive now deals 3d10 damage and has an AP of 10 (20 on a successful Knowledge (engineering) check).

- **Psychological Warfare:** When demoralising an opponent you may use Intimidate to frighten someone who is already shaken, rendering them frightened, even if this means you are using the Intimidate skill twice on the same individual.

- **Sabotage:** Once per day, the terrorist may automatically Take 20 on any of the Sabotage skill in which he has Skill Focus. Taking 20 in this case takes no additional time.

- **Terror Network:** One of the character's Contacts becomes a zealous patriot of the cause. The terrorist gains the Devoted Friend feat.

The Terrorist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+1	+2	+0	+1	+1	Tools of Terror
2nd	+2	+3	+0	+1	+2	Resist Scan
3rd	+3	+3	+1	+2	+2	Tools of Terror
4th	+4	+4	+1	+2	+3	Sneak Attack (+1d6)
5th	+5	+4	+1	+3	+4	Tools of Terror
6th	+6/+1	+5	+2	+3	+4	Fanatic
7th	+7/+2	+5	+2	+3	+5	Tools of Terror
8th	+8/+3	+6	+2	+4	+6	Sneak Attack (+1d6)
9th	+9/+4	+6	+3	+4	+6	Tools of Terror
10th	+10/+5	+7	+3	+5	+7	Master of Disaster

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.

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: +5.
Skills: Bluff 5 ranks, Computer Use 5 ranks, Intrigue 5 ranks, Subterfuge 5 ranks, Stealth 10 ranks.
Feats: Alertness, Improved Initiative, Point Blank Shot.
Influence: Thenta Makur Influence +10.
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 Acrobatics (Dex), Athletics (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (biology, chemistry, history, law, physics, specific culture, specific local or tactics) (Int), Linguistics (Int), Medical (Int), Notice (Wis), Operations (systems) (Int), Pilot (Dex), Sense Motive (Wis), Subterfuge (Dex) and Stealth (Dex).

Skill Points At Each Level: 6 + Int modifier.

Additional Influence: A Thenta Makur assassin's Thenta Makur Influence increases by +3 each level. He may also increase any one other Influence by +1.

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. A 1st level Thenta Makur assassin immediately gains one rank in each of the following skills:

Knowledge (biology), Knowledge (chemistry), Knowledge (history), Knowledge (law), Knowledge (physics), Knowledge (tactics), Subterfuge and Stealth.

These skill ranks are in addition to the 6 + Int modifier skill points the Thenta Makur assassin receives at 1st level.



The Thenta Makur Assassin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+1	+0	+2	+1	+1	Intense Training
2nd	+2	+0	+3	+1	+2	Sneak Attack (+1d6)
3rd	+3	+1	+3	+2	+2	Advanced Interrogation, Favoured Weapon
4th	+4	+1	+4	+2	+3	Sneak Attack (+1d6)
5th	+5	+1	+4	+3	+4	Critical Strike

Sneak Attack: 2nd level Thenta Makur assassins are trained to take advantage when a vulnerability presents itself. This ability only works when a Thenta Makur assassin attacks another character with close combat or personal ranged attacks. It will not work with grenade attacks. The target character must be flat-footed, flanked or helpless for the sneak attack to work.

If the attack is successful, the Thenta Makur assassin deals an extra 1d6 points of damage. At 4th level, this extra damage is increased by 1d6.

Sneak attacks will not affect creatures immune to critical hits. If a creature has the damage from the attack reduced to 0 through Damage Reduction, armour or other means, then they will not suffer the sneak attack damage. If the Thenta Makur assassin makes more than one attack in a turn (through the full attack action or firing a weapon more than once), then the sneak attack will only apply to the first attack. Sneak attack is an Opportunism effect and is not multiplied with a critical hit. A Thenta Makur assassin's sneak attack will stack with sneak attack damage gained from other class features.

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.

Favoured Weapon: By the time the Thenta Makur assassin reaches 3rd level, he will have formed an attachment to his assassination weapon of choice. While he may not use it for every assassination – that would leave too many obvious clues – he will use it as his default and preferred method. The Thenta Makur assassin may choose one of the following feats, as long as it is applied to a close combat or personal ranged weapon (and he must meet the prerequisites for this feat as normal): Improved Critical, Weapon Focus or Weapon Specialisation.

Critical Strike: At 5th level, the Thenta Makur assassin's superb knowledge of anatomy, Narn and alien, allows him to strike at vital locations. The Thenta Makur assassin may add +1 to the threat range of any close combat or personal ranged weapon he is using. If the Thenta Makur assassin also has the Improved Critical feat in a weapon, this +1 bonus to the threat range is applied *after* the base score has been doubled by the feat.

THE TRUE SEEKER

The concept of true seekers has 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.

Additional Hit Points: 2.

Requirements

To qualify to become a true seeker, a character must fulfil all the following criteria.

Ability Scores: Constitution 13, Wisdom 13.
Race: Human or Minbari (though other races may be allowable with the Games Master's permission).
Skills: Diplomacy 5 ranks, Intrigue 5 ranks, Knowledge (any one) 10 ranks.
Feats: Iron Will.
Special: Must be handed a mission by another true seeker.

Class Skills

The true Sense Motive (Wis seeker's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intrigue (Cha), Linguistics (Int), Medical (Wis) and Sense Motive (Wis).

Skill Points At Each Level: 4 + Int modifier.

Additional Influence: A true seeker's Minbari Social Influence increases by +1 each level. He may also increase any two other Influences by +1 each.

Class Features

All of the following are class features of the true seeker prestige class.

Weapon Proficiency: A true seeker is proficient with all close combat weapons.

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 one failed saving throw per day, while pursuing his True 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, minor quest to his portfolio 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. Only one Seeker's Quest can be chosen at any one time.

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 +4 competence bonus to all Diplomacy and Sense Motive checks. However, he may never make a Bluff or Intimidate 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.

Seeker's Knowledge: 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 (he must meet the prerequisites for this feat as normal):

Alertness, Alien Empathy, Contact, Data Access, Devoted Friend, Dodge, Fluency, Great Fortitude, Improved Initiative, Harm's Way, Lightning Reflexes, Sixth Sense or Toughness.

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 3) and attempt to persuade him to not attack. This is a Diplomacy check made as full round action. The aggressor opposes this Diplomacy check with a Will save (adding his character level as a bonus). If the true seeker succeeds, the aggressor may still remain hostile but will not attack for a period of at least one 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 thing to do. At 7th level the true seeker gains a natural Damage Reduction score equal to his Constitution bonus, so long as he is acting in direct relation to his True or Seeker's Quests. This Damage Reduction represents the true seeker's desire to carry on his quest no matter what the cost and does not stack with armour.

Aura of Peace: At 9th level, the true seeker radiates an Aura of Peace that immediately puts any creature at ease. He may

The True Seeker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+1	+1	+2	+1	True Quest
2nd	+1	+1	+1	+3	+2	Seeker's Quest
3rd	+1	+2	+2	+3	+2	Ethical Diplomacy
4th	+2	+2	+2	+4	+3	Infinite Promise
5th	+2	+3	+3	+4	+4	Seeker's Knowledge
6th	+3	+3	+3	+5	+4	Infinite Goodness
7th	+3	+3	+3	+5	+5	Shield of Faith
8th	+4	+4	+4	+6	+6	Infinite Promise
9th	+4	+4	+4	+6	+6	Aura of Peace
10th	+5	+5	+5	+7	+7	Seeker's Knowledge

use Infinite Goodness upon any living creature, regardless of its Intelligence score or whether he shares a common language with it. The True Seeker also gains a +4 competence bonus to all Linguistics checks.

THE XENOARCHAEOLOGIST

It is an accepted 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.

Additional Hit Points: 2.

Requirements

To qualify to become a xenoarchaeologist, a character must fulfil all the following criteria.

Skills: Computer Use 5 ranks, Knowledge (specific culture) 5 ranks, Knowledge (history) 8 ranks, Investigate 8 ranks.
Feats: Alien Empathy.
Special: Must possess the Mental Agility class feature.

Class Skills

The xenoarchaeologist's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Investigate (Int), Intrigue (Cha), Knowledge (any) (Int), Linguistics (Int), Medical (Int), Notice (Wis), Operations (sensors or systems), Subterfuge (Dex), Stealth (Dex) and Technical (any) (Int).

Skill Points At Each Level: 4 + Int modifier.

Additional Influence: A xenoarchaelogist may increase any one Economic Influence by +2 each level. He may also increase any two other Influences by +1 each.



Class Features

All of the following are class features of the xenoarchaeologist prestige class.

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

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 bonus to any saving throw required to avoid a trap.

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 1st level and every odd level thereafter, the xenoarchaeologist gains one rank in a Knowledge (specific culture) or Knowledge (specific local) skill he does not already possess.

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 have a fair chance of making them fully functional once more. If he succeeds at a Wisdom check (DC 10), he may avoid the –4 non-familiarity penalty for trying to use a piece of alien equipment. This ability is generally only used when attempting to a device when the xenoarchaeologist does not have 4 ranks in Knowledge (equipment's culture) or selected the culture with the scientist's Alien Technology Familiarity class feature.

Alertness: At 4th level, the xenoarchaeologist gains the Alertness feat, even if he does not have the prerequisites for 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, Lightning Reflexes or Toughness as a bonus feat.

Expert Linguist: The xenoarchaeologist spends nearly all of his time studying long-dead languages or bartering with alien races in order to gain access to hidden or secure xenoarchaeological sites. At 7th level, a xenoarchaeologist adds his class level as a competence bonus to all Linguistics checks. If the xenoarchaeologist already has the Primary Area of Study (Linguistics) scientist class feature, add the class levels together to determine the total bonus.

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 Endurance as a bonus feat.

THE FIRST ONES

There are many races in the galaxy older than Humanity, older even the Centauri and the Minbari. Most of these ancients are dead or gone but the remains of their civilisations are scattered on worlds across known space. Explorers on newly-colonised worlds often come across signs of previous habitation. Some of these relics are incredibly valuable and powerful – technology like interceptors and jump gates were recovered from artefacts left behind by dead races. These 'Middle Born' races possessed technologies hundreds or thousands of years in advance of Humanity.

There are, however, other races who are much older than that; they walk amongst the stars like giants, vast and incomprehensible. They are the First or Elder Ones, the

The Xenoarchaeologist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1st	+0	+1	+2	+0	+0	Dodge Trap, Superior Knowledge
2nd	+1	+1	+3	+0	+1	Use Alien Artefact
3rd	+2	+2	+3	+1	+1	Superior Knowledge
4th	+3	+2	+4	+1	+2	Alertness
5th	+3	+3	+4	+1	+3	Hardy
6th	+4	+3	+5	+2	+3	Superior Knowledge
7th	+5	+3	+5	+2	+4	Expert Linguist, Superior Knowledge
8th	+6/+1	+4	+6	+2	+5	Instinctive Survival
9th	+6/+1	+4	+6	+3	+5	Superior Knowledge
10th	+7/+2	+5	+7	+3	+6	Hardy



first races to evolve in this galaxy. They are as far beyond the Younger Races as the Humans are beyond microbes and insects. Their technology is like magic; their power, like gods. Most of the First Ones vanished long ago, departing this galaxy to go beyond the Rim… but a few remain. The system Sigma 957, for example, is home to a gigantic ship/being/entity known as the Traveller; it appears, destroys any nearby ships, then vanishes again, moving in a direction that instruments cannot track and minds cannot fathom.

The majority of these enigmatic entities neither have nor desire any contact whatsoever with the Younger Races. There are, however, two races of First One races who have a special duty to the Younger Races.

The Vorlons

The Vorlons are lords of order. They remained in this galaxy when the other First Ones departed in order to teach and guide the Younger Races. Species like the Minbari have been advised and manipulated by the Vorlons for millennia but few races have escaped Vorlon tampering. The Vorlons altered the perceptions of the Younger Races to see the Vorlons as angelic beings of light and also created telepaths for use as weapons against the Vorlons' enemies, the Shadows.

The Vorlons prefer to use others as their tools and agents, interceding in the battles against the Shadows only when absolutely necessary. It is better that the Younger Races form alliances against the darkness, structured unions of order with their Vorlon tutors at the apex.

Vorlon technology is based on organic principles and is millions of years in advance of even the Minbari. Few examples of this technology have been seen, apart from the Vorlons' armoured encounter suits and their eerie living ships.

The Shadows

Older even than the eldest First Ones, the Shadows are a race of primordial darkness, devoted to the principles of chaos. Every few thousand years, the Shadows awaken and move across the galaxy, 'kicking over the anthills' by attacking and starting wars among the Younger Races. The purpose of these wars is not mere carnage – violence and death promotes evolution and progress. Billions will die when the darkness rises, yes, but those who survive will be stronger. Kick over the anthill and it gets rebuilt better. In their own cruel way, the Shadows are teachers just like the Vorlons.

The Shadow homeworld is the planet of Z'ha'dum on the Rim, although they return there only when the great war is starting once again. Between the wars, the Shadows sleep, leaving their servant races like the Drakh. The Shadows have many such servants, races and individuals who are committed to the dream of chaos and strength through conflict.

The Shadows are insectoid in appearance, although they are rarely seen thanks to their ability to become invisible at will. They work through agents and conspiracies – during the Shadow War, for example, the Shadows' agent Mr Morden offered the support of his 'associates' to the Centauri and to other races in the League of Non-Aligned Worlds. Bolstered by the support of the alien ships, the chosen races started wars of conquest and spread chaos across the galaxy.

Shadow technology is based on organic principles but in a crueller, stranger fashion than that of the Vorlons. Many Shadow devices, including their capital ships, use living beings as control systems or processing units. These victims are wired into the heart of the machine, becoming *part* of the terrible black ships. Once they are put into one of the ships and hear the machine's perfect hymn of destruction, they are never the same again...

TRADE

Interstellar commerce is big business in the Babylon 5 universe. The station's primary purpose is diplomacy but it quickly became a nexus for trade, a free port between the major powers.

Trade in bulk goods like foodstuff, most raw materials and heavy machinery is the domain of large corporations. Only massive entities like the Earth megacorporations, the Brakiri guilds or the Centauri trade houses can maintain the tremendous freighters and cargo ships necessary. Independent traders make their fortune by dealing in smaller, higher-risk loads. Often, to make a worthwhile profit, a trader must carry items of… questionable legality.

Telepathy and the Shadows

The Vorlons created telepathy to be a weapon against their ancient enemy, the Shadows. Most of the telepathic abilities known to the Younger Races are in fact either misapplied or side effects, rather than obeying the Vorlons' original purpose. The two key Shadow-defeating abilities of telepaths are lie in their capability to sense the presence of Shadows and to disrupt Shadow machinery.

Sensing Shadows

All telepaths can sense the presence of Shadows themselves, their technology and their agents. This ability is termed 'accidental scan' by the Psi Corps and deemed as an unfortunate side-effect to the telepath's scanning abilities – the telepath picks up random thoughts and impressions from his environment, even though he has his carefully constructed mental blocks in place. However, detecting such psychic noise was never the Vorlons' intent when they engineered this ability into telepaths – they wanted to give their creations the ability to sense the Shadows.

Sensing Shadows works the same way as the accidental scan trait. However, sensing the presence of Shadows, their agents or their technology is relatively easy (Telepathy DC of only 14) and more likely to happen when a telepath is nearby rather than touching the Shadow item.

Though flashes of useful or useless information may occur, the primary response of a telepath is unease or claustrophobia around instances of Shadow technology or agents, while Shadow cruisers or Shadows themselves provoke a feeling of overwhelming terror.

If a telepath senses such an actual Shadow or powerful example of Shadow technology, he must make a Will save (DC 20 or higher) or be shaken for 10 minutes. This DC drops by 1 each time the telepath encounters the Shadows.

Blocking Shadows

Similarly, all telepaths can disrupt the mental signals that connect living control systems to the Shadow devices. All of the larger creations of the Shadows use evolved beings as processing centres and command nodes; telepaths can block the signals that represent communication between sentient node and the Shadow technology that it controls.

Telepaths know this ability as *daze*. Before the Shadow War, it was only ever used to cause minor disruptions in another creature's basic brain functions, essentially slipping them into a momentary fugue state. A useful trick but hardly a vital telepathic tool. Yet this form of mental disruption was one of the key goals of telepathy, engineered by the Vorlons millennia ago.

Using *daze*, a telepath can reach out and temporarily paralyse a Shadow device. However, the Power Required is not set at 8 and is instead dependent on the Shadow device being blocked – see the Blocking Shadow Technology table.

(continued on page 270)

(continued from page 269)

Blocking Shadow Technology

Type	Power Required	Average Will Save Bonus[1]
Trivial (Shadow computer)	6	+0
Minor (Shadow fighter)	10	+5
Average (Shadow cruiser)	12	+8
Major (Shadow installation)	16	+12
Powerful (Shadow superweapon)	20	+18

[1] Note that if the creature wired into the Shadow device has a better Will save bonus than the average Will Save Bonus listed in this column, use that instead.

As Shadows use living technology, the device will have the ability to make a Will saving throw to shrug off this paralysing force. They can repeat this save every round. If the save is successful, the blocking effect is cancelled and the telepath takes 1d4 nonlethal telepathic damage as backlash.

If the attempt to interfere is successful, the Shadow technology is paralysed. A Shadow ship is considered to be *drifting* and cannot execute orders.

Disruption
Instead of trying to entirely paralyse a target, the telepath can just try to disrupt its systems. This works in the same way as trying to paralyse the target, except that the Power Required is drops by 4 and the Shadow device merely suffers a –2 penalty to all rolls and checks for the duration. It will also lose its Handling bonus to Defence or its Dexterity bonus to Defence Value (whichever is appropriate).



The trade rules presented here are not designed to be the sole focus of a campaign. It is easy to make a living trading – just haul food from Earth to Mars, over and over and over again. However, a trader can make a handsome profit by taking risks and getting involved in adventures and conspiracies. The steps in a trading mission are:

1. Choose a cargo
2. Find a supplier
3. Purchase goods
4. Transport goods
5. Find a buyer
6. Sell goods
7. Pay expenses



Choose a Cargo

The type of goods available on a planet vary depending on the type of planet. Planets can be:

- **Core Worlds** – racial homeworlds and other long-established colonies with very high populations and a great deal of wealth.
- **Old Colonies** – not quite as old and wealthy as a core world, old colonies have been established long enough to have a diverse mix of light and heavy industries.
- **Industrial Colonies** – colonies centred around a heavy industrial base, such as construction yards, shipyards, factories and so on. Industrial colonies tend to be grim, functional places.
- **Agricultural Colonies** – colonies established on fertile worlds, where agriculture is the primary activity.
- **Mining Colonies** – colonies based around the extraction of some valuable natural resource. Mining colonies are often largely automated.
- **Outposts** – outposts tend to be military or scientific stations on the fringes of known space. Outposts just consume resources and rarely produce anything worth shipping.

The list of cargoes in the Cargo & Trade table is far from exhaustive. Ships have docked at Babylon 5 carrying everything from stuffed toys to nuclear weapons, from slaves to spoo.

Cargo & Trade

Cargo	Base Cost per Cargo Space	Acquisition Modifier	Buy At	Sell At	Legality Bonus
Alien Artefacts	2d6 x 2,000 cr.	2d6+4	Varies	Varies	Restricted (+10)
Art/Personal Effects	2,000 cr.	1d6	Old, Core	Industrial, Agricultural	Unrestricted
Chemicals	400 cr.	4	Agricultural, Industrial	Core, Agricultural, Industrial	Restricted (+5)
Computers	1,000 cr.	2	Old, Core	Industrial, Mining, Outpost	Unrestricted
Drugs	3,000 cr.	6	Old, Core, Agricultural	Industrial, Mining, Agricultural, Outpost	Restricted (+10)
Electronics	1,500 cr.	3	Old, Core	Industrial, Mining, Outpost	Unrestricted
Food, Basic	20 cr.	0	Agricultural	Core, Industrial, Outpost	Unrestricted
Food, Exotic	50 cr.	2	Agricultural, Old	Core, Industrial, Outpost	Unrestricted
Heavy Industry	1,500 cr.	4	Industrial, Old	Industrial, Mining	Unrestricted
Jump Technology	5,000 cr.	5	Old, Core	Mining, Outpost Varies	Restricted (+5)
Luxuries	1,000 cr.	1d4+2	Agricultural, Old	Old, Core, Outpost	Unrestricted
Machine Parts	1,000 cr.	2	Industrial, Old, Core	Agricultural, Industrial, Mining, Outpost	Unrestricted
Medical Supplies	1,000 cr.	4	Old, Core	Industrial, Mining, Agricultural, Outpost	Restricted (+5)
Metals, Base	80 cr.	0	Mining	Industrial	Unrestricted
Metals, Precious	2,000 cr.	+2	Mining	Old, Core	Restricted (+5)
Metals, Rare	5,000 cr.	4	Mining	Old, Core, Industrial	Restricted (+5)
Passengers	50 cr.	0	Varies	Varies	Unrestricted
Radioactive Materials	500 cr.	4	Mining	Old, Core, Industrial	Restricted (+5)
Ship Components	3,000 cr.	5	Old, Core	Industrial, Mining, Agricultural, Outpost	Unrestricted
Slaves ('indentured labour')	1,000 cr.	5		Industrial, Mining, Agricultural, Outpost	Restricted (+5)
Weapons, Personal	2,000 cr.	1d6	Industrial, Old	Varies	Restricted (+5)
Weapons, Military	5,000 cr.	1d6+2	Industrial, Old	Varies	Restricted (+5)
Weapons, Naval	10,000 cr.	2d6+2	Industrial, Old, Core	Varies	Restricted (+10)

Find a Supplier

The second step is finding a supplier on-planet to supply the chosen cargo. Better suppliers give better prices. The trader must make a Profession (trader or merchant) or Knowledge (specific local) check to find a supplier. A straightforward Intrigue check can be made instead, though this suffers a –4 penalty. Regardless of the skill used, it takes one day to make this check. Consult the Find a Supplier table for the result of the check.

Subtract the item's acquisition modifier from the Find a Supplier roll.

A character can call upon any Economic or Local Influences he has in the area to aid him in his search for a supplier. A successful Influence check (normally DC 15) adds a +5 influence bonus to the skill check.

This check has a +5 bonus if the world is on the 'buy at' list for the item (buying food at an agricultural colony) and suffers a –10 penalty if the world is on the 'sell at' list (buying food at an industrial colony).

Racial Trading Restrictions

Some races are stricter than others. The Racial Trading Restrictions table gives the legality modifiers for different governments. This modifier adds to the legality of a cargo (if it is restricted) and also its acquisition modifier.

For Example: Medical supplies normally have an acquisition modifier of 4 and are legally restricted (+5). However, if you are at an Earth Alliance outpost, the medical supplies are slightly harder to come by (acquisition modifier increases to 6) and they come under tighter regulations, increasing the restricted value to +7.

Racial Trading Restrictions

Government	Legality Modifiers
Abbai Matriarchy	+2
Brakiri Syndicates	–5
Drazi Freehold	–5 to weapons; +2 to others
Earth Alliance	+2
Centauri Republic	—
Narn Regime	–5
Minbari Federation	+5
Pak'ma'ra Domain	—

Find a Supplier

Check Result	Supplier Found
10 or less	None
11–15	Base Cost + 60%
16–20	Base Cost + 40%
21–25	Base Cost + 20%
26–30	Base Cost
31 or higher	Base Cost – 20%

Purchase Goods

The base cost of the goods is just that; a base cost. It is quite normal for the supplier and trader to haggle. This is an opposed Diplomacy check (assume the supplier has a total Diplomacy bonus of +2d10). For every five full points that the trader exceeds the supplier's check result, decrease the base cost by a further 5% (maximum –15%). For every five full points that the supplier exceeds the trader's check result, increase the base cost by a further 5% (maximum +15%).

Once the price has been determined, the goods can be purchased. To make things simpler, it is assumed that a supplier has as much of a given goods type as a trader needs (though a Games Master may well complicate this).

A trader buys as many cargo spaces worth of goods as he wishes, up to the capacity of his craft (the number of cargo spaces it has).

The cost of docking fees generally covers bringing cargo up to the trader's vessel.

Transport Goods

There is generally a security check-point at official docks, so illegal cargos may be discovered and seized. The first possible security check is made as the goods are loaded onto the trader's craft. If the goods are unrestricted, then this will be little more than a (possibly time-consuming) formality. If the goods are restricted, then there may be trouble…

The trader's ship takes off, heads through a jump point or gate into hyperspace and journeys to its destination.

The second security check may be made as the trader's craft docks. This is generally a precautionary measure, to make sure that nothing illegal is even brought into a particular docks, let alone traded there. If the goods are unrestricted, then this will be little more than a (possibly time-consuming) formality. If the goods are restricted, then there may be trouble…

Checkpoint Searches

If a ship is examined by agents of a government, make a legality roll and compare the result to the Checkpoint Search table.

1d20 + the cargo's legality bonus + racial trading restrictions modifier = checkpoint search total

Checkpoint Search

Checkpoint Search Total	Result
15 or less	Passed without comment
16–20	Delay as cargo is checked
21–25	Import taxes or bribes must be paid (normally 10% of purchase value of cargo)
26–30	Cargo impounded or seized
31 or higher	Ship impounded, crew arrested

Find a Buyer

Having arrived, the trader must now find a buyer on-planet to purchase the cargo. Note that this step may have actually been completed months ahead of the actual journey – it placed here for those traders that like to 'wing' matters.

The trader must make a Profession (trader or merchant) or Knowledge (specific local) check to find a buyer. A straightforward Intrigue check can be made instead, though this suffers a –4 penalty. Regardless of the skill used, it takes one day to make this check. Consult the Find a Buyer table for the result of the check.

Add the item's acquisition modifier to the Find a Buyer roll.

A character can call upon any Economic or Local Influences he has in the area to aid him in his search for a buyer. A successful Influence check (normally DC 15) adds a +5 influence bonus to the skill check.

This check has a +5 bonus if the world is on the 'sell at' list for the item (selling food at an industrial colony) and suffers a –10 penalty if the world is on the 'buy at' (selling food at an agricultural colony) list.

Find a Buyer

Check Result	Buyer Found
15 or less	None
11–15	Base Cost
16–20	Base Cost +10%
21–25	Base Cost +20%
26–30	Base Cost +40%
31 or higher	Base Cost +60%

Sell Goods

The base cost of the goods is just that; a base cost. It is quite normal for the trader and buyer to haggle. This is an opposed Diplomacy check (assume the buyer has a total Diplomacy bonus of +2d10). For every five full points that the trader exceeds the supplier's check result, increase the base cost by a further 5% (maximum +15%). For every five full points that the buyer exceeds the trader's check result, decrease the base cost by a further 5% (maximum –15%).

Once the price has been determined, the goods can be sold. To make things simpler, it is assumed that a buyer needs as much of a given goods type as a trader has (though a Games Master may well complicate this).

The cost of docking fees generally covers taking cargo from the trader's vessel to the buyer' warehouse.

Pay Expenses

The trader must pay whatever taxes, docking fees, supply costs and crew costs he has accumulated. This is normally covered, again, in the docking costs.

Taxes vary from government to government and usually depend on the legality of the item. Unrestricted items face a selling tax of 5% to 20% (d4 x 5%); restricted items a selling tax of 10% to 40% (d4 x 10 %). This tax is paid when the items are sold.

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



Selling Equipment

Sometimes trading isn't about bulk cargo or passengers – it is about hocking your personal possessions, or perhaps the possessions of another, in order to gain much-needed cash-in-hand. In general, a character can use the Find a Buyer rules in order to locate someone interested in buying equipment he has to sell. When it comes to negotiating a price, the base cost is normally half the listed price of the item (see the Equipment chapter).

Docking Fees table lists these costs for spacecraft of varying sizes.

Docking Fees

While space travel for most is in the form of being a passenger, there are those lucky enough to own or run their own spacecraft – and the mountain of debt that inevitably goes with that responsibility. At the bottom of the pile, and therefore the most accessible to Player Characters, are the free traders. These folk are independent haulage and shipping operators, who often barely make enough to cover the interest rates on their loans. Such operators are always only a single short step from insolvency… but that is an important step. Another inevitable bill that crosses every ship owner's desk are docking fees for their craft.

Even the largest spacecraft cannot contain entire worlds. Instead, they act as ferries through the infinite reaches of space, connecting living worlds to one another. They require places to load and unload cargo, refuel or simply sit while idle between missions. Docks provide these services for a fee. Many governments, in an effort to direct more interstellar traffic their way, provide their diplomats with expansive privileges to open docks to ships 'free of charge'. These privileges form a vital commodity of trade in the diplomatic world. Ambassadors exchange temporary docking rights for everything from an invitation to a meeting to cessation of undeclared conflicts. A ship must pay one day's fees in order to enter the dock. Most docks issue a bill every 30 days thereafter. If the ship leaves before the next billing cycle, it must pay any accumulated fees or the dock will not release the craft. A character with sufficient time and the Operations (systems) skill might be able to hack into the dock control system to release a ship without paying. The DC for such an action is generally 30. In order to determine the docking fee per day for ships of most standard sizes refer to the Docking Fees table.

Spaceyard

When a ship suffers damage during a combat the owner must pay for ship repairs in addition to any fines resulting from the crew's actions. If the ship has taken modest damage then a well-equipped dock can perform the repairs. More serious damage, like that sustained in a large firefight, requires more complete facilities. The Spaceyard Fees table shows the cost per day by ship size required to access a spaceyard. The price includes all docking fees, material costs and worker payments involved in restocking, refitting or repairing the ship.

When a character docks a ship with a shipyard, they will require a number of services. The most common is simply to restock the ship's consumables such as fuel, food, coolant, spare parts, reactant material and the like. However, a craft can also restore its lost armour, structural spaces and special qualities at a shipyard. This may take an unknown number of days, however – and every day in a shipyard costs a small fortune.

Docking Fees

Ship Size	Poor (Minor Colony)	Adequate (Colony)	Excellent (Major Colony, Babylon 5)	Exceptional (Homeworld)
Diminutive	375 cr.	500 cr.	1,000 cr.	2,000 cr.
Tiny	1,125 cr.	1,500 cr.	3,000 cr.	6,000 cr.
Small	1,875 cr.	2,500 cr.	5,000 cr.	10,000 cr.
Medium	2,625 cr.	3,500 cr.	7,000 cr.	14,000 cr.
Large	3,375 cr.	4,500 cr.	9,000 cr.	18,000 cr.
Huge	4,125 cr.	5,500 cr.	11,000 cr.	22,000 cr.
Gargantuan	5,625 cr.	7,500 cr.	15,000 cr.	30,000 cr.
Colossal	7,125 cr. or more	9,500 cr. or more	19,000 cr. or more	38,000 cr. or more

Spaceyard Costs

Ship Size	Poor (Minor Colony)	Adequate (Colony)	Excellent (Major Colony, Babylon 5)	Exceptional (Homeworld)
Diminutive	3,750 cr.	5,000 cr.	10,000 cr.	20,000 cr.
Tiny	7,500 cr.	10,000 cr.	20,000 cr.	40,000 cr.
Small	11,250 cr.	15,000 cr.	30,000 cr.	60,000 cr.
Medium	15,000 cr.	20,000 cr.	40,000 cr.	80,000 cr.
Large	18,750 cr.	25,000 cr.	50,000 cr.	100,000 cr.
Huge	22,500 cr.	30,000 cr.	60,000 cr.	120.000 cr.
Gargantuan	26,250 cr.	35,000 cr.	70,000 cr.	140,000 cr.
Colossal	30,000 cr. or more	40,000 cr. or more	80,000 cr. or more	160,000 cr. or more

Spaceyard Effects

Ship Size	Restock Consumables	Repair Damage In One Structural Area	Repair Armour Damage	Repair Special Quality
Diminutive	1 day	1 day	1 day	1 day
Tiny	1 day	1 day	1 day	1 day
Small	1 day	1dX days	1dX days	1dX days
Medium	1 day	1dX days	1dX days	1dX days
Large	1 day	1dX days	1dX days	1dX days
Huge	2 days	2dX days	2dX days	2dX days
Gargantuan	4 days	3dX days	3dX days	3dX days
Colossal	6 days	4dX days or more	4dX days or more	4dX days or more

Note that a shipyard cannot repair qualities that are beyond their technological base. Who has access to which technologies changes radically over the Babylon 5 season arc, so the Games Master will have the final decision as to which shipyards would be able to fix a White Star's EM Shield, for instance.

Poor quality spaceyards contain a bare minimum of working equipment. The workers struggle to make ends meet while repairing ships with parts rejected by other, more prosperous, spaceyards. They keep relatively poor records and try to avoid the attention of government regulators.

A Poor spaceyard uses a d8 when required to by the Spaceyard Effects table.
A Poor spaceyard can restock a ship's consumables but it may not have certain uncommon or rare consumables.
A Poor spaceyard can only repair the following special qualities: Atmosphere Capable, Grapple, Targeting Computer.

Adequate quality spaceyards contain working but not state of the art equipment. The workers are well-paid and reasonably competent at their jobs. The spaceyard's administration maintains all required records in an attempt to avoid government entanglements.

An Adequate spaceyard uses a d6 when required to by the Spaceyard Effects table.
An Adequate spaceyard can only repair the following special qualities: Afterburners, Atmosphere Capable, Automated, Grapple, Jump Point, Targeting Computer.

Excellent quality spaceyards have well maintained, high quality equipment. They hire skilled workers and technicians and include regular retraining as part of their operating expenses. These spaceyards keep extremely detailed records of all transactions but will try to maintain their client's privacy in the face of casual legal inquiries.

An Excellent spaceyard uses a d4 when required to by the Spaceyard Effects table.
An Excellent spaceyard can only repair the following special qualities: Active Chaff, Afterburners, Atmosphere Capable, Automated, Grapple, Jump Point, Pivotal Thrusters, Targeting Computer.

Exceptional quality spaceyards contain the most expensive, sophisticated equipment available anywhere in the known galaxy. Their workers are selected from among the best of the best and receive regular training to help them remain current with the latest technological trends. These shipyards keep

detailed records of every transaction, but will defend their client's privacy using any means necessary.

An Exceptional spaceyard uses a d3 when required to by the Spaceyard Effects table.
An Exceptional spaceyard can repair any special qualities, as long as the technology or expertise required to do so is available.

SPACE TRAVEL

In order to avoid the years, even decades, required to travel to other star systems, the technologically advanced races of the galaxy utilise jump gate 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 jump gates, 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 jump gate 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 jump gate beacon network in order to navigate hyperspace.

Many characters will never own their own spacecraft. The hundreds of millions of credits needed to purchase a worn out old Asimov-class transport is simply out of reach. The debt payments alone would wipe out everything but a major business. Fortunately for those who cannot afford their own spacecraft travel services exist to carry people from one end of the known galaxy to the other. Characters purchase tickets on spacecraft, paying all of the costs up front. Typically, the spacecraft will leave in 1d6 days. If the character wishes to leave immediately, he must pay three times the listed price.

Use the Space Travel table to determine travel price and estimated travel time based on the jump routes traversed and the quality of the travel service. A single transport company will typically offer two service qualities: a 'bargain' rate and their 'valued customer' service.

Poor quality space travel services amount to travel in a cargo hold. The carrier does not provide the passengers any supplies. Passengers sleep on raw metal floors or, at best, in body-sized tubes with a door covering one end. Sanitary facilities are shared with all of the passengers. There is a 10% chance the ship is also carrying illegal luxury goods (usually drugs) and will be boarded by the authorities at some point during its trip. These services rarely keep good records about their craft or passengers, making them popular with people attempting to avoid government detection.

Adequate quality space travel services generally provide the passengers with a shared communal area and a well appointed body-sized tube to sleep in. This sleeping tube has a relatively soft floor, a computer screen built into the ceiling and speakers to play music. It also contains sufficient power to run a laptop or other computer. The service also provides sustaining, if unappetising, meals and a small exercise area.

Excellent quality space travel services provide each passenger with a small, private, securable cabin measuring no more than 50 square feet. This cabin contains well-made furnishings, a comfortable bed and various entertainment and luxury amenities. The passengers may also order from a menu of luxury services, some of which may be illegal at either the flight's point of origin or its destination. The crew serves sustaining meals free of charge, or the passengers may pay for more luxurious meals if they wish to spend the credits.

Exceptional quality space travel services provide each passenger with a suite of rooms no less than 200 square feet in size. This suite contains all of the amenities the extremely rich have come to expect, as well as a selection of widely available luxuries provided at no additional charge. The passenger may, of course, purchase additional luxuries for a nominal fee.

Space Travel

Jump Route	Poor	Adequate	Excellent	Exceptional
Major Route (average time en route)	560 cr. (3 to 5 days)	750 cr. (12 hours to 3 days)	1,500 cr. (12 hours to 3 days)	3,000 cr. (12 hours to 3 days)
Minor Route (average time en route)	937 cr. (7 to 10 days)	1250 cr. (3 to 7 days)	2,500 cr. (2 to 6 days)	5,000 cr. (12 hours to 5 days)
Restricted Route (average time en route)	1,350 cr. (12 to 18 days)	1,800 cr. (5 to 10 days)	3,600 cr. (4 to 9 days)	Unavailable



Jump Gate Procedure

The Earth Alliance gained jump gate technology from the Centauri when the alien race first made contact with Humans, first leasing the use of their own jump gates 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 jump gates. 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 jump gate 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 jump gates built by an even older race who preceded them. Though the origins of jump gates 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.

Jump gates 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 Quantium-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 jump gate, 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 jump gate altogether.

Activating and Deactivating Jump Gates

Under normal circumstances, it takes an Operations (systems) check (DC 10) to activate a jump gate, creating either an entry into hyperspace or an exit out of it. The jump gate may stay open for a number of rounds determined by the craft that opened it, to a maximum of 10 rounds (one minute). Jump gates are normally set to close at the end of the round in which the opening craft enters or leaves hyperspace. While the gate is open, other spacecraft are free to use the jump gate.

By default, jump gates are set to handle spacecraft of up to Gargantuan size, though the struts may be moved apart to accommodate even larger objects. This is extremely rare and draws heavily on the fusion reactors powering the jump gate. Jump gates 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 jump gates to a dead state safely and another four or five days to power them back up again. Instead, controlled jump gates 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 jump gate for incoming traffic and then make an opposed Operations (systems) check with the crewman of the ship attempting to activate the jump gate. If he is successful, the jump gate will reject the access codes and will not activate. If he fails, the jump gate will activate as normal, allowing the ship to enter or leave hyperspace as it wishes.

Activating a Jump Point

Under normal circumstances, it takes an Operations (systems) check (DC 10) to engage a craft's jump engines and create a jump point, a vortex that draws the vessel into hyperspace or realspace. Only those craft with the Jump Point special feature may create jump points. A jump point is not as stable as a jump gate and may only stay open for a number of rounds determined by the craft that opened it, to a maximum of 3 rounds. Jump points close at the end of the round in which the opening craft enters or leaves hyperspace. While the jump point is open, other spacecraft are free to use the jump point.

HYPERSPACE

Once passing through a jump gate 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.

Every functional jump gate 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 space faring race has signed agreements and treaties that forbid the destruction of any jump gate, even in the midst of war. Every newly created jump gate 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.

Travelling through Hyperspace

A ship travelling through hyperspace must have its navigator succeed in a Knowledge (astrophysics) check at a DC shown on the Hyperspace Checks table 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 an Knowledge (astrophysics) check at a DC of 25 every day, or part thereof, 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 an Operations (piloting) or Pilot 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. An Operations (piloting) or Pilot check is required every round if a ship is involved in combat.

Any failed Knowledge (astrophysics), Operations (piloting) or Pilot check in hyperspace will result in the spacecraft losing its lock on of a beacon, sending it spiralling out off-beacon. If the craft is part of a fleet or wing, then it may choose to stick with the fleet or wing regardless (though it is not unheard of entire fleets being lost in this manner.

However, if the ship is alone, it 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. Such a lost craft may attempt an Operations (sensors) check once per day, at a DC equal to the failed DC +5 per day spent lost, to locate a beacon Note that which beacon found is entirely at random

Hyperspace Checks

Jump Route	**Knowledge (astrophysics) check DC**	**Time Required**
Major Jump Route	5	12 hours to 3 days
Minor Jump Route	15	3 to 7 days
Restricted Jump Route	20	5 to 10 days
Travel Outside Jump Routes	25	Variable
Manoeuvre	**Operations (piloting) or Pilot check**	**—**
Holding Station	20	—
Holding Station in Combat	25	—

and is almost certainly not the one the craft was originally heading toward.

The Hyperspace Checks table 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.

ENVIRONMENT

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 here.

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 damage which ignores 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 now start to suffocate, as detailed above.

In addition to the damage above, the character will suffer weak radiation damage as he is exposed to direct sunlight.

On top of all this, he will also begin to freeze due to the intense cold of space, suffering 1d6 points of cold 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.

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 a danger it poses.

The Explosive Decompression table 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.

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 or be sucked out into space.

Any object larger than the breach and with a Hardness 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 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 as they are exposed to vacuum (though they will probably escape radiation and cold damage for a few rounds.

Explosive Decompression

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

Climate

Cold Climates
Cold and exposure deal nonlethal damage to the victim. 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 nonlethal damage. Characters wearing heavy winter clothing may add a+4 bonus to their saving throw. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

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

A character who sustains any nonlethal damage from cold or exposure suffers from hypothermia and is fatigued. This damage cannot be recovered until the character warms up.

Hot Climates
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 nonlethal damage. Characters wearing armour or heavy clothing of any sort have a –4 penalty to their saving throw. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In extremely hot climates (above 110° F), a character must make a Fortitude save once every ten minutes.

A character who sustains any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. This damage cannot be recovered until the character cools down.

Disease

Diseases are all too common in the Babylon 5 universe, as races intermingle, so do their bacteria and viruses.

Races Affected: It is quite normal for a disease that is lethal to one race to be little more than an inconvenience to others. The disease will only affect the listed races; other races may ignore it.

Vector: The method by with the disease can be introduced into a body's system. A character must eat or drink contaminated material to catch ingested diseases, injury diseases must be physically introduced to a body (normally through a cut or sexual intercourse), inhaled diseases need only be breathed in.

Fort DC: This is the DC for the Fortitude saving throws necessary to avoid the initial or secondary effects of the disease.

Initial Effect: This is the effect that the disease has on the character immediately, upon the introduction of it to his system, as long as the Fortitude saving throw fails. If the Fortitude save is failed, the disease will incubate for the duration listed under its description before dealing its initial effect.

Secondary Effect: The character must make a Fortitude save every day or suffer the secondary effect of the disease. The disease will continue to have inflict its secondary effect until such time as the character succeeds in two Fortitude saves in a row to resist the disease.



Diseases

Disease	Races Affected	Vector	Fort DC	Incubation	Initial Effect	Secondary Effect
Drazi Flu	Drazi	Inhaled	17	1d3 hours	Doubles racial penalty to Wis checks and Will saves	1d3 Wis
Heretic	All	Ingested	15	1 hour	1 Con & sickened	1d2 Con
Ka'Va Loath	All (except Pak'ma'ra)	Injury	12	1d6 days	1d4 Str& sickened	1d3 Dex & 1 Cha
Lord Cheka's Lament	All (except Pak'ma'ra)	Injury	16	1 day	1d6 Str	1d6 Str
Lord Cheka's Lament (for Centauri)	Centauri	Injury	14	1d3 days	1d4 Str	1d3 Cha
Na'Path's Plague	Narn	Inhaled	14	1d6 days	1d4 Con & sickened	1d3 Cha

Drazi Flu: An affliction that only affects Drazi, this is a very virulent disease that is very easy to catch. It sweeps through whole colonies of Drazi within a matter of days… but is little more than powerful migraine accompanied with violent tendencies. The high death rate among Drazi is due to the secondary effects of the disease, rather than the disease itself.

Heretic: This disease is allegedly bioengineered, It is certainly rare that a disease affects all known species of life at a cellular level. However, Heretic only occurs within tainted foodstuffs and therefore does not tend to spread a great deal.

Ka'Va Loath: Originally an Abbai affliction that dried out the gills and skin, ka'va loath has adapted to the plethora of races within the universe. It causes a general degeneration in the musculature and skin.

Lord Cheka's Lament: A particularly virulent sexually transmitted disease, Lord Cheka's Lament has been a minor annoyance to the Centauri populace for hundreds of year. However, its effect on races other then Centauri is far more severe.

Na'Path's Plague: This Narn plague was though long-extinct. Its revival is blamed on the degraded living conditions enforced by Centauri occupation of Nar'Shal.

Falling

The basic rule of falling is simple: 1d6 points of lethal damage per 10 feet fallen.

If the character intentionally jumps from a height, he can take less damage than if he just falls. The Athletics DC to jump down from a height is 15. If the character succeeds on the check, he takes falling damage as if he had dropped 10 fewer feet than he actually did.

Falls onto yielding surfaces (soft ground, mud) converts the first 1d6 of damage to nonlethal damage.

Falls into at least 10 feet of water eliminates the first 2d6 of damage. The second 2d6 of damage converts to nonlethal damage. Any remaining d6s of falling damage are lethal.

Fire

All fires are characterised by their size, as detailed on the Fire table. If a character is exposed to a fire, he must make a Reflex save, 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. Damage Reduction applies as normal for fire damage.



Fire

Fire Size	Damage	Reflex Save DC	Example
Fine	—	—	Candle
Diminutive	1	—	Hot coal brick
Tiny	1d3	10	Flaming torch
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	6d6	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 is knocked over. The Games Master rules that it grows from a Fine fire to a Diminutive 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 Tiny, then Small, as it begins to burn the desk on which the papers lie. From there, the blaze becomes Medium and then Large, as it consumes the entire quarters. Other quarters begin to catch afire, making the fire Huge and then Gargantuan. Given no attention, a knocked-over candle can be responsible for a Colossal inferno,*

Light and Vision

Not everything happens in the cheery lights of the Zocalo. Most gunfights and combat takes place in the shadows or pitch-black. The Light Sources and Illumination table shows the radius that a light source illuminates.

In an area of bright light, all characters can see clearly. A character cannot use the Stealth skill to hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Characters within this area have concealment relative to that character. A character in an area of shadowy illumination can make a Stealth check to conceal itself.

In areas of darkness, characters are effectively blinded.

Characters with low-light vision (such as Narn) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.

Characters with darkvision (such as Brakiri) can see lit areas normally as well as dark areas within 60 feet. A character cannot hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Light Sources and Illumination

Illumination Source	Bright	Shadowy
Candle	n/a[1]	5 ft.
Lantern, burning	30 ft.	60 ft.
Lantern, powered	60 ft.	120 ft.
Torch, burning	20 ft.	40 ft.
Torch, powered[2]	60-ft. cone	120-ft. cone
Vehicular Lamps	120 ft.	240 ft.

[1] A candle does not provide bright illumination, only shadowy illumination.
[2] A powered torch illuminates a cone, not a radius.

Darkness
Characters with normal or low-light vision can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out or broken. In many cases, some characters might be able to see, while others are blinded. For purposes of the following points, a blinded character is one who simply cannot see through the surrounding darkness.

- Characters blinded by darkness lose the ability to deal extra damage due to precision (Opportunism effects, for example).
- Blinded characters are hampered in their movement and halve their base speed. Blinded characters cannot run or charge.



- All opponents have total concealment from a blinded character, so the blinded character has a 50% miss chance in combat. A blinded character must first pinpoint the location of an opponent in order to attack; if the blinded character launches an attack without pinpointing its foe, it attacks a random 5-foot by 5-foot space within its reach.
- A blinded character loses its Dexterity bonus to Defence Value and takes a –2 penalty to Defence Value.
- A blinded character takes a –4 penalty on Notice checks and most Strength- and Dexterity-based skill checks. A character blinded by darkness automatically fails any skill check relying on vision.
- A character blinded by darkness can make a Notice check as a free action each round in order to locate foes (DC equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen character 'over there somewhere'. It is almost impossible to pinpoint the location of an unseen character. A Notice check that beats the DC by 20 reveals the unseen character's 5-foot by 5-foot space (but the unseen character still has total concealment from the blinded character).

Smoke and Fog

Smoke and fog effectively reduce ambient illumination, by one third, half, or two thirds.

For Example: *A burning lantern in a light fog will only brightly illuminate a 20 foot radius and provide shadowy illumination to 40 feet.*

The same burning lantern in a moderate fog will only brightly illuminate a 15 foot radius and provide shadowy illumination to 30 feet.

The same burning lantern in a thick fog will only brightly illuminate a 10 foot radius and provide shadowy illumination to 20 feet.

Extremely thick fog or smoke counts as darkness and darkvision will not help in this case. Also, a character who breathes thick or extremely thick smoke must make a Fortitude save each round (DC 15, +1 per previous check) or become nauseated. Failing further checks while nauseated causes 1d4 nonlethal damage as the character retches.

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.

Radiation

Radiation Strength	Example	Fort DC	Incubation	Effect
Weak Radiation	Exposed to solar radiation without a pressure suit; Exposed within 10 feet of minor radiation source (exposed energy conduit); Exposed within 11 to 20 feet of regular radiation source; Exposed within 21 to 100 feet of major radiation source; Exposed within 101 feet to 1 mile of severe radiation source	10	1 day	1 damage to all ability scores
Moderate Radiation	Exposed within 10 feet of regular radiation source (an emitter array); Exposed within 11 to 20 feet of major radiation source; Exposed within 21 to 100 feet of severe radiation source	12	6 hours	d3 damage to all ability scores
Severe Radiation	Exposed within 10 feet of major radiation source (a nuclear waste site); Exposed within 11 to 20 feet of severe radiation source	15	1 hour	d6 damage to all ability scores
Cataclysmic Radiation	Exposed within 10 feet of devastating radiation source (the epicentre of a bomb-laden White Star crashing into a planet)	20	1 minute	2d6 damage to all ability scores

In many ways, radiation is treated like a disease. Any character coming within a certain distance of a source of radiation must make a Fortitude save every round or, following the listed incubation period, suffer the listed effects.

As soon as a Fortitude save is failed, the initial effect takes place after the incubation period. After the effect has occurred once, the character must keep on making Fortitude saves, one every incubation period. Failure applies the effect to the character again. Successful Fortitude saves at this point only stave off the effect for one incubation period – they do not cure the radiation sickness.

Only medical treatment can cure radiation sickness once it has set in.

For Example: *Sathenn is caught in the explosion of a Sharlin's power conduit. While he suffers some hit point damage, the Games Master also rules that the explosion counts as a minor radiation source. Failing the DC 10 Fortitude save, Sathenn carries on as normal for the moment. One day later, he suffers 1 damage to all his ability scores. Unfortunately, Sathenn is in the middle of a mission and cannot afford to take time out in a Minbari medical facility and cure his radiation sickness. Every day after the first effects have set in, Sathenn must make a DC 10 Fortitude save. Success will merely mean that he does not suffer another 1 damage to his ability scores that day – he will still have to make another Fortitude save every day until he is medically cured of his radiation sickness.*

Starvation and Thirst

In normal climates, characters need at least a gallon of fluids and about a pound of decent food per day 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 one day plus a number of hours equal to his Constitution score, in growing discomfort. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 nonlethal damage and become fatigued. This damage cannot be recovered until the character drinks.

A character can go without food for three 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 nonlethal damage and become fatigued. This damage cannot be recovered until the character eats.

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 or suffocate. In the first round, he is immediately reduced to 0 hit points. In the following round, he drops to –1 hit points and is now dying. In the third round, he automatically drops to –10 and dies.

A character can breathe easily for six hours in a sealed chamber measuring 10 feet on each side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. A character who sustains any nonlethal damage

from lack of oxygen and becomes fatigued. This damage cannot be recovered until the character either gains more air (perhaps by donning a pressure suit) or leaves the air-starved environment.

Each additional character or significant fire source halves the time the air will last. Thus, two characters can last for three 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 nonlethal damage each time they fail. A character who sustains any nonlethal damage from lack of oxygen and becomes fatigued. This damage cannot be recovered until the character leaves the thin atmosphere environment.

Traps

Traps are generally complications that seek to hinder or harm characters as they attempt a particular action. This can be straightforward as a security door that becomes electrically charged if someone inputs a false security code. Or it can be a subtle camera that takes pictures of any character that accesses a certain StellarCom terminal. It can also be a Gaim warhead on the verge of exploding…

All traps have the following elements: trigger, reset, Investigate DC, Subterfuge DC, attack bonus (or saving throw DC) and an effect. They may also have a bypass mechanism. These characteristics are described below.

Trigger
A trap's trigger determines how it is sprung.

Proximity: This trigger activates the trap when anything approaches within a certain distance of it.

Sound: This trigger springs a trap when it detects any sound above a certain decibel level. A sound trigger generally has a +15 bonus on Notice checks. A successful Stealth check can defeat it.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger. This trigger may be

Trap DCs

Trap is...	Example	Investigate DC
Easy to spot[1]	A sparking terminal which has stripped wires hanging out of it.	10
Straightforward to spot[1]	A camera positioned in the corner of a room, aimed at the door.	15
Tough to spot	A typical explosive planted in a vehicle, wired to the ignition.	20
Difficult to spot	A tiny gas nozzle positioned underneath a door switch.	25
Extremely Difficult to spot	A chemical bomb laced into person's clothing, created by a master terrorist.	30+
Trap is...	**Example**	**Subterfuge DC[2]**
Simple	A floor that will give way if too much weight is placed on it.	15
Average	A primitive yet effective scythe trap.	20
Difficult	A tampered-with terminal that will erase all data if the wrong code is punched in.	25
Complex	A bank vault's security system.	30
Nightmarish	A Gaim warhead with triple-redundancy features, pressure switches and five separate tampering trigger switches.	35+
Trap is...	**Example**	**Technical (X) DC[2]**
Simple	A floor that will give way if too much weight is placed on it.	Mechanical, 10
Average	A primitive yet effective scythe trap.	Mechanical, 15
Difficult	A tampered-with terminal that will erase all data if the wrong code is punched in.	Electronics, 20
Complex	A bank vault's security system.	Electronics, 25
Nightmarish	A Gaim warhead with triple-redundancy features, pressure switches and five separate tampering trigger switches.	Engineering, 30+

[1] A Notice check at a –5 penalty may be used instead to spot an easy or straightforward to spot trap.
[2] Exceeding the DC by 10 or more means that no trace is left of your tampering (though a Subterfuge check will still have left the trap disabled.

physically attached to the part of the mechanism that deals the damage or it may not.

Visual: This trigger for traps works like an actual eye, springing the trap whenever it spots a certain something. This 'something' must be visually distinctive, such as a certain race or item. A sound trigger generally has a +15 bonus on Notice checks. A successful Stealth check (or sometimes Subterfuge, if you attempting to hide an item) can defeat it.

Reset
A reset element is the set of conditions under which a trap becomes ready to trigger again.

Automatic: The trap resets itself, either immediately or after a timed interval.

Manual: Resetting the trap requires someone to move the parts back into place. This is normally a Technical check, though the specific Technical skill used depends on the trap. The DC is normally the same as the trap's Subterfuge DC to disable.

No Reset: Short of completely rebuilding the trap, there is no way to trigger it more than once.

Repair: To get the trap functioning again, you must repair it. This is normally a Technical check, though the specific Technical skill used depends on the trap. The DC is normally the same as the trap's Subterfuge DC + 10 to disable.

Bypass (Optional Element)
If the builder of a trap wants to be able to move past the trap after it is created or placed, he will have built in a bypass mechanism – something that temporarily disarms the trap.

Lock: A lock bypass requires a DC 20 or higher Subterfuge check to open.

Hidden Switch: A hidden switch requires a DC 20 or higher Investigate check to locate.

Hidden Lock: A hidden lock requires a DC 20 or higher Investigate check to locate and a DC 20 or higher Subterfuge check to open.

Investigate, Subterfuge and Technical DCs
Most traps are hidden, though this is not always the case. They also come in a bewildering variety of complexity, from a simple pit trap to Vorlon mind-wiping safeguards. The Trap DCs table gives examples of different traps.

Trap Effects

Trap is...	Example	Effect[1]	Save DC
Close combat attack	Falling rocks, swinging scythe	This is a normal close combat attack[2] and will normally have an attack bonus of between +0 and +15. It can deal any amount of damage, but a good average is 2d6. If the character attacked is not aware of the trap, he is caught flat-footed. The type of damage is determined by the particular trap.	—
Explosion	Bombs, detonating electrical equipment	Quite simply, these will cause a rolled amount of damage (3d6 as an average) to everything within a specified area.	Reflex save, DC 10 to 25 to halve damage
Gas	Gas blown or ventilated into area	Poison or drug gas is pumped into the local atmosphere. All characters within a specified area must begin making Fortitude saves to avoid the drug's effect (as long as they are susceptible to the drug).	Fort save, DC as drug, to resist effect
Other	Alarm, camera, data changes	Setting off the trap starts a camera recording, sets off an alarm, wipes out a data store, seals a door or has some other effect that does not immediately affect the character that set it off.	Usually no save is possible
Pit	A big hole in the ground…	Falling into a pit deals 1d6 points of damage per 10 feet of depth. However, spikes, acid or other nastiness at the bottom of the pit may increase this damage.	Reflex save, DC 15 to 25 to avoid falling in
Ranged attack	PPG turret activated, flurry of darts fired	This is a normal personal ranged attack[2] and will normally have an attack bonus of between +0 and +15. It can deal any amount of damage, but a good average is 2d6. If the character attacked is not aware of the trap, he is caught flat-footed. The type of damage is determined by the particular trap.	—
Telepathic attack	Vorlon mindwipe trap	Only used to protect particularly ancient artefacts, telepathic attacks generally replicate a specific telepathic ability or have a unique effect.	Will save, DC 15 to 30 to resist effect

[1] Note that any trap can have an onset delay, an the amount of time between when the trap is sprung and when it has an effect.
[2] Poisoned or diseased weapons often complicate traps that rely on ranged or close combat attacks.

The Investigate DC is a signifier of how well-concealed a trap is. Only those who succeed in spotting a trap may attempt to disable it (with a Subterfuge or Technical check).

The Subterfuge DC shows how easy it is to disable a trap – this neutralises it and it will need to be repaired.
The Technical DC shows how easy it is to disable a trap – the trap is not usually damaged when using the Technical skill. It also specifies which particular Technical skill is required.

Example Traps

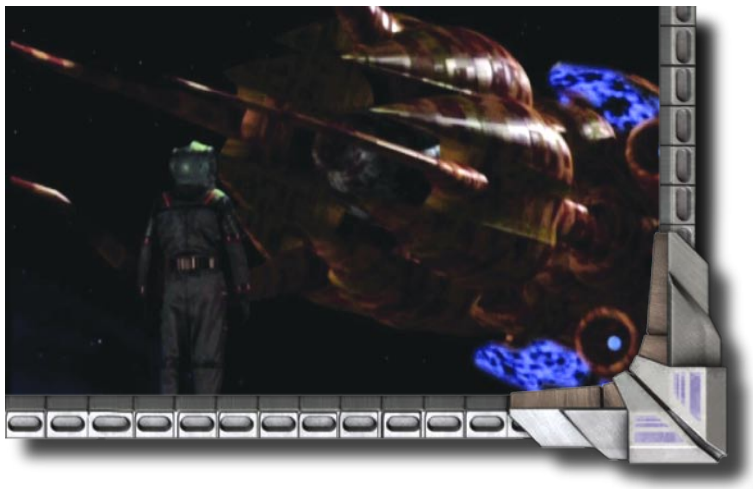
Trap	Typical Trigger	Reset	Bypass?	Investigate DC	Subterfuge DC	Technical Type & DC	Save & DC	Effect
Activated PPG Turret	Visual (humanoids); +15 Notice	Automatic in 1d6 rounds	No	10	25	Electronics, 20	—	Ranged attack +8/+3, 2d8 energy dam, 19–20 crit, 50 ft. cone, AP 2
Alarm (silent or audible)	Any	Automatic in 1d6 rounds	Yes (hidden switch, DC 20)	25	20	Electronics, 15	—	Alarm is set off, either silent (alerting guards at a station) or audible.
Bomb, Chemical	Touch	None	No	15	25	Engineering, 20	Reflex DC 15 half	Explosion for 5d6 damage to everything within 20 ft.
Bomb, Nuclear	Timed (one hour)	None	No	15	35	Engineering, 30	Reflex DC 30 half	Explosion for 10d10 damage to everything within 1d6 miles, plus cataclysmic radiation effects.
Camouflaged Pit Trap	Touch	Manual	No	15	15	Mechanical, 10	Reflex DC 10 negates	Fall into pit 2d6 x 10 ft. deep, 1d6 dam per 10 ft. fallen, +1d6 piercing dam from spikes at bottom.
Camera	Any	N/a	Yes (hidden switch, DC 25)	10 to 20	15	Electronics, 10	—	Camera records immediate (30 ft. x 30 ft.) environs for 2d6 hours.
Data Recorded	Any	N/a	No	25	15	Electronics, 20[1]	—	The individual who set off the trap has his details recorded, usually by camera, but also through sweat analysis, action profiling and so on.
Data Wiped	Any	N/a	No	25	15	Electronics, 20[1]	—	Whatever information the trap protects (physical documents, data file) are incinerated/deleted.
Electrocution	Touch	Automatic in 1d6 rounds	Yes (lock, DC 20)	20	25	Electronics, 20	Reflex DC 15 negates	The door handle/ terminal/floor becomes 'live' when the trap is triggered. 3d6 energy dam.

Fusillade of Darts	Touch	Repair	Yes (hidden switch, DC 20)	15	25	Mechanical, 20	—	Ranged attack +4, 1d4 piercing dam, x3 crit, 30 ft. cone
Laser	Visual (anything); +20 Notice	Automatic in 1d6 rounds	Yes (hidden switch, DC 25)	20	20	Electronics, 25	Reflex DC 25 half	Laser wire mesh forms and immediately bisects area (normally 10 ft. by 10 ft.). 5d6 energy dam.
Morph Gas Released	Touch	Repair	Yes (lock, DC 25)	25	25	Electronics, 20	Fort DC 15 negates	Morph gas is released into immediate area (normally 30 ft. by 30 ft. area),
Scything Blade	Proximity	Manual	No	15	15	Mechanical, 10	—	Close combat attack +8, will attack all within a set path (normally 10 ft. wide), 2d4 slashing dam, x4 crit.
Seal Off Area	Sound; +15 Notice	Manual	No	15	20	Electronics, 15	—	The entire area is magnetically sealed off and rendered airtight (doors lock, security barriers come down, windows seal, adding +10 to their Break DC). Often the prelude to a gas effect.
Vorlon Mindwipe	Proximity	Automatic, immediate	Yes (hidden lock, DC 35)	35	35	Engineering, 30[2]	Will DC 30 negates	Any living creature within 30 ft. by 30 ft. area suffers 3d6 Wis dam and chronic amnesia.

[1] A Computer Use check may be substituted, if the information is contained within a data system.
[2] A Telepathy check may be substituted… but a failure results in the telepath suffering the effects without the benefit of a saving throw.

Zero and Low Gravity

It is quite common to encounter low or zero gravity in the Babylon 5 universe. Dealing with zero or low gravity is mostly a case of using the Acrobatics skill (see page 62).



Variant Gravities

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 Variant Gravities table. 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.

Variant Gravities

Gravity	Dex Mod	Str Mod	Jump Distance	Lifting Capacity	Climbing Speed	Falling Damage	Base Speed	Range Increment[2]
Microgravity (0.1 g or less)	–8[1]	—	x8	x8	x8	x0.125	x8	x8
Very Low (0.1g–0.5g)	–4[1]	—	x4	x4	x4	x0.25	x4	x4
Low (0.5g–0.8g)	–2[1]	—	x2	x2	x2	x0.5	x2	x2
Earth Standard (0.8g–1.2g)	—	—	—	—	—	—	—	—
High (1.2g–2.0g)	–2	–2	x0.5	x0.5	x0.5	x2	x0.5	x0.5
Very High (2.0g–4.0g)	–4	–4	x0.25	x0.25	x0.25	x4	x0.25	x0.25
Extreme (4.0g or more)	–8	–8	x0.125	x0.125	x0.125	x8	x0.125	x0.125

[1] This Dex mod is ignored for low, very low or microgravity of the character has the Spacecraft Proficiency feat.
[2] The increase to range increments only applies to projectile weapons (bows, crossbows) or thrown weapons.

Weather

Normally, weather is of little importance, especially on Babylon 5 and other orbital facilities or spacecraft. However, when on a planet, weather can play an important role. A Games Master may decide that the planet is relatively Earth- or Minbar-like and therefore there is likely to be at least clement weather. However, even Earth-like planets may have rainstorms or hurricanes. Other planets may be embroiled in permanent weather phenomena – the Pak'ma'ra homeworld of Melat is virtually lethal to non-Pak'ma'ra.

Precipitation

Most precipitation is rain but in cold conditions it can manifest as snow, sleet or hail.

- *Rain:* Rain reduces visibility ranges by half, resulting in a –4 penalty on Notice or Investigate checks. It also halves the range increment of ranged weapon attacks.
- *Snow:* As rain, plus once it is at least one foot deep, a character's base land speed is reduced by one-quarter. Once it is at least three feet deep, a character's base land speed is halved. A typical day of snowfall leaves 1d6 inches of snow on the ground.
- *Sleet:* As rain, as it is essentially frozen rain. Once there is a thin layer on the ground, it will require Acrobatics checks as it forms a slippery surface (DC 10).
- *Hail:* As rain, and sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage per round to anything in the open. Once on the ground, hail has the same effect on movement as sleet.

Wind

- *Light Wind:* A gentle breeze, having little or no game effect.
- *Moderate Wind:* A steady wind with a 50% chance of extinguishing unprotected flames, such as candles and burning torches or lanterns.
- *Strong Wind:* Gusts that automatically extinguish candles and burning torches or lanterns. Such gusts impose a –2 penalty on ranged attack rolls and on Notice checks.
- *Severe Wind:* As strong wind, except that severe winds impart a –4 penalty to ranged weapon attacks and Notice checks.
- *Windstorm:* As strong wind, except that windstorms impart a –8 penalty Notice checks and ranged weapon attacks are impossible.
- *Hurricane-Force Wind:* As strong wind, except that hurricane-force winds make Notice checks and ranged weapon attacks impossible.

Winds

Wind Force	Wind Speed	Ranged attack / Notice check penalty	Wind Effect on Medium-sized Creatures
Light	10 mph or less	—	None
Moderate	11–20 mph	—	None
Strong	21–30 mph	–2 / –2	Checked: Unless the character succeeds at a DC 10 Athletics check, he is unable to move forward against the force of the wind.
Severe	31–50 mph	–4 / –4	Checked: Unless the character succeeds at a DC 15 Athletics check, he is unable to move forward against the force of the wind.
Windstorm	51–74 mph	Impossible / –8	Knocked Down: Unless the character succeeds at a DC 20 Athletics check, he is knocked prone by the force of the wind. Even if not prone, a character must succeed at a DC 25 Athletics check to avoid being Checked.
Hurricane	75 mph or more	Impossible	Blown Away: Unless the character succeeds at a DC 25 Athletics check, he is knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet rolled. Even if not knocked prone, a character must succeed at a DC 30 Athletics check to avoid being Checked.

PLANETARY TRAVEL

Most travel of any importance in the universe of Babylon 5 is either done over very short distances (from one side of a room to another) or very long distances (the immense gulfs between systems). Nevertheless, it is sometimes necessary to determine how far a character can travel on foot or in a vehicle over a period of hours or days.

Hiking

Characters can hike – walk over long distances – for a number of hours equal to their Constitution score. A character with the Endurance feat may increase the number of hours hiked by 4. Once this number has been reached, the character becomes fatigued. The character requires 8 hours rest to recover from this.

A character can push on past this point for a number of hours equal to his Constitution modifier, though doing so automatically renders the character exhausted once he stops. Characters cannot hike while exhausted.

Every hour, the character will cover a number of miles equal to their base speed divided by 3. A successful Athletics check can increase the mileage per hour. A character with the Endurance feat may add a +4 bonus to this roll. Every full ten points of the result increases the mileage per hour by +1.

Characters cannot run when hiking – running is only useful over short distances, generally less then one mile.

Poor Visibility
Poor visibility, whether due to rain, fog or darkness, halves the base speed of a character (or reduces it to ¾ if the character has the Blind-Fight feat).

Driving

Far more often than hiking, characters will drive or be transported over long distances. Different modes of transport move at different speeds.

Every hour, the transport will cover a number of miles equal to its speed. A successful Drive (or, more rarely, Operations (driving) check can increase the mileage per hour. Every full ten points of the result increases the mileage as noted in the speed increase column of the Transport Speeds table.

Transport Speeds

Transport Mode	Speed (miles per hour)	Speed Increase
Crawler	5 mph	+1 mph per 10 points
Fusion Bike	100 mph	+d10 mph per 10 points
Fusion Car	80 mph	+1d8 mph per 10 points
Monorail	200 mph	+2d10 mph per 10 points
Rover	30 mph	+1d3 mph per 10 points
Tank	7 mph	+1 mph per 10 points

Poor Visibility
Poor visibility, whether due to rain, fog or darkness, reduces the base mph of a vehicle by 25% (10 % if the character has the Surface Vehicle Proficiency feat).

Terrain

Whether you are driving or hiking, the terrain makes a big difference to how far you can travel in one hour. Your calculated 'mileage per hour' is multiplied by the figure in the Terrain table.

Terrain

Terrain	Modern Road	Old Road or Trail	Trackless
Desert, sandy	x1	x0.5	x0.5
Forest	x1	x1	x0.5
Hills	x1	x0.75	x0.5
Jungle	x1	x0.75	x0.25
Moor	x1	x1	x0.75
Mountains	x0.75	x0.75	x0.5
Plains	x1	x1	x0.75
Swamp	x1	x0.75	x0.5
Tundra, frozen	x1	x0.75	x0.75

Personal Encumbrance

A character can only carry so much. If a character's gear is too heavy, it will slow him down more than even armour will. Compare the total weight of all that a character is carrying to the Carrying Capacity table. Depending on how the weight compares to the character's carrying capacity, he will be carrying either a light, medium or heavy load.

Medium and heavy loads impart an encumbrance penalty onto the character, which applies to all Strength and Dexterity-related checks and Reflex saves. Such loads also reduce the base speed of the bearer by 10 feet. Heavy loads also reduce the running multiplier from x4 to x3. Note that encumbrance penalties and armour check penalties will stack, making it virtually impossible for heavily encumbered and heavily armoured characters to perform key actions. This is the reason why armour is used only sparingly in the Babylon 5 universe and that a character will generally only carry what is essential.

Lifting and Dragging
A character can lift as much as his maximum load over his head. A character can lift as much as double his maximum load off the ground but he can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defence Value and can move only 5 feet per round (as a full round action).

A character can generally push or drag along the ground as much as five times his maximum load. Favourable conditions can double these numbers and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures

The figures on the Carrying Capacity table are for Medium bipedal creatures. This is normal for characters but there a number of strange and wonderful alien creatures in the universe.

A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16.

A smaller creature can carry less weight depending on its size category, as follows: Small x0.75, Tiny x0.5, Diminutive x0.25, Fine x0.125.

Quadrupeds, such as horses and oxen, can carry heavier loads than bipeds can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from the Carrying Capacity table by the appropriate modifier, as follows:

Fine x0.25, Diminutive x0.5, Tiny x0.75, Small x1, Medium x1.5, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Carrying Capacity

Strength Score	Light Load[1]	Medium Load[2]	Heavy Load[3]
1	3 lb. or less	4 to 6 lb.	7 to 10 lb.
2	6 lb. or less	7 to 13 lb.	14 to 20 lb.
3	10 lb. or less	11 to 20 lb.	21 to 30 lb.
4	13 lb. or less	14 to 26 lb.	27 to 40 lb.
5	16 lb. or less	17 to 33 lb.	34 to 50 lb.
6	20 lb. or less	21 to 40 lb.	41 to 60 lb.
7	23 lb. or less	24 to 46 lb.	47 to 70 lb.
8	26 lb. or less	27 to 53 lb.	54 to 80 lb.
9	30 lb. or less	31 to 60 lb.	61 to 90 lb.
10	33 lb. or less	34 to 66 lb.	67 to 100 lb.
11	38 lb. or less	39 to 76 lb.	77 to 115 lb.
12	43 lb. or less	44 to 86 lb.	87 to 130 lb.
13	50 lb. or less	51 to 100 lb.	101 to 150 lb.
14	58 lb. or less	59 to 116 lb.	117 to 175 lb.
15	66 lb. or less	67 to 133 lb.	134 to 200 lb.
16	76 lb. or less	77 to 153 lb.	154 to 230 lb.
17	86 lb. or less	87 to 173 lb.	174 to 260 lb.
18	100 lb. or less	101 to 200 lb.	201 to 300 lb.
19	116 lb. or less	117 to 233 lb.	234 to 350 lb.
20	133 lb. or less	134 to 266 lb.	267 to 400 lb.
21	153 lb. or less	154 to 306 lb.	307 to 460 lb.
22	173 lb. or less	174 to 346 lb.	347 to 520 lb.
23	200 lb. or less	201 to 400 lb.	401 to 600 lb.
24	233 lb. or less	234 to 466 lb.	467 to 700 lb.
25	266 lb. or less	267 to 533 lb.	534 to 800 lb.
26	306 lb. or less	307 to 613 lb.	614 to 920 lb.
27	346 lb. or less	347 to 693 lb.	694 to 1,040 lb.
28	400 lb. or less	401 to 800 lb.	801 to 1,200 lb.

[1] While carrying a light load, a character suffers no penalties.

[2] While carrying a medium load, a character is encumbered. Reduce base speed by 10 feet. The character also suffers a –3 encumbrance penalty to all Strength and Dexterity-related checks and Reflex saves while carrying a medium load.

[3] While carrying a heavy load, a character is heavily encumbered. Reduce base speed by 10 feet and the character may only triple their base speed when they run (rather than quadruple it). The character also suffers a –6 encumbrance penalty to all Strength and Dexterity-related checks and Reflex saves while carrying a medium load.

ALL ALONE IN THE NIGHT...

The Babylon 5 diplomatic station is a city in space, located within neutral territory in orbit around Epsilon III, a desolate and uncolonised 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 III.

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, a veteran of the Battle of the Line, 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.

The first year of operations saw the station and its personnel put through their baptism of fire. The first Vorlon ever seen by a Human was made the victim of an assassination attempt as soon as he left his transport ship and Commander Sinclair was implicated. It was later found that the Narn ambassador G'Kar and a rogue Minbari faction had engineered the assassination attempt, though this was hushed up. Sinclair cleared his name but the incident would have lasting repercussions. The station's telepath, Lyta Alexander, and the head of Medlab, Dr Benjamin Kyle, were replaced due to the incident (by Talia Winters and Dr Stephen Franklin, respectively).

Elsewhere in the galaxy, the Narn Regime invaded the Centauri colony of Raghesh III and it took all Babylon 5's diplomatic efforts to stop a full-scale war. Three very odd events happened towards the end of 2258. Firstly, the station staff were contacted the master of a Great Machine, located on the planet of Epsilon III, around which the station orbits. Varn was dying and the Machine was going out of control. Both Earth and another alien race tried to claim the Great Machine's secrets but Varn handed control over to a Minbari named Draal, an old teacher of the Minbari ambassador Delenn. Soon after this handover, the missing Babylon 4 station appeared in the midst of a vast time-distortion field. Babylon 5's crew managed to rescue the survivors of the Babylon 4 station before it vanished again. The third strange event went unnoticed by most. A man calling himself Morden visited the station and spoke to all the leaders of the races. He asked them a simple question – *'what do you want?'*

G'Kar wanted revenge on the Centauri, nothing more. Delenn recoiled from Morden in horror. Londo to see the Centauri Republic rise again… which was the answer Morden wanted. Later that year, Shadow vessels began attacking Narn colonies and destroying Narn ships in Quadrant 37. The Centauri began to rise once more.

In response to the gathering darkness, Delenn activated a device she had been building in her quarters all year. The device spun a chrysalis around Delenn, which began to transform her. She would emerge from the cocoon in early 2259 as a Minbari-Human hybrid, a living bridge between the two races.

Michael Garibaldi, the head of Babylon 5 security, discovered a plot against the life of Earth Alliance President Santiago but before he could alert Sinclair or EarthForce One, he was shot by his traitorous second-in-command. Garibaldi survived the attack but lay in a coma for weeks. EarthForce One exploded over Io, killing all on board. Fortunately, Vice-President Clark had left the

ship before it exploded and was able to quickly assume the presidency…

G'Kar left the station, hunting for the forces behind the attacks on Quadrant 37. Londo began to contemplate exactly who Mr Morden's powerful associates were. Delenn slept in her cocoon, changing into something new. Sinclair tried to hold the station together but was abruptly and unexpectedly transferred to the Minbari homeworld on diplomatic duty. In accordance with one of the last orders left by President Santiago, Commander Sinclair was replaced by Captain John 'Starkiller' Sheridan, the legendary hero of the Earth-Minbari war.

Despite this rough turn of events so soon after it had officially gone on line, Babylon 5 is a popular meeting place for all races. 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. Sheridan is proving himself a capable if brash station commander, who works well with his executive officer, the newly promoted Commander Susan Ivanova, and the other Babylon 5 command staff. As the station enters the year 2259, it is set to face many more trials in its mission of peace.



Command Staff of Babylon 5, 2259 to 2261

Captain John Sheridan
Chief of Security Michael Garibaldi (Security & Surveillance)
Commander Susan Ivanova (Command & Control)
Chief of Medical Staff Dr Stephen Franklin (Medlab)

Command Staff of Babylon 5, late 2257

Commander Jeffrey Sinclair
Chief of Security Michael Garibaldi (Security & Surveillance)
Lieutenant Commander Susan Ivanova (Command & Control)
Chief of Medical Staff Dr Benjamin Kyle (Medlab)

Command Staff of Babylon 5, 2258

Commander Jeffrey Sinclair
Chief of Security Michael Garibaldi (Security & Surveillance)
Lieutenant Commander Susan Ivanova (Command & Control)
Chief of Medical Staff Dr Stephen Franklin (Medlab)

Command Staff of Babylon 5, 2262+

Captain Elizabeth Lochley
Chief of Security Zack Allen (Security & Surveillance)
Lieutenant Commander David Corwin (Command & Control)
Chief of Medical Staff Dr Stephen Franklin (Medlab)

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 50 to 100 ships arriving every day through the jump gate, 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 60 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 8,000 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 Captain John Sheridan, who replaced Commander Jeffrey Sinclair at the beginning of 2258. He is assisted on station operations by 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 forewoman Neeoma Connoly. 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 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 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.

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 Commander Ivanova spends much of her time here, ensuring the station runs smoothly, cataloguing incoming ships and bringing major problems to the attention of Sheridan. 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, jump gate 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.

Jump Gate Operation

One of the principle duties of Command and Control is to operate the jump gate also in orbit around Epsilon III and aid ships travelling to and from Babylon 5 via a system of beacons that provide an invisible navigation grid outside the station.

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. However, as it serves a diplomatic station open to all races, the jump gate 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 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 jump gate. 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 jump gate. With anything from 50 to 100 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 III, an area blind to ships orbiting with Babylon 5. Once a vessel arrives within the navigation network, the full array of scanners can be 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.

Using Babylon 5

The Babylon 5 diplomatic station is virtually impossible for an attacker to actually destroy with anything short of a fully armed war fleet. However, it is certainly possible for attacking spacecraft to cause serious damage and even breach the hull. Though automatic pressure doors would close to minimise the effects and repair crews be assigned to patch the damage, the loss of life and facilities would certainly impact on the Babylon 5 residents.

Babylon 5 Diplomatic Station

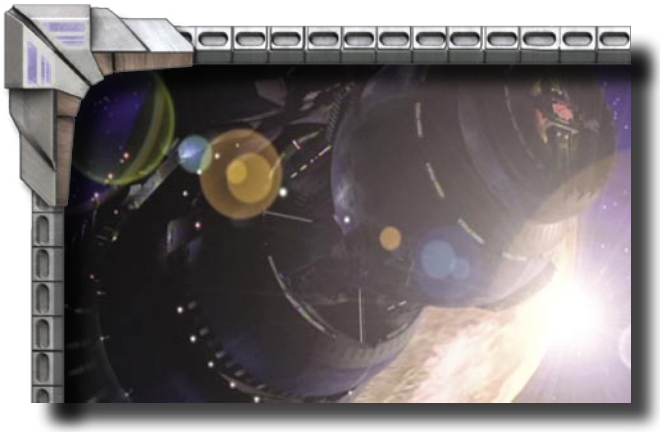
Colossal Space Station[1]
Defence Value: –20 (–16 size, –4 Handling); **Armour:** 100; **Handling:** –4; **Sensors:** +5; **Stealth:** 1; **Stress:** 4; **Features:** Fusion Engine, Targeting Computer (+5)[2]
Crew: EarthForce Veteran (+8 BAB, +12 Training); 32 Officers, 16 Pilots, 30 Sensor Operators, thousands of crewmen and ¼ million passengers.
Structural Spaces: 250 (Cargo 12,000, Control 200, Crew 800, Engine 1,200, Hangar 800, Weapons 40)
Turret Weapons[3]

- Quad-Linked Particle Beams (Close, Offence 15, 8 weapon spaces)
- Quad-Linked Particle Beams (Close, Offence 15, 8 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)

Craft (20): 37 Aurora Starfuries, 8 Cargo Loaders, 10 Light Shuttles, 36 Maintenance Bots, 20 Maintenance Pods, 6 Shuttles

[1] Apart from very minor attitude adjustments, the Babylon 5 space station is immobile. It cannot perform the following orders:

Angle For Maximum Effect, Broadsides!, Close For Battle, Defensive Position, Escort Defence!, Extreme



Measures!, Join Fleet, Pull Back, Ram Them, Run Silent, Run Dark or Seize The Initiative!

However, the station will automatically attempt to perform one *Brace For Impact* order, one *Fire Interceptors!* order and 20 *Hold Her Together* orders in any space combat, unless specifically instructed not to by the commander. These orders are in addition to any orders issued by the commander of the station. Babylon 5's impressive C&C computer suite also gives anyone in C&C a +5 equipment bonus to opposed Operations (systems) checks made to deny a ship access to the jump gate.

[2] Boosted by the navigational network, the XP-7 tracking units on Babylon 5 enable the station's targeting computers to lock on up to 20 targets at any one time.

[3] In mid-2259, the Earth Alliance upgrade the defence systems of Babylon 5. Replace the weapon systems with the following:

Turret Weapons

- Heavy Pulse Cannon (Close, Offence 20, Rapid Fire 3, 2 weapon spaces)
- Energy Mine Launcher (Long, Offence 20, Rapid Fire 2, 4 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 2 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 2 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 2 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 2 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 2 weapon spaces)
- Mk II Interceptor (Close, Offence 3 *or* Intercept 15, 2 weapon spaces)

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

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 Captain Sheridan himself, though 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 the Vorlons, who up to now have had no known long-term contact with any other race. The current representatives of the major governments at the beginning of 2259 are listed below.

- EarthForce Captain John Sheridan
- Minbari Ambassador Delenn
- Narn Ambassador G'Kar
- Centauri Ambassador Londo Mollari
- 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. These personnel 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 jump gate 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 for all their governments and in 2259, 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 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 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. When Babylon 5 first went online, 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 Babylon 5 Quarters table demonstrates the 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.

Babylon 5 Quarters

Quarters	Location	Cost per Week
Cramped bedsit (bed/living room with shared facilities)	Downbelow	100 cr.
Cramped home (bed and living rooms with shared facilities)	Brown Sector	350 cr.
Cramped suite (bed and living rooms with facilities)	Brown Sector	475 cr.
Home (bed/living room with facilities)	Red Sector	700 cr.
Suite (bed and living rooms with facilities)	Red Sector	950 cr.
Home (bed/living room with facilities)	Blue Sector	800 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.

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 tactic of bringing in illegal items alongside other cargo. As Babylon 5 grows steadily busier, total regulation of incoming cargo is proving impossible.

Accessing the Airlocks

The standard operating procedures on Babylon 5's mean and the security systems preventing unauthorised access can be incredibly hard to break through. The Subterfuge DC to tamper with the airlocks is 30 while the Technical (electronics) DC to do the same is 25.

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 1,500 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, 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. 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. 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 jump gates, 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 credits 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 that the Chief of Medical Staff, Dr Stephen Franklin, can usually be found practicing his profession.

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 a lurker with no financial history at all. The various costs for medical care are listed on the Babylon 5 Medical Services table, 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.

Babylon 5 Medical Services

Medical Service	Cost
First aid or stabilisation	150 cr.
Long term care (per day)	850 cr.
Treatment of poison, radiation or disease	600 cr.
Medical insurance (one year)	495 cr.

Medlab One 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.

Babylon 5 Medlabs

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.

Also, Babylon 5 is fast acquiring one of the greatest pan-species medical databases in the galaxy. As long as a medic has time to access the relevant material (normally a DC 20 find file Computer Use check), he can act as if he had the Alien Anatomy feat for one Medical check.

Shelters

Within every sector of Babylon 5 are several safety shelters for emergency use by the civilian population of the station. 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. 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. To move every registered sentient into a shelter could take as long as four hours – and this is without taking the lurkers of Downbelow into account.

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 credits per month or 1,000 credits 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 *The 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.

LAW AND ORDER

Babylon 5's internal peace and order is regulated by a 600 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 – 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 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. All have the following powers to conduct their investigations and arrests:

- Any security officer may stop and detain anyone not covered by diplomatic privilege when suspected of committing a crime.
- Upon gaining evidence suggestive of guilt, security officers may enter quarters and spacecraft to search for and seize compelling evidence.
- 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.
- Arrested suspects may be detained and questioned for a period of up to 24 hours before specific charges must be brought against them.
- Security officers have the power to obtain sensitive and personal evidence during investigations, including finger and DNA prints, stomach contents and other body samples.
- 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.
- 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 Sheridan take such matters very seriously, often suspending accused officers immediately as the investigation takes place.

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 – there is no time to sit through protracted trials. Station personnel cannot be used in a judicial 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 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

Jurisdictions on Babylon 5

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. After 2259, Babylon 5 becomes an independent state but its legal system is largely unchanged.

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.

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 online. 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 16 more, though transport tubes have standing room only for eight Medium-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, 24 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 Babylon 5 Security Response table shows typical response times for a security team by sector, though the Games Master is 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 on the Babylon 5 Security Response table.

Babylon 5 Security Response

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 due to simple expediency.

The cargo bay is a massive, 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 dock 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

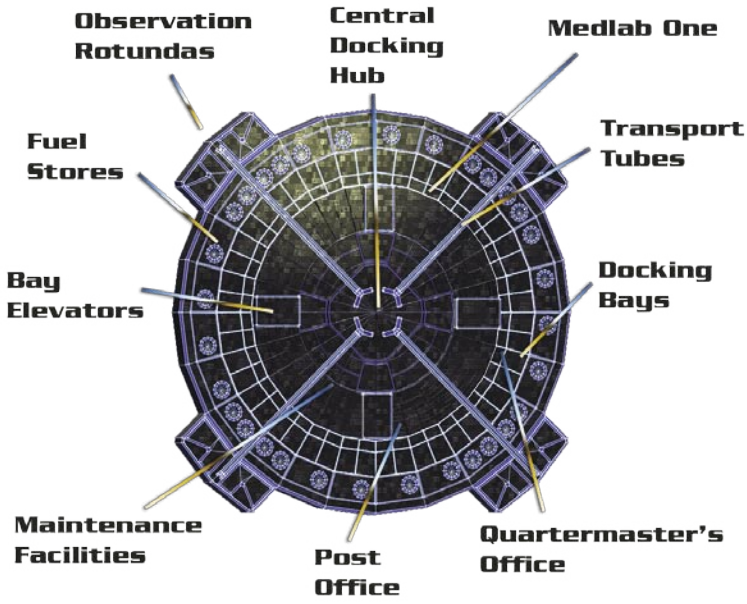
The Central Corridor is a wide access way that runs around the entire circumference of Babylon 5 between Blue and Red Sectors. It is a 24 hour hub of activity with several small traders and cafes situated along its walls to take advantage of the large amount of pedestrian traffic that constantly streams 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.

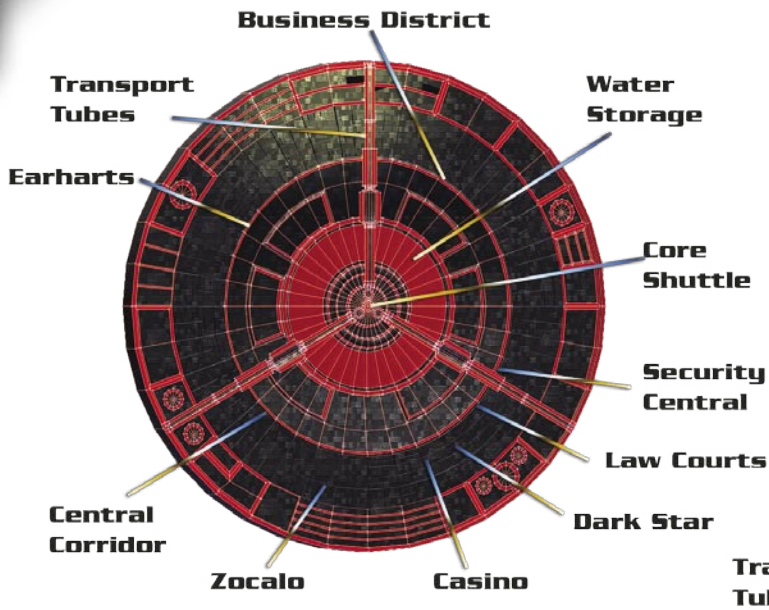
Using the Central Corridor to travel between locations situated in Blue and Red Sectors on foot will reduce travel times to 15 minutes, rather than 20.

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 100 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 virtually spotless operating record.

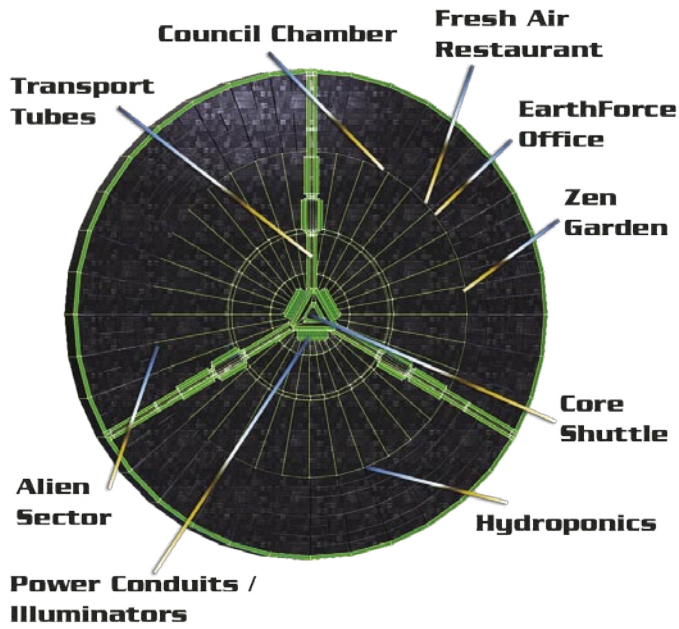
BLUE SECTOR >

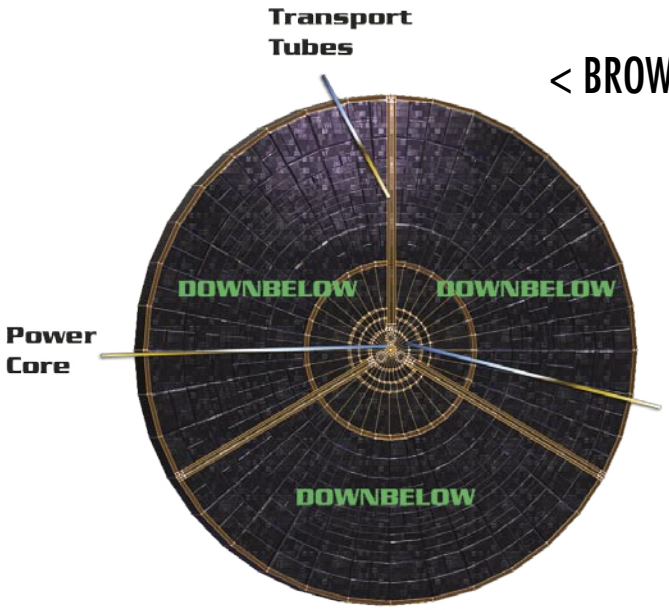


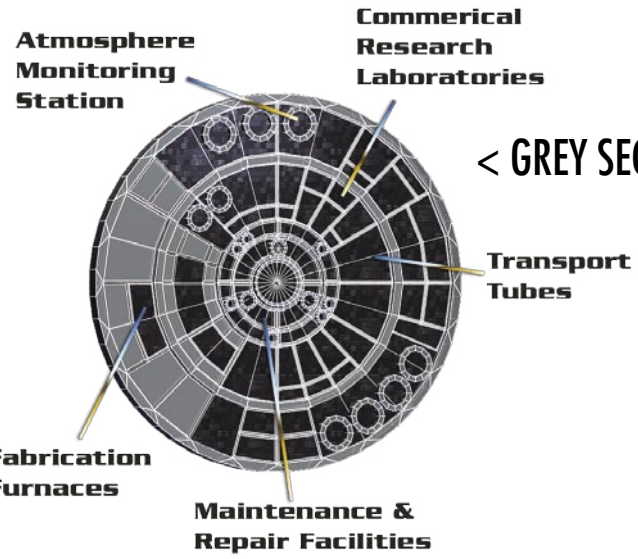


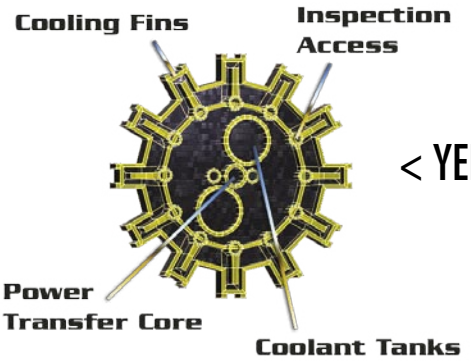
< RED SECTOR

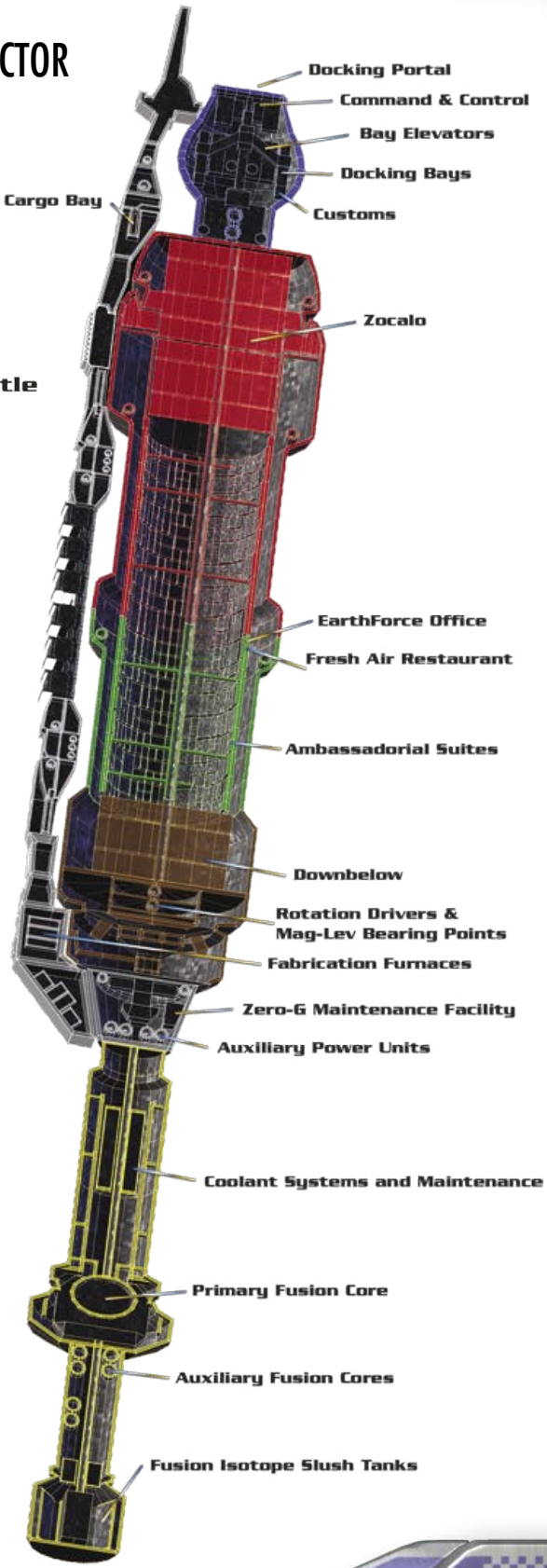
GREEN SECTOR >




Transport Tubes
< BROWN SECTOR
DOWNBELOW
DOWNBELOW
DOWNBELOW
Power Core
Core Shuttle


Atmosphere Monitoring Station
Commerical Research Laboratories
< GREY SECTOR
Transport Tubes
Fabrication Furnaces
Maintenance & Repair Facilities


Cooling Fins
Inspection Access
< YELLOW SECTOR
Power Transfer Core
Coolant Tanks


Docking Portal
Command & Control
Bay Elevators
Docking Bays
Cargo Bay
Customs
Zocalo
EarthForce Office
Fresh Air Restaurant
Ambassadorial Suites
< B5
Downbelow
Rotation Drivers & Mag-Lev Bearing Points
Fabrication Furnaces
Zero-G Maintenance Facility
Auxiliary Power Units
Coolant Systems and Maintenance
Primary Fusion Core
Auxiliary Fusion Cores
Fusion Isotope Slush Tanks

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 16 Starfuries and qualified pilots (including Captain Sheridan, 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. All four Cobra Bays are designed to throw their Starfuries into space and make them combat capable in the minimum amount of time.

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 36 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.

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.

Docking Bays

Located within the Command Sphere are 60 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, 12 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 Captain Sheridan is all too aware of but unable to correct due to a lack of funding from Earth Central.

Only spacecraft of Large superscale 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 thereof) for their ship to use 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.



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 Large superscale size or smaller may enter the Docking Portal and 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 trip.

Medlab

Officially known as Medlab One, 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.

Mess Hall

The Mess Hall has facilities for the feeding of up to 100 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 later in their shifts by frequenting 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. They 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 any 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 pound for every jump gate the package passes

through (including its destination point). Delivery times taking roughly a fortnight. This can be reduced to a week or less by using an expensive express service costing 495 credits per pound though this is only available for destinations a single jump gate away. The maximum weight of packages is commonly restricted to 50 pounds 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.

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 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 those brought by the management from Earth. 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 outright 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 are 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. 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 – 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. 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 officer's 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 salary decimated in one night, to the good-natured jeering of their comrades.

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, 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.

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.

30 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 24 hour market.

Almost anything may be purchased in the Zocalo, if one knows where to look, and with over 50 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.

EarthForce Office

This is the central hub of EarthForce authority on Babylon 5, the personal working place of the commander of the station. It is here that 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. It 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 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 90% 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. Connecting 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 Tokamak 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.

12 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 here. The statistics given are for the characters in 2259.

Captain John Sheridan

The universe doesn't give you any points for doing things that are easy.



10th Level Human Officer (fleet) / 2nd Level Diplomat
Hit Points: 28
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
DV: 20 (+8 class, +2 Dex)
Attacks: +12/+7/+2 close combat or +13/+8/+3 ranged
Special Qualities: Branch Specialisation (fleet), Improved Diplomacy, Rallying Call 2/day, Way of Command
Saves: Fort +5, Ref +5, Will +13
Abilities: Str 13, Dex 14, Con 15, Int 13, Wis 12, Cha 17
Skills: Acrobatics +4, Appraise +1, Athletics +4, Bluff +7, Computer Use +6, Concentration +8, Diplomacy +10, Drive +2, Intimidate +9, Intrigue +5, Investigate +4, Knowledge (Babylon 5) +3, Knowledge (engineering) +2, Knowledge (history) +2, Knowledge (Human) +7, Knowledge (law) +6, Knowledge (Minbari) +3, Knowledge (philosophy) +2, Knowledge (physics) +2, Knowledge (tactics) +15, Linguistics +4, Medical +2, Notice +6, Operations (gunnery) +5, Operations (piloting) +5, Pilot +10, Sense Motive +7, Subterfuge +3, Stealth +3, Technical (electronics) +2.
Feats: Alertness, Dogfighter, Elite Commander, Fluency (Human), Improved Initiative, Iron Will, Martial Arts, Nerves of Steel, Point Blank Shot, Resist Scan, Skill Focus (Knowledge (tactics)), Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol).
Influence: Babylon 5 Influence +24, Earth Military Influence +20, Earth Political Influence +12.
Standard Equipment: EarthForce wrist link, EF-7 PPG (+13/+8/+3, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic).

The son of a diplomatic envoy, John Sheridan is strong-willed and will never back down when he believes he is in the right. Maintaining a keen interest in all faiths, beliefs and alien races, he had a brief obsession with the Dalai Lama, whom he met in Tibet at the age of 21. A dedicated patriot, Sheridan joined EarthForce before the draft in the hope of being able to serve something greater than he was, to make a difference somewhere while doing important and necessary work.

His EarthForce career began under the command of then Commander Jack Maynard on the Moon-Mars patrol but his attention to detail and strong leadership qualities guaranteed a swift rise through the ranks. When he was promoted to commander, he was briefly posted to the transfer point off Io before being assigned as executive officer to the *EAS Lexington*, under Captain Sterns. It was here he gained his fame, providing the only real victory Mankind achieved during the Earth-Minbari War. Separated from the main battle group during a Minbari ambush, Sheridan took command of the *Lexington* upon the death of Captain Sterns, luring the attacking Minbari warcruiser into the asteroid field between Mars and Jupiter. There he seeded several asteroids with thermonuclear warheads, detonating them as the warcruiser closed range to finish the *Lexington* off. The warcruiser was the *Dark Star*, one of the flagships of the Minbari fleet, and its

loss was a grievous blow to all Minbari, many of whom have sworn revenge against Sheridan for his actions. Even now, 12 years after the end of the war, Sheridan is still known to the Minbari as 'Starkiller'.

The destruction of the *Dark Star* and subsequent morale boost across the entire Earth Alliance guaranteed Sheridan's promotion to captain. After the war's conclusion, Sheridan was assigned to one of the new Omega-class destroyers, the *EAS Agamemnon*, a great warship built specifically to protect the Earth Alliance from more advanced alien races.

Tragedy struck Sheridan's life in 2257 with the loss of his wife, Anna, a scientist on board an exploratory ship, the *Icarus*. The *Icarus* mysteriously exploded during a mission to a world far out on the Rim while collecting data on ancient civilisations. Sheridan is still coming to terms with his loss and has rededicated his life to EarthForce, despite the best efforts of his sister, Elizabeth, to reconcile their grief.

Roleplaying Sheridan: John Sheridan is a tactical genius, with a gift for coming up with radical solutions to knotty problems. This gift brought him success in EarthForce but also makes him a masterful diplomat and leader. Underneath his impressive façade, Sheridan is a relatively simple, down-to-Earth man; his ties to his roots keep in grounded in the face of alien armadas and million-year-old conflicts.

Commander Susan Ivanova

No boom today. Boom tomorrow. There's always a boom tomorrow.

8th Level Human Officer (fleet)
Hit Points: 21
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
DV: 18 (+6 class, +2 Dex)
Attacks: +8/+3 close combat or +10/+5 ranged
Special Qualities: Branch Specialisation (fleet), Rallying Call 1/day, Way of Command
Saves: Fort +3, Ref +4, Will +9
Abilities: Str 10, Dex 14, Con 12, Int 13, Wis 12, Cha 16
Skills: Acrobatics +4, Appraise +1, Athletics +2, Bluff +3, Computer Use +11, Concentration +4, Diplomacy +6, Drive +2, Intimidate +8, Intrigue +3, Investigate +4, Knowledge (astrophysics) +3, Knowledge (Babylon 5) +3, Knowledge (history) +2, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (tactics) +5, Knowledge (telepathy) +2, Linguistics +5, Medical +3,



Notice +6, Pilot +10, Sense Motive +3, Subterfuge +2, Stealth +2, Technical (electronics) +2.
Feats: Dogfighter, Fire Control, Fluency (Human), Improved Initiative, Iron Will, Latent Telepath, Martial Artist, Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol).
Influence: Babylon 5 Influence +18, Earth Social Influence +3, Earth Military Influence +12.
Standard Equipment: EarthForce wrist link, EF-7 PPG (+10/+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic).

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. 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. 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. 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 irregularly 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. Her first year on board Babylon 5 has been one of danger, strife and personal loss.

However, she has excelled in her duties, despite attacks on the station, seeing one of her old flames join Home Guard and losing her father, the last member of her family. The reassignment of Commander Sinclair has placed additional burdens upon Ivanova, as she now has to contend with resolving the disputes among ambassadors, the station's budget and staff management, as well as her usual operational duties. The death of Earth President Santiago shook Ivanova's faith in her own ability to resolve any problem but she has remained strong for the rest of the crew of Babylon 5, demonstrating extraordinary qualities of leadership.

Roleplaying Ivanova: Ivanova's quintessentially Russian fatalism and occasional bouts of self-doubt war with her near-constant exasperation at the stupidity and incompetence of pretty much everyone else in the universe. Characters who screw up around her are likely to be treated to a truly inspired stream of verbal abuse.

Security Chief Michael Garibaldi

Commander, this little breach of security isn't going to affect my Christmas bonus, is it?

6th Level Human Soldier / 4th Level Officer (fleet)
Hit Points: 33
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
DV: 19 (+7 class, +2 Dex)
Attacks: +13/+8 close combat or +12/+7 ranged
Special Qualities: Branch Specialisation (fleet), Co-ordinated Unit +2, Rallying Call 1/day
Saves: Fort +8, Ref +3, Will +6
Abilities: Str 16, Dex 15, Con 14, Int 13, Wis 12, Cha 12
Skills: Acrobatics +6, Appraise +1, Athletics +8, Bluff +2, Computer Use +6, Concentration +6, Diplomacy +3, Drive +4, Intimidate +6, Intrigue +2, Investigate +6, Knowledge (astrophysics) +2, Knowledge (Babylon 5) +6, Knowledge (Human) +6, Knowledge (law) +3, Knowledge (tactics) +5, Linguistics +2, Notice +6, Operations (gunnery) +3, Operations (systems) +3, Pilot +7, Sense Motive +2, Subterfuge +6, Stealth +5, Technical (electronics) +8.
Feats: Armour Familiarity, Brawler, Data Access, Fluency (Human), Great Fortitude, Hobby (Subterfuge), Improved Initiative, Nerves of Steel, Skill Focus (Subterfuge), Spacecraft Proficiency, Veteran Pilot, Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol and rifle).
Influence: Babylon 5 Influence +22, Criminal Influence +11, Earth Military Influence +6.



Standard Equipment: EarthForce wrist link, EF-7 PPG (+13/+8, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic).

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 several security teams after the war, he has worked in such colonies as Orion IV, 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 had been fired from five prior assignments due to his alcoholism before meeting Jeffrey 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.

At the end of 2258, Garibaldi was shot in the back while uncovering the plot to assassinate President Santiago. He remains in critical condition under the ministrations of Dr Franklin, who has, as yet, been unable to rouse him from his coma.

Roleplaying Garibaldi: Garibaldi knows more about the characters' secrets and dealing than they do; he knows when they came onto Babylon 5, what they are doing here and what they had for breakfast this morning. Garibaldi is not above

blackmail or threats to enforce order on Babylon 5 – characters who annoy him are in for a world of trouble.

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.

6th Level Human Scientist
Hit Points: 10
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 14 (+3 class, +1 Dex)
Attacks: +3 close combat or +4 ranged
Special Qualities: Alien Technology Familiarity (Centauri, Narn), Mental Agility. Peripheral Studies (Knowledge (biology, chemistry and philosophy)), Primary Area of Study (Medical)
Saves: Fort +2, Ref +3, Will +8
Abilities: Str 11, Dex 13, Con 10, Int 16, Wis 13, Cha 14
Skills: Acrobatics +1, Appraise +4, Athletics +1, Bluff +2, Computer Use +11 (+13 to find files), Concentration +9, Diplomacy +3, Drive +1, Intimidate +2, Intrigue +3, Investigate +11 (+13 if forensic biological or chemical check), Knowledge (any) +3, Knowledge (Babylon 5) +5, Knowledge (biology) +17, Knowledge (Centauri) +9, Knowledge (chemistry) +14, Knowledge (Drazi) +5, Knowledge (Human) +11, Knowledge (Minbari) +7, Knowledge (Narn) +8, Knowledge (Pak'ma'ra) +5, Knowledge (philosophy) +8, Linguistics +6, Medical +21 (+23 long-term or treatment), Notice +5, Operations (any) +3, Operations (sensors) +6, Pilot +1, Profession (ship's doctor) +6, Sense Motive +3, Subterfuge +1, Stealth +1, Technical (any) +3, Technical (electronics) +5.
Feats: Alien Anatomy, Fluency (Human), Iron Will, Skill Focus (Knowledge (biology) and Medical), Weapon Proficiency (pistol).
Influence: Earth Military Influence +8, Local (Babylon 5) Influence +5



Standard Equipment: Babylon 5 Influence +22, 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 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.

Roleplaying Franklin: Characters are unlikely to run into Franklin anywhere except Medlab – the driven young doctor spends virtually every waking hour working there. He is relentlessly competent in dealing with his patients, although stress and the sheer workload means that his bedside manner is occasionally brusque.

Talia Winters

I don't want to do this again. I was inside a killer's mind before, on the Mars Colony. There's got to be another way.

4th Level Human Telepath (P5)
Hit Points: 11
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 13 (+2 class, +1 Dex)
Attacks: +2 close combat or +3 ranged
Special Qualities: Discipline Focus (blocking and scanning), Ironheart's Legacy[1]
Saves: Fort +0, Ref +2, Will +7
Abilities: Str 10, Dex 12, Con 9, Int 12, Wis 12, Cha 14
Skills: Acrobatics +1, Appraise +1, Athletics +0, Bluff +7, Computer Use +1, Concentration +6, Diplomacy +8, Drive +1, Intimidate +2, Intrigue +2, Investigate +2, Knowledge (Babylon 5) +2, Knowledge (Human) +4, Knowledge (telepathy) +5, Linguistics +5, Notice +3, Pilot +1, Sense Motive +5, Subterfuge +1, Stealth +1, Telepathy +9 (+11 with Scanning abilities).
Feats: Ability Focus (Scanning), Adaptive Mind, Fluency (Human), Iron Will, Meditation, Telepath, Weapon Proficiency (pistol).
Influence: Earth Economic Influence +2, Psi Corps Influence +8.
Standard Equipment: Psi Corps insignia and gloves.

[1] Talia was touched by the incredible presence of Ironheart during his final moments. This left her with a few special abilities, that may or may not improve as she practices them. Talia can move small nearby objects (those weighing less than one pound) up to one foot, by spending a full round action concentrating on them. Also, the DC for any Telepathy check to probe her about Ironheart has its DC increased by 20.

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. 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.

Talia has had her own fair share of problems throughout 2258, including witnessing the death of her former lover, Jason Ironheart, who had been subjected to Psi Corps experimentation, as well attracting the leery attention of Ambassador Kosh. However, her relations with Susan Ivanova, once characterised by the Lieutenant Commander's open hostility to Psi Corps, have begun to soften and the two have struck up a friendship of sorts.

Before he died, Jason Ironheart left Talia with a psychic gift she has only recently begun to explore. Though officially still rated as a P5 commercial telepath, Talia has noted that other abilities have begun to manifest themselves, including very limited telekinesis. This new strength frightens her somewhat, for she has never fully understood exactly what Ironheart did to her, and her experimentation has been both slow and haphazard, not least because she fears what the Psi Corps may do to her if they ever discover what happened.

Talia has 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.

Roleplaying Winters: Winters tends to hide behind her Psi Corps badge even though her loyalty to the Corps becomes more and more ambivalent as time goes on. Unless she trusts the characters, she will keep any dealings with them strictly formal. She has a sharp tongue when provoked.

Ambassador Delenn

I would never tell you anything that was not in your best interest.

10th Level Minbari/Human Hybrid (religious caste) Diplomat
Hit Points: 11
Initiative: +4 (+2 Dex, +2 Minbari)
Speed: 30 ft.
DV: 17 (+5 class +2 Dex)
Attacks: +6 close combat or +7 ranged
Special Qualities: Aide, Improved Diplomacy, Powerful Influence, Swift Diplomacy
Saves: Fort +6, Ref +5, Will +9
Abilities: Str 12, Dex 14, Con 12, Int 16, Wis 17, Cha 17
Skills: Acrobatics +2, Appraise +5, Athletics +1, Bluff +8,



Computer Use +8, Concentration +5, Diplomacy +23, Drive +3, Intimidate +8, Intrigue +11, Investigate +5, Knowledge (any) +5, Knowledge (Babylon 5) +7, Knowledge (Centauri) +9, Knowledge (history) +10, Knowledge (Human) +15, Knowledge (law) +10, Knowledge (Minbari) +18, Knowledge (Narn) +9, Knowledge (philosophy) +11, Linguistics +13, Medical +5. Notice +4, Pilot +4, Sense Motive +15, Subterfuge +2, Stealth +4.
Feats: Alien Empathy, Endurance, Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Resist Scan, Skill Focus (Diplomacy, Knowledge (Human and Minbari)), Silent Tread, Weapon Proficiency (pistol).
Influence: Babylon 5 Influence +4, Minbari Economic Influence +24, Minbari Political Influence +34, Minbari Social Influence +32.
Standard Equipment: Diplomatic attire (DR 1).

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. Her assignment to Babylon 5 was to observe and learn about Humanity.

Delenn has been a figure of some mystery throughout 2258 and those who have had dealings with her always get the feeling that she knows far more than she reveals. Though it is not common knowledge, some have discovered that she is Satai, a member of the Grey Council, though what a personage as this is doing playing ambassador on an Earth Alliance outpost has yet to be discovered. It has also become apparent that she is playing some role in the ongoing disputes between the Minbari warrior and religious castes, with even members of the Star Riders clan bowing to her wishes.

Conversely, Delenn has also been seen as a force of ultimate good by some on the station, for she is always willing to help those most in need and has presided over many disagreements between governments, particularly among the League of Non-Aligned Worlds. However, she has added to the mystery and controversy that surround the Minbari race as a whole, for she sealed herself in her quarters at the end of 2258 and rumours abound as to what is happening within. The truth soon became evident – Delenn had transformed herself into a Minbari/Human hybrid in order to aid understanding between the two races.

Roleplaying Delenn: Steeped in Minbari mysticism and tradition, Delenn's greatest strength is perhaps her pragmatism and practicality. She is capable of seeing what must be done to solve a problem, and is prepared to make whatever sacrifices and changes are required.

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.

3rd Level Narn Officer (ground forces) / 4th Level Soldier / 3rd Level Diplomat
Hit Points: 30
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 17 (+6 class +1 Dex)
Attacks: +12/+7 close combat or +9/+4 ranged
Special Qualities: Branch Specialisation (ground forces), Co-ordinated Unit +1, Improved Diplomacy, Low-Light Vision, Rallying Call 1/day, Strong Influence
Saves: Fort +9, Ref +4, Will +9
Abilities: Str 18, Dex 13, Con 17, Int 13, Wis 14, Cha 14
Skills: Acrobatics +5, Appraise +1, Athletics +8, Bluff +7, Computer Use +5, Concentration +4, Diplomacy +9, Drive +3, Intimidate +6, Intrigue +4, Investigate +3, Knowledge (Babylon 5) +2, Knowledge (Centauri) +4, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (Narn) +7, Knowledge (tactics) +5, Linguistics +2, Medical +2, Notice +3, Operations (gunnery) +5, Pilot +4, Sense Motive +7, Subterfuge +1, Stealth +5, Technical (electronics) +2.
Feats: Armour Familiarity, Blood Oath, Blood Rage, Brawler, Contact (Criminal), Fluency (Human and Narn), Nerves of Steel, Spacecraft Proficiency, Surface Vehicle Proficiency, Toughness, Weapon Focus (PPG Rifle), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle).
Influence: Babylon 5 Influence +2, Criminal Influence +7



(+9 when using contact), Narn Military Influence +14, Narn Political Influence +23,
Standard Equipment: Diplomatic attire (DR 1), knife (+12/+7, 1d4+4 dam, 19–20 crit, 1-h).

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 Narn 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 Narn 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.

The loss of the Narn colony in Quadrant 37 has given G'Kar a moment of pause, for he quickly deduced that none of the races present on Babylon 5 could have engineered such a complete victory. Returning to the Narn homeworld, G'Kar used his reputation and influence to lead an exploratory mission to the Rim where he believes he will find the clues necessary to determine who attacked Quadrant 37.

Roleplaying G'Kar: Those who meet G'Kar in 2258 or early 2259 will find him brash, arrogant, amusing and conniving. The war with the Centauri and subjugation of Narn pushes G'Kar into fits of berserk rage and black despair. Nevertheless, there is a philosopher and statesman hidden within this creature and G'Kar never quite loses his sense of impish humour. Of all the ambassadors, G'Kar is perhaps the most likely to employ Player Characters as agents on some mission.

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 Benjamin Kyle that saved the life of the Vorlon and enabled Commander Sinclair to avoid being charged with 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.

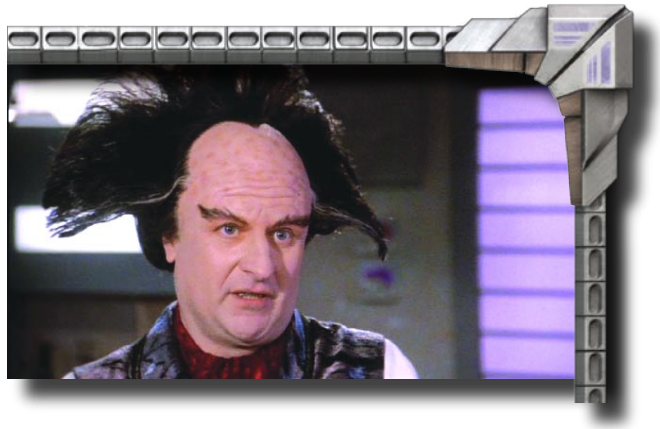
As a Vorlon, Kosh has access to powers and technologies millions of years in advance of the other races and so works according to very different rules. The Vorlon's abilities and powers are virtually limitless.

Influence: Babylon 5 Influence +15, Vorlon Influence +30.

Roleplaying Kosh: Kosh's appearances in the game should be kept to an absolute minimum and even then, most interactions should be limited to the Vorlon showing up, having a brief and enigmatic conversation, and then departing. He acts according to his own timetable and it is not yet time.

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.



8th Level Centauri Diplomat / 1st Level Officer (fleet)
Hit Points: 18
Initiative: +1 (+1 Dex)
Speed: 30 ft.
DV: 16 (+5 class +1 Dex)
Attacks: +5 close combat or +6 ranged
Special Qualities: Aide, Born to Intrigue (Notice, Subterfuge), Branch Specialisation (fleet), Improved Diplomacy, Strong Influence, Swift Diplomacy
Saves: Fort +7, Ref +3, Will +8
Abilities: Str 11, Dex 12, Con 14, Int 14, Wis 10, Cha 16
Skills: Acrobatics +1, Appraise +5, Athletics +0, Bluff +15, Computer Use +5 (+7 to find files), Concentration +2, Diplomacy +17, Drive +1, Intimidate +11, Intrigue +17 (+19 when disguised), Investigate +10, Knowledge (Babylon 5) +3, Knowledge (Centauri) +8, Knowledge (history) +6, Knowledge (Human) +5, Knowledge (law) +5, Knowledge (Narn) +5, Knowledge (tactics) +3, Linguistics +9, Notice +2, Pilot +4, Sense Motive +10, Subterfuge +3, Stealth +3, Technical (electronics) +4.
Feats: Alien Empathy, Contact (Centauri Economic and Centauri Military), Fluency (Centauri and Human), Great Fortitude, Skill Focus (Intrigue), Spacecraft Proficiency, Toughness, Weapon Focus (coutari), Weapon Proficiency (close combat, grenade and pistol).
Influence: Babylon 5 Influence +5, Centauri Economic Influence +6 (through contact only), Centauri Military Influence +5 (+7 when using contact), Centauri Political Influence +12, Centauri Social Influence +12.
Standard Equipment: Diplomatic attire (DR 1).

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 20 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.

Roleplaying Londo: In public, Londo is a carouser and raconteur who enjoys the finer things in life – wine, women and song, not to mention gambling. He is a man of great mirth but greater melancholy. His appointment to Babylon 5 was a joke to most Centauri but all Londo has left is his personal honour and sense of patriotism to the grand Centauri Republic.



Lennier

Understanding is not required. Only obedience.

5th Level Minbari (religious caste) Diplomat
Hit Points: 12
Initiative: +5 (+3 Dex, +2 Minbari)
Speed: 30 ft.
DV: 15 (+2 Defence, +3 Dex)
Attacks: +4 close combat or +5 ranged
Special Qualities: Improved Diplomacy, Strong Influence
Saves: Fort +4, Ref +4, Will +5
Abilities: Str 15, Dex 16, Con 12, Int 15, Wis 12, Cha 10
Skills: Acrobatics +4, Appraise +2, Athletics +3, Bluff +2, Computer Use +5, Concentration +4, Diplomacy +10 (+12 with Minbari), Drive +3, Intimidate +3, Intrigue +3, Investigate +2, Knowledge (any) +4, Knowledge (Babylon 5) +5, Knowledge (history) +12, Knowledge (Human) +7, Knowledge (Minbari) +17, Knowledge (philosophy) +12, Linguistics +10, Notice +1, Pilot +4, Sense Motive +8, Subterfuge +3, Stealth +4.
Feats: Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Skill Focus (Knowledge (Minbari), Linguistics), Toughness, Weapon Proficiency (pistol).
Influence: Minbari Political Influence +5, Minbari Social Influence +8.
Standard Equipment: Hand computer.

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 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.

Roleplaying Lennier: Lennier is Delenn's shadow, always at her side when she needs him. He is quite willing to help others should they require it and he combines wide-eyed innocence with the great insight and intelligence of the Minbari race.

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 the Xon. At year's end we'd count how many of our people survived and we celebrated our good fortune!

3rd Level Centauri Diplomat
Hit Points: 8
Initiative: +0
Speed: 30 ft.
DV: 11 (+1 class)
Attacks: +0 close combat or +1 ranged
Special Qualities: Born to Intrigue (Diplomacy, Sense Motive), Improved Diplomacy, Strong Influence
Saves: Fort +3, Ref +1, Will +4
Abilities: Str 9, Dex 10, Con 12, Int 12, Wis 13, Cha 12
Skills: Acrobatics +0, Appraise +1, Athletics –1, Bluff +7, Computer Use +3, Concentration +1, Diplomacy +7, Drive +0, Intimidate +1, Intrigue +4, Investigate +3, Knowledge (Babylon 5) +3, Knowledge (Centauri) +9, Knowledge (Centauri Prime) +10, Knowledge (history) +7, Knowledge (Human) +5, Linguistics +5, Notice +1, Pilot +0, Sense Motive +8, Subterfuge +0, Stealth +0.
Feats: Alien Empathy, Fluency (Centauri and Human), Skill Focus (Knowledge (Centauri Prime), Sense Motive), Weapon Proficiency (pistol).
Influence: Centauri Political Influence +2, Centauri Social Influence +2.
Standard Equipment: Hand computer.



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 they get past his sometimes clumsy demeanour. He does not possess the typical Centauri love for politicking and advancement of status, which alone has earned 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.

Roleplaying Vir: Vir is seen as comic relief by many on the station and certainly he is overeager, naïve and easily manipulated. There is an innate bumbling goodness to him, though, that becomes a strength when he learns to harness it.

Regular Visitors to Babylon 5

The following are notable personalities who regularly seem to visit Babylon 5. Their actions have ensured a kind of fame – or notoriety – 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 here. The statistics given are for the characters in 2259.

Mr Morden

We carved up the galaxy, you and I.

3rd Level Human Scientist / 6th level Shadow Agent
Hit Points: 20
Initiative: +0
Speed: 30 ft.
DV: 14 (+4 class)
Attacks: +3 close combat or +4 ranged
Special Qualities: Alien Technology Familiarity (Shadows), Mental Agility, Never Alone (2), Peripheral Studies (Knowledge (Shadows)), Primary Area of Study (Linguistics), Regenerative Recovery (basic). Sense Vorlon Presence, Upgrades (A Friend to Everyone, Terrible Understanding, Unnatural Health), Telepathic Resistance
Saves: Fort +7, Ref +5, Will +11
Abilities: Str 9, Dex 11, Con 12, Int 14, Wis 13, Cha 18
Skills: Acrobatics +0, Appraise +2, Athletics +0, Bluff +16, Computer Use +7 (+9 to find files), Concentration +6, Diplomacy +18, Drive +0, Intimidate +13, Intrigue +16 (+18 when disguised), Investigate +10, Knowledge (any) +2, Knowledge (astrophysics) +4, Knowledge (Babylon 5) +4, Knowledge (biology) +4, Knowledge (Centauri) +6, Knowledge (chemistry) +4, Knowledge (history) +10, Knowledge (law) +7, Knowledge (philosophy) +8, Knowledge (Human) +7, Knowledge (Shadows) +9, Linguistics +16, Notice +3, Operations (any) +2, Pilot +2, Sense Motive +13, Subterfuge +0, Stealth +0, Technical (any) +2.
Feats: Fluency (Human, Shadow), Iron Will, Lightning Reflexes, Nerves of Steel, Skill Focus (Linguistics), Spacecraft Proficiency, Weapon Proficiency (pistol)
Influence: Centauri Political Influence +12, Criminal Influence +8, Human Political Influence +11, League Political Influence +13, Narn Political Influence +5, Shadow Influence +14.
Standard Equipment: Hand computer.



The enigmatic Mr Morden first arrived on Babylon 5 late in 2258. He visited each of the representatives of the major powers in turn, asking them a simple question – what do you want? G'Kar said that he wanted to destroy the Centauri and ensure the safety of the Narn, nothing more. Delenn recognised Morden as the agent of a dark and terrible power, and refused to speak with him. Kosh warned Morden that '*they are not for you*' and told him to leave the station. Only Ambassador Londo Mollari of the Centauri Republic gave the answer that Morden was looking for – Londo ambitiously dreamed of re-establishing the Centauri Republic. That answer began the Shadow War.

Morden is the Human face of the Shadows; he is their main representative and agent in their dealings with the Younger Races. He spends much of his time on Babylon 5 but is also involved in extending Shadow influence in other places, from EarthDome to the Rim. He shows up in many places and in many guises but there is one constant – Morden is never alone. He always has his Shadow allies nearby.

Roleplaying Morden: Morden is always confident, unflappable, controlled. He can afford to be – with Shadows by his side at all times, he need fear nothing in the galaxy. Morden serves the Shadows willingly and wholeheartedly, as he is convinced they freed his wife and child from their entrapment in a hyperspatial hell.

Alfred Bester, Psi Cop

Be seeing you.

9th level Human Telepath / 6th Level Psi Cop (P12)
Hit Points: 43
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft.
DV: 20 (+8 class, +2 Dex)
Attacks: +10/+5 close combat or +12/+7 ranged
Special Qualities: Black Omega Squadron, contact, Discipline Focus (all), Maintain Concentration, Quick Scan, Superior Mental Fortress, The Corps Is Mother
Saves: Fort +9, Ref +8, Will +14
Abilities: Str 10, Dex 14, Con 16, Int 14, Wis 13, Cha 17
Skills: Acrobatics +4, Appraise +2, Athletics +2, Bluff +8, Computer Use +7 (+9 to find files), Concentration +16, Diplomacy +8, Drive +4, Intimidate +8, Intrigue +9, Investigate +16, Knowledge (Human) +6, Knowledge (law) +8, Knowledge (Mars) +5, Knowledge (tactics) +6, Knowledge (telepathy) +7, Linguistics +5, Notice +7, Pilot +15, Sense Motive +4, Subterfuge +6, Stealth +6, Telepathy +21 (+23 with Blocking, Scanning and Sensing abilities).
Feats: Ability Focus (Blocking), Ability Focus (Scanning), Ability Focus (Sensing), Adaptive Mind, Alertness, Combat



Telepath, Contact (Mars), Improved Initiative, Iron Will, Mental Fortress, Spacecraft Proficiency, Synergist, Telepath, Veteran Pilot, Weapon Proficiency (pistol and grenade).
Influence: Earth Political Influence +8, Mars Influence +8 (+10 when using contact), Psi Corps Influence +21.
Standard Equipment: Psi Corps insignia and gloves, EF-7 PPG (+12/+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic).

The Psi Cop Al Bester is a long-running thorn in the side of the Babylon 5 crew. He has a knack for turning up when he is least wanted in pursuit of some fugitive or other Psi Corps business. 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.

Roleplaying Bester: Bester has a dry sense of humour and is always ready with an ironic observation or quip. He is well aware of how mundanes distrust and feat telepaths in general and him in particular – he finds it pitiable, as he is convinced that telepaths are the next step in Humanity's evolution and that mundanes are simply… obsolete. Bester is utterly loyal to his telepath brethren and the Psi Corps.

SAMPLE CHARACTERS

There are many more individuals present on Babylon 5 at any one time than those who have achieved fame. Over 1,000 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 Non-Player Characters during a scenario.

Humans

Commercial Telepath

2nd Level Human Telepath P5; hp 8; Init +0; Spd 30 ft.; DV 11; Atk: +0 close combat or +0 ranged; SQ Discipline Focus (Scanning); Fort +0, Ref +0, Will +4; Str 10, Dex 11, Con 10, Int 13, Wis 13, Cha 15
Notable Skills: Concentration +4, Diplomacy +4, Knowledge (Human) +3, Knowledge (law) +3, Knowledge (telepathy) +6, Sense Motive +6, Telepathy +7 (+9 with Scanning abilities)
Feats: Ability Focus (Scanning), Fluency (Human), Meditation, Telepath, Weapon Proficiency (pistol)
Standard Equipment: Psi Corps insignia & gloves

Dock Worker

3rd Level Human Worker (blue collar); hp 10; Init +1; Spd 30 ft.; DV 12; Atk: +3 close combat or +2 ranged; SQ Vocation (Profession (dock worker)), Worker Type: Blue Collar (Athletics, Drive & Pilot); Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 13, Int 8, Wis 10, Cha 9
Notable Skills: Athletics +5, Computer Use +5, Concentration +7, Knowledge (docks) +2, Knowledge (Human) +1, Operations (systems) +5, Profession (dock worker) +12, Technical (mechanical) +5
Feats: Endurance, Fluency (Human), Skill Focus (Profession (dock worker)), Toughness, Weapon Proficiency (close combat)



Lurker

2nd Level Human Lurker; hp 11; Init +1; Spd 30 ft.; DV 13; Atk: +2 close combat or +3 ranged; SQ Survivor's Luck 1/day; Fort +4, Ref +2, Will –1; Str 12, Dex 15, Con 13, Int 11, Wis 9, Cha 10
Notable Skills: Appraise +5, Bluff +5, Intimidate +5, Intrigue +5 (+7 when gathering information), Knowledge (Downbelow) +7, Knowledge (Human) +2, Notice +4, Stealth +7, Subterfuge +7
Feats: Endurance, Fluency (Human), Run, Toughness, Weapon Proficiency (close combat and pistol)
Standard Equipment: Knife (+3, 1d4+1 dam, 19–20 crit, 1-h)

Market Trader

1st Level Human Trader; hp 4; Init +0; Spd 30 ft.; DV 10; Atk: +0 close combat or +0 ranged; SQ None; Fort +0, Ref +0, Will +3; Str 10, Dex 11, Con 9, Int 12, Wis 13, Cha 15
Notable Skills: Appraise +5, Bluff +9, Diplomacy +6, Intrigue +6 (+7 when gathering information), Knowledge (law) +4, Knowledge (Human) +4, Knowledge (Zocalo) +5, Profession (market trader) +9, Sense Motive +5
Feats: Alien Empathy, Fluency (Human), Skill Focus (Bluff, Profession (trader)), Weapon Proficiency (close combat and pistol)

Medlab Personnel

2nd Level Human Scientist; hp 6; Init +0; Spd 30 ft.; DV 11; Atk: +0 close combat or +1 ranged; SQ Mental Agility, Primary Area of Study (Medical), Peripheral Study (Knowledge (biology)); Fort +0, Ref +2, Will +4; Str 9, Dex 11, Con 10, Int 15, Wis 13, Cha 12
Notable Skills: Computer Use +7, Concentration +5, Investigate +7, Knowledge (any one specific culture) +7, Knowledge (Babylon 5) +7, Knowledge (biology) +9, Knowledge (chemistry) +7, Knowledge (Human) +9, Medical +12, Profession (paramedic) +6, Technical (electronics) +7
Feats: Fluency (Human), Lightning Reflexes, Skill Focus (Medical), Weapon Proficiency (pistol)
Standard Equipment: EarthForce wrist link, first aid kit

Security Officer

3rd Level Human Soldier; hp 15; Init +1; Spd 30 ft.; DV 14; Atk: +5 close combat or +4 ranged; SQ Co-ordinated Unit +1; Fort +6, Ref +2, Will +0; Str 15, Dex 13, Con 12, Int 10, Wis 9, Cha 11
Notable Skills: Acrobatics +7, Athletics +8, Intimidate +6, Investigate +1, Knowledge (Babylon 5) +6, Knowledge (Human) +2, Notice +1
Feats: Armour Familiarity, Brawler, Dodge, Drazi Tackle, Fluency (Human), Great Fortitude, Point Blank Shot, Weapon Proficiency (close combat, grenade, pistol and rifle)
Standard Equipment: EarthForce wrist link, padded armour (DR 2), shock stick (+5, 1d8+2 nonlethal dam, 1-h) , W&G Model 10 PPG (+4, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Thug

4th Level Human Lurker; hp 16; Init +5; Spd 30 ft.; DV 13; Atk: +4 close combat or +4 ranged; SQ Multi-Skilled (Acrobatics), Survivor's Luck 1/day; Fort +6, Ref +2, Will +0; Str 13, Dex 12, Con 15, Int 10, Wis 9, Cha 12
Notable Skills: Acrobatics +3, Appraise +3, Athletics +3, Bluff +8, Intimidate +8, Intrigue +8 (+12 when gathering information), Knowledge (Downbelow) +11, Knowledge (Human) +2, Notice +2, Stealth +5, Subterfuge +7
Feats: Blind Fight, Brawler, Endurance, Fluency (Human), Improved Initiative, Toughness, Weapon Proficiency (close combat and pistol)
Standard Equipment: Club (+4, 1d6+1 dam, 1-h)

Centauri

Dancer

2nd Level Centauri Worker (performing); hp 7; Init +2; Spd 30 ft.; DV 13; Atk: +0 close combat or +2 ranged; SQ Born to Intrigue (Notice & Subterfuge), Vocation (Profession (dancer)), Worker Type: Performing (Acrobatics, Sense Motive & Stealth); Fort +2, Ref +5, Will +0; Str 8, Dex 15, Con 12, Int 9, Wis 11, Cha 13
Notable Skills: Acrobatics +7, Bluff +3, Athletics +1, Concentration +2, Intrigue +3, Knowledge (Downbelow) +4, Knowledge (Centauri) +1, Knowledge (Human) +1, Notice +2, Profession (dancer) +11, Sense Motive +2, Stealth +7, Subterfuge +3
Feats: Fluency (Centauri & Human), Skill Focus (Profession (dancer)), Weapon Proficiency (close combat)

Guard

4th Level Centauri Soldier; hp 18; Init +5; Spd 30 ft.; DV 15; Atk: +5 close combat or +5 ranged; SQ Born to Intrigue (Diplomacy & Notice), Co-ordinated Unit +1; Fort +6, Ref +2, Will +1; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 12
Notable Skills: Acrobatics +3, Bluff +3, Athletics +3, Concentration +8, Diplomacy +4, Intrigue +3, Intimidate +8, Knowledge (Centauri) +5, Knowledge (Human) +2, Notice +5
Feats: Alertness, Dodge, Fluency (Centauri & Human), Harm's Way, Improved Initiative, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Centauri guardsman's rifle (+5, 3d6 dam, 19–20 crit, 150 ft., 45 shots, AP 4, Automatic, Rapid Fire), coutari (+5, 1d6+1 dam, 19–20 crit, 1-h), dress uniform.

Money Broker

3rd Level Centauri Worker (white collar); hp 6; Init +0; Spd 30 ft.; DV 11; Atk: +1 close combat or +1 ranged; SQ Born to Intrigue (Linguistics & Sense Motive), Vocation (Profession (money broker)), Worker Type: White Collar (Appraise, Diplomacy & Investigate); Fort +1, Ref +1, Will +6; Str 10, Dex 10, Con 8, Int 14, Wis 12, Cha 12
Notable Skills: Appraise +8, Bluff +9, Computer Use +8, Diplomacy +8, Intrigue +3, Investigate +8, Knowledge (Babylon 5) +7, Knowledge (Centauri) +7, Knowledge (Human) +4, Linguistics +8, Profession (money broker) +8, Sense Motive +7
Feats: Fluency (Centauri & Human), Iron Will, Skill Focus (Profession (money broker)), Weapon Proficiency (pistol)

Noble

3rd Level Centauri Agent; hp 11; Init +1; Spd 30 ft.; DV 12; Atk: +2 close combat or +3 ranged; SQ Born to Intrigue (Diplomacy & Notice), Multi-Skilled (Knowledge (history)), Opportunism (Sneak Attack +1d6); Fort +3, Ref +4, Will +0; Str 11, Dex 12, Con 13, Int 13, Wis 8, Cha 14
Notable Skills: Bluff +13, Diplomacy +8, Intrigue +10, Intimidate +6, Knowledge (Babylon 5) +5, Knowledge (Centauri) +8, Knowledge (Human) +7, Knowledge (history) +4, Linguistics +5, Notice +5, Sense Motive +8, Subterfuge +4
Feats: Fluency (Centauri & Human), Noble Birth, Skill Focus (Bluff & Sense Motive), Weapon Proficiency (close combat, grenade & pistol)
Standard Equipment: Diplomat's attire (DR 1)

Narn

Assassin

4th Level Narn Agent; hp 15; Init +2; Spd 30 ft.; DV 14; Atk: +4 close combat or +5 ranged; SQ Low-Light Vision, Multi-Skilled (Medical), Opportunism (Stunning Attack DC 14), Skill Mastery (Stealth); Fort +2, Ref +6, Will +1; Str 13, Dex 14, Con 13, Int 12, Wis 10, Cha 8
Notable Skills: Acrobatics +5, Bluff +1, Athletics +5, Concentration +3, Intrigue +6, Intimidate +2, Investigate +8, Knowledge (Babylon 5) +2, Knowledge (biology) +3, Knowledge (Centauri) +3, Knowledge (Human) +3, Knowledge (Narn) +5, Medical +8, Notice +7, Stealth +12, Subterfuge +9
Feats: Armour Familiarity, Fluency (Human & Narn), Martial Arts, Skill Focus (Stealth), Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: 2 doses of vin'rath poison (DC 20, 1d6 Dex/2d6 Dex), knife (+5, 1d4+1 dam, 19–20 crit, 1-h), Narn stun gun (+5, DC 14 Fort or unconscious, 10 ft., 5 shots, Automatic), padded armour (DR 2).



Bodyguard

4th Level Narn Soldier; hp 21; Init +6; Spd 30 ft.; DV 15; Atk: +6 close combat or +6 ranged; SQ Low-Light Vision, Co-ordinated Unit +1; Fort +6, Ref +3, Will +1; Str 15, Dex 14, Con 15, Int 11, Wis 10, Cha 8
Notable Skills: Acrobatics +5, Athletics +5, Computer Use +1, Intimidate +4, Investigate +2, Knowledge (Human) +2, Knowledge (Narn) +4, Knowledge (tactics) +2, Notice +3, Stealth +4, Technical (electronics) +2
Feats: Alertness, Armour Familiarity, Brawling, Fluency (Human & Narn), Harm's Way, Improved Initiative, Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Padded armour (DR 2), W&G Model 10 PPG (+6, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Engineer

1st Level Narn Worker (blue collar); hp 8; Init +0; Spd 30 ft.; DV 10; Atk: +1 close combat or +0 ranged; SQ Low-Light Vision, Vocation (Technical (engineering)), Worker Type: Blue Collar (Drive, Notice & Operations (sensors)); Fort +3, Ref +0, Will +0; Str 13, Dex 10, Con 13, Int 12, Wis 10, Cha 8
Notable Skills: Athletics +2, Computer Use +3, Concentration +2, Drive +1, Knowledge (engineering) +5, Knowledge (Human) +3, Knowledge (Narn) +5, Notice +1, Operations (sensors) +3, Operations (systems) +3, Technical (electronics) +5, Technical (engineering) +6, Technical (mechanical) +5
Feats: Fluency (Human & Narn), Hobby (Knowledge (engineering)), Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Engineering toolkit

Soldier

2nd Level Narn Soldier; hp 15; Init +1; Spd 30 ft. (20 ft.); DV 13; Atk: +4 close combat or +3 ranged; SQ Low-Light Vision, Co-ordinated Unit +1; Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 15, Int 11, Wis 9, Cha 8
Notable Skills: Acrobatics +4 (+2), Athletics +4 (+2), Computer Use +1, Intimidate +2, Knowledge (Human) +2, Knowledge (Narn) +4, Knowledge (tactics) +2, Operations (gunnery) +3, Stealth +3 (+1), Technical (electronics) +2
Feats: Armour Familiarity, Brawling, Fluency (Human & Narn), Iron Will, Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: EF-PRPPG rifle (+3, 2d8 dam, 19–20 crit, 150 ft., 24 shots, AP 2, Automatic, Rapid Fire), knife (+4, 1d4+2 dam, 19–20 crit, 1-h), Narn battle suit (DR 3, –10 ft., –2 ACP), W&G Model 10 PPG (+3, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Minbari

Priest

3rd Level Minbari (religious caste) Telepath P6 / 1st Level Diplomat; hp 13; Init +2; Spd 30 ft.; DV 11; Atk: +2 close combat or +1 ranged; SQ Discipline Focus (Scanning); Fort +0, Ref +0, Will +6; Str 13, Dex 10, Con 14, Int 11, Wis 12, Cha 13
Notable Skills: Concentration +6, Diplomacy +7, Knowledge (any) +0, Knowledge (Human) +2, Knowledge (Minbari) +5, Knowledge (philosophy) +4, Knowledge (telepathy) +3, Sense Motive +7, Telepathy +7 (+9 with Scanning abilities)
Feats: Ability Focus (Scanning), Adaptive Mind, Alien Empathy, Fluency (Human & Minbari: Lenn-Ah, Fik & Adrenato), Meditation, Telepath, Weapon Proficiency (pistol)
Standard Equipment: Diplomat's attire (DR 1)

Ranger

3rd Level Minbari (religious caste) Ranger; hp 12; Init +4; Spd 30 ft.; DV 14; Atk: +4 close combat or +5 ranged; SQ Discipline of the Ranger, The Application of Terror; Fort +3, Ref +4, Will +6; Str 13, Dex 15, Con 12, Int 12, Wis 14, Cha 10
Notable Skills: Computer Use +7, Concentration +5, Diplomacy +6, Drive +4, Knowledge (any) +3, Knowledge (history) +5, Knowledge (Human) +5, Knowledge (Minbari) +5, Knowledge (philosophy) +5, Knowledge (tactics) +5, Linguistics +7, Medical +3, Notice +4, Pilot +8, Sense Motive +4, Stealth +6 (+7), Subterfuge +6
Feats: Alien Empathy, Fluency (Human & Minbari: Lenn-Ah, Fik & Adrenato), Martial Arts, Spacecraft Proficiency, Two-Weapon Weapon Proficiency (close combat, denn'bok, grenade & pistol)

Standard Equipment: Denn'bok (+5 or +3/+3, 1d6+1 dam, Double Weapon, 2-h), Ranger pin, Ranger robes (DR 2, +1 Stealth)

Warrior

3rd Level Minbari (warrior caste) Officer (pilot); hp 11; Init +4; Spd 30 ft. (20 ft.); DV 13; Atk: +5 close combat or +4 ranged; SQ Branch Specialisation (pilot), Rallying Call 1/day; Fort +2, Ref +3, Will +4; Str 15, Dex 12, Con 11, Int 12, Wis 11, Cha 8
Notable Skills: Computer Use +7, Concentration +5, Knowledge (astrophysics) +3, Knowledge (Human) +3, Knowledge (Minbari) +5, Knowledge (tactics) +7, Medical +3, Pilot +7 (+6), Technical (electronics) +4
Feats: Armour Familiarity, Fluency (Human & Minbari: Lenn-Ah, Fik & Adrenato), Spacecraft Dodge, Spacecraft Proficiency, Weapon Focus (Minbari fighting knife), Weapon Proficiency (close combat, grenade & pistol), Weapon Specialisation (Minbari fighting knife)
Standard Equipment: Minbari battle armour (DR 5, –10 ft., –1 ACP), Minbari fighting knife (+6, 1d4+4 dam, x3 crit, 1-h), Minbari holdout laser (+4, 3d6 dam, 18–20 crit, 30 ft., special ammo, AP 3)

Worker

2nd Level Minbari Scientist; hp 6; Init +2; Spd 30 ft.; DV 11; Atk: +2 close combat or +1 ranged; SQ Mental Agility, Primary Area of Study (Technical (electronics)), Peripheral Study (Medical); Fort +0, Ref +0, Will +4; Str 13, Dex 10, Con 11, Int 15, Wis 13, Cha 11
Notable Skills: Computer Use +9, Concentration +7, Knowledge (any) +2, Knowledge (astrophysics) +7, Knowledge (Human) +5, Knowledge (Minbari) +8, Knowledge (physics) +7, Medical +9, Operations (any) +4, Operations (sensors) +9, Operations (systems) +9, Profession (technician) +7), Technical (any) +4, Technical (electronics) +14 (+15 with exceptional toolkit)
Feats: Fluency (Human & Minbari: Lenn-Ah, Fik & Adrenato), Skill Focus (Technical (electronics)), Weapon Proficiency (pistol)
Standard Equipment: Excellent electronics toolkit (+1 bonus to Technical (electronics) checks)

League of Non-Aligned Worlds

Abbai Negotiator

2nd Level Abbai Diplomat; hp 6; Init +2; Spd 30 ft.; DV 13; Atk: –1 close combat or +3 ranged; SQ None; Fort +0, Ref +2, Will +5; Str 6, Dex 14, Con 11, Int 14, Wis 15, Cha 14
Notable Skills: Athletics –2 (+6 when swimming), Concentration +5, Diplomacy +9, Knowledge (Abbai) +9, Knowledge (astrophysics, biology, chemistry, engineering and physics) +2, Knowledge (history) +6, Knowledge (Human) +5, Knowledge (Hyach) +5, Knowledge (philosophy) +7, Sense Motive +9
Feats: Alien Empathy, Bimitha Adept, Fluency (Abbai, Human & Hyach), Weapon Proficiency (pistol)
Standard Equipment: Diplomat's attire (DR 1)

Brakiri Trader

3rd Level Brakiri Trader; hp 10; Init +0; Spd 30 ft.; DV 11; Atk: +2 close combat or +2 ranged; SQ Darkvision; Fort +2, Ref +1, Will +4; Str 10, Dex 10, Con 13, Int 11, Wis 13, Cha 14
Notable Skills: Appraise +12, Bluff +11, Computer Use +1, Diplomacy +9, Intrigue +3 (+6 when gathering information), Knowledge (Brakiri) +5, Knowledge (Human) +3, Knowledge (Narn) +3, Knowledge (Zocalo) +4, Linguistics +2, Profession (trader) +4, Sense Motive +6, Stealth +2, Subterfuge +3
Feats: Alien Empathy, Eye for Quality, Fluency (Brakiri, Human & Narn), Skill Focus (Appraise), Weapon Proficiency (close combat & pistol)
Standard Equipment: Knife (+2, 1d4 dam, 19–20 crit, 1-h)

Drazi Hired Goon

2nd Level Drazi Lurker; hp 12; Init +2; Spd 30 ft.; DV 11; Atk: +4 close combat or +1 ranged; SQ Short Fuse, Survivor's Luck 1/day; Fort +5, Ref +0, Will –1; Str 16, Dex 10, Con 14, Int 8, Wis 8, Cha 11
Notable Skills: Appraise +1, Athletics +8 (+6), Intimidate +5, Intrigue +1 (+3 when gathering information), Investigate +1, Knowledge (Downbelow) +3, Knowledge (Drazi) +3, Knowledge (Human) +2, Notice +1, Stealth +2 (+0), Subterfuge +1
Feats: Brawler, Dense Scales, Fluency (Drazi & Human), Toughness, Weapon Proficiency (close combat & pistol)
Standard Equipment: Club (+4, 1d6+3 dam, 1-h), padded armour (DR 4, –2 ACP, inc. scales)

Pak'ma'ra Fence

4th Level Pak'ma'ra Lurker; hp 17; Init +2; Spd 20 ft.; DV 11; Atk: +6 close combat or +2 ranged; SQ Multi-Skilled (Diplomacy), Survivor's Luck 1/day; Fort +9, Ref +0, Will +1; Str 14, Dex 8, Con 17, Int 11, Wis 10, Cha 7
Notable Skills: Appraise +10, Athletics +2 (–2 when jumping), Intrigue +5 (+11 when gathering information), Investigate +7 (+9 when searching), Knowledge (Downbelow) +14, Knowledge (Human) +4, Knowledge (Pak'ma'ra) +5, Notice +2, Stealth +4, Subterfuge +5
Feats: Fluency (Human & Pak'ma'ra), Great Fortitude, Skill Focus (Appraise & Knowledge (Downbelow)), Stench, Toughness, Weapon Proficiency (close combat & pistol)
Standard Equipment: Translator

...AND THE SKY FULL OF STARS

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

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 jump gate, 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 2259

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 jump gate 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.

THE EARTH ALLIANCE

Now spanning multiple systems in a once insignificant area of space, the Earth Alliance is the cradle of Human 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 jump gate in Earth's orbit, allowing Human ships to begin exploring and trading with every nearby civilisation. Five years later, the Earth Alliance purchased jump gate 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 jump gate 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 conflicts 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.

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

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 III in the Epsilon Eridani system.

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 colonies, particularly Mars, to believe they are being treated as second-class citizens compared to 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 representation 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 jump gate 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 bordering the League of Non-Aligned Worlds began to see a great deal of traffic from aliens seeking to ally themselves with the expanding Earth Alliance. Not all colonies are highly developed, however, and some of the newly established ones, such as Ceti Gamma, 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 a dozen 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. This 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 VII, 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 superstructure collapses, destroying it utterly.

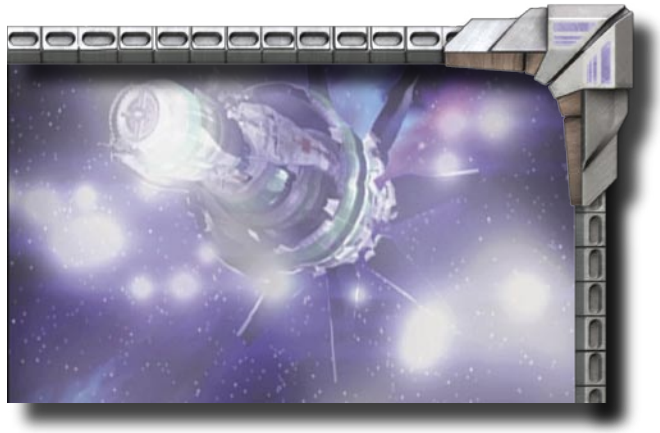
2250
The building of the Babylon 2 station commences, though it is sabotaged and destroyed during construction.

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 24 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 100 credits).

The Psi Corps

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 existence of individuals with telepathic potential was officially recognised by the Earth Alliance in 2152. 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.

The headquarters of the Psi Corps is located in 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 interbreeding, 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. These 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.

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 and such a telepath will be visited once every week to be given sleeper drugs that suppress their abilities by a Psi Corps specialist.

The tests telepaths will go through in Psi Corps 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, they 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 they are forced to endure and learn. These damaged telepaths are quietly returned to the Psi Corps 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 make sure mundanes do not learn 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 to 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, the Command Corps, is the smallest but also contains one of the best known elements of the Psi Corps. Most of the Command Corps is dedicated to the administration of the Psi Corps as a whole. The well-known element is the arm of the Command Corps that deals with the 'regulation' of wayward Human telepaths – the Psi Cops. 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 repeatedly 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 or greater 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

That information is on a need-to-know basis, Commander. And you don't need to know.

- Alfred Bester, Psi Cop

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. 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.

The following are the main rules that members of the Psi Corps are expected to follow at all times.

- 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.
- 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.
- Members are required to submit to scans by Psi Corps representatives upon request.
- Scanning is only permitted when authorisation has been granted by the subject, Psi Corps or legal bodies.
- 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

They are alone. They are a dying people. We should let them pass.

- Kosh

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. They 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.

Over 400 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 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 who are 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. 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-pulmonary 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 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 Centaurum

The entire Centauri Republic is governed by the Emperor and the Centaurum, 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 Centaurum merely act as advisors and wield little actual power other than that granted by the Emperor's whim. Comprising the heads of the Great Houses, the Centaurum is rife with political intrigue as each member vies to gain the Emperor's ear and so gain a vital advantage over rivals. 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 Centaurum. However, members of the Centaurum 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 Centaurum 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 back Jealous rivals are not above concocting false allegations designed to cause embarrassment and eventual resignation. They may even resort to old-fashioned 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 Centaurum acts as a buffer for the Emperor, dealing with all the administrative duties of running an interstellar empire that need not concern him. 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 Centaurum 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 Centaurum to the Emperor, as well as resolve any minor disputes between Ministers.

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 Centaurum 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 race to claim the throne is almost guaranteed to result in a number of 'accidents' occurring to prominent members of the Centaurum.

It is the Emperor, not the Centaurum, 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. 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 50 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 Centaurum 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 outside of their Protectorate zone, while

keeping to the tenets laid down by one of their greatest leaders, Valen, over a thousand years ago. It is said that no Minbari has killed another for a millennium.

Spread across over 20 systems, the Federation is a major if secretive power within the galaxy and other governments have learnt to listen when the Minbari speak. Their 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 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. 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 the Minbari are based heavily on the teachings and wisdom of Valen and have been passed down, unchanged, for a thousand years.

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 – they had no wish to share the same fate. Though the Minbari 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

Summoned, I come. In Valen's name I take the place that has been prepared for me. I am Grey. I stand between the candle and the star. We are Grey. We stand between the darkness... and the light.

- Delenn

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*, which travels among the stars to where the Council 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. Also, the collective wisdom of all three castes could 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.

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. 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 are especially treated in this fashion and they roam Federation worlds, doing what they can to help fellow Minbari. 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 if necessary, whose decisions are binding beyond reproach.

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. They are treated as victims 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 a 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 Nar'Shal'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 many 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 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 the Narn are 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.

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 Nar'Shal 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 distant past.

Membership to the Kha'Ri is earned through 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, 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 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 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 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 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 VORLON EMPIRE

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

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.



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 tremendous living ships. 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 from their occupation of many other worlds, the League of Non-Aligned Worlds was an attempt to give the minor races a greater voice in intergalactic 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 2259, the League comprises nearly 30 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 and 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 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 spokeswomen 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.

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 the 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 despite 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 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 nonlethal 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 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.

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 military is small but slowly expanding, concentrating on defensive forces for their homeworlds, rather than armies and fleets of conquest.

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 outlook 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 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 jump gate 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 steel themselves to sway Pak'ma'ra votes in political negotiations.

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 jump gate 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.

APPENDIX A: FULL ORDER LIST

All Hands… Fire At Will! (Offensive): Fires weapons in 1 arc at 1 target. Operations (gunnery) DC 5.

Afterburners To Full! (Tactical): Requires Afterburners special quality – Moves craft 2 range bands rather then 1. Operations (piloting) DC 10.

Angle For Maximum Effect (Tactical): Craft may fire weapons in 1 arcs rather than 1 for remainder of round. Operations (piloting) DC 20.

Attain Orbit (Tactical): Moves craft from atmosphere to space. Operations (piloting) DC 10.

Blast Them As They Launch! (Offensive Response): Responds to *Launch Fighters!* – Fires weapons in 1 arc at any enemy solo craft that have just been launched. Operations (gunnery) DC 20.

Brace For Impact (Defensive): Grants bonus to Technical checks and reduces damage. Operations (systems) DC 10.

Broadsides! (Offensive): Fires weapons in Port and Starboard arcs at a multiple targets. Operations (gunnery) DC 15.

Close For Battle (Tactical): Moves craft 1 range band toward battle's centre. Operations (piloting) DC 5.

Concentrate All Fire! (Offensive): Fires weapons in 1 arc at 1 target, plus grants a +2 bonus to attack rolls and craft loses Handling bonus to DC. Operations (gunnery) DC 15.

Defensive Position (Defensive): Neutralises *Target Their…!* bonuses against the craft or modifies random damage location. Operations (piloting) DC 15.

Escort Defence! (Tactical): Craft gains % chance of intercepting barrages targeting another craft within close range. Operations (piloting) DC 20.

Extreme Measures! (Defensive): Grants dodge bonus to DV. Operations (piloting) DC 20.

Fighter Screen! (Offensive): Switches some weapons systems into fighter screen mode, which attack enemy solo craft within close range of the craft. Operations (gunnery) DC 15.

Fire Main Gun! (Offensive): Victory only – Fires the Lightning Cannon at a single target and Victory may issue no other orders and loses Handling bonus to DV for remainder of round. Operations (gunnery) DC 20.

Fire Interceptors! (Defensive): Switches some weapons systems into intercept mode, which may reduce Total Offence of barrages against craft. Operations (gunnery) DC Variable.

Get Those Systems Back Online (Tactical): If the craft has lost a special quality or had its engine, hangar or weapons spaces reduced to 0, this order restores 1 special quality or 1 engine, hangar or weapons space. Technical (varies) DC 20.

Grapple (Tactical): Requires Grapple special quality – Activates grapple arm to latch hold of a close object or craft. Operations (piloting) DC 15.

He's In Your Six! (Defensive): Solo craft only – If opposed Pilot check is successful, craft shakes off enemy solo craft that have targeted it with a *Targeting Run!*

Hold Her Together (Tactical): If the craft has had its control, engine, hangar or weapons spaces damaged (but not reduced to 0), this order restores 1 control, engine, hangar or weapons structural space. Technical (varies) DC 15.

Hover (Tactical): Moves craft from atmosphere to hovering just above the surface, or maintains hovering position. Operations (piloting) DC 15.

Join Battle Group (Tactical): Surface vehicle joins a battle group. Drive DC 15.

Join Fleet (Tactical): Craft joins a fleet. Operations (piloting) DC 10.

Join Wing (Tactical): Solo craft only – Craft joins a wing. Pilot DC 15.

Land (Tactical): Moves craft from atmosphere to stationary on the surface. Operations (piloting) DC 5.

Launch Fighters! (Tactical): Launches a number of solo craft from the craft's hangars equal to the figure noted in its Craft statistic. Operations (systems) DC 10.

Lock Weapons (Tactical): Locks targeting computer onto a target, which grants a bonus to attack rolls. Operations (sensors) DC Varies.

Open Jump Point! (Tactical): Either opens a nearby jump gate or opens a jump vortex (craft with Jump Point special quality only). Operations (systems) DC 10.

Opportunity Fire! (Offensive Response): Fires weapons in 1 arc at 1 target. Operations (gunnery) DC 10.

Pivot! (Defensive): Automatically shakes off enemy solo craft that have targeted the craft with a *Targeting Run!* Operations (piloting) DC 15.

Pull Back (Tactical): Moves craft 1 range band away from battle's centre. Operations (piloting) DC 5.

Ram Them! (Tactical): If craft's crew steel themselves and opposed Operations (piloting) check is successful, craft rams target craft.

Route Control Through This Panel (Tactical): If the craft has had its control spaces reduced to 0, this order restores 1 control space. Technical (electronics) DC 25.

Re-Entry (Tactical): Moves craft from space to atmosphere. Operations (piloting) DC 10.

Return To Base (Tactical): Solo craft only – Craft docks with parent or friendly craft. Pilot DC 10.

Run Silent, Run Dark (Tactical): Dampens electronic signature of craft, temporarily increasing Stealth score. Operations (systems) DC 15.

Seize The Initiative! (Tactical): Replaces current Initiative count of craft with result of commander's Knowledge (tactics) roll.



Shadow Jump (Tactical): Moves Shadow craft from space to hyperspace. Operations (systems) DC 10.
Shake The Lock! (Defensive): Attempts to shake the target locks that any enemy craft's targeting computers may have acquired on the craft. Operations (systems) DC Variable.
Skindancing! (Tactical): Solo craft only – Craft may not be targeted by target craft, attacks by others against skindancing craft have 50% chance of striking target. Pilot DC 30.
Spray! (Offensive): Fires weapons in any arc at multiple targets. Operations (gunnery) DC 25.
Take Off! (Tactical): Moves craft from surface (or hovering) to atmosphere. Operations (piloting) DC 5.
Targeting Run! (Tactical): Solo craft only – Sets up an attack run on target craft, which grants various benefits. Pilot DC Varies.
Target Their Bridge! (Offensive): Fires weapons in 1 arc at 1 target; if successful, the barrage's damage will automatically be applied to the target's control spaces first. Operations (gunnery) DC 25.
Target Their Cargo Bays! (Offensive): Fires weapons in 1 arc at 1 target; if successful, the barrage's damage will automatically be applied to the target's cargo spaces first. Operations (gunnery) DC 20.
Target Their Engines! (Offensive): Fires weapons in 1 arc at 1 target; if successful, the barrage's damage will automatically be applied to the target's engine spaces first. Operations (gunnery) DC 20.
Target Their Cargo Bays! (Offensive): Fires weapons in 1 arc at 1 target; if successful, the barrage's damage will automatically be applied to the target's cargo spaces first. Operations (gunnery) DC 20.
Target Their Launch Bays! (Offensive): Fires weapons in 1 arc at 1 target; if successful, the barrage's damage will automatically be applied to the target's hangar spaces first. Operations (gunnery) DC 20.
Target Their Weapons! (Offensive): Fires weapons in 1 arc at 1 target; if successful, the barrage's damage will automatically be applied to the target's weapon spaces in a specific arc first. Operations (gunnery) DC 20.

APPENDIX B: CONVERSION NOTES

The 2nd edition system for the *Babylon 5 Roleplaying Game* is largely compatible with the 1st edition. This appendix summarises the changes that are required to convert characters and other rules over to the new system.

Races

Abbai: The Abbai racial traits have been tweaked. They are also now a standard optional race.
Brakiri: Virtually unchanged , though their favoured class has changed to Trader.
Centauri: The Centauri racial traits have been tweaked.
Drazi: Drazi now get Brawler as a free feat instead of Improved Unarmed Strike.
Humans: Virtually unchanged.
Minbari: The Centauri racial traits have been tweaked.
Narn: Virtually unchanged.
Pak'ma'ra: The Pak'ma'ra racial traits have been tweaked. They are also now a standard optional race.

Character Classes

Hit Points: Now standardised for all classes. Also, a character's Constitution modifier is now applied to total hit points.

Influence: Influence is a new ability for all classes. Existing characters have their influence calculated as normal (for example, a 5th level Agent gets 1d6 in two Influences and a total of +20 to add to other Influences).

Base Attack/Saving Throws: Mostly unchanged, though some will require recalculating.

Defence Value: A character's Defence is no longer based on his Reflex saving throw. Instead, character classes all have a Defence bonus that increases with class level. Recalculate a character's Defence based on this new bonus.

Class Features: This is probably the area of he most revision in the 2nd edition. These will have to be recalculated on a character-by-character basis.

Skills

When converting characters from 1st edition to 2nd edition, just convert their skills over directly – add a character's Climb ranks to his Athletics total and so on. Excess skill points can be put into any other skill. Classes generally have the same number of skill points in 2nd edition, though it is worth checking the individual class.

Appraise: Unchanged.
Balance: Add to Acrobatics total
Bluff: Unchanged.
Climb: Add to Athletics total.
Computer Use: Unchanged.
Concentration: Unchanged.
Diplomacy: Unchanged.
Disguise: Add to Intrigue total.
Drive: Unchanged, but the character may wish to siphon some points into Operations (driving).
Escape Artist: Add to Subterfuge total or Acrobatics total (your choice).
Forgery: Add to Subterfuge or Computer Use total (your choice).
Gather Information: Add to Intrigue total.
Hide: Add to Stealth total.
Intimidate: Unchanged.
Jump: Add to Athletics total.
Knowledge:
- Alien Language: Split between two or more Knowledge (specific culture) totals.
- Alien Life: Split between two or more Knowledge (specific culture) totals or Knowledge (biology) total.
- Astrophysics: Unchanged.
- Structural Engineering: Change to Knowledge (engineering).
- History: Unchanged.
- Law: Unchanged.
- Military: Change to Knowledge (tactics).
- Telepathy: Unchanged.
- Sector: Split between two or more Knowledge (specific local) totals.
- Star Systems: Split between two or more Knowledge (specific local) totals or Knowledge (astrophysics) .

Listen: Add to Notice total.
Medical: Unchanged.
Move Silently: Add to Stealth total.
Perform: Change to Profession (performer).
Pilot: Unchanged, but the character may wish to siphon some points into Operations (piloting).
Profession: Must specify whether the individual profession is blue collar, performing or white collar.
Read Lips: Add to Intrigue total.
Search: Add to Investigate total.
Sense Motive: Unchanged.
Sleight of Hand: Add to Subterfuge total.
Speak Language: Changed to

Linguistics. It is also worth looking at the Fluency feat.
Spot: Add to Notice total.
Survival: Removed. Add to Stealth, Notice or Knowledge (specific local).
Swim: Add to Athletics total.
Technical:
- Electronics: Unchanged.
- Engineering: Unchanged.
- Mechanical: Unchanged.
- Space Travel: Split between two or more Operation skills.

Telepathy: Unchanged.
Tumble: Add to Acrobatics total.

Converted skills cannot exceed a character's normal maximum ranks – a 5th level lurker cannot have more than 8 ranks in Stealth, even if he has 8 ranks in both Hide and Move Silently under 1st edition rules. Excess skill points can be put into any other skill as normal. It is also worth noting that many of the synergy bonuses for having ranks in compatible skills have changed and the necessary ranks for synergy is now 8, rather than 5.

Feats

Most feats have been at least tweaked and it is worth checking them to see how they now work, especially if they involved telepathy or space combat. A few special notes:

Alertness: Alertness now allows a character to avoid being flat-footed, provides a lower bonus and has Improved Initiative as a prerequisite.
Armour Familiarity: New feat, essential for those not wishing to suffer stiff armour check penalties in armour,
Brawler: New feat, replacing Improved Unarmed Strike.
Contact: The rules for contacts have been integrated with those for Influence.
Devoted Friend: New feat, basically making a contact even more valuable.
Dodge: Changed to a simpler +1 dodge bonus to DV.
Dogfighter: Changed to work with new space combat rules.
Elite Commander/GROPOS/Pilot: A new and essential feat for those who wish to be elite capital spacecraft commanders/surface vehicle combatants /fighter spacecraft combatants.
Evasive Action: Changed to work with new space combat rules.
Fire Control: Changed to work with new space combat rules.
Improved Fire Control: Changed to work with new space combat rules.
Legendary Commander/GROPOS/Pilot: A new and essential feat for those who wish to be legends in capital spacecraft/surface vehicle/fighter spacecraft combat.
Marksman: Changed to allow doubling of threat range after three aiming actions.
Martial Arts: New feat, replacing Improved Unarmed Strike.
Natural Athlete: New feat, aids with multiple Athletics and Acrobatics tasks.
Precise Shot: Changed to allow you to ignore cover after three aiming actions.
Sixth Sense: Changed so that it now requires Improved Initiative and Alertness as prerequisites and is no longer crap.
Telepath: A *mandatory* feat for telepaths.
Veteran Commander/GROPOS/Pilot: A new and essential feat for those who wish to be veterans in capital spacecraft/surface vehicle/fighter spacecraft combat.

Equipment and Vehicles

Personal equipment is largely unchanged, though armour has been expanded to include rules for hindrance (the armour check penalty).

All vehicles and craft have been changed to work with new space combat rules.

Prestige Classes

Skills: Use the skill changes above to convert a Prestige Class's skill list over to the new edition. For example, the Minbari Lorecrafter lists Gather Information as a class skill; in 2nd edition, this would become Intrigue.

Defence: There are three progressions for the defence bonus. A good rule of thumb is to use the Poor (diplomat) progression for classes that have a low BAB (tops out at +5 at 10th level), the Average (lurker) progression for classes that have a medium BAB (tops out at +7 at 10th level) and the Good (soldier) progression for classes that have high BAB (tops out at +10 at 10th level)

Influence

A prestige class generally gains +2 or +3 Influence per level in its primary field of Influence and +1 in any two other Influences. Many prestige classes from 1st edition have abilities that give them the ability to draw on the resources of some government or other faction; under 2nd edition, these are folded into the general Influence rules and give the character a +5 bonus to Influence with that faction.

NAME :

PLAYER

RACE

CLASS

LEVEL

MAXIMUM HIT POINTS:

CURRENT HIT POINTS:

CURRENT NONLETHAL DAMAGE:

BASE SPEED:

ABILITY SCORES

	Score	Modifier	Temp Score	Temp Modifier
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

SAVING THROWS

	Class Bonus	Ability Modifier	Misc. Bonus	TOTAL
FORTITUDE				
REFLEX				
WILL				

DEFENCE VALUES

	Class bonus	Dex bonus	Misc. Bonus	TOTAL
DV				

	Class bonus	Misc. Bonus	TOTAL
DV (FLAT-FOOTED)			

ORDERS PER TURN

PERSONAL COMBAT	n/a
SURFACE VEHICLE COMBAT	
SPACE/ATMOSPHERIC COMBAT	
SPACE/ATMOSPHERIC COMBAT (SOLO CRAFT)	

FEINTING

	BAB	Dex Modifier	Misc. Bonus	TOTAL
FEINT BONUS				

	BAB	Wis Modifier	Misc. Bonus	TOTAL
REIST FEINT BONUS				

INITIATIVE

	Dex Modifier	Misc. Bonus	TOTAL
INITIATIVE			

ATTACK BONUSES

	BAB	Str Modifier	Misc. Bonus	TOTAL
CLOSE COMBAT				

	BAB	Dex Modifier	Misc. Bonus	TOTAL
PERSONAL RANGED				

	BAB	Int Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (GUNNERY)				

	BAB	Dex Modifier	Misc. Bonus	TOTAL
SPACE COMBAT (SOLO CRAFT)				

THIS PAGE IS DESIGNATED OPEN GAME CONTENT. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY. A COPY MAY BE DOWNLOADED FROM OUR WEBSITE – www.mongoosepublishing.com

THIS PAGE IS DESIGNATED OPEN GAME CONTENT. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY. A COPY MAY BE DOWNLOADED FROM OUR WEBSITE – www.mongoosepublishing.com

B52E Character Sheet

SKILLS

Skill	Use Untrained?	Class Skill?	Key Ability	Ability Mod	Ranks	Misc. Mods	TOTAL BONUS
Acrobatics*	Y		Dex				
Appraise	Y		Int				
Athletics*	Y		Str				
Bluff	Y		Cha				
Computer Use	Y		Int				
Concentration	Y		Con				
Diplomacy	Y		Cha				
Drive*	Y		Dex				
Intimidate	Y		Cha				
Intrigue	Y		Cha				
Investigate	Y		Int				
Knowledge (own culture)	Y	Y	Int				
Knowledge ( )	N		Int				
Knowledge ( )	N		Int				
Knowledge ( )	N		Int				
Knowledge ( )	N		Int				
Knowledge ( )	N		Int				
Knowledge ( )	N		Int				
Lingustics	Y		Int				
Medical	N		Int				
Notice	Y		Wis				
Operations ( )	N		Int				
Operations ( )	N		Int				
Operations ( )	N		Int				
Pilot*	Y		Dex				
Profession (blue collar)	N		Wis				
Profession (performing)	N		Cha				
Profession (white collar)	N		Int				
Sense Motive	Y		Wis				
Subterfuge	Y		Dex				
Stealth*	Y		Dex				
Technical (electronics)	N		Int				
Technical (engineering)	N		Int				
Technical (mechanical)	N		Int				
Telepathy	N		Cha				

* Armour check penalty applies.

FLUENCY

+2 bonus to Knowledge (specific culture) checks when fluent in that culture's language

RACIAL FEATURES

CLASS FEATURES

CURRENT MP

MP TO NEXT LEVEL

NAME :

FEATS

Name	Effect

B52E Character Sheet

WEAPONS

Name	Dam	Crit	Range Inc	Dam Type	Features/Notes

ARMOUR

Name	DR	Spd Red	ACP

EQUIPMENT

Name	Weight	Notes & Effects
Total Weight:		

CURRENT SPEED

TOTAL ACP

CURRENT LOAD

ENCUMBRANCE PENALTY

CREDITS

OTHER

THIS PAGE IS DESIGNATED OPEN GAME CONTENT. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY. A COPY MAY BE DOWNLOADED FROM OUR WEBSITE – www.mongoosepublishing.com

INDEX

A

Abilities 18
Ability Checks 61
Ability Focus 88
Ability Modifiers 18
Ability Score Loss 20
Acrobatics 62
Actions in Combat 161
Adaptive Mind 88
Agent 35
Aiming Actions 170
Airlocks 301
Alertness 88
Alien Anatomy 88
Alien Empathy 92
Ambassador Delenn 321
Ambassador G'Kar 322
Ambassador Kosh Naranek 323
Ambassador Londo Mollari 324
Antique Slugthrower 137
Appraise 64
Armour & Clothing Descriptions 139
Armour Familiarity 92
Arriving on Babylon 5 296
Athletics 65
Atmospheric Combat 210
Attacks 153
Attack Actions 163

B

Babylon 5 Timeline 247
Battles in Space 183
Bimitha Adept 92
Biokinetics 125
Blind-Fight 92
Blocking 127
Blood Oath 92
Blood Rage 93
Bluff 67
Bonus Types & Stacking 60
Brawler 93

C

Campaign Types 242
Carryall 141
Chain, Steel 141
Changeling Net 141
Character Advancement 251
Character Classes 34
Character Races 22
Checks without Rolls 60
Classes 34
Class Features 35
Climate 281
Close Combat Weapon Descriptions 134
Cold Climates 281
Combat Expertise 93
Combat Telepath 93
Combining Skill Attempts 61
Common Order Combinations 209
Communication 128
Communicator 142
Computer Use 68
Concealment 155
Concentration 70
Concussion Grenade 135
Contact 93
Core Mechanic, The 12
Coutari 134
Cover 155
Craft Descriptions 180
Craft Special Qualities 230
Creating a Character 12
Critical Hits 157

D

Damage 156, 190
Data Access 93
Data Crystal 142
Defence Value 154
Defensive Orders 196
Dense Scales 94
Devoted Friend 94
Die Hard 94
Difficulty Class 59
Diplomacy 71, 299
Diplomat 37
Disease 281
Doctor Stephen Franklin 320
Dodge 94
Dogfighter 94
Donning Outfits 140
Drazi 27
Drazi Tackle 94
Drive 72
Drugs 150

E

Elite Commander 95
Elite GROPOS 95
Elite Pilot 95
Endurance 95
Energy Pod 142
Enhanced Speed 95
Environment 280
Epic Campaigns 235
Equipping a Character 132
Evasive Action 95
Exotic Weapon Descriptions 135
Exotic Weapon Proficiency 96
Experience Awards 252
Explosive Decompression 280
Exposure to Vacuum 280
Eye for Quality 95

F

Fabrication 316
Facilities 300
Factions & Influence Types 109
Falling 282
Far Shot 96
Favourable and Unfavourable Conditions 59
Feats Table 89
Feat Descriptions 88
Fence 256
Fire 282
Fire Control 96
Fire Extinguisher 142
First Aid Kit 142
First Ones 267
Flanking 164
Flashlight 142
Fluency 96
Free Actions 176
Full round Actions 170

G

Gaining Influence 106
Gaining Levels 252
General Equipment 141
Gestalt 97
Gill Implants 142
Grappling Hook 142
Greater Gestalt 97
Great Fortitude 97
Grenade Weapon Descriptions 135

H

Harm's Way 97
Heavy Weapon Descriptions 137
Helpless Defenders 178
Hit Points 34
Hobby 97
Holding Tanks 316
Hot Climates 281
Hyperspace 278

I

Identicard 142
Identicards 336
Improved Critical 97
Improved Feint 97
Improved Fire Control 98
Improved Initiative 98
Improved Two-Weapon Fighting 98
Independently Wealthy 98
Influence 35
Influence Checks 107
Influence Descriptions 110
Initiative 152
Injury and Death 158

Inspirational Combatant 98
Intimidate 72
Intrigue 73
Investigate 74
Iron Will 98

J

Jumpgate Operation 297
Jumpgate Procedure 278

K

Ka'Toc 134
Knife 134
Knowledge 74

L

Languages 23
Latent Telepath 98
Legendary Commander 98
Legendary GROPOS 98
Legendary Pilot 99
Lennier 324
Lieutenant Commander Susan Ivanova 318
Lifestyles 147
Lightning Reflexes 99
Lightning Reload 99
Light and Vision 283
Linguistics 76
Locks 142
Losing Influence 107
Lurker 39

M

Marksman 100
Mars Colony 334
Martial Arts 100
Medical 77
Medical Facilities 303
Meditation 100
Mental Fortress 100
Might Makes Right 100
Mindshredder 101
Miscellaneous Actions 176
Move Actions 169
Multiclass Characters 34

N

Natural Athlete 101
Nerves of Steel 101
Noble Birth 101

O

Offensive Orders 197
Officer 41
Opposed Checks 59
Orders 194

P

Perfection of Toil 101
Personal Encumbrance 292
Pilot 80
Pistol Weapon Descriptions 137
Planetary Travel 291
Point Blank Shot 101
Precise Shot 101
Prehensile Tentacles 101
Prestige Classes 256
Priestly Devotion 101
Psi Corps, The 52

R

Racial Adjustments 22
Racial Feats 88
Radiation 284
Ranger 44
Rapid Fire 173
Recorder 143
Resist Scan 102
Responses 205
Rifle Weapon Descriptions 138
Rolling Dice, Fractions and Multiplying 5
Rope 143
Run 102

S

Salaries 81
Sample Characters 327
Sanctuary 313
Saving Throws 157
Saving Throw Types 21
Scanning Discipline 130
Scientist 47
Scope 143
Security Chief Michael Garibaldi 319
Selling Equipment 275
Sense Motive 82
Sensing 131
Sensor Scans 297
Services 145
Shadows 268
Shadow Agent 259
Shelters 303
Shock Stick 134
Silencer 143
Silent Tread 102
Sixth Sense 102
Skills 58
Skill Checks 58
Skill Descriptions 61
Skill Focus 103
Skill Points 35
Smoke Bomb 137
Soldier 49
Spacecraft Crews 183
Spacecraft Dodge 103
Spacecraft Proficiency 103
Spacecraft Running Costs 274
Special Initiative Actions 178
Spraying an Area 174
Starvation And Thirst 285
Stealth 84
Stench 103
Stray Shots 167
Stress 193
Subterfuge 83
Suffocation and Drowning 285
Surface Vehicle Dodge 103
Surface Vehicle Proficiency 103
Surprise 152
Synergist 103
Synergy 87

T

Tactical Orders 200
Talia Winters 320
Technical 85
Telepath 51, 103
Telepathic Abilities 123
Telepathic Traits 121
Telepathy 86
Telepathy Feats 88
Terrorist 261
Thenta Makur Assassin 263
Thin Atmospheres 286
Throwing Grenades 136
Time and Skill Checks 60
Toolkits 143
Toughness 104
Trade 268
Trader 53
Traders of the Zocalo 314
Traps 286
Tripod 144
True Seeker 264
Trying Again 59
Two-Weapon Fighting 104

U

Untrained Skill Checks 59

V

Variant Gravities 289
Vir Cotto 17, 325
Vision of Death 104

W

Way of the Warrior 104
Wealth and Credits 132
Weapon Focus 105
Weapon Proficiency 105
Weapon Qualities 133
Weapon Specialisation 105
Weather 290
Wind Sword 105
Worker 55

X

Xenoarchaeologist 266

Z

Zero and Low Gravity 289
Zocalo 314

LICENSE

OPEN GAME LICENSE Version 1.0a
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a)'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b)'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgement or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
D20 System Rules & Content Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
Traps & Treachery Copyright 2001, Fantasy Flight Inc.
Deadlands d20 Copyright 2001, Pinnacle Entertainment Group, Inc.
Dragonstar: Starfarer's Handbook Copyright 2001, Fantasy Flight Inc.
Armageddon 2089 - Total War copyright 2003, Mongoose Publishing
Babylon 5 Roleplaying Game and Factbook copyright 2003, Warner Brothers
WARS Roleplaying Game copyright 2005, Decipher Inc.
The Babylon 5 Roleplaying Game: 2nd Edition copyright 2006, Warner Brothers

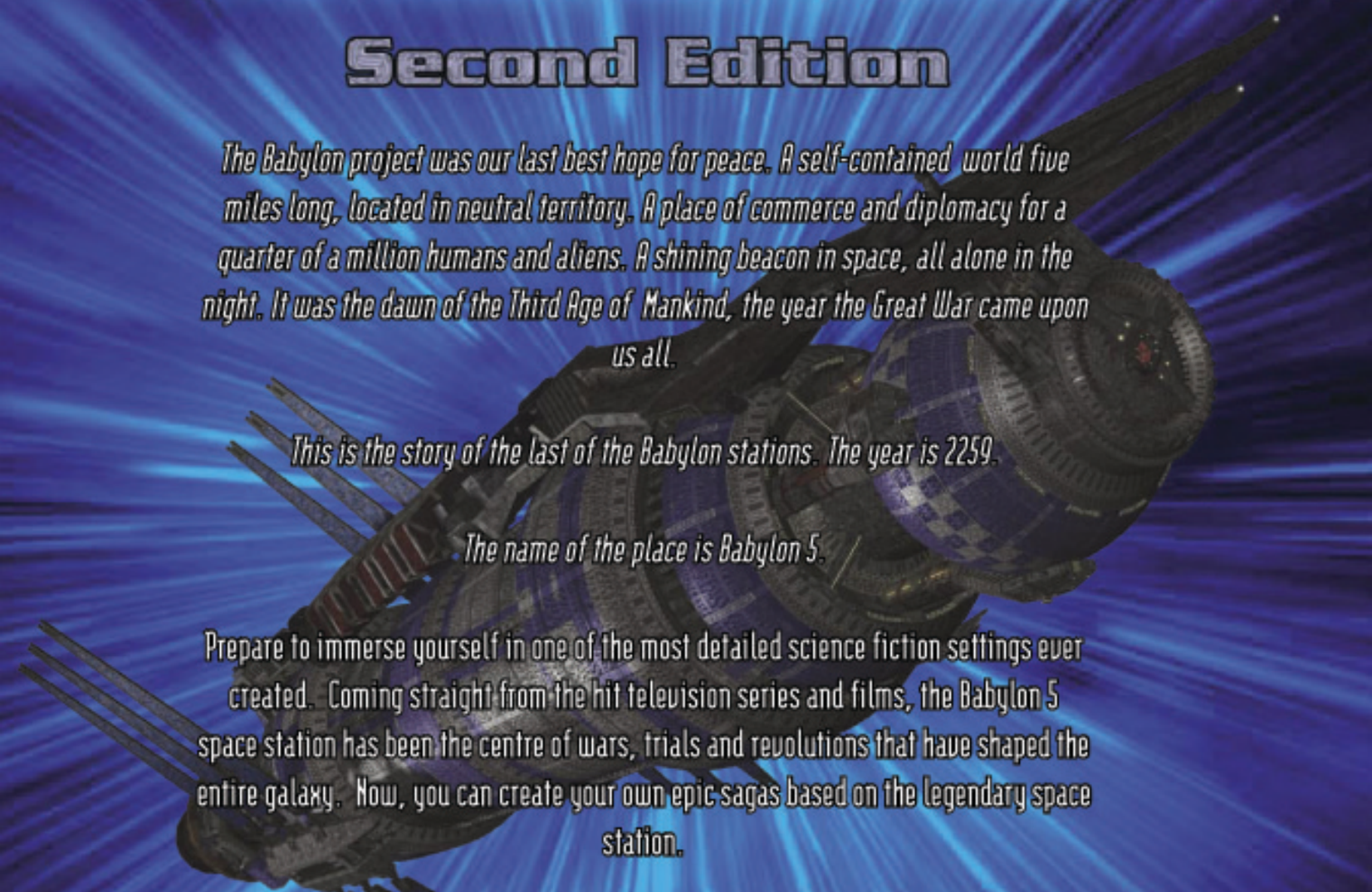
This printing of *The Babylon 5 Roleplaying Game: 2nd Edition* is done under version 1.0 of the Open Game License and the draft versions of the D20 System Trademark License, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast ®. Dungeons & Dragons and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission." 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 5.0. A copy of this License can be found at www.wizards.com/d20.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Portions of the *Babylon 5 Roleplaying Game: 2nd Edition* are Open Game Content licensed with version 1.0a of the Open Gaming Licence (see above).

BABYLON 5™

The Roleplaying Game

Second Edition



The Babylon project was our last best hope for peace. A self-contained world five miles long, located in neutral territory. A place of commerce and diplomacy for a quarter of a million humans and aliens. A shining beacon in space, all alone in the night. It was the dawn of the Third Age of Mankind, the year the Great War came upon us all.

This is the story of the last of the Babylon stations. The year is 2259.

The name of the place is Babylon 5.

Prepare to immerse yourself in one of the most detailed science fiction settings ever created. Coming straight from the hit television series and films, the Babylon 5 space station has been the centre of wars, trials and revolutions that have shaped the entire galaxy. Now, you can create your own epic sagas based on the legendary space station.

This new 2nd edition of the *Babylon 5 Roleplaying Game* is an expanded and comprehensive system for roleplaying in the Babylon 5 universe. While utterly revamping and restyling key areas such as telepathy and space combat, this rulebook is still compatible with 1st edition supplements.

MONGOOSE PUBLISHING

MGP 3500

$49.95

ISBN 1-905471-20-3

Copyright © 2006 Warner Bros. Entertainment Inc.
BABYLON 5 and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc.
WB SHIELD: ™ and © Warner Bros. Entertainment Inc.
(s06)

OGL

MONG 4457